

MiTeam for OERLive

Future of Learning

in the Age of Digital Transformation

Discussion Outline

- Learning Trends – Next Generation Digital Learning Environment
- OER Learning Requirements
- Discussion
- MiTeam Concepts and Features
- Live Demo
- Discussion/Questions

Revolution in Education Happened Before - 1866



The Digital Competence Framework 2.0

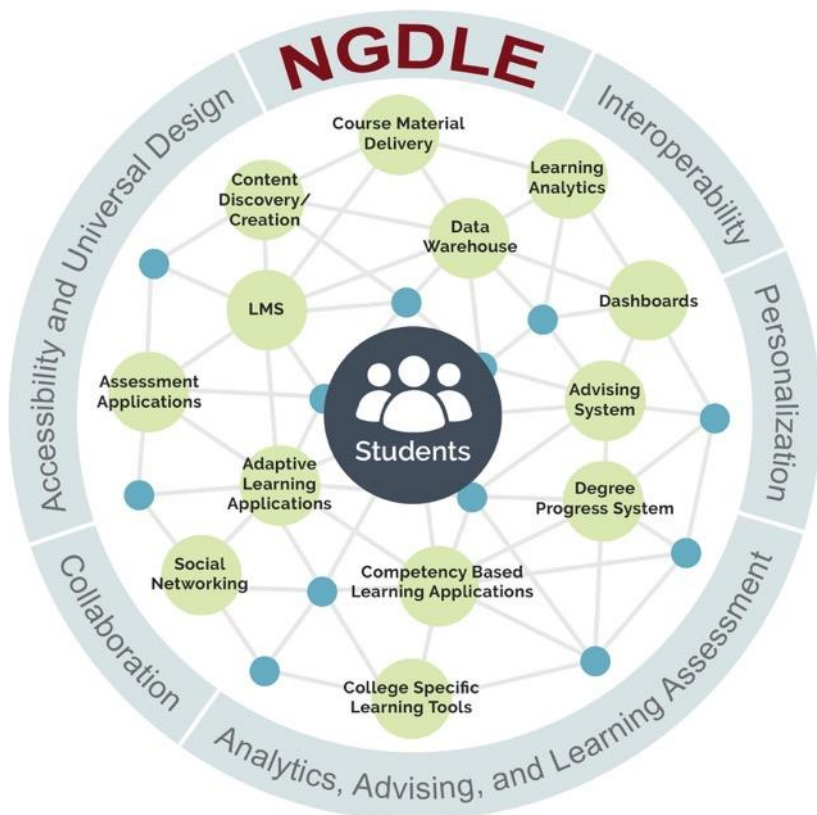
- 1) **Information and data literacy:** To articulate information needs, to locate and retrieve digital data, information and content. To judge the relevance of the source and its content. To store, manage, and organise digital data, information and content.
- 2) **Communication and collaboration:** To interact, communicate and collaborate through digital technologies while being aware of cultural and generational diversity. To participate in society through public and private digital services and participatory citizenship. To manage one's digital identity and reputation.
- 3) **Digital content creation:** To create and edit digital content To improve and integrate information and content into an existing body of knowledge while understanding how copyright and licences are to be applied. To know how to give understandable instructions for a computer system.
- 4) **Safety:** To protect devices, content, personal data and privacy in digital environments. To protect physical and psychological health, and to be aware of digital technologies for social well-being and social inclusion. To be aware of the environmental impact of digital technologies and their use.
- 5) **Problem solving:** To identify needs and problems, and to resolve conceptual problems and problem situations in digital environments. To use digital tools to innovate processes and products. To keep up-to-date with the digital evolution.

OER is not focused on academic purposes, it is about life long learning for the whole society

<https://ec.europa.eu/jrc/en/digcomp/digital-competence-framework>

Next Generation Digital Learning Environment

From LMS to...



- Interoperability and Integration
- Personalization
- Analytics, Advising, and Learning Assessment
- Collaboration
- Accessibility and Universal Design

Interoperability and Integration

Common workflows and metadata



- All components must provide common content format
- Integration must be simple and in end user hands
- LE evolves as key source of learning content

Personalisation

Most important user facing domain of NGDLE



- Learners and Instructors are architects of their specific environment within open architecture
- Best outfit for each learning process on learner, instructor, departmental, divisional, regional, institutional, discipline and other level
- Improvements and adaptive learning will provide an agile learning process/content improvements and evolution

Analytics, Advising, and Learning Assessment

Vital component for competency based learning



- Widen the scope of data from Course (LMS) related to all activities – Competency based learning
- Integration of tools and open API
- Enable support for all stakeholders from operational to long term research
 - Student empowerment
 - Continuous instructional improvements
 - Institutional oversight
 - Immersive learning

Collaboration

On multiple levels and between public and private



- Fundamental for modern form of learning
- Collaboratively construct pathways
- Social networking changed expectations
- Beyond traditional peer to peer and instructor – community management
- From personal, group, course to wider collaboration spaces
- Best hybrid between Walled garden and open

Accessibility and Universal Design

Rethink the complete user experience – Learning Experience Platform



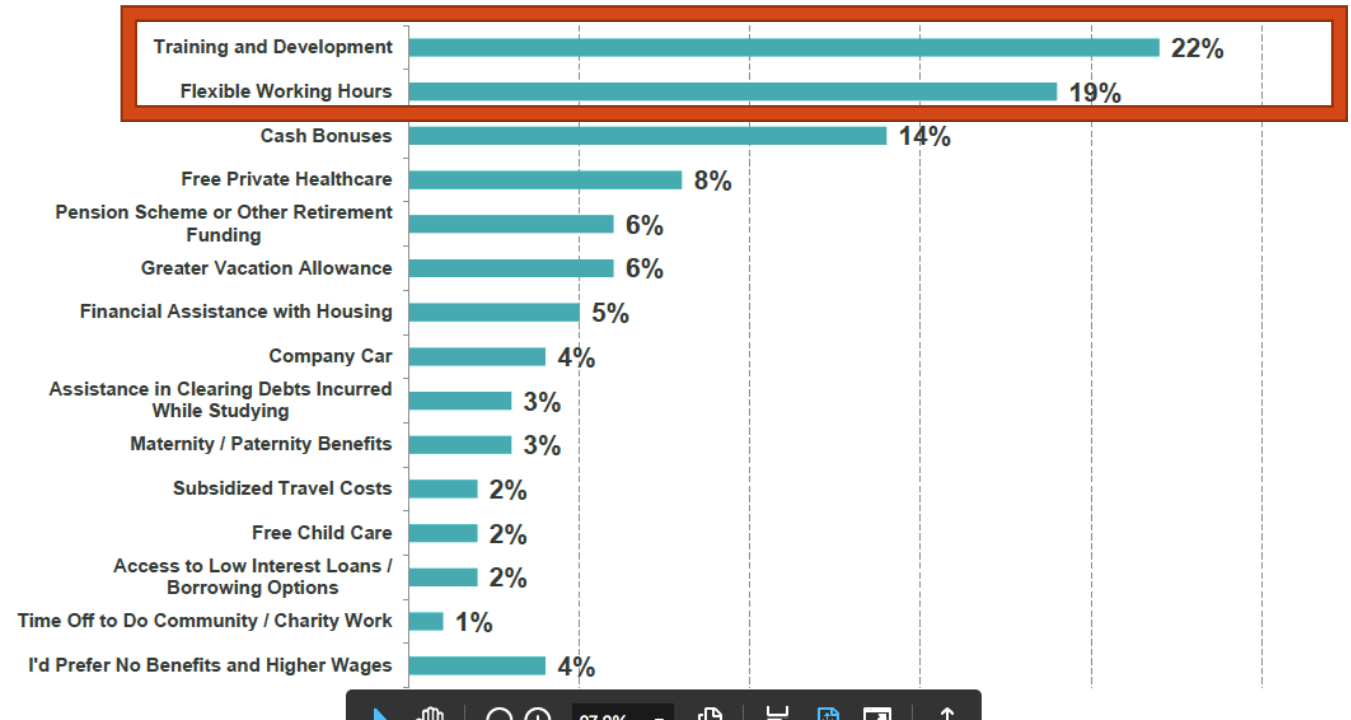
- Holistic, ground up approach to accessibility and design
- From function and technology to people and experience
- Accessibility issue from physical impairment to different user capabilities
- A major acceptability, motivation and efficiency booster

Changed Generations Priorities

Internet Trends Mary Meeker KPCB



Which Three Benefits Would You Most Value From an Employer? % Ranking Each 1st Place, Global



Key E-Learning Trends

Learning Experience Platforms



- Top user experience
- Social learning – distributed teams
- Virtual classroom - VILT
- Mobile & Micro Learning
- Informal vs Formal growing
- Video and interactive content
- Complete tracking and analytics
- Personalized, customized & immersive
- Gamification/Leaderboards

Social Learning

Collaboration, creation, evaluation in the group



- Group interaction
- Evaluation and creation in the group – relationship improvements
- Optimal usage of the location, time, teacher (coach), resources is a challenge
- Promotion of informal, project based, skill based, flipped... methods
- The need for secure, efficient and open corporate virtual learning environment

Mobile Learning – the Need and Opportunity

Most of informal learning transactions is already mobile

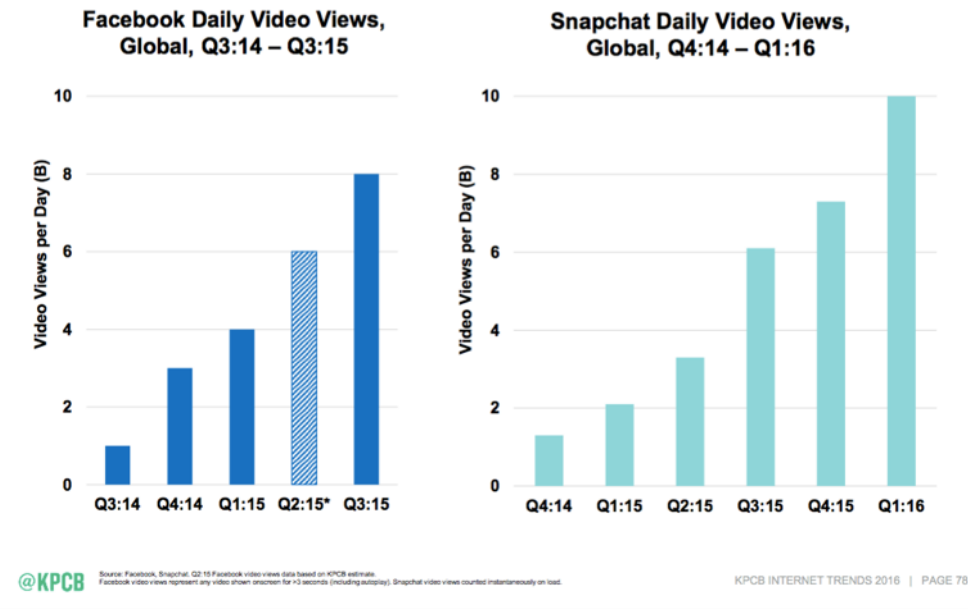


- While mobile rules private life, its usage in corporate world is behind
- Mobile is personal – collaboration is easier
- Mobile is always and everywhere
Mobile video is already affordable
- Millennials are coming and bringing new expectations
- Mobile optimisation is much more than screen size

Video and Micro Learning

Highly related trends

User-Shared Video Views on Snapchat & Facebook = Growing Fast

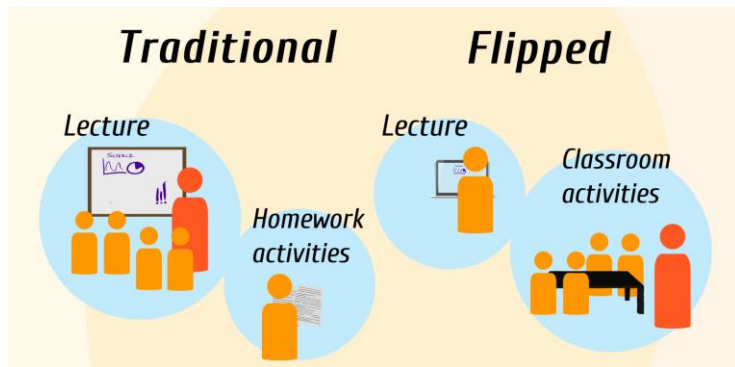


- Learning content, consumed in small chunks is remembered longer and faster
- Video content is the „New Book“, interactive video is coming
- 60 seconds – 20 minutes
- Feel comfortable and motivated

Variety of Devices – BYOD Trends



Flipping the Classroom - Blended Learning



- The sequence of learning activities is flipped – the preparation activities need good support
- Practical experience via collaboration in preparation phase
- Better usage of group time – from remembering to insight
- Promotion of group interaction
- Knowledge networks

Changing the Role of the Instructor



- 21st Century Training
- Allowing instructors to spend less time on content creation
- Providing more time for instructors since they are not providing repeatable deliveries
- Allowing to spend more time on: assessments, remediation and ensuring that the training is real, meaningful and actionable

Generations Communicate in Different Way

Popularity of Business Contact Channels, by Age

Which channels are most popular with your age-profiled customers?
(% of contact centers)

	% of Centers Reporting Most Popular Contact Channels by Generation				
	Internet / Web Chat	Social Media	Electronic Messaging (e.g. email, SMS)	Smartphone Application	Telephone
Generation Y (born 1981-1999)	24% (1 st choice)	24% (1 st choice)	21% (3 rd choice)	19% (4 th choice)	12% (5 th choice)
Generation X (born 1961-1980)	21% (3 rd choice)	12% (4 th choice)	28% (2 nd choice)	11% (5 th choice)	29% (1 st choice)
Baby Boomers (born 1945-1960)	7% (3 rd choice)	2% (5 th choice)	24% (2 nd choice)	3% (4 th choice)	64% (1 st choice)
Silent Generation (born before 1944)	2% (3 rd choice)	1% (4 th choice)	6% (2 nd choice)	1% (5 th choice)	90% (1 st choice)

Digital Experience Platform

Designed for Digital Transformation

Omni-Channel

Information and Knowledge Access,

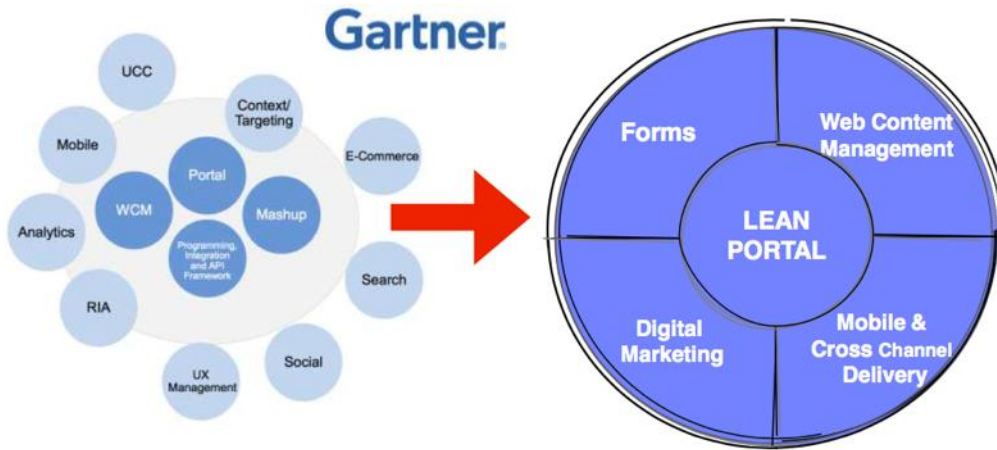
Collaboration and Learning

DXP Goals

Introduction of:

- Omnii-Channel user experience with for variety of devices and user segment
- Modern communication tools for knowledge seekers and advisors
- Advanced learning methods and technologies
- Video, multimedia, interactive and personalized library of learning material
- Internal and optional external digital community and advisors, partners and knowledge seekers
- Integration with existing as well as future back office IT /LMS systems and external knowledge sites

Digital Experience Platform Gartner 2018



Source: Gartner, 'A Platform Approach for Websites, Portals and Mobiles Apps Leads to Faster Time to Market and Improved User Experience'. Gene Phifer, Jim Murphy, 29 March 2013.

