



MOON42 Ltd.

E-learning by MOON42

László Szabó

2022.



E-learning solutions

Moon42 and its owners' experience in e-learning goes back a long time.

Based on this vast knowledge we are offering individual and creative software development and UI design covered by a **fully-featured team** able to deliver the best solution in the field of e-learning including back-end development, web frontend, native mobile and TV apps for Android and iOS platforms, product design, cloud-based CI/CD delivery pipeline, and DevOps.

The Team has over 22+ years of experience.

Projects

Early years

Our first solution was a full e-learning framework and ecosystem named **LeOn** (Learning Online). We released the first version in 2001. All the international standards were covered like SCORM, and the LMS was a very modern asynchronous e-learning system.

Later we extended it with a curriculum editor based on a brand new approach (its name was **LeOn Editor**). The curricula had different approaches based on the learning habits. Some people prefer short parts, more pictures and video content while others like to sit longer time and prefer reading texts. The system was able to discover the different habits so the content editor could adapt to the users' needs.

Later we got requests from our partners to help them build more focused solutions. RIM was a very good example. They wanted to support their retailers to sell more products. So we developed a system where a sophisticated testing environment was a very important part of the solution. The system followed the users' activities and the test was provided to the company. The motivation was based on the results.

We also worked in the local markets to develop

- Curricula for the students from the age of 10-18 in literature, English language and mathematics
- Fully featured system for the exams of TRAFFIC learners imitating real-life situations.

Some more recent solutions

Kresz Mária Quíz

Console touchscreen and web application for the Hungarian Ethnography Museum for gamification and learning.

Kresz Mária 100 játék

JÁTÉK KI VOLT KRESZ MÁRIA? JÁTÉKLEÍRÁS

NYITÓOLDAL > KRESZ MÁRIA 100 JÁTÉK

Kresz Mária 100 játék
 Játssz velünk és megismerheted a cserépedényeket!
 2019. augusztus 28.
 f MEGOSZTÁS ✉ E-MAIL

Regisztrálj és válaszolj helyesen, mert értékes könyvnyeremények várnak mindenkit, aki megfejti a 100 kerámia titkait. Ha már regisztráltál, lépj be és indulhat a játék!

MEGOLDOTT JÁTÉKOK: **0/20**
 HELYES VÁLASZOK: **0**

Növekvő sorszám ▾

<p>20</p> <p>A findzsa szó ma már régiesnek hangzik, jelentése csésze, bögre. A törökök hozták divatba, a feketeleves, azaz a kávé ivására használták. Melyik állítás igaz?</p>	<p>19</p> <p>Ez a mai szemmel dizájnos, egyszerű bögre Hódmezővásárhelyen készült. Szerinted mikor?</p>	<p>18</p> <p>Köcsögben tárolt tejből többféle élelmiszer is készült, vaj, túró, aludttej. Melyik az a tárgy, ami nem a tejfeldolgozáshoz használt eszköz?</p>
<p>17</p>	<p>16</p>	<p>15</p>

NÉPRAJZI MÚZEUM

ENGLISH PROFIL MENÜ

Kresz Mária 100 játék


JÁTÉK KI VOLT KRESZ MÁRIA? JÁTÉKLEÍRÁS

NYITÓOLDAL > KRESZ MÁRIA 100 JÁTÉK > 100. JÁTÉK - VILÁGÍTÓ STB., 99. KÁLYHA

100. játék – Világító stb., 99. kályha

Cserép kályhacsempe kályhafiók
2019. dec. 9.

MEGOSZTÁS E-MAIL





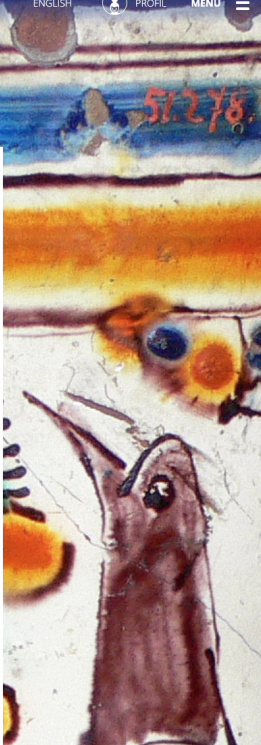
Ügyes faragó által készített dúccal formázott, zöld olommázás kályhacsempe. Faliú 1751-es évszámot faragtak utólag a dúcba, alul a kehely talpa mellett 'G C' monogram olvasható.

