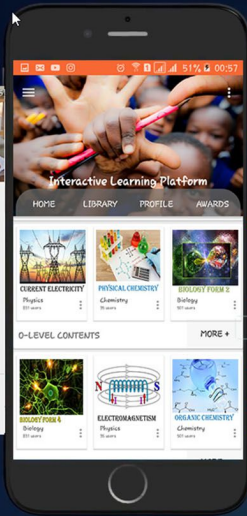
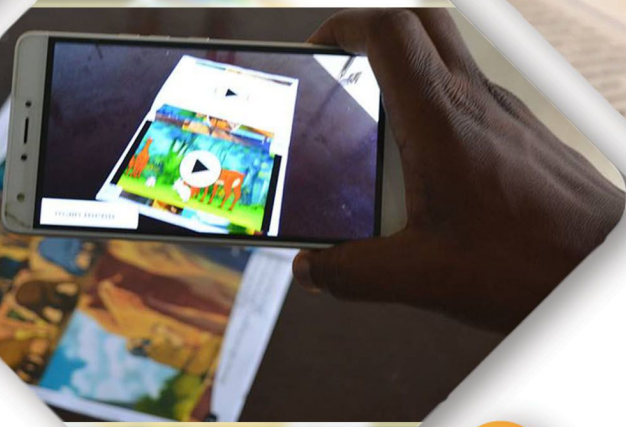


# smartDarasa



**ENJOY**  
smart learning

**INTERACTIVE LEARNING PLATFORM**





Tanzdevs smart technologies co. ltd.



## Company Biography

### Introduction

Tanzdev is a software development company with a mission of revolutionize education sector through digital inclusion in learning environments. The aim is to provide quality education through visual learning as the best methodology of learning. Tanzdevs has developed *smartdarasa mobile application* which is an android mobile platform with ability of enhancing normal books to become interactive and make books' contents more interactive in form of video animation and 3D objects. These contents have the ability of increasing student's engagement in learning process and offer more cost effective solution (replacement for computer and projectors). The company was started in May 2016, at early stages the Tanzdev team focused in android programming, website development and graphic designing.

### Addressed Challenge

Lack of interactive learning in education system.

### Provided Solution

Tanzdev bring normal book contents to life through scanning them with Tanzdev intelligent mobile application. This increase contextual understanding through visual learning, in addition to that the offered solution is affordable (use smart phone device), offline (suitable for no network areas) and the best leaning methodology (learn by visual demos). This combination brings quality learning experience even for remote located areas.

**See demo video of one of our book in the following link:**

<https://www.youtube.com/watch?v=pCJdvczNgrE&t=9s>





# SMART DARASA

- mobile enhanced interactive teaching & learning materials



Why??

-provide visual learning

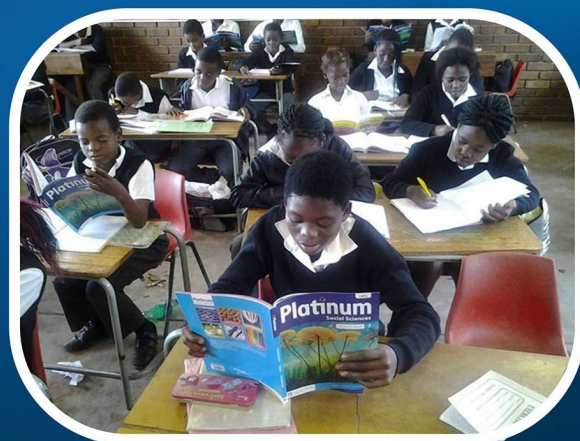
## ● INTRODUCTION

- PROBLEM
- SOLUTION
- BUSINESS MODEL
- DEMONSTRATION

# INTRODUCTION



- Learners get hardtime to create visual picture in their minds.
- This affect how they can remember things when using books with pictures and text only.



- INTRODUCTION
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## OUR SOLUTION

MOBILE APPLICATION

BRIDGES

VR

AR

current system provides

## Research on learning shows:

### Cone of Learning

After 2 weeks we tend to remember		Nature of Involvement
90% of what we say and do	Doing the Real Thing	Active
	Simulating the Real Experience	
	Doing a Dramatic Presentation	
70% of what we say	Giving a Talk	Active
	Participating in a Discussion	
	Seeing it Done on Location	
50% of what we hear and see	Watching a Demonstration	Passive
	Looking at an Exhibit Watching a Demonstration	
	Watching a Movie	
30% of what we see	Looking at Pictures	Passive
20% of what we hear	Hearing Words	
10% of what we read	Reading	

- INTRODUCTION
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# AR IN CLASSROOMS



# FOR HIGH QUALITY VISUAL INTERACTIVE LEARNING



## USE

# SMART DARASA

AUGMENTED BOOKS

BRINGS FUTURE OF  
EDUCATION IN YOUR  
HANDS.