- S** **Simple:** Make it easy for customers to achieve their goals.
- U** **Ubiquitous:** Interact with customers wherever they want.
- P** **Personal:** Make the entire experience relevant to personal needs.
- E** **Empowering:** Enable customers to take action by themselves.
- R** **Reassuring:** Provide human help whenever it adds value.

FORRESTER Rising customer expectations and the growing importance of the Web and mobile as sales and service channels mean that financial services e-Business executives **need to fundamentally improve the way they serve customers via digital channels.**

Digitalization of collaborative consultation and learning environment – a stepwise project

- Stepwise introduction of variety of digital tools and methods based on existing and improved workflows
- Intensive “hands on” training of users, tracking of user interaction to different tools and user experience concepts
- Advanced response analytics and agile improvements during the tools introduction
- Segmentation of users and influence to digitalization methods
- Planning and reporting of measurable results (KPI) of workflow improvements
- Dissemination of results and long term nation wide digitalization strategy and operations proposal.

Digital tools and methods

A range of workflows for consultation, collaboration and learning

- Individual access to a variety of information/knowledge content
- Individual person to person communication as improvement of existing workflow
- Group based digital collaboration within existing local organization structure
- Individual and group based collaboration in the organizational forms, which are not possible with digitalization, regional and nationwide collaboration
- Individual learning and information access using digital library and webinars
- New forms of group (social) learning using specialized geographically dispersed groups in different user segments
- Introduction of national digital community as a meeting point and common source of information with well structured “match-finding” support and personalized notifications

Technology Trends in Learning

HTML



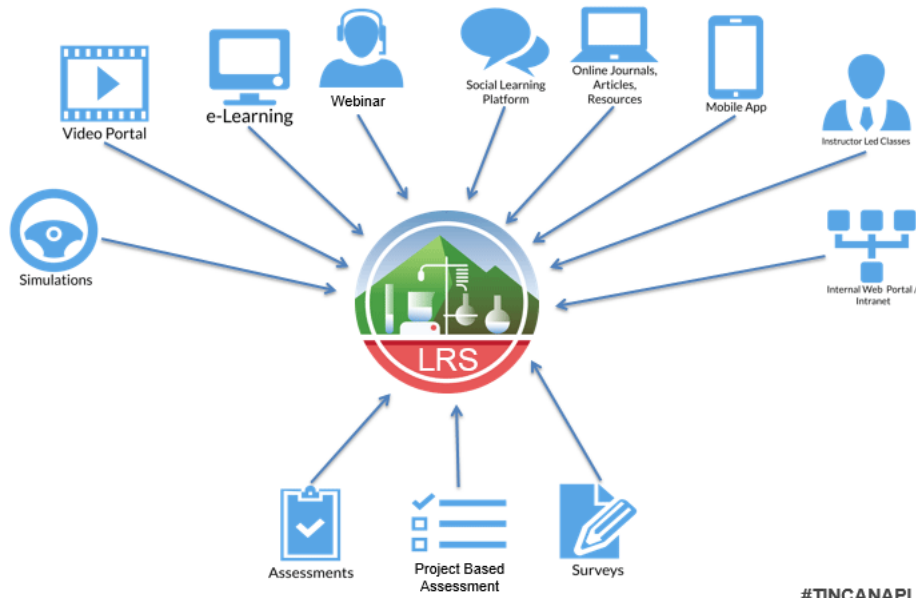
WebRTC

EXPERIENCE
API™

- Mobile - HTML5 replaced Flash
- XAPI (TinCan API) & Learning Records Store
- Cloud vs Private Cloud – Browser & Mobile clients
- Video, video, video – WebRTC, Live Stream & more
- Big Data: detailed 360 deg tracking, open analytics, instant reporting
- Advanced content and creation tools– HTML5, XAPI, Mobile, Augmented reality
- Highly scalable and interactive events: Webinars, webcast, web conference...
- Open API and customized interfaces

Experience API – Learning Record Store

The cornerstone of NG learning architecture



#TINCANAPI

- Collect all learner interactions using standardised interface
- Generated by latest content creation tools and services
- Communicate with existing LMS
- Open access for real time and long term analytics and AI experiments
- Immersive learning

Current collaboration tools, limitations

Many new collaboration tools and vendors are the proof of change

- Email
- Website
- Telephone
- Post
- Dropbox
- Skype
- Skype f. Buss.
- Facebook
- YouTube
- LinkedIn
- Slack
- Google GSuite
- MS Teams
- Sharepoint
- CiscoSpark
- LMS/Moodle.
- User experience
- Security and legal base
- Integration and efficiency
- Ownership of data and algorit.
- Interactive and Video Content
- Personalization and customization
- Persistence of data and workspace
- Open architecture and API

Limitations of Multi Platform Collaboration

For long term heterogeneous project collaboration

- Slack
- Microsoft Teams
- Cisco Spark
- Skype for Business
- Dropbox/Box
- Google Drive/Gsuite
- Facebook for Workplace
- Sharepoint/Confluence
- Complicated „nongeek“ user experience from multiple platforms
- Synchronise many releases
- Security and GPDR
- Licencing
- Single Sign on and user management

Vendor Function	Webex	GoTo Meeting	GoTo Webinar	GoTo Training	Adobe Connect	Skype /Buss.	Share point	Con fluence	Moodle LMS	Canvas LMS	Talent LMS	MS Teams	Spark Cisco	Slack	MiTeam MI
Video Audio Conferencing	***	***			***	***						**	**	**	***
Video Recording	***	**	**	**	**	**									***
Webcasting	***		***	***	***	**									***
Lecture Capture Live Studio															*** OBS
Screen /Window Sharing/Cobrowsing	**	***	**	**	**	**						**	**	**	***
Digital Asset Management															**
Content Document Sharing	**	**	**	**	**	*	***	***	*	*	*	**	**	**	***
Task Management							*	*							*
Whiteboard	**	**	**	**	**	***									*** aww
Mobile Optimisation Mobile App	*	*	*	*	*	**	**	**	*	*	**	***	***	***	***
Open API	*	*	*	*	*	*	***	*	**	**	*	***	***	***	***
Messaging Chat Comments Presence	**	**	**	**	**	**		**	*	*	*	***	***	***	**
Mobiie Email Notifications	**	**	**	**	**	**	**	**	**	**	**	***	***	***	***
Workspaces Persistent Groups									**	**	*	***	***	***	***
/Private Cloud/ On Premise/Security						*	***	**	***	**					***
Customisation Personalisation	*	*	*	*	*	*	***	***	**	**	*	**	**	**	***
Cost	**	**	**	**	**	*	*	*	***	**	**	*	*	**	***

MiTeam and OERLive

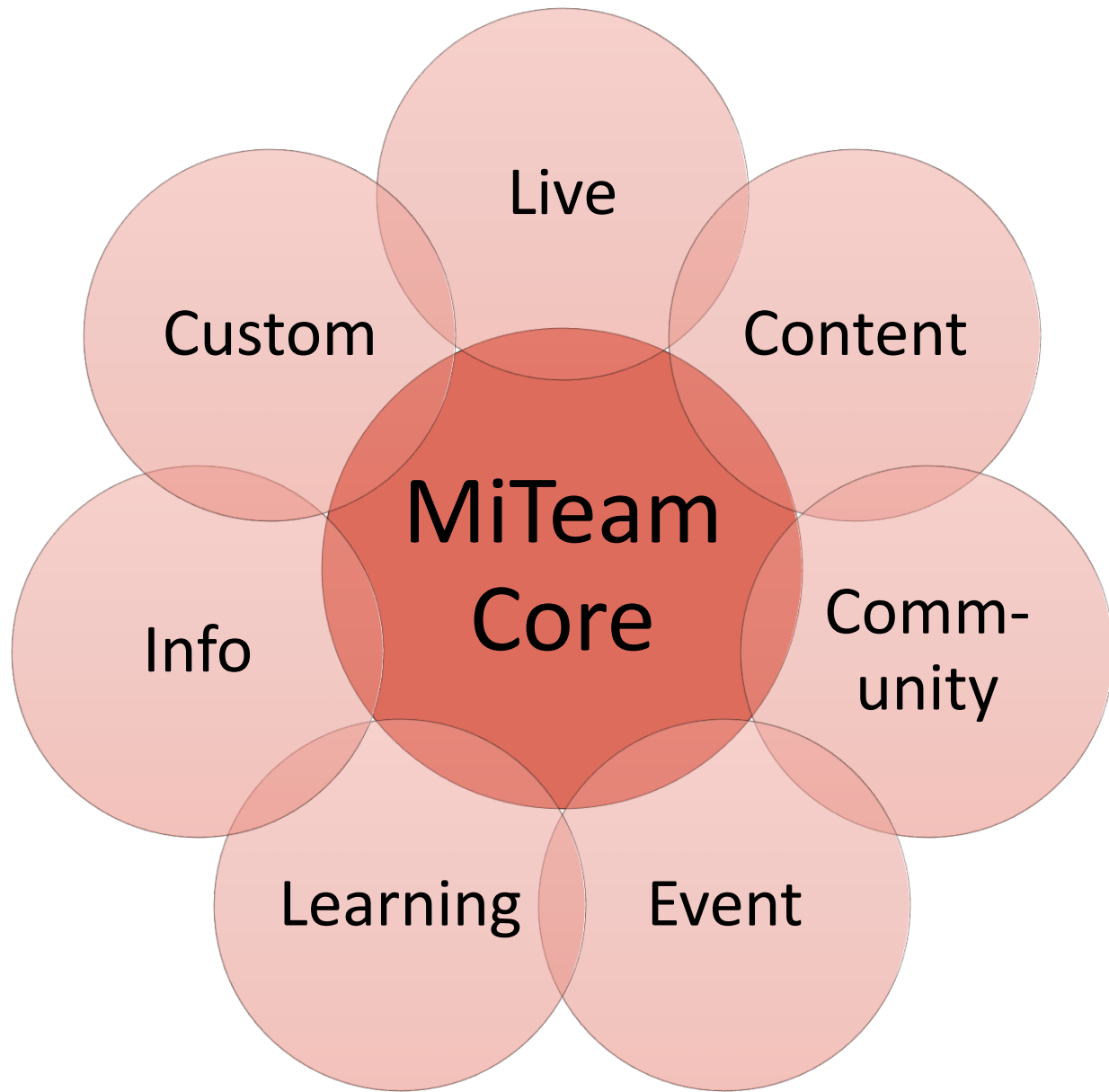
Working together from Collaboration
to Next Generation Open Education

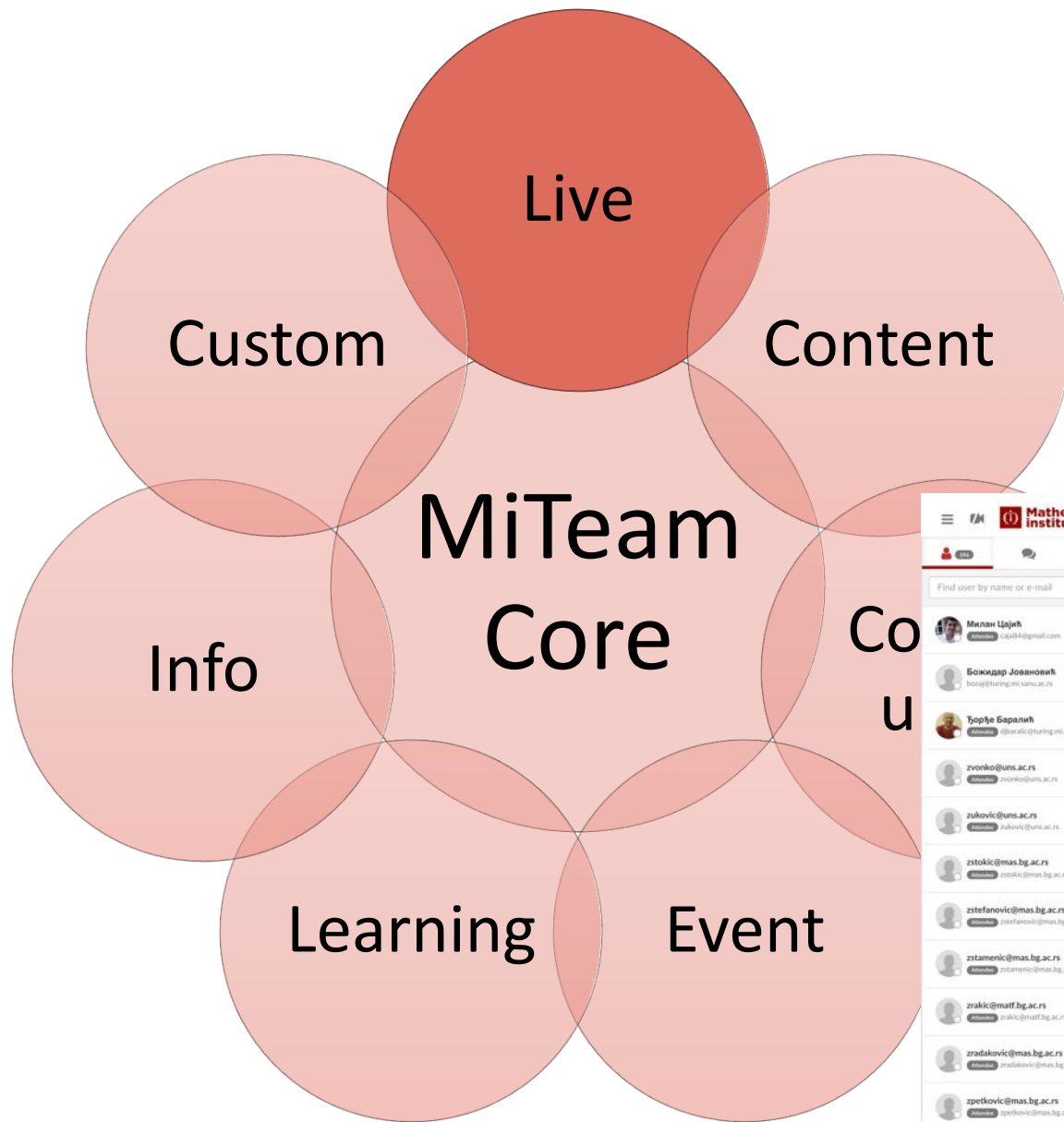
MiTeam and OERLive

From collaboration to Next Generation Learning



- Educa Berlin December 2014
- From Collaborative Solution to Complete Digital Learning Environment
- Key technology and architecture requirements collected





Mathematical Institute

Find user by name or e-mail Edit

- Милан Цајић milanc@mi.sanu.ac.rs
- Божидар Јовановић bozaj@turing.mi.sanu.ac.rs
- Ђорђе Баралић djoradj@turing.mi.sanu.ac.rs
- zvonko@uns.ac.rs
- zukovic@uns.ac.rs
- zstokic@mas.bg.ac.rs
- zstefanovic@mas.bg.ac.rs
- zstamenic@mas.bg.ac.rs
- zrakic@matf.bg.ac.rs
- zradakovic@mas.bg.ac.rs
- zpetkovic@mas.bg.ac.rs

Start cobrowsing Add member

Marko Stosih, Matematički institut SANU

You can join a video conference

Webcast will start: 11th April, 18:00

Waiting ...