KRESZ MÁRIA 100

A JÁTÉK SORSZÁMA: 100
MEGOLDOTT JÁTÉKOK: 0/100
HELYES VÁLASZOK: 0

összes játék

? A gyűjteményünkben 2375 db kályhaelem van beletározva, legnagyobb része Erdélyből került hozzánk. A képeken láthatóak közül melyik csempe a legrégebbi?

NÉPRAJZI MÚZEUM

ENGLISH PROFIL MENÜ

Kresz Mária 100 játék


JÁTÉK KI VOLT KRESZ MÁRIA? JÁTÉKLEÍRÁS

NYITÓOLDAL > KRESZ MÁRIA 100 JÁTÉK > 68. JÁTÉK - BUTYKOS KULACS, BUTELLA, 67. ALAKOS CSERÉPBUTELLA

68. játék – Butykos kulacs, butella, 67. alakos cserépbutella

Alakos cserépbutella
2019. nov. 7.

MEGOSZTÁS E-MAIL







Művelőcsóna készült szorgalmas férfi ábrázoló butella. Képeje sokrétű és zord, kabátja barna, rajta egykorú tárgya szimbóluma.

KRESZ MÁRIA 100

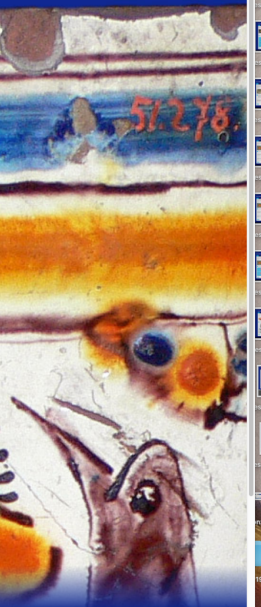
A JÁTÉK SORSZÁMA: 68
MEGOLDOTT JÁTÉKOK: 68/73
HELYES VÁLASZOK: 49

összes játék

? Annak idején többféle alakos butella is készült. Melyik tárgy nem lehet butella?

 Kacs alakú butella.	 Nő alakos butella, Kántor Sándor híres karcgaj faasztal készítése 1922-ben.
 Malac alakú butella, Rimacsomban készült.	 A válasz helyes! Török alak, de bizony ez egy bajai lépcsősi dobhártya.

