

Bett Show

London 2024



Polish Companies on
Bett Show

24-26 January
2024

ExCel London



FUNDACJA

edTech Poland



Aktin is a family-owned company with a history of over 25 year. The company specializes in designing modern and ergonomic workshops, shaping the school of the future. What sets Aktin apart is the harmonious collaboration of diverse interests within the team.

Their approach is based on mutual support and innovative solutions, such as the use of virtual and mixed reality in multidisciplinary education. Through the application of technologies like 360-degree visualization of spaces, three-dimensional objects, and interactive elements, lessons become more engaging and transcend into a completely different dimension. Aktin creates unique, integrated educational environments where creativity, innovation, and modernity play a crucial role in the teaching process.

Learn more: <https://aktin.pl/>

Hall: Bett Hall

Stand: NB31

BeCREO

TECHNOLOGIES

ABeCREO Technologies Sp. z o.o. creates and produces innovative educational solutions to teach coding and mechatronics for schools, kindergartens and home users. All our products are based on STEAM methodology.

Scottie Go! are unique educational games that combine the virtual and physical world. Our patented technology includes mobile applications and specially designed cardboard programming blocks which make learning more effective and fun. Award winning Scottie Go! for Education is easy to use by non-it teachers and does not require extensive IT infrastructure to implement.

Learn more: <https://scottiego.com/en/>

Hall: Bett Hall

Stand: SM58



WYDAWNICTWO MULTIMEDIALNE

An educational multimedia publishing company offering interactive tools and resources to support the learning process. Through the use of advanced technologies, we provide comprehensive educational solutions covering various fields of study and age groups

Learn more: <https://eduexpert.eu/en-eu>

Hall: Bett Hall

Stand: SF71



FunFloor

FunFloor Interactive Floor: The new way of learning!

The FunFloor Interactive Floor is a state-of-the-art multimedia device that transforms any surface into an interactive world full of experiences in an astonishing way.

It is a breakthrough in education as this can support both sides: the teacher and the student. Through gamification we are stimulating the children to take a more active way in the lesson. It allows them to go from sitting behind desks to actively participating with the whole group.

An interactive floor is an almost effortless yet powerful tool in the teacher's hands. Just plug in & play! The device is calibrated and all the control is done through the remote.

Enhance engagement and learning precision with FunFloor's interactive penswitch between motion and IR pen modes. Beyond the classroom, FunFloor is a powerful therapeutic tool, that supports children with developmental deficits.

Contact us now to explore distribution and partnership opportunities.

FunFloor: Where Learning Transcends Boundaries!

Learn more: <https://www.funfloor.pl/>

Hall: Bett Hall

Stand: NB31





Knoocker

Knoocker is a technological company, designing and implementing innovative interactive educational solutions. Founded in 2014, a year later, they introduced Knoocker Classic, an interactive educational panel, initiating a long-standing collaboration with Moje Bambino, a Polish leader in providing educational aids to schools and kindergartens. In 2021, Knoocker Box was created, a multimedia platform and its dedicated educational solution for school-age children – Edukacyjny Wszechświat (Educational Universe), consisting of 11 planets supporting various areas of development. It employs a mix of technologies to foster future skills in children, including coding, programming, analytical, and critical thinking. Since early 2023, they have been promoting their solutions under the brand name Knowla.

Learn more: <https://knowla.eu/en/>

Hall: Bett Hall

Stand: NB31




We are an experienced technology-based company operating in educational publishing business. Offering a complete suite of advanced software applications, we support all stages of e-publishing processes. Our worldwide partners include such notable publishers like Pearson, Klett, Ibtikar, Cyberbook and Hachette Antoine.

Learnetic products are present in more than 35 countries, where the company supports multimedia publishers and ministries of education, and in Poland, where it is known as a producer of many recognized educational and therapy support programs.

Learn more: <https://www.learnetic.pl/>

Hall: Bett Hall

Stand: NB31





onEVO interactive floor

A revolution in the approach to modern education, therapy and rehabilitation that incorporates fun! onEVO interactive floor is changing the way of teaching around the world! How? Through movement and entertainment utilising augmented reality!

Learn more: <https://onevofloor.com/en>

Hall: Bett Hall

Stand: NB31, NH54



We accelerate the progress of education by creating tools and resources dedicated to various age groups. Moreover, we always focus on using programming as a teaching method, student engagement, and future-proof competencies. All of our activities are focused on achieving one ambitious goal: empowering teachers in educating future-ready children.

Learn more: <https://knowla.eu/en/>

Hall: Bett Hall

Stand: SL40



Skriware is a Polish producer and distributor of an innovative educational ecosystem created to conduct lessons in various fields suitable for all age groups. This ecosystem is a comprehensive solution for schools that want to implement STEAM educational methods based on modern technologies and tools to teach through experiencing and solving practical problems. Skriware combines 3D printing, robotics, design and a base of lesson scenarios for teachers so that they can conveniently present fascinating and inspiring material to their students.

Learn more: <https://knowla.eu/en/>

Hall: Bett Hall

Stand: NB31