Search Franc Dol...

Marko Stosih, Ma Add User ... Add Content ...

Dashboard

Scheduled date	End	Onli...	% Atte...	Timer
11th April, 18:00	19:00	1/596	9%	00:00:00

Members (596)

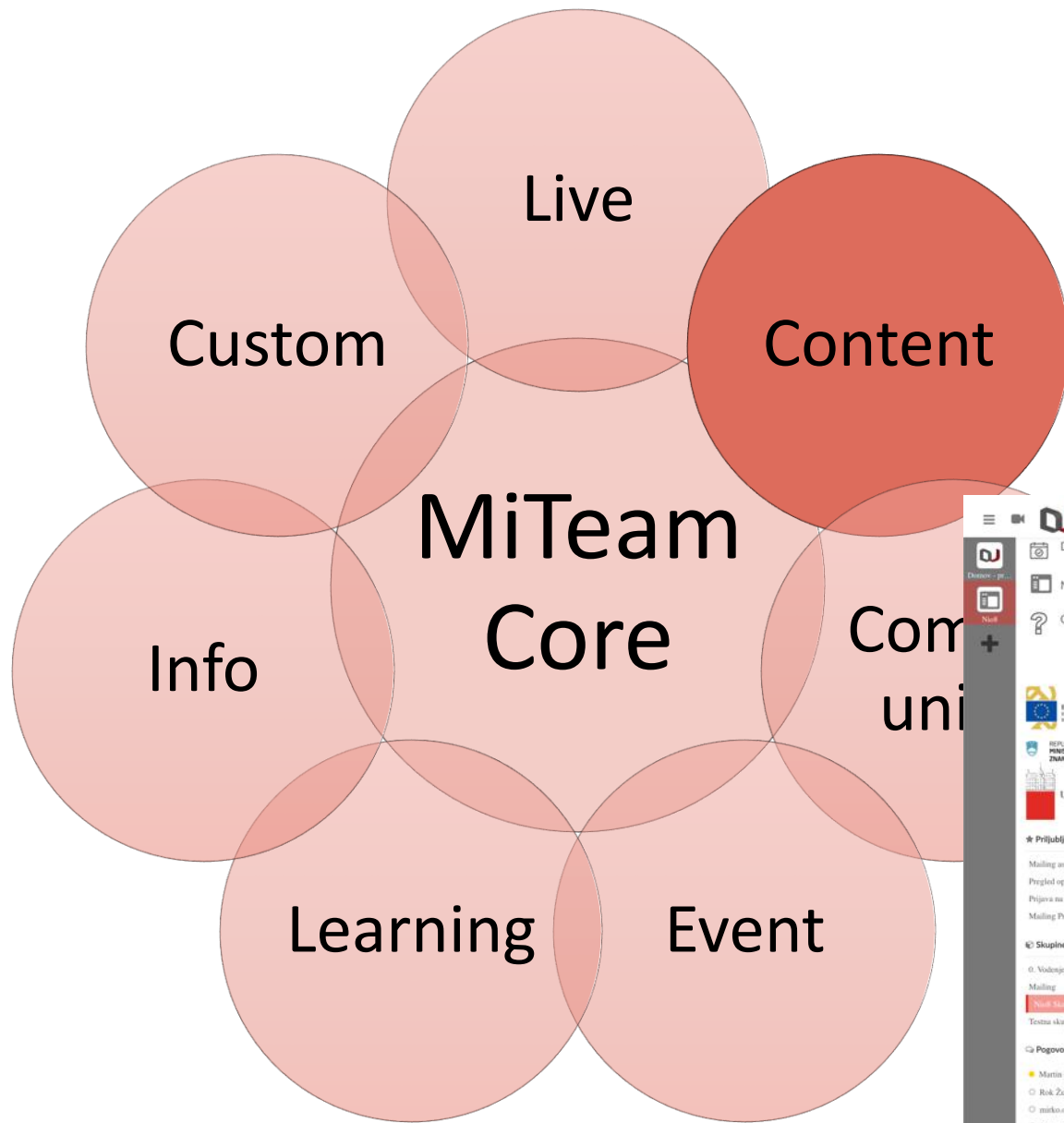
Add to calendar

ЧВОРОВИ, КВИВЕРИ И ПРИМЕНЕ (Задатична седница Одељења за математику и механику)

Резиме. У овом предавању биће приказани неки од савремених резултата уезузи са квантним и хомолошким инваријантима чворова. Главна идеја је да сеукратко прикажу бројне потпуно различите теорије из разних областиматематике и физике, које су са разних стране повезане управо преко теорије инваријанти чворова.

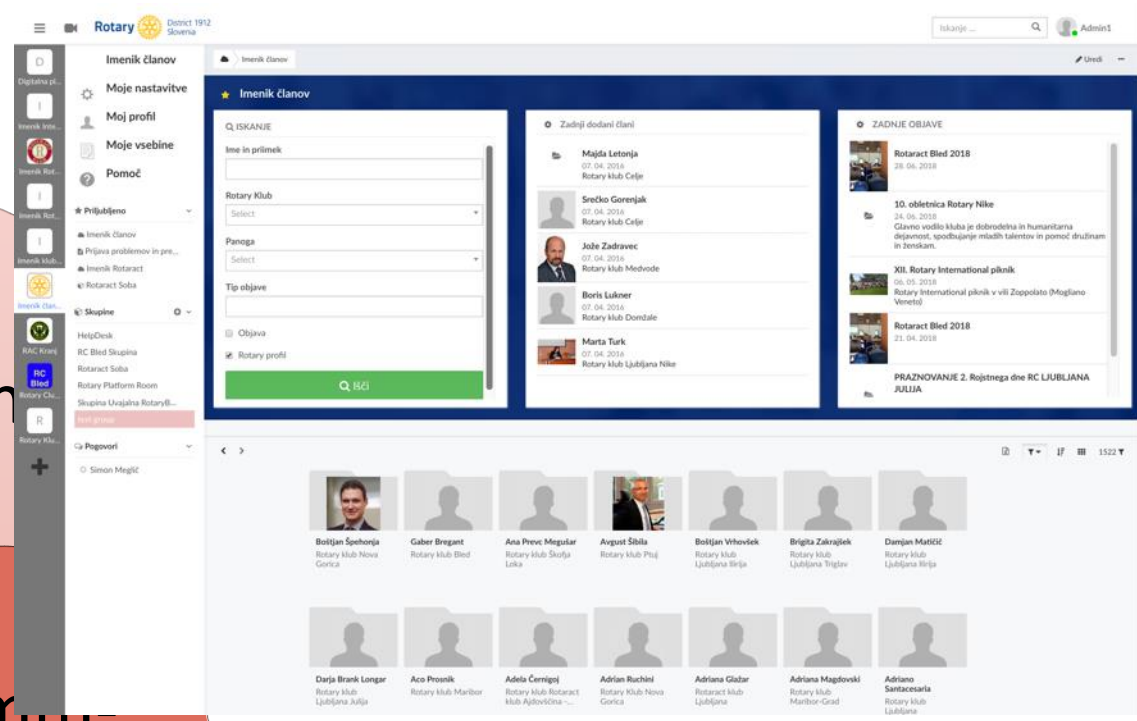
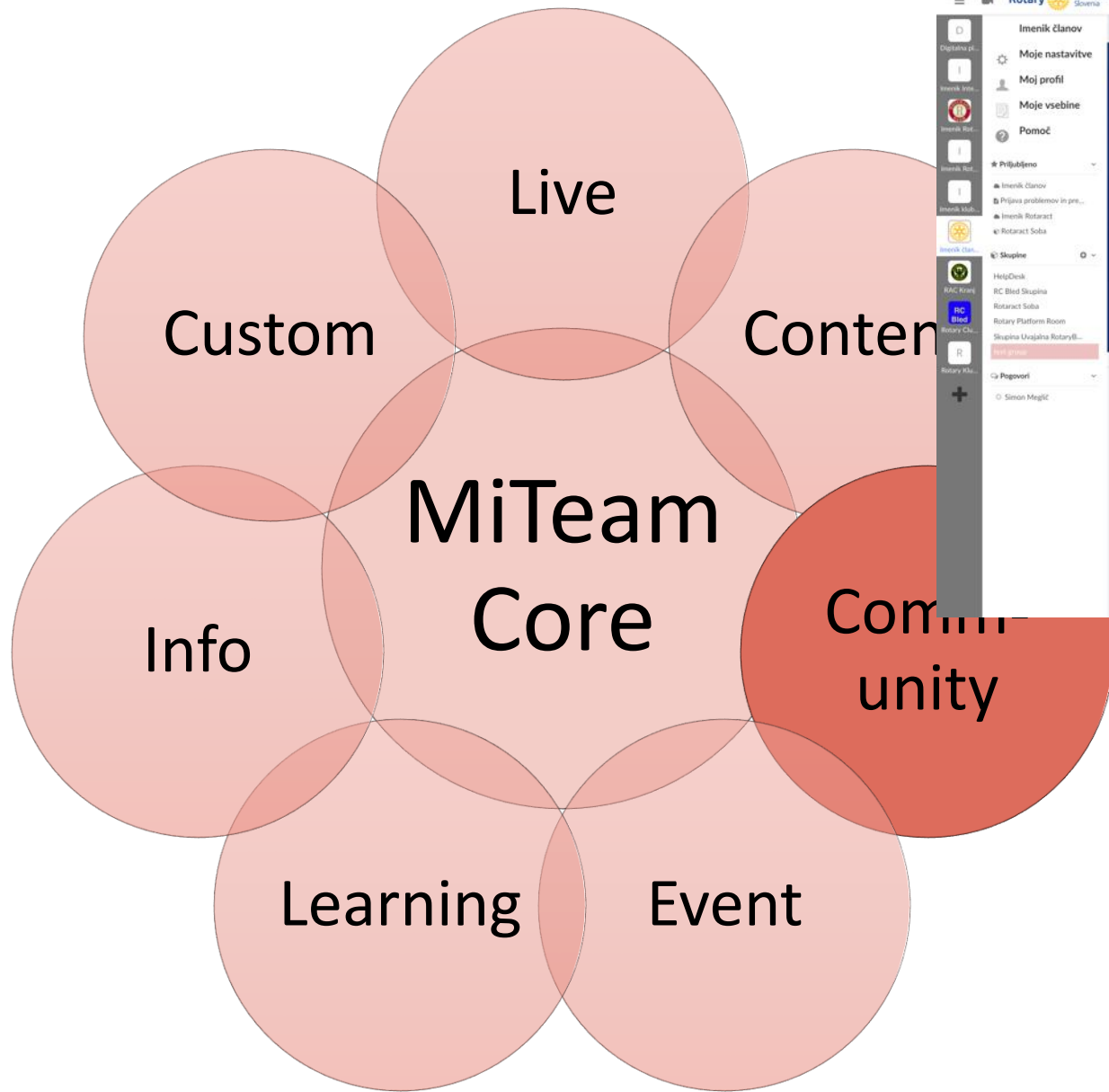
У другом делу предавања биће приказана и једна од најновијих и актуелних идеја – тзв. кореспонденција између чворова и квивера (усмерених графова), којом се датом чвору придружује квивер на такав начин да се BPS инваријанте чворова поклапају са мотивичним Доналдсон-Томас инваријантамаквивера. Прва идеја/циљ ове кореспонденције је била да се објасне неке одважних хиптеза о особинама чворова, али се испоставило да она отвара бројне нове правце и изненађујуће везе са разним областима математике и физике. Као пример, биће приказана веза са комбинаториком путева на целобројним решеткама – једним од класичних, основних проблема енумеративне и аналитичке комбинаторике – где смо добили потпуно нове експлицитне формуле за број таквих путева, користећи искључиво чворове, квивере и њихову везу.