66 67 68 69 70 71

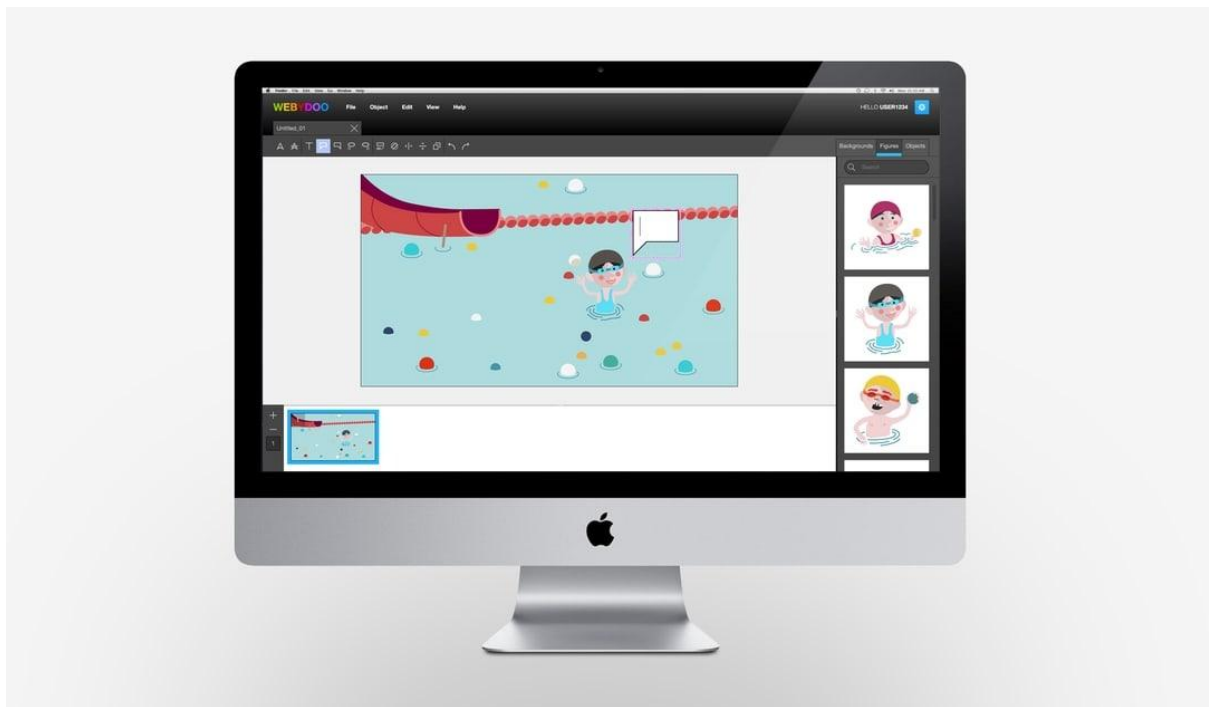


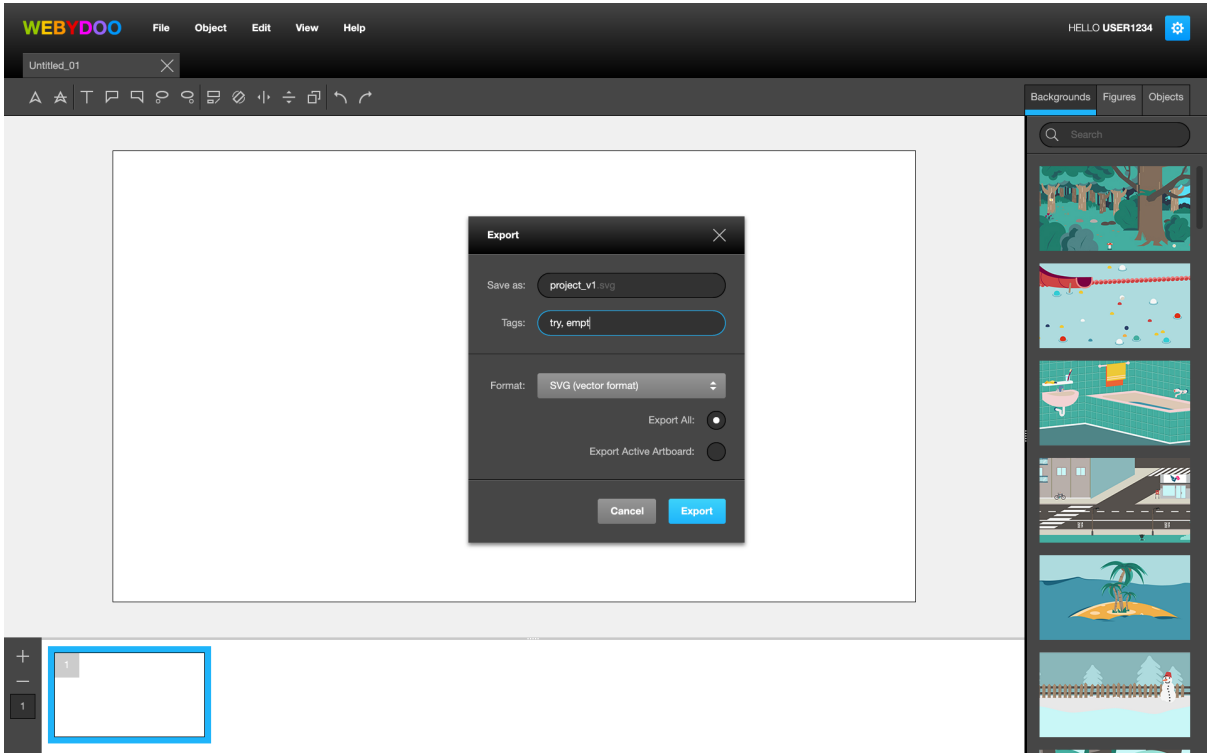
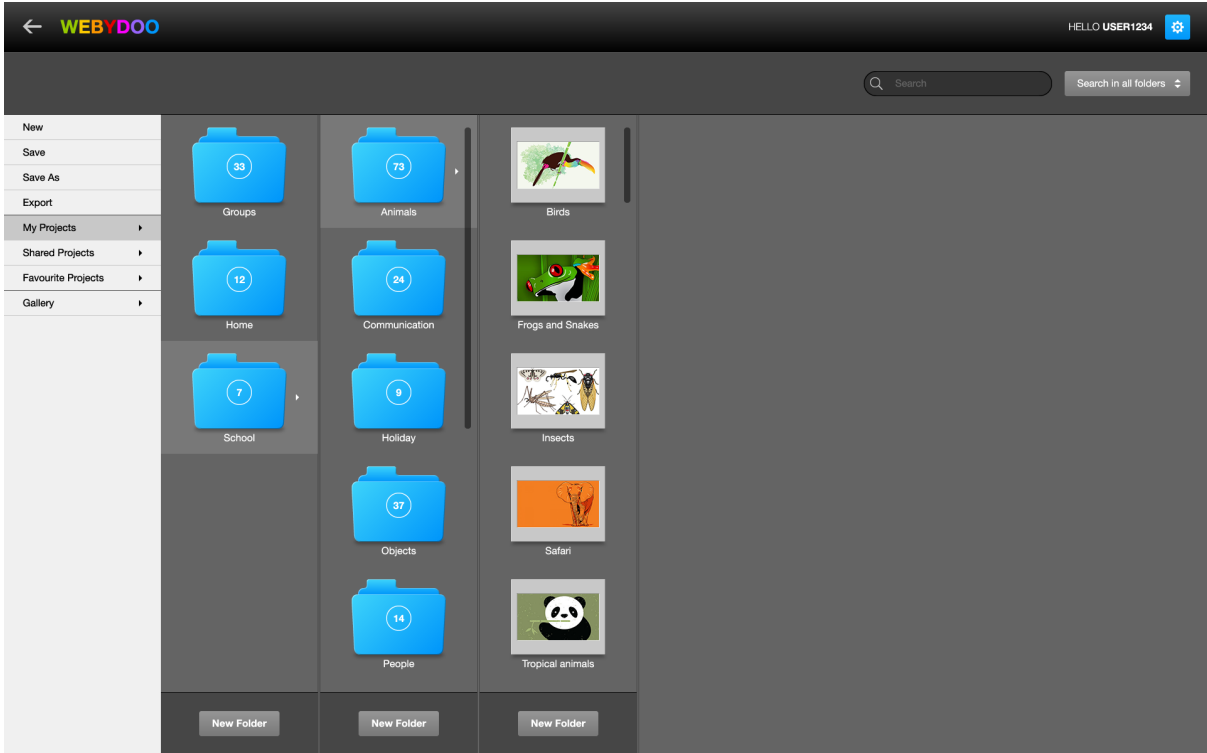
Webydoo

Storyboard creator application for the schools.

It is an online storyboard editor program for teaching. When designing the frontend of this application, we really put ourselves into the shoes of those people who write educational materials for schools.

We launched the program with a picture gallery designed and drawn by us especially for elementary and high school students.