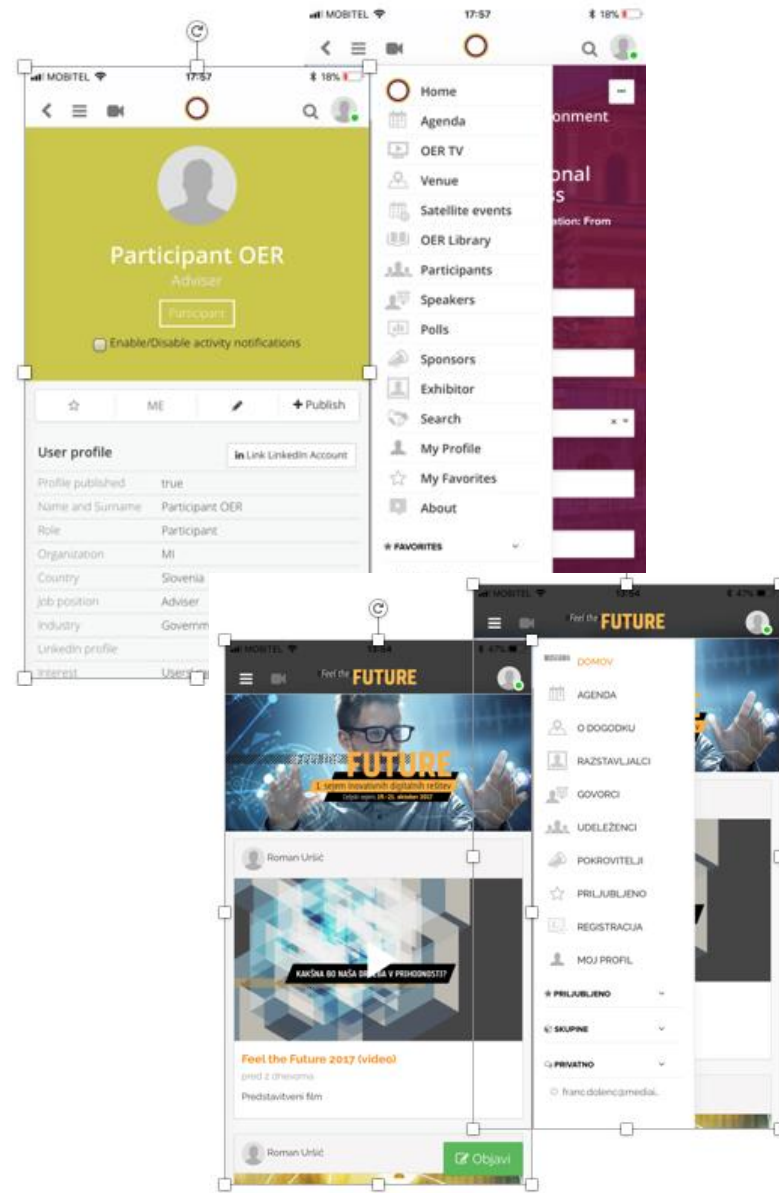
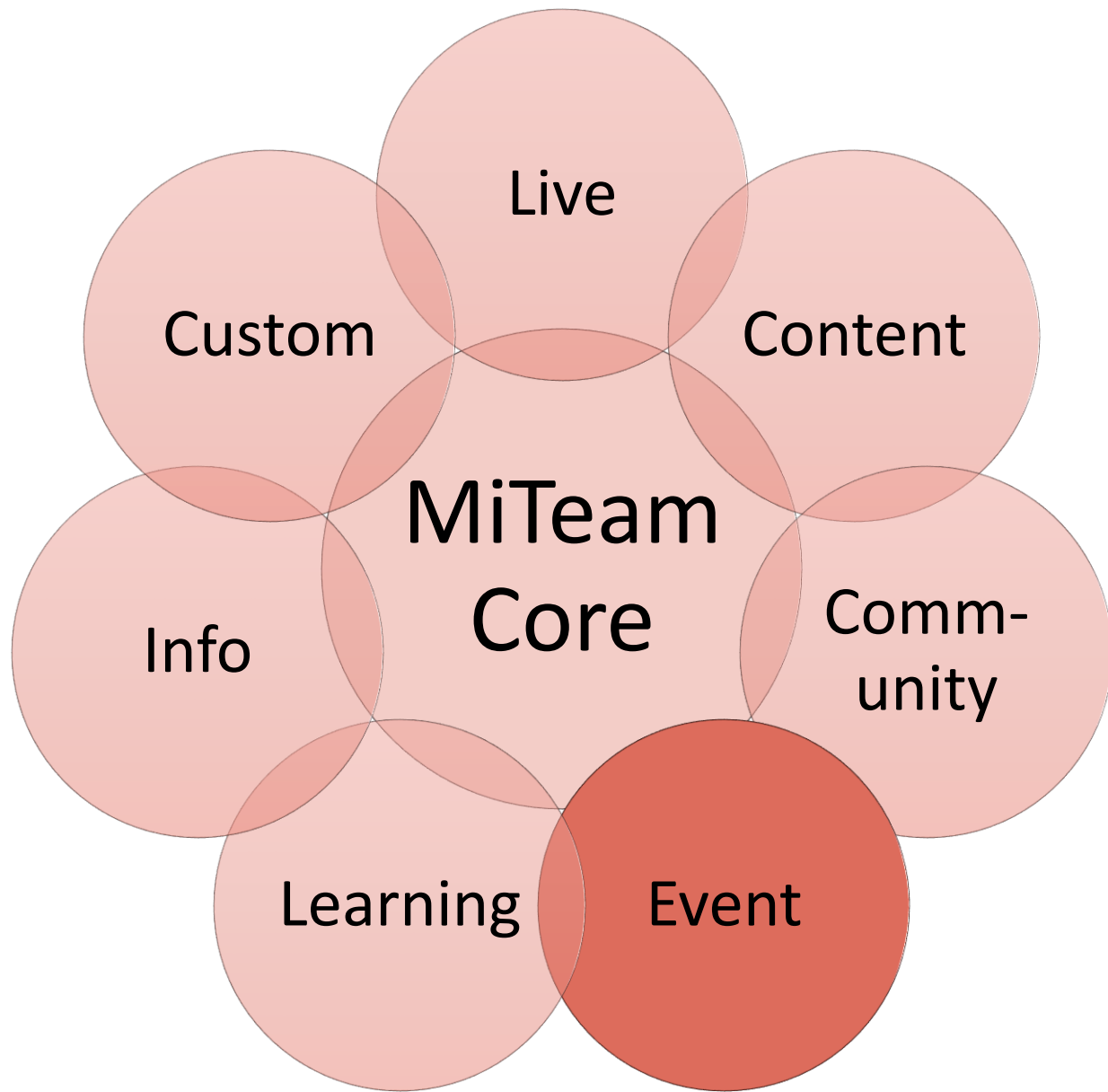
Предавање је базирано на заједничким радovima са С. Гуковом, Е. Горским, П. Сулжовским, М. Рајнеком, П. Кучарским, М. Панфилом и П. Ведриком.

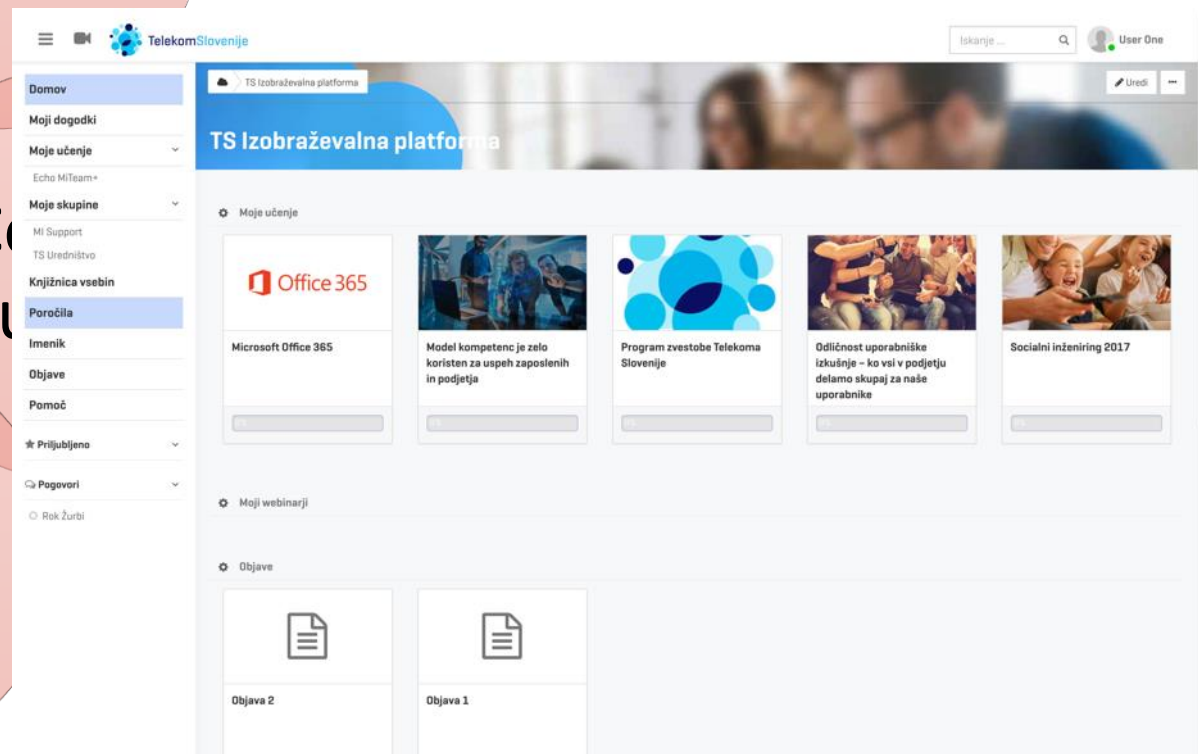
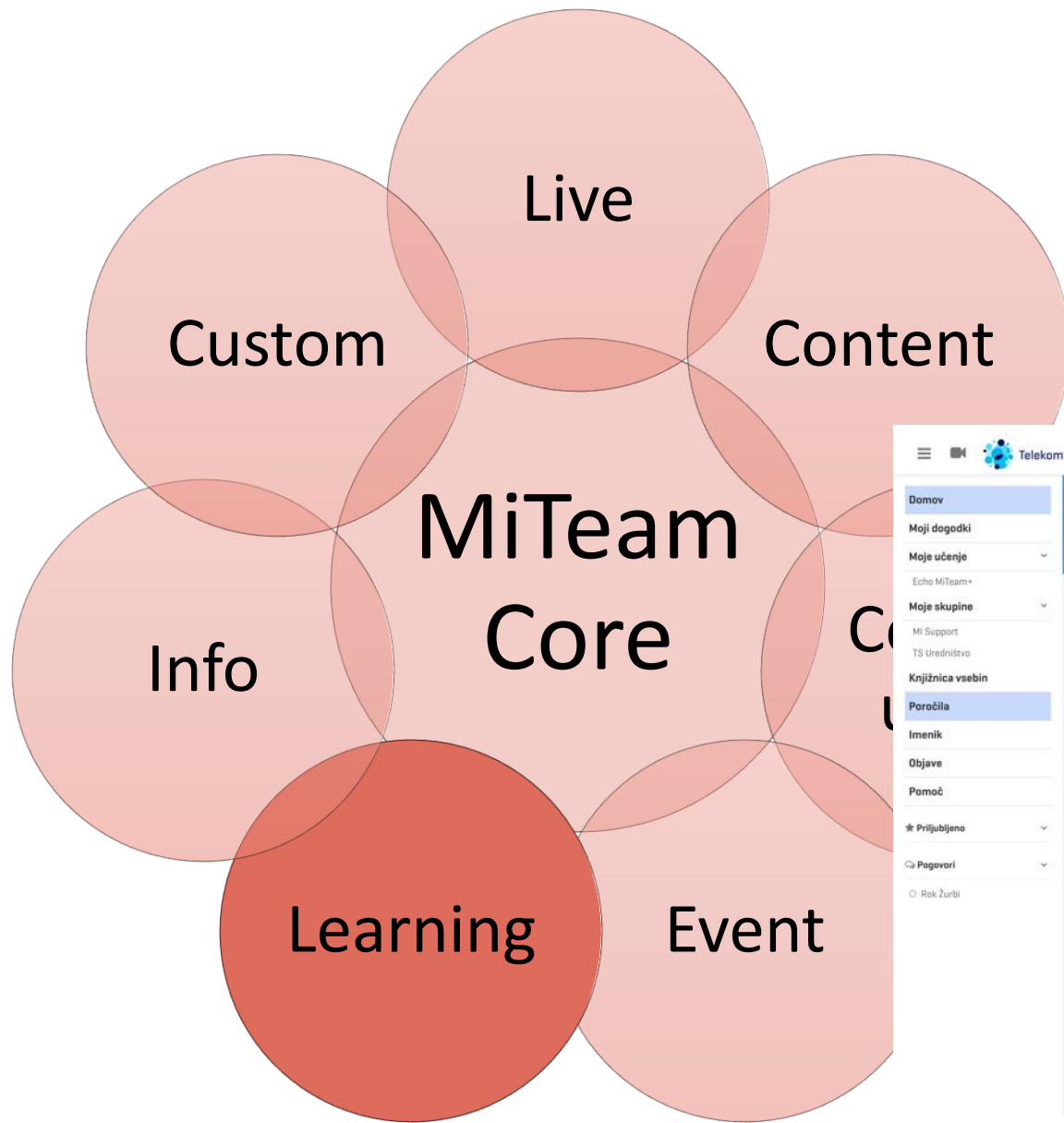


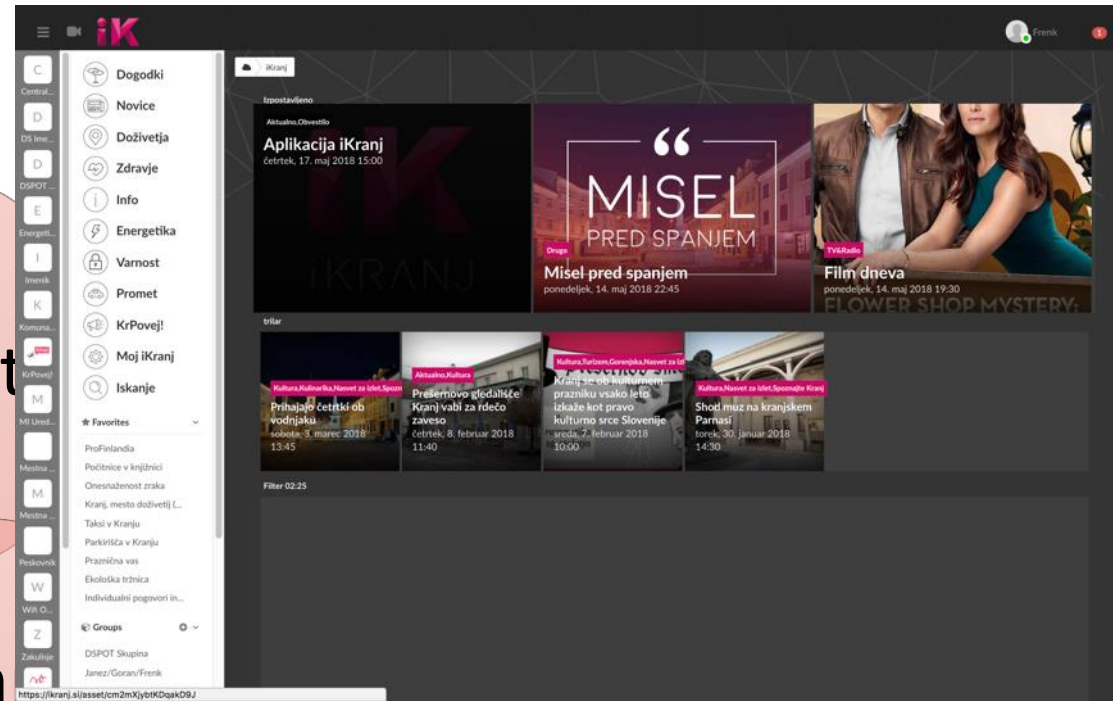
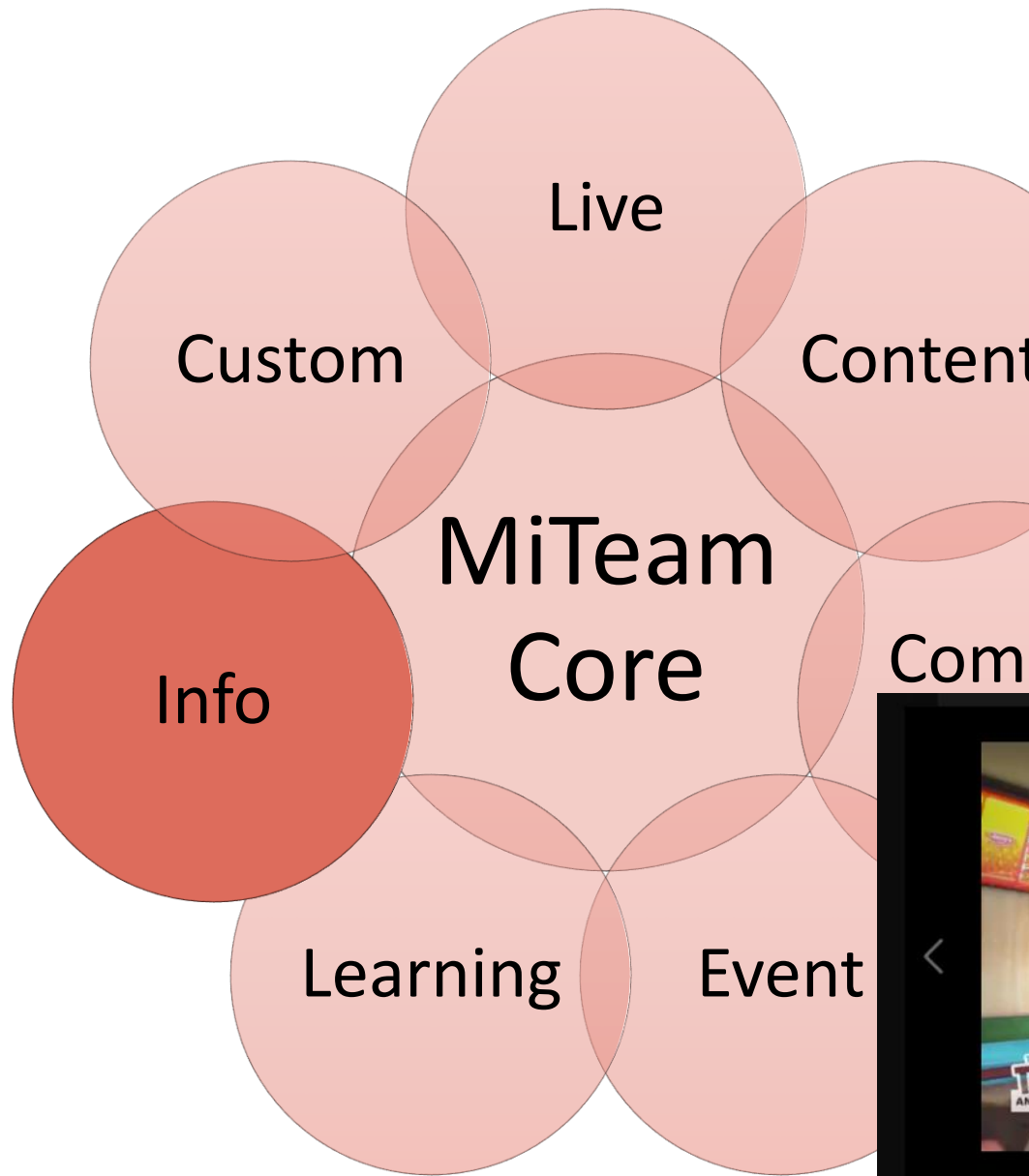
The screenshot shows the 'DIGITALNA UNIVERZA' user interface. The sidebar on the left contains navigation options: 'Dogodki', 'Moje vsebine', 'projektu', 'Priključeno', 'Mailing aspi', 'Pregled opravil', 'Prijava na service', 'Mailing Profil', 'Skupine', 'Vodenje projekta', 'Mailing', 'Nio8 Skupina', 'Testna skupina', 'Pogovori', and a list of users including 'Martin Komelj', 'Rok Žarbi', 'misko.orehek@me...', and 'Roman Ustiel'. The main content area displays the 'Nio8 Skupina' interface with a search bar, filters for 'Vrsta vsebine', 'Študijsko področje', 'Delovni paket', and 'Področje', and a search button. Below this is a table of 'ZADNJE VSEBINE' and a table of 'MOJE NALOGE'. At the bottom, there is a table of 'Opravila' with columns for 'Nadlov opravila', 'Privzeta', 'Rok', 'Opravljeno', 'Status', and 'Nadostik'.

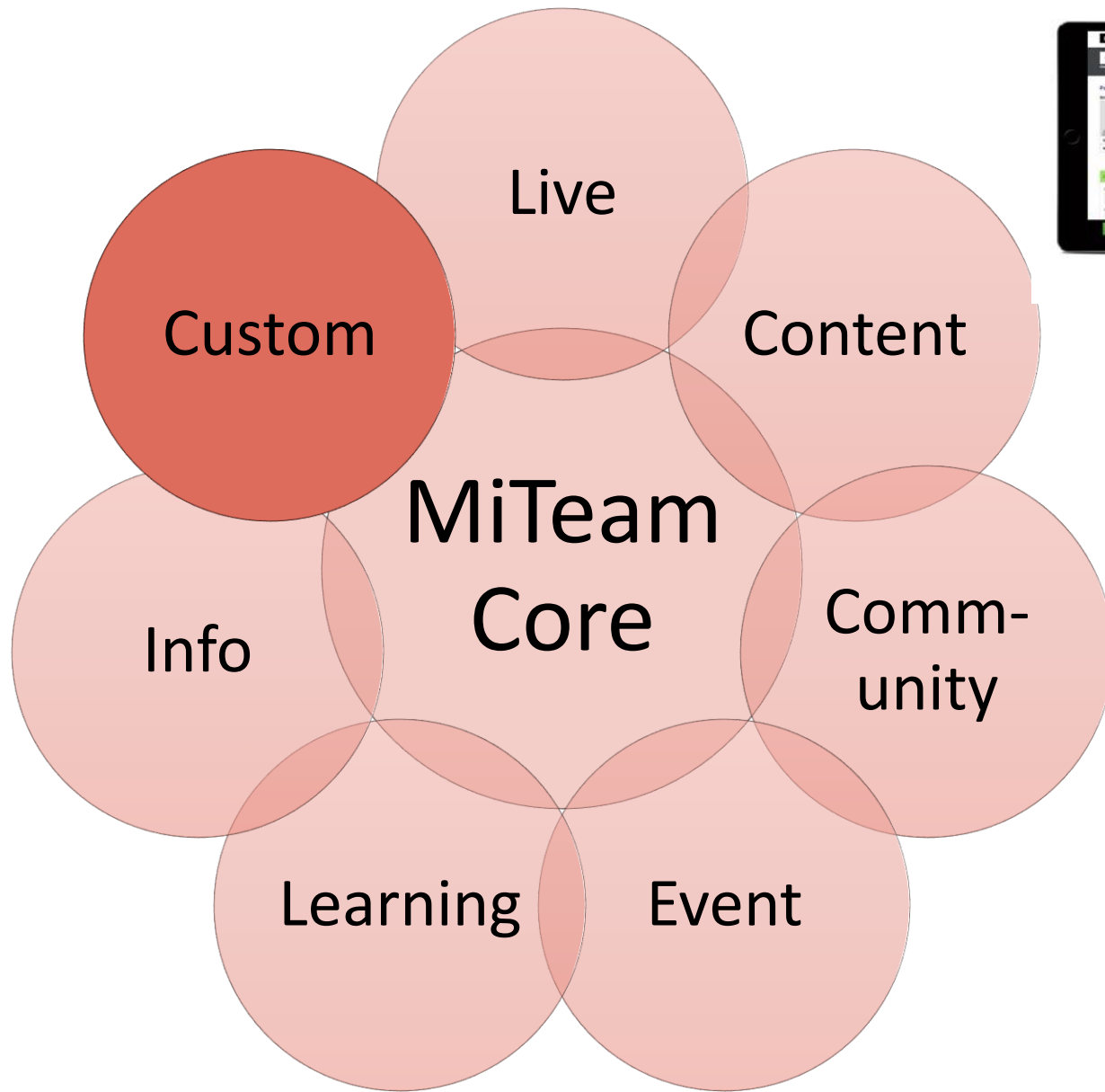
Nadlov opravila	Privzeta	Rok	Opravljeno	Status	Nadostik
Poročilo_10_FGG.pdf	poročilo		In Review	Rok Žarbi	30.1.2018, 16:34
Poročilo_12_FMF.pdf	poročilo		In Review	Rok Žarbi	30.1.2018, 17:01
Poročilo_16_FS.pdf	poročilo			Rok Žarbi	30.1.2018, 16:35
Poročilo_18_FU.pdf	poročilo		In Review	Martin K...	30.1.2018, 16:07
Poročilo_2_AGRFT.pdf	poročilo			Martin K...	30.1.2018, 16:07
Poročilo_8_FE.pdf	poročilo			Rok Žarbi	30.1.2018, 16:36
Poročilo_9_FFA.pdf	poročilo			Martin K...	30.1.2018, 16:07











Seal of Excellence for Disruptive Innovation 4x



Omnichannel?

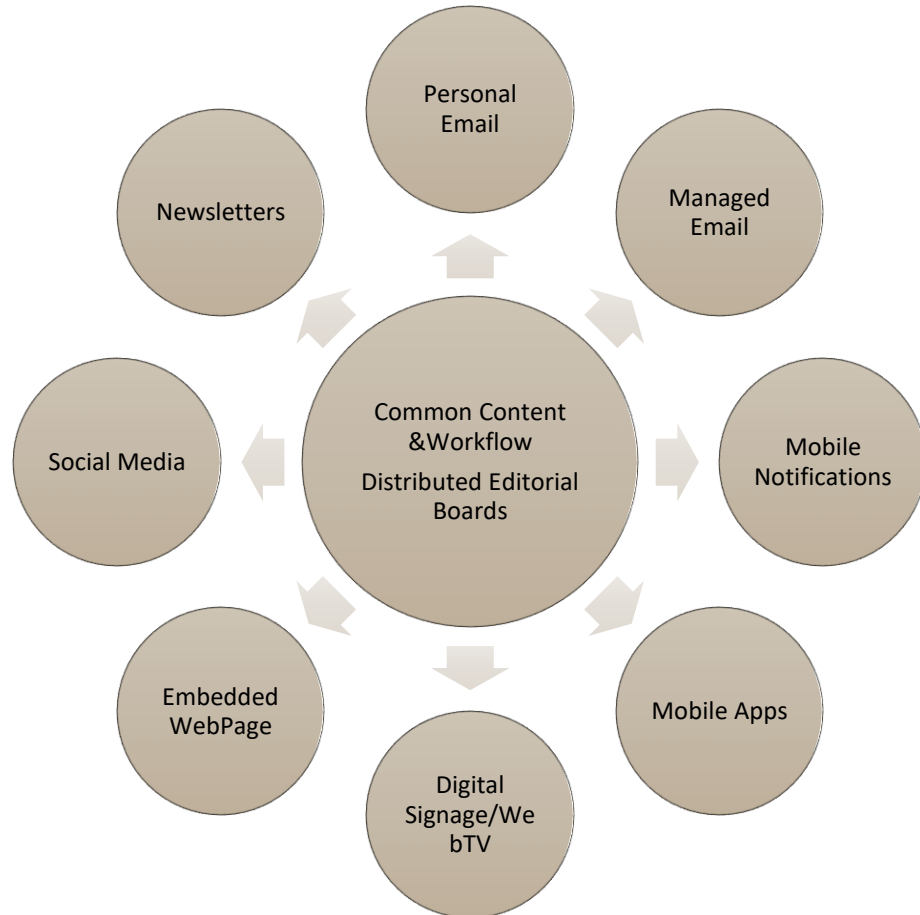
From Wikipedia

- **Omnichannel** is a cross-channel business model and content strategy that companies use to improve their user experience. Omnichannel is an integrated way of thinking about people's relationships with organisations. Rather than working in parallel, communication channels and their supporting resources are designed and orchestrated to cooperate, building a coherent, evolving, cross-channel experience. To be omnichannel, a strategy does not need to support all possible channels, which is a practical impossibility. Instead, omnichannel implies integration and orchestration of channels such that the experience

of engaging across all the channels someone chooses to use is as, or even more, efficient or pleasant than using single channels in isolation. The approach has applications in any industry, but early examples have been in financial services, healthcare, government, retail, and telecommunications industries. Omnichannel supersedes multichannel and includes channels such as physical locations, ecommerce, mobile applications, and social media. ^{[1][2]} Companies that use omnichannel contend that a customer values the ability to engage with a company through multiple avenues at the same time

Omni Channel User Experience

Telephone, Website and Email is not enough anymore



- Mobile App/Mobile WebApp
- Branded project „Websites“
- Personalized email & notifications
- Managed email, Newsletters and posts
- Dig. Signage, kiosks, WebTV
- Live Stream, Webinar
- Post to Social Media including FB in YT Live