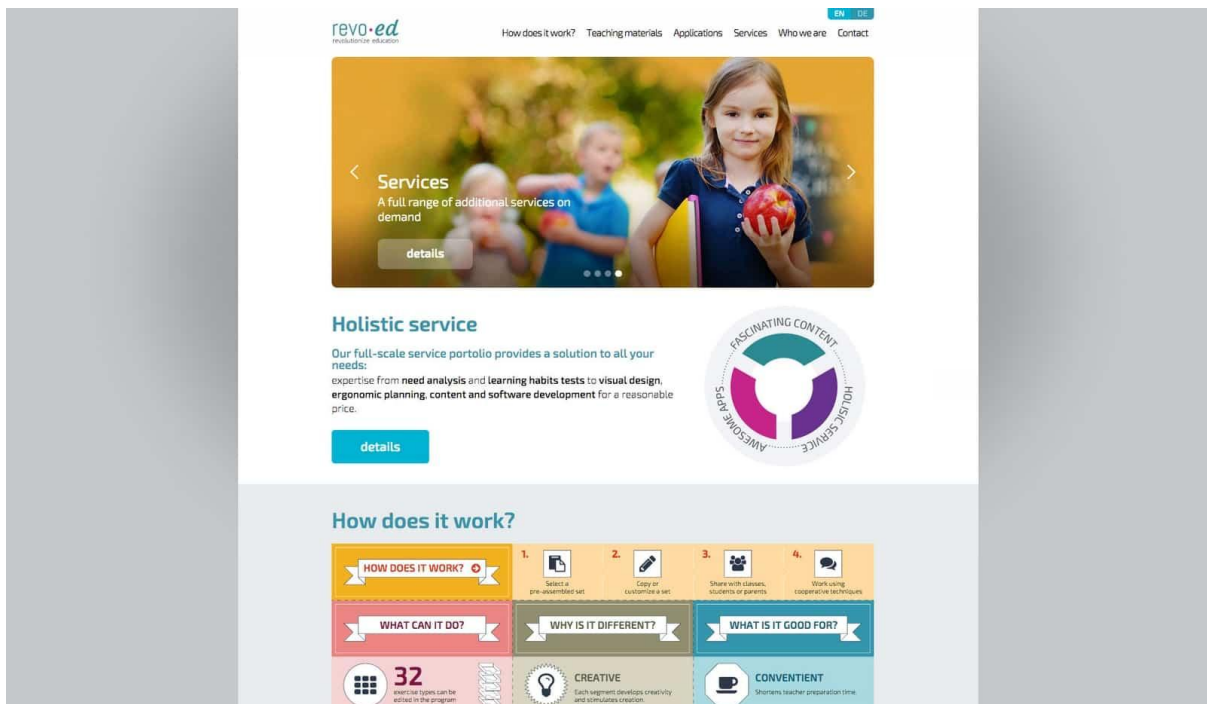


RevoED

Brand new e-learning system with emphasis on cooperative learning.

The purpose of this system is to encourage students to open up, do exercises, support students with learning disabilities and to allow students with different cultural backgrounds to be brought to the same academic level. The front end can be adapted to various students and teachers, depending on the need.

It can be optimised for interactive whiteboard, desktop, tablet and certain applications can be used on mobiles.