Why not website approach

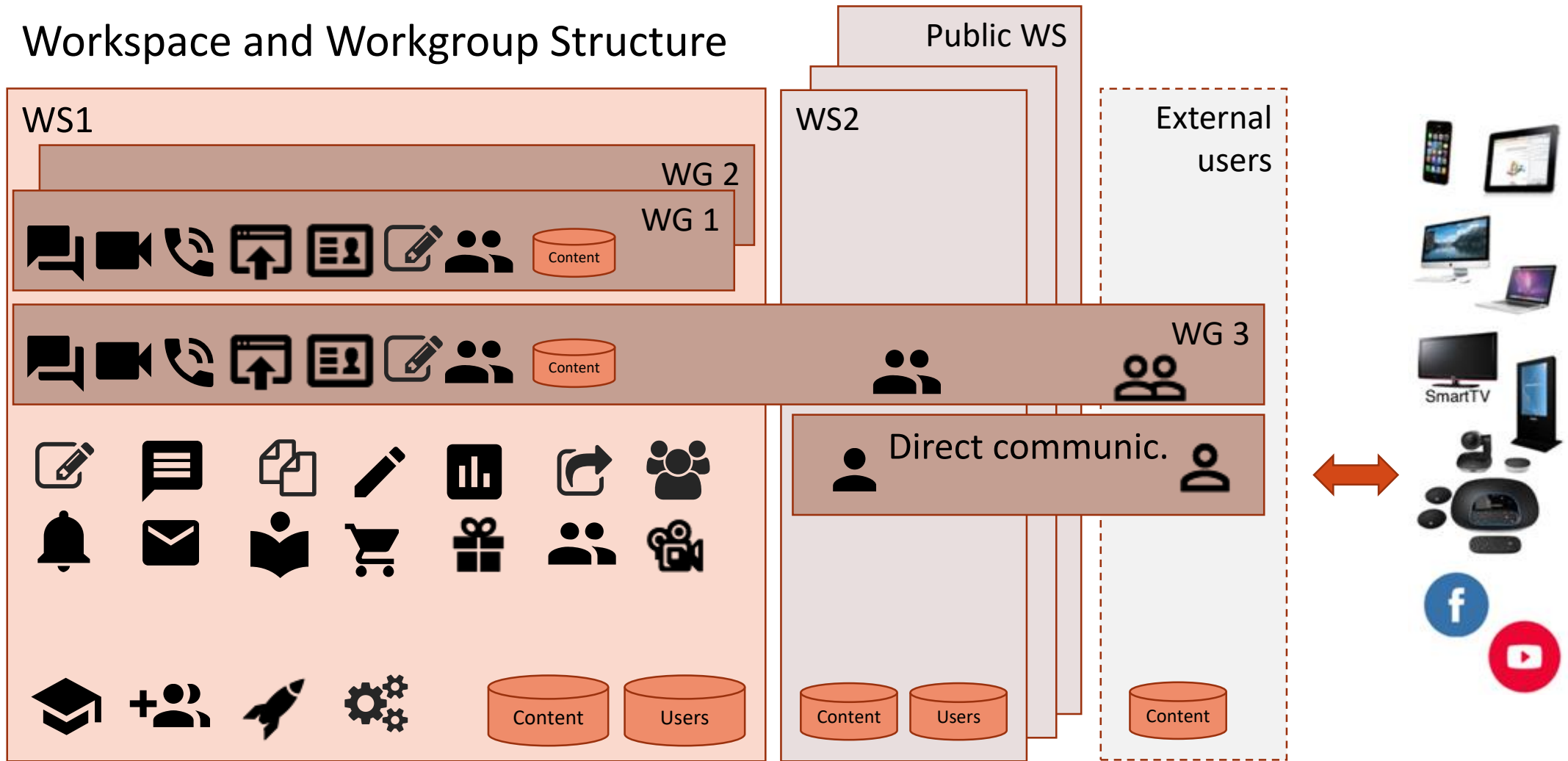
It is all about active engagement



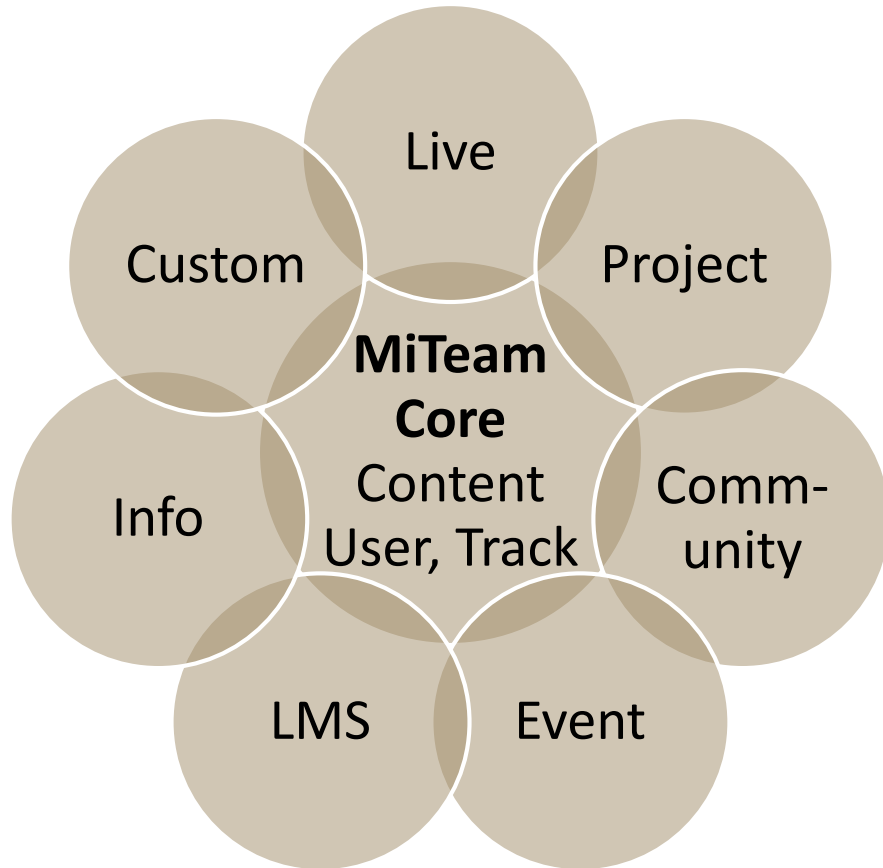
- Common Content & Workflow Distributed Editorial Boards
- Instant Delivery
- Mobile First
- Video and Interactive Content
- Personalisation
- Full Tracking
- Collaboration
- Learning
- Custom Forms

Integrated Collaboration in MiTeam

Workspace and Workgroup Structure



MiTeam Functional Architecture



- MiTeam Core
 - Content, User, Interaction, Presentation
- Live Collaboration
 - Conferencing, Webinars, Live Streaming, Whiteboard,
- Project Collaboration
 - Document, Website, Task Management
- Community Management
 - Directory, Match Making, Personal Space
- Learning Management (LMS)
 - Courses, Assignments, Reports, Quizzes, Badges
- Event Management
 - Agenda, Participants, Website, Live Stream, Mobile App
- Notification Management
 - Newsletters, Managed Mail, Digital Signage, Web TV
- Custom Applications

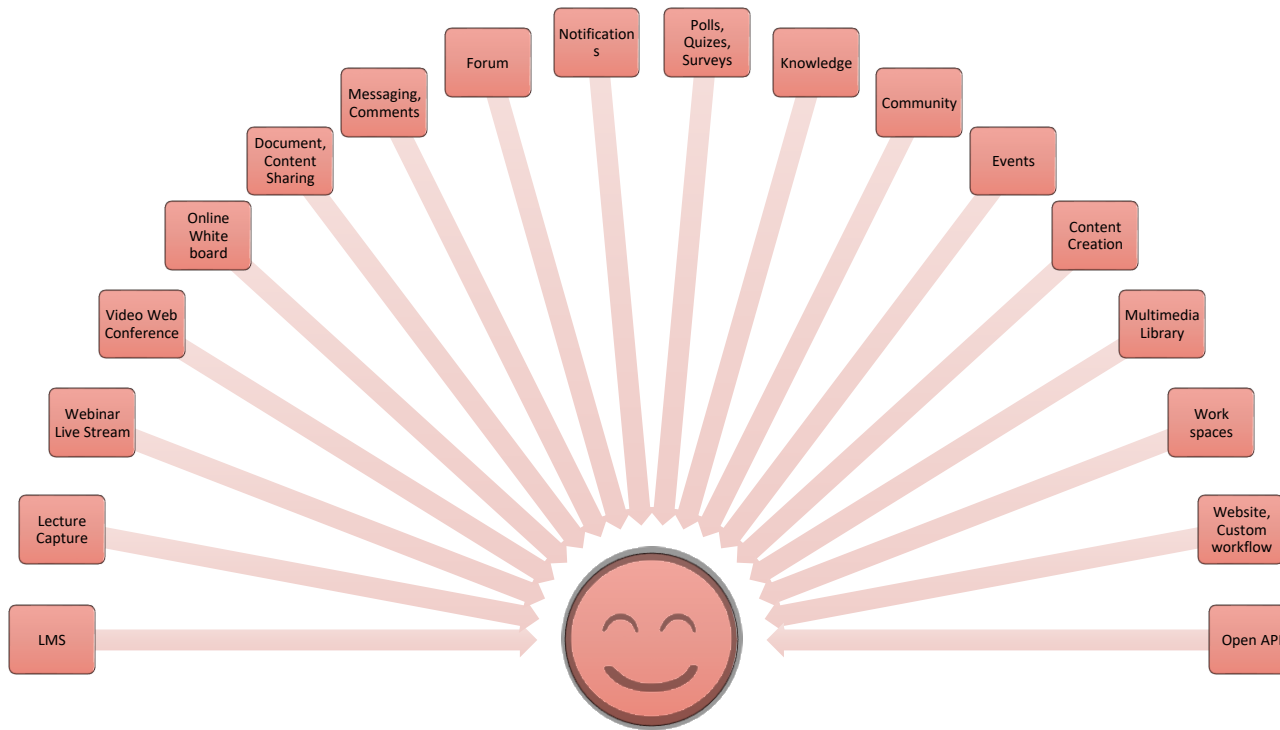
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Unified User Experience on all Devices



- LMS
- Lecture Capture
- Webinar, LiveStream
- Video Web Conference
- Online White board
- Document, Content Sharing
- Messaging, Comments
- Forum
- Notifications, Newsletter Signage
- Polls, Quizzes, Surveys
- Knowledge Management
- Community Management
- Events Management
- Content Creation Tools
- Multimedia Library
- Workspaces and Groups
- Website, Custom workflow
- Open API

MiTeam for OERLive

Promotes transformation of Open Education



- Advanced learning methods
- Learning collaboration
- Advanced technologies and architecture
- Integrated content creation
- Personalisation, customisation, localisation and branding
- Security, availability and affordability

Integrated Collaboration Tools

Interactive, Multimedia and Integrated Collaboration Environment



- HD Audio and Video Conference
- Screen and window sharing
- Webinars and lecture capture
- Virtual desktop for secure document sharing and management
- Online Whiteboard
- Multimedia Library and Management
- Usage Tracking and Analytics

Collaborative and Interactive Video

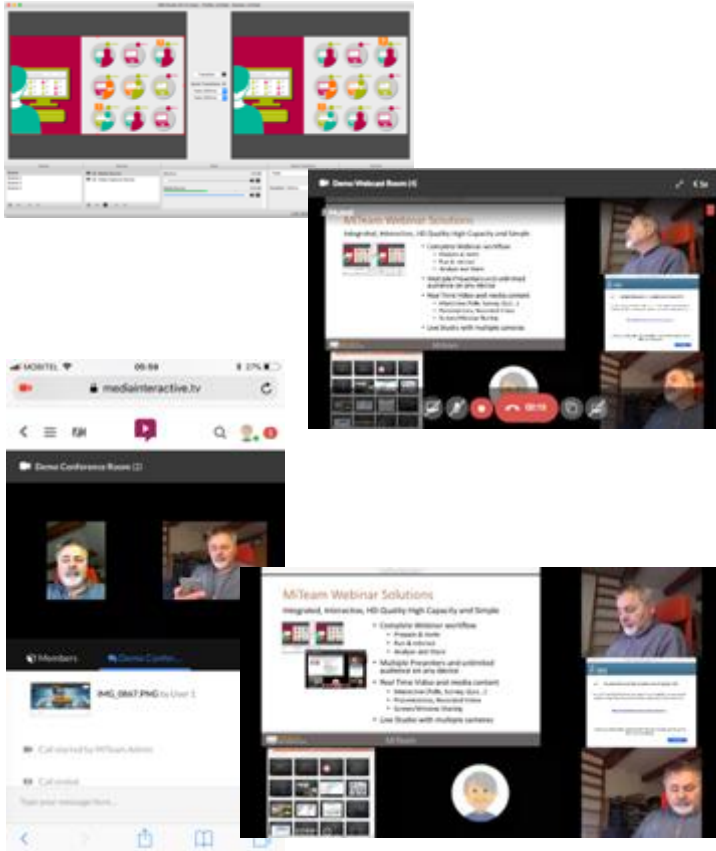
Event Mobile Apps, Lecture Capture and Video Production/Streaming

- Event management App
- Communication, Video Streaming and Collaboration
- Lecture Capture, Live Studio and personal video capture configurations
- Interactive content, voting, quizzes and polls
- Tracking and analytics

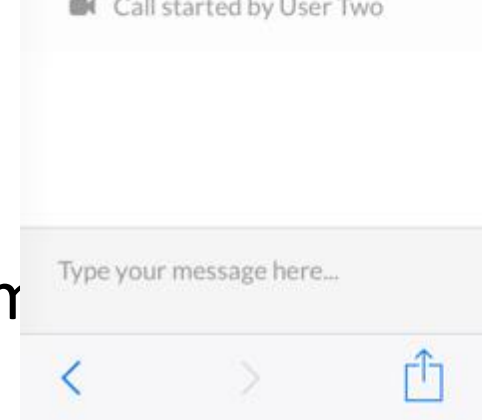


Webinar Solutions

Integrated, Interactive, HD Quality High Capacity and Sim



- Complete Webinar workflow
 - Prepare & Invite
 - Run & Interact
 - Analyse and Share
- Multiple Presenters and unlimited audience on any device
- Real Time Video and media content
 - Interactive (Polls, Survey, Quiz...)
 - Presentations, Recorded Video
 - Screen/Window Sharing
- Live Studio with multiple cameras



HD Video Conference, Screen Sharing

Mobile and Browser Friendly, Secure

- HD quality, large capacity and network efficiency. Screen and window sharing
- BYOD - No special equipment needed. Optimized for browsers and mobile.
- Wide variety of configurations
 - Personal, Mobile, Room, Hall
- Server based video recording and reporting



Video Conferencing/Webinar Management

The screenshot displays the MiTeam Webinar Management interface, divided into several functional areas:

- Members Panel (Left):** Lists participants including User One, User Two, MiTeam Admin, and User Three, with search and edit options.
- Webinar Room (Center):** Shows a live presentation slide titled "MiTeam Webinar Solutions" with a bulleted list of features: "Complete Webinar workflow" (Prepare & Invite, Run & interact, Analyse and Share), "Multiple Presenters and unlimited audience on any device", "Real Time Video and media content" (Interactive (Polls, Survey, Quiz...), Presentations, Recorded Video, Screen/Window Sharing), and "Live Studio with multiple cameras". It also features a "Start meeting" button and a "Webcast" label.
- Dashboard (Right):** Provides a summary of the "Demo Webcast Room" session, including a "Dashboard" with a table of metrics:

Scheduled ...	Start	End	Online/Invl...	Attendanc...	Timer
21st Janu	17:00	18:00	4/4	150%	00:00:00

Below the dashboard, there are options to "Add to calendar" and a "Users" section.
- Content Management (Bottom Right):** Offers an "Add content" button and displays existing content items such as "Vprašanje za publiko", "TEST Stream", "MiTeam Splošno SI 2.2qx1.zip", and "Demo Webcast Room - Sun Jan 21...".

Room Systems on Logitech Group

Powerful and Affordable Solution for up to 20 people

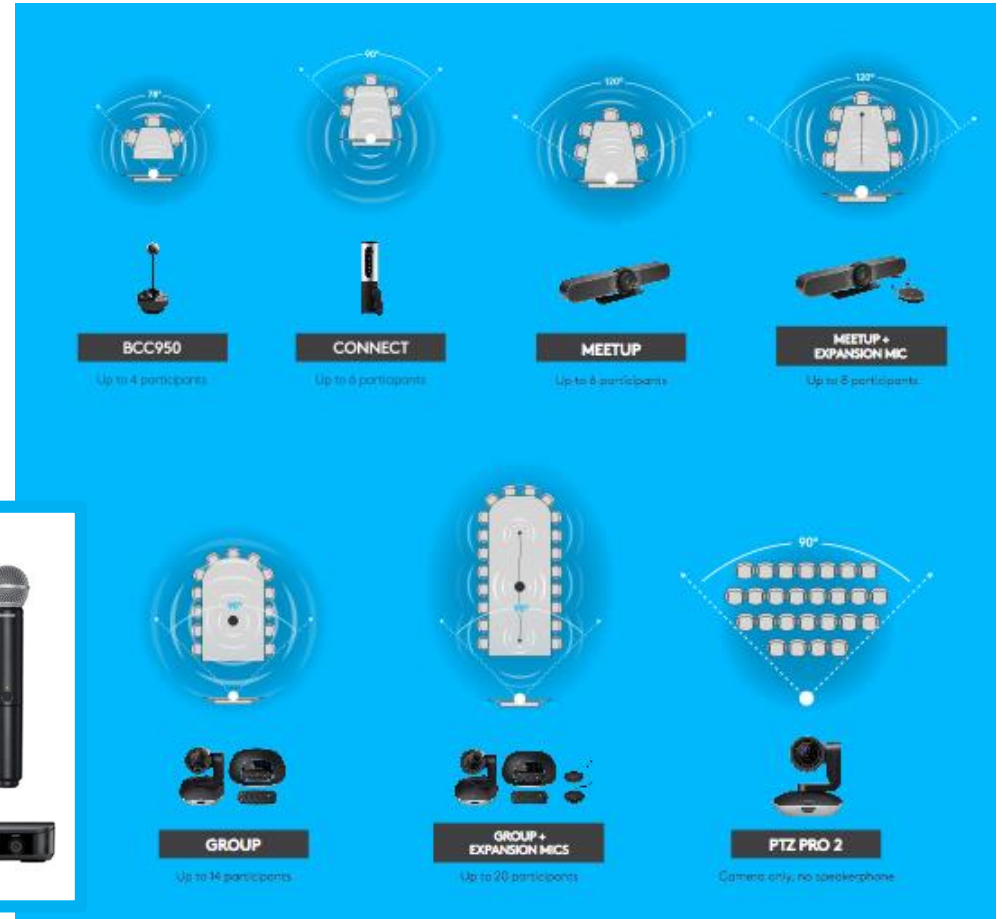
- Logitech Group Camera with Conference Microphone and Remote
- Extension Microphones
- Mini PC (Intel NUC) with Bluetooth/WiFi/2 LCD
- Touch Monitor or Tablet
- HDMI Capture Box
- Optional Cabling