1000 Motives

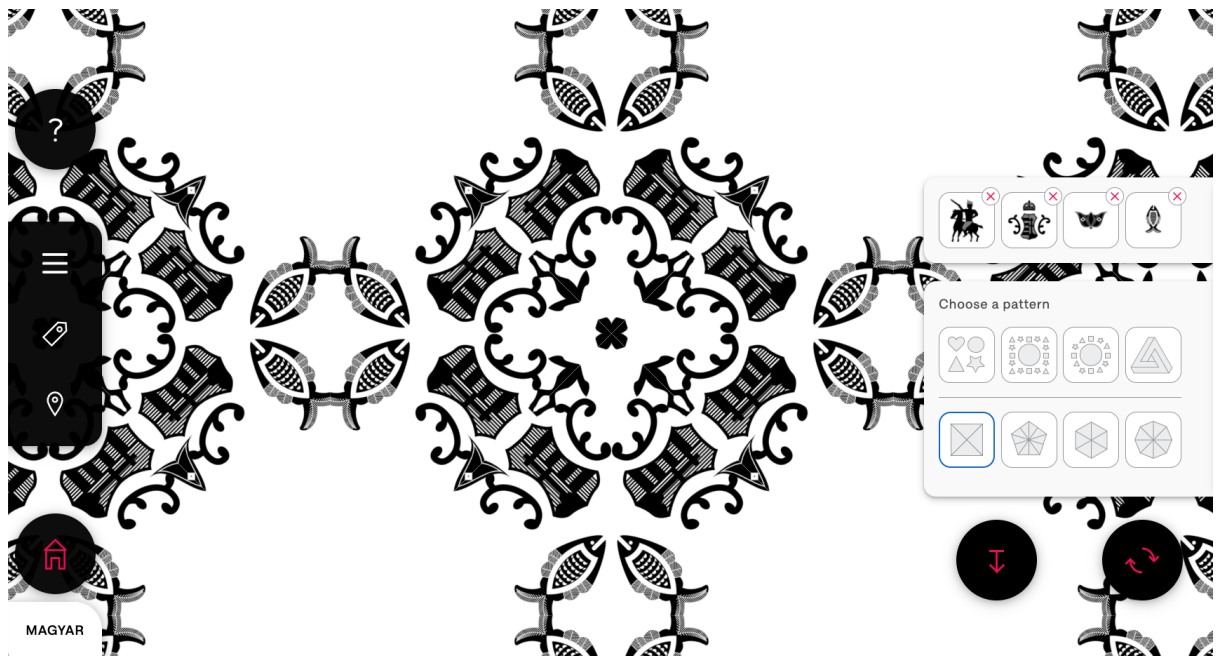
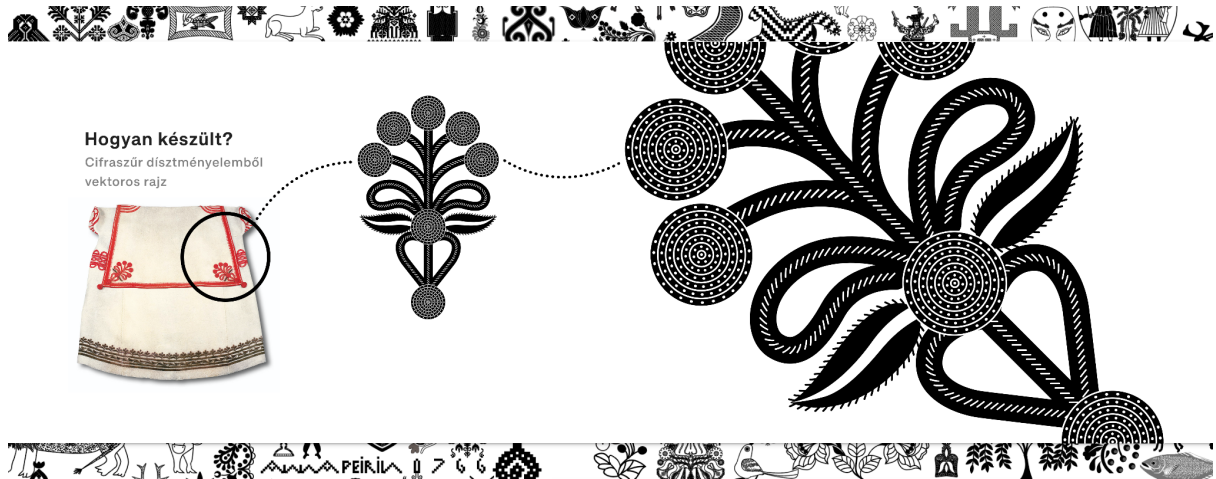
Console touchscreen and web application for the Hungarian Ethnography Museum based on the motives of the Museum of Ethnography.

<https://motivumalkoto.neprajz.hu>

The visitors can find not only the decorations of the materials of the traditional folk culture, but also the patterns of works of applied art and contemporary objects. When selecting the motifs, it is possible to view a photograph of the carrier object, its details, data, including its place of origin. The application, which contains 1000 samples made using digitization and vectorization, gives the user access to create freely and creatively immersed in a treasure trove of motifs.

The motif-making application is a meeting of folk art, ornaments and mathematics. Random disc-based space-filling, classical kaleidoscope metamorphoses, and the application of the Penrose method give old motifs an exciting and modern look. The vectorized collection of motifs, and the free transformation of these, is able to create new forms of appearance without losing quality and information about objects. This solution combines tradition and technology in a unique way.



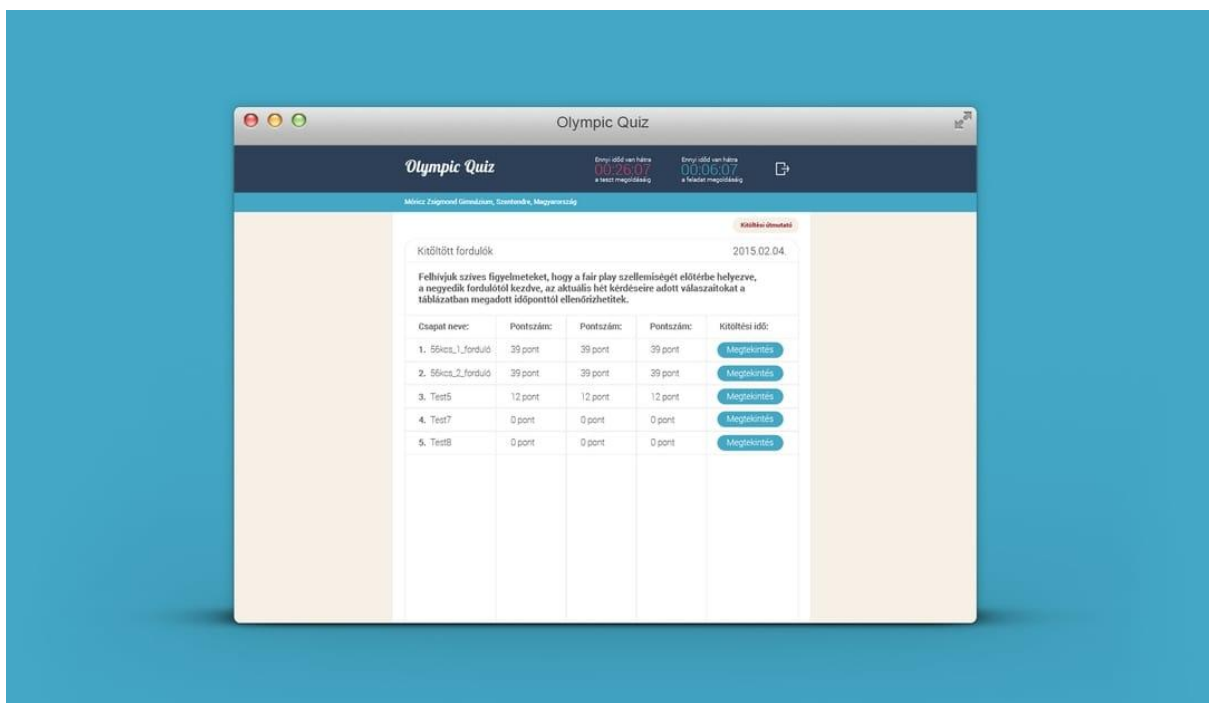
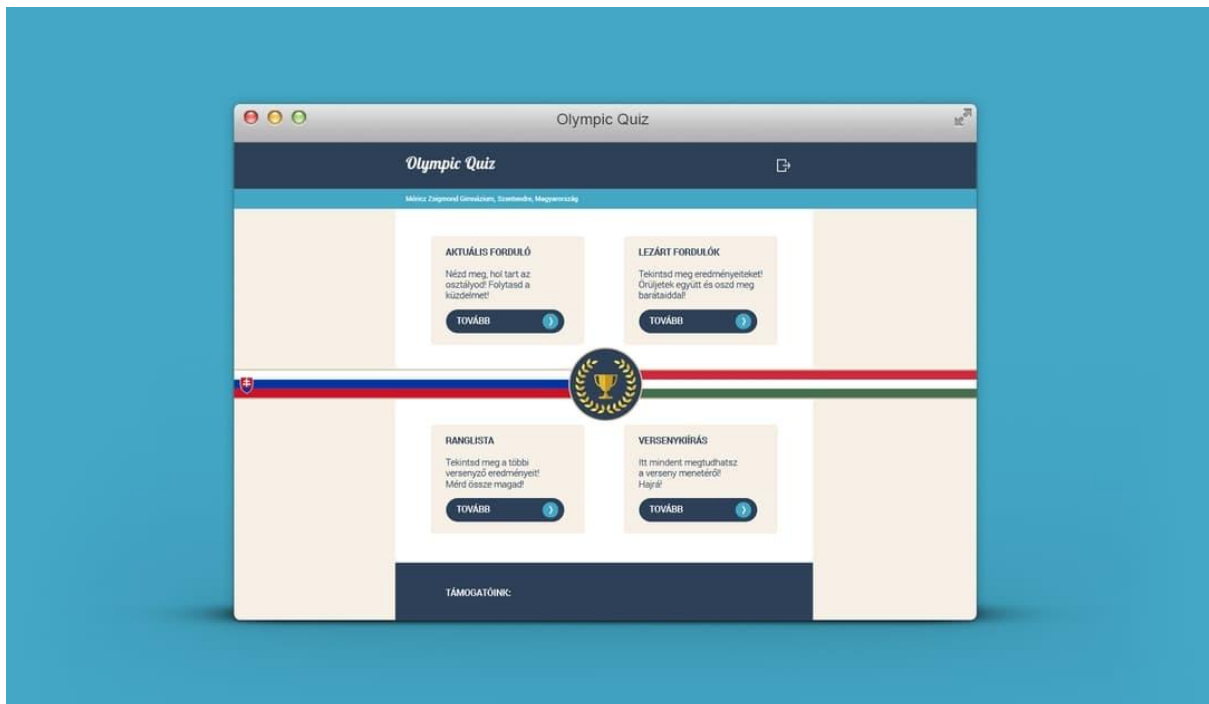