MiTeam Room Systems Configurations

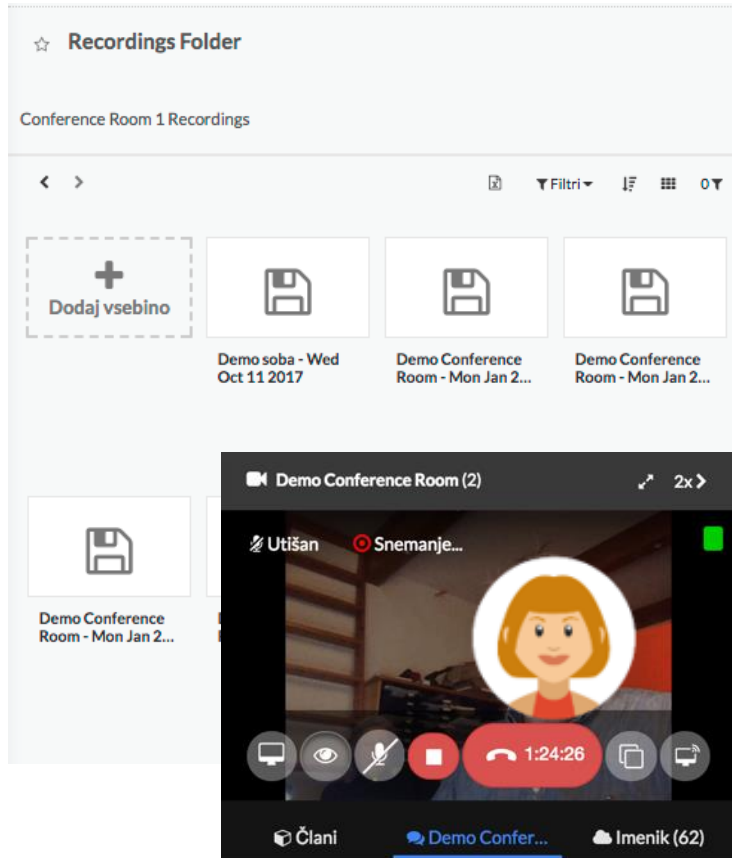
Powerful and Affordable Solution from 1 up to 20 people

- BCC 950 Huddle Room
- Connect
- MeetUp
- Group with Extension Microphones
- PTZ PRO with external Audio Setup
- Wireless Microphones
- Logitech C930
- Logitech Brio



Server Side Audio/Video Recording

Security, Compliance and Simplicity with Immediate Access



- Recordings stored in MiTeam Multimedia Content Management System (Library) with large variety of access rights, search, management, archiving and custom metadata.
- Access to recordings with advanced video player with unlimited number of viewers on any device
- Video bookmarks (Que points) generation and video related Chat/Comment Synchronisation
- Voice transcripts with open text search

Multimedia Library

Digital Asset Management

- Capture, storage, management, creation and distribution of content.
- Wide range of content:
 - Office, ePub, PDF, different Video and Image, Interactive and eLearning (XAPI)
- Integrated video and interactive content tools
- Tracking and analytics



Interactive Kiosk/Digital Signage/WebTV

Wall mounted Screens and Interactive Kiosks/Mobile

- Distributed content management, dynamic content selection
- Variety of attractive content
 - Video, Live Video, Image, Text, Interactive, External, Video conference
- Common multimedia library
- Powerful API for external data and content integration



OnLine Whiteboard

Interactive Online Drawing for Teams

- Simultaneous drawing for distributed users using powerful online tools
- Perfect mobile user experience
- Whiteboards can be saved and restored in common library
- Import PDF, PPT and Image content from desktop or library
- Image and video capture of whiteboard activity



Advanced Project Collaboration

Document Sharing, Messaging, Commenting Project Rooms

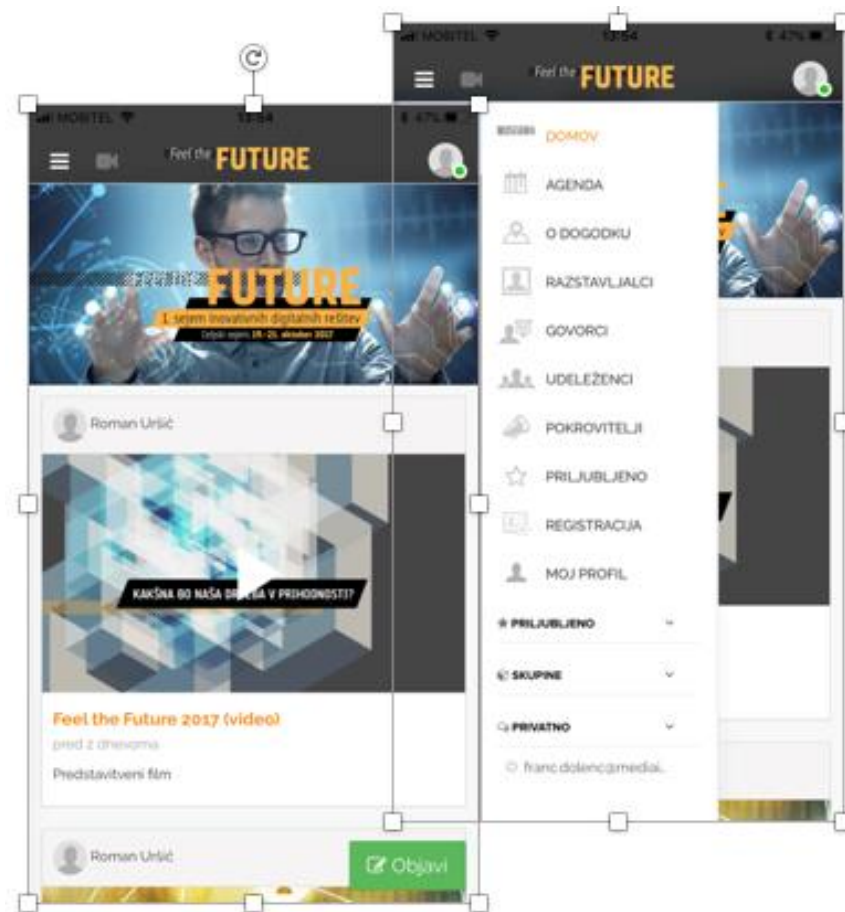
- Integrated collaboration tools
 - Group, personal messaging
 - Commenting, polls and blogs
 - Document sharing and approval workflow
 - Dynamic project Web sites
- Workspaces and persistent collaboration rooms
- Integration of external tools: Google Apps,...



Mobile Event Management

Event related collaboration for conferences and tradeshows

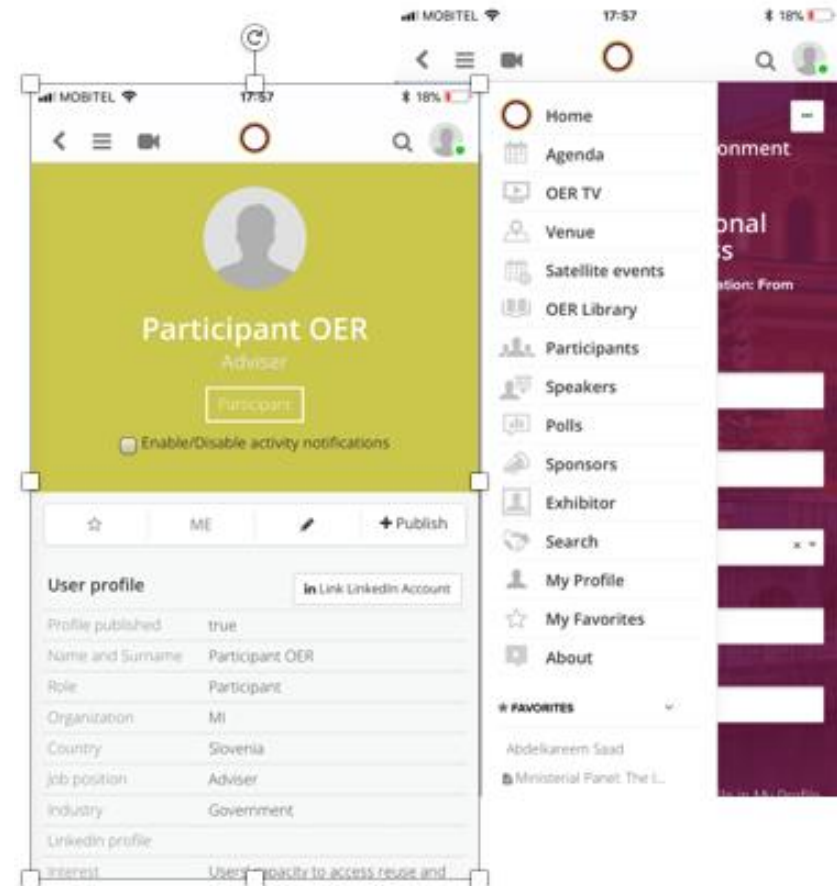
- Collaboration of participants and remote participants with speakers, organizers and exhibitors
- Pre, Mid and Post Event collaboration and match making
- Integrated Live and OnDemand Video
- Interactive online content, polls, surveys, questionnaires



Knowledge and Talent Management

Personal profiles and innovation management

- Personalized user profiles, structured interest areas, posts, blogs, video etc.
- Mobile app and advanced search
- Personalized mobile and email notifications
- Integrated LinkedIn profile
- Secure and customizable



Document Sharing and Management

Part of integrated Team Site and Collaboration



- Efficient and user friendly document sharing and approval workflow across multiple workspaces and collaboration groups
- Document versioning, tracking and reporting
- Integration with external group editing (Office 365, Google Drive), integrated Wiki
- Video and interactive documents
- Integrated collaboration tools

Multi project collaboration environment

Multiple business/program/project entities



- Up to 1.000 bussiness entities
- Up to 10.000 users
- Internal, external, non-registered users with different roles and access rights in different spaces
- Matrix structure, distributed content and administration, unified workflows and data structure
- Controlled content transfer between workspaces, tracking and reporting

Spremljanje tečaja

The screenshot displays the MiTeam interface for a course titled "Varnost pri delu" (Work Safety). The interface is divided into three main sections:

- Left Sidebar:** Contains navigation options such as "Domov", "Moj profil", "Moji dogodki", "Moje učenje", "Knjižnica vsebin", "Poročila", "Imenik", "Objave", "Forum", "Pomoč", "Favorites", "Groups", "GDPR", "Konferenčna soba 1", "Tečaj: Uporaba orodij v izo...", "Tečaj: Uspešno poslovanje...", "Tečaj: Varno in zdravo del...", "Webcast 1", "Webinar: Kako povečati p...", and "Webinar: Novi pristopi v e...".
- Main Content Area:** Displays the course title "Varnost pri delu" with a progress indicator of 100%. Below the title, there is a checklist of tasks:
 - Varno in zdravo delovno okolje (PASSED)
 - Vaje za raztezanje (WATCHED)
 - Preverimo svoje znanje (PASSED)
- Right Panel:** Shows a "Members (7)" table with columns for Member, E-mail, Certifi..., Valid, Present, and Progress. The table lists the following members and their progress:

Member	E-mail	Certifi...	Valid	Present	Progress
rok.zurbi@ltfe.org	rok.zurbi@ltfe.org	0/0	0		0%
Demi Moore	user4@mediainteractive.tv	0/0	0		0%
Julia Roberts	user5@mediainteractive.tv	0/0	0		0%
Tom Cruise	user8@mediainteractive.tv	0/0	0		0%
Mi Team	mirko.orehek@mediainteractive.tv	0/0	0		0%
Roman Uršič	roman@mediainteractive.tv	0/0	0		0%
Admin User	anze.pratnemer@ltfe.org	0/0	0		0%

Poročila

The screenshot displays the MiTeam 'Report' interface. On the left is a navigation sidebar with options like 'Domov', 'Moj profil', 'Moji dogodki', 'Moje učenje', 'Knjižnica vsebin', 'Poročila', 'Imenik', 'Objave', 'Forum', 'Pomoč', 'Favorites', 'Groups', and 'Chats'. The main content area features a blue header with a search bar and user profile 'George Cl...'. Below the header is a 'Report' section with a line chart comparing 'Statements' (blue) and 'Login' (grey) over time. A tooltip for 'Apr 24, 2018 10:00 PM' shows 13 statements and 8 logins. A large '1/12 Online/Users' indicator is present. An 'Overview' section shows statistics: 12 Users, 4/4 Instances / Courses, 4 Course completed, 6 Certificates, 2 Valid, and 0 Exp. soon. A navigation bar includes 'Users', 'Activity', 'Units', 'Instances', 'Courses', 'Assets', 'Certificates', 'Groups', 'Badges', 'Notifications', and 'Reminders'. The 'Users' tab is active, showing a table with columns: Name, E-mail, Branch, Last login, Course com..., Certificates, Valid/Exp. s..., and Progress.

Name	E-mail	Branch	Last login	Course com...	Certificates	Valid/Exp. s...	Progress
Admin User	admin@mitv.si	Branch B	Apr 25, 2018 1:00 PM	1	1 / 1	1 / 1	100%
Bruce Willis	user3@mediainteractive.tv	Branch C	Apr 24, 2018 11:24 PM	0	0 / 0	0 / 0	0%
Demi Moore	user4@mediainteractive.tv	Branch D	Apr 20, 2018 8:11 PM	0	0 / 0	0 / 0	0%
George Clooney	user1@mediainteractive.tv	Branch A	Apr 25, 2018 10:55 AM	1	0 / 0	0 / 0	0%
Jack Nicholson	user2@mediainteractive.tv	Branch B	Apr 23, 2018 7:50 AM	0	0 / 0	0 / 0	0%
Julia Roberts	user5@mediainteractive.tv	Branch A	Apr 3, 2018 4:53 PM	0	0 / 0	0 / 0	0%
Marilyn Monroe	user6@mediainteractive.tv	Branch B	Apr 3, 2018 4:52 PM	0	0 / 0	0 / 0	0%

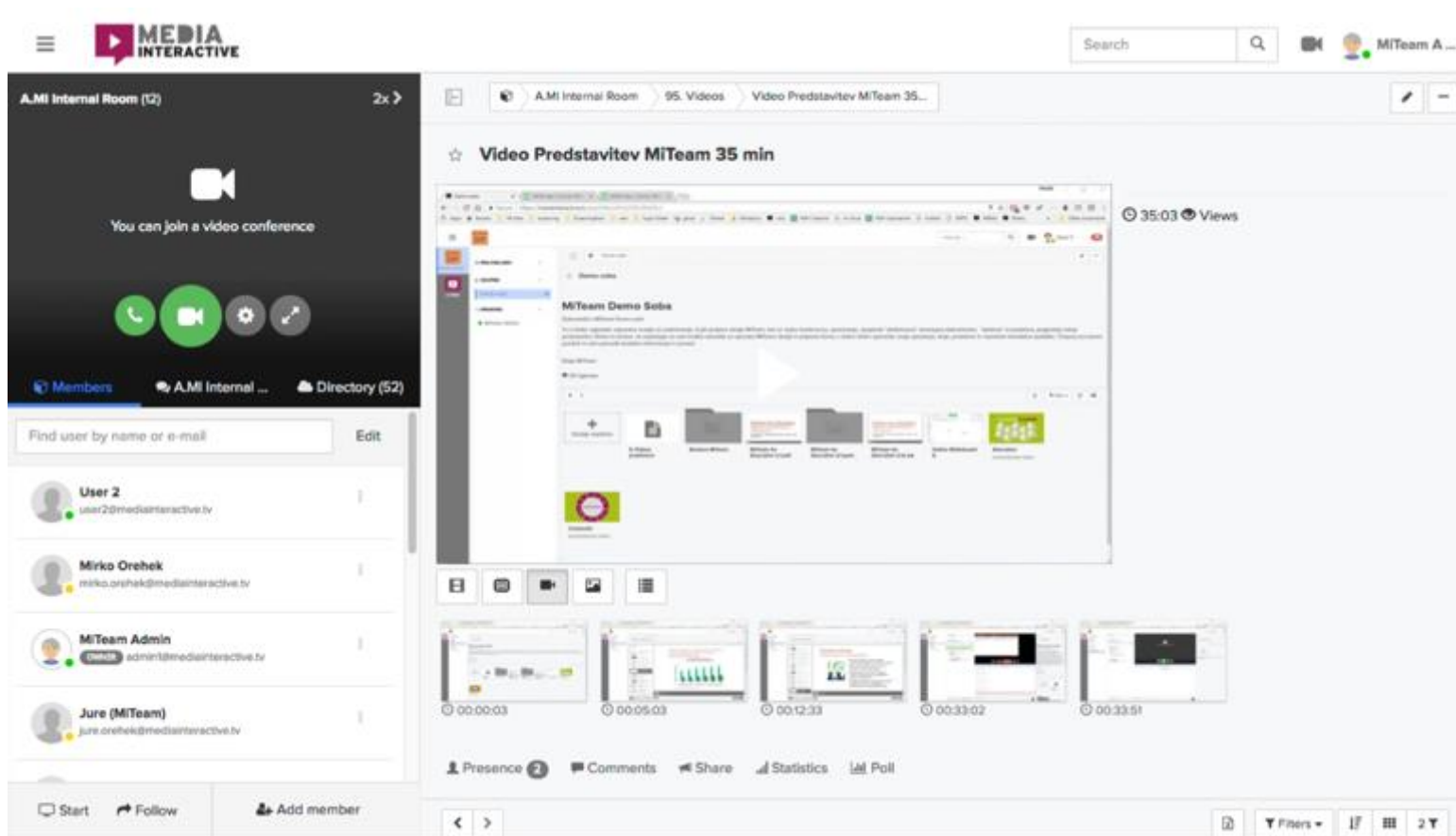
MiTeam Virtual Desktop

PDF document reader and navigation pane

The screenshot displays the MiTeam Virtual Desktop interface. On the left is a navigation pane with a search bar and a list of rooms and groups. The main area shows a PDF document titled "Internet+Trends+2017+Report (1).pdf" from "A.Mi Internal Room". The document content includes the title "INTERNET TRENDS 2017 – CODE CONFERENCE", the author "Mary Meeker", the date "May 31, 2017", and the URL "kpcb.com/InternetTrends". The logo for "KLEINER PERKINS" is visible at the bottom of the document. The interface also features a search bar, a user profile for "MiTeam Admin", and a page navigation bar at the top.

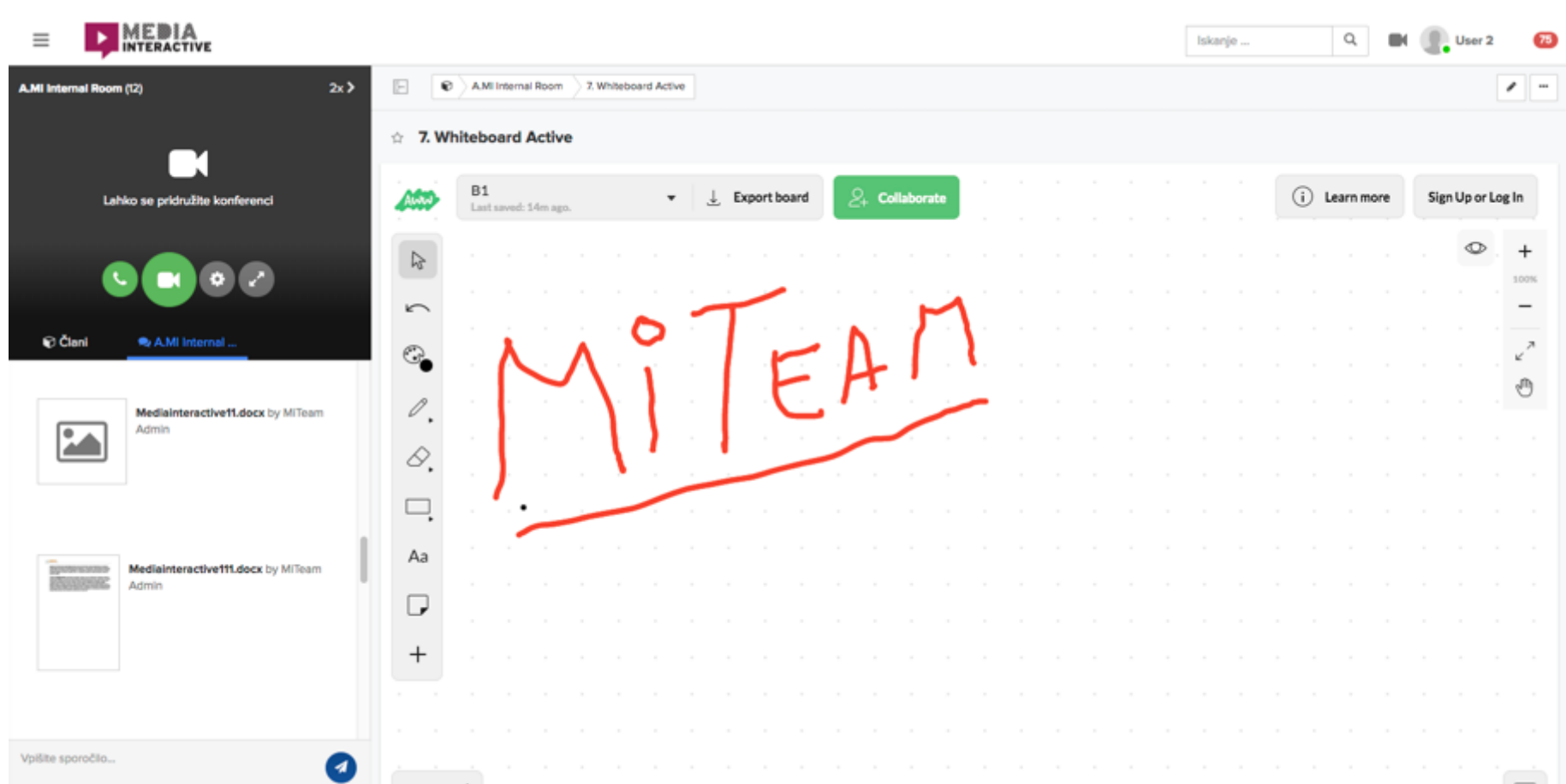
MiTeam Virtual Desktop

Video tutorial with video bookmarks and video conference



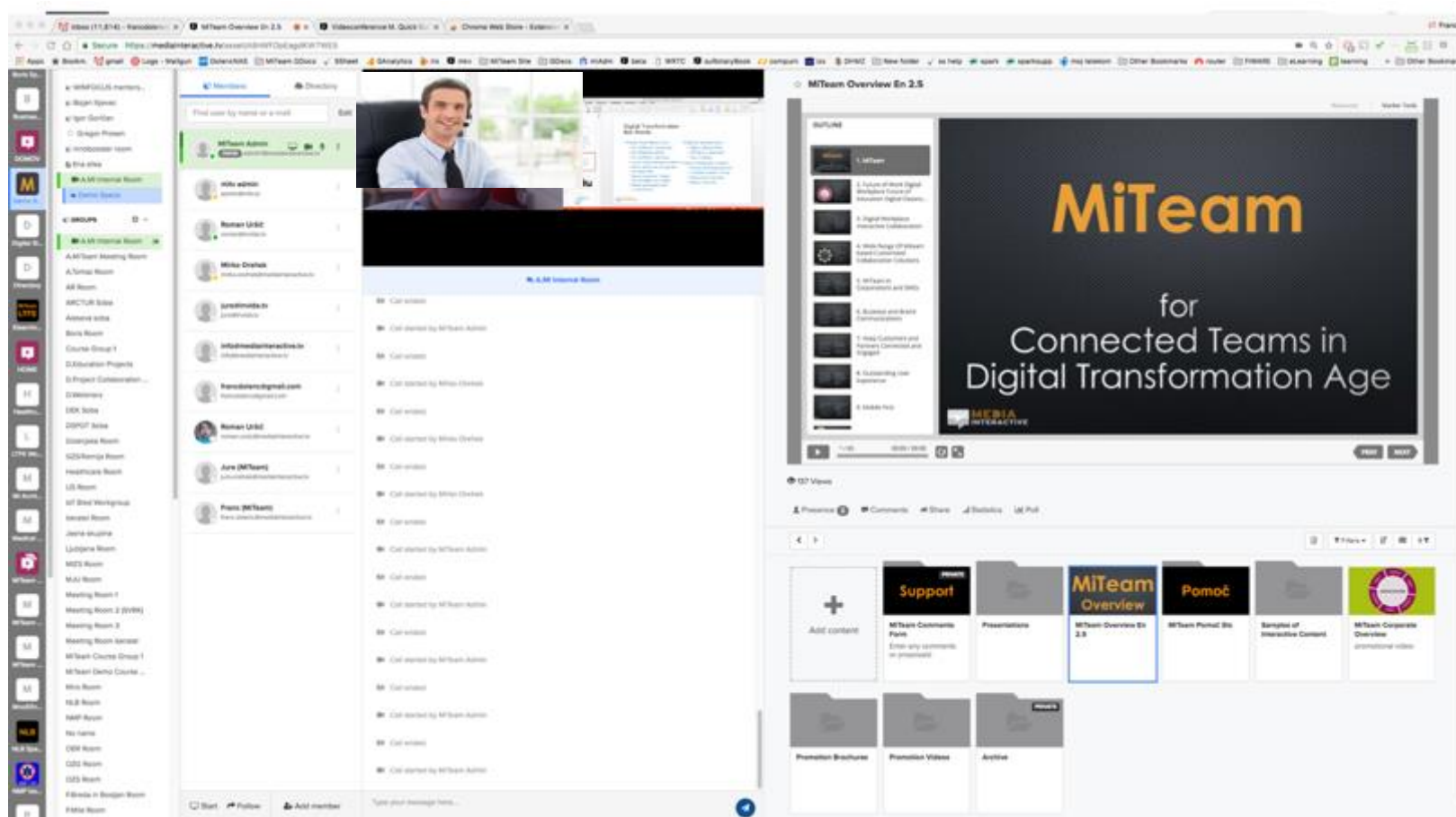
MiTeam Virtual Desktop

Online whiteboard and video conference with chat



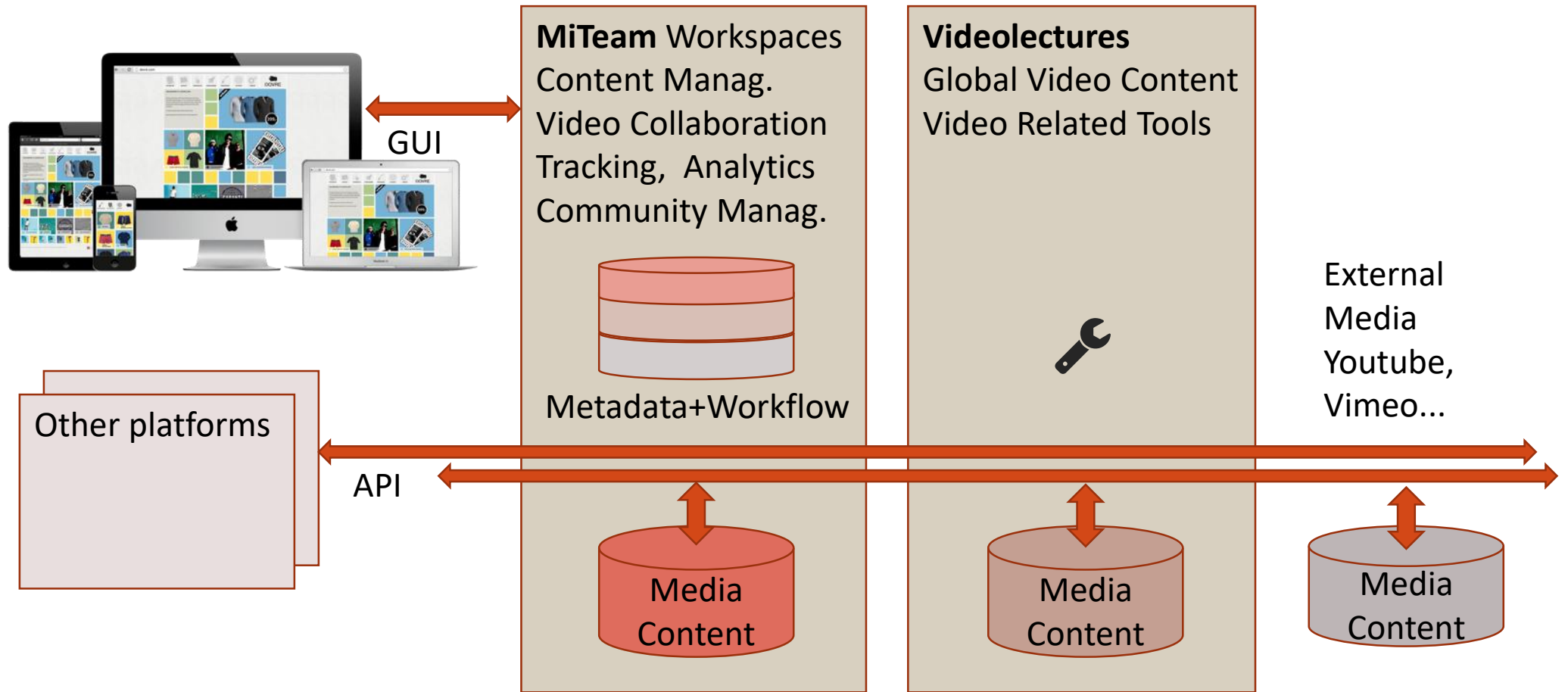
MiTeam Virtual Desktop

Navigation, managed video conference and HTML5 presentation



Open Education Content Architecture

MiTeam + Videolectures - A Perfect Partners in Open Education



From Variety of Ingredients to Fantastic Soup

OERLive

powered by MiTeam
& Videolectures