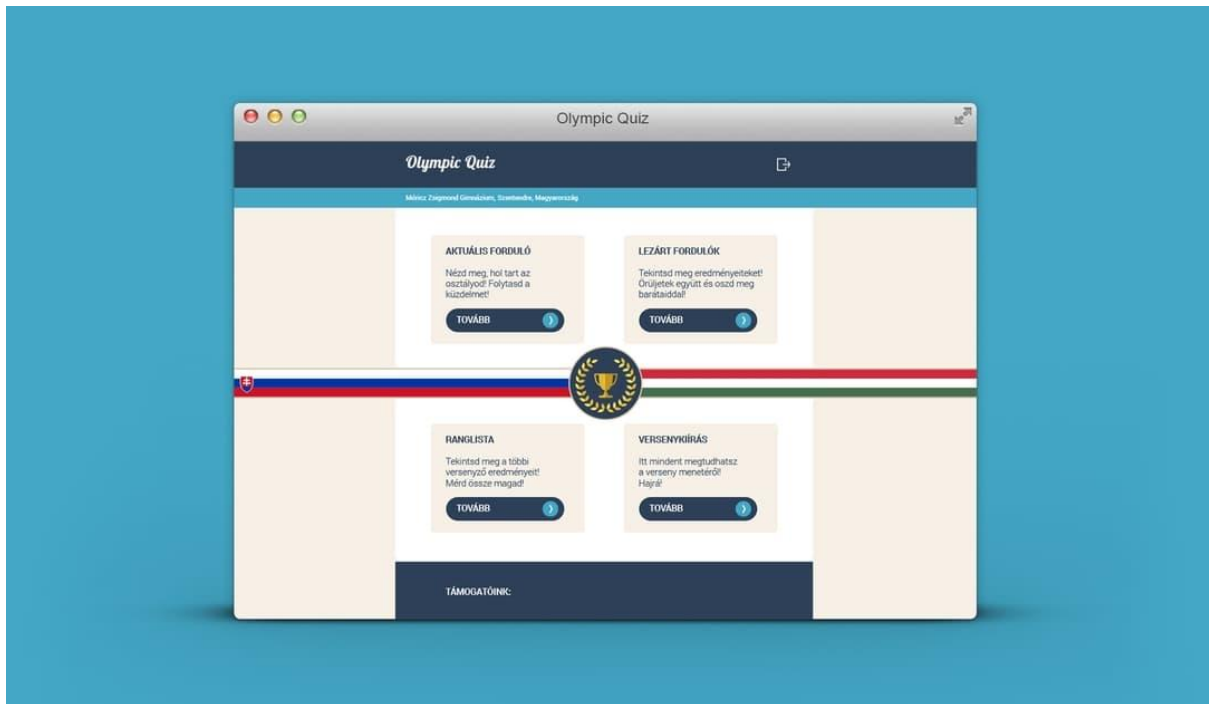
Slovakian-Hungarian Student Olympic Competition Platform

Olympic Quiz – Concept, Application and UI Design

The task was to create a sport quiz in Slovak, Hungarian and English languages as well as an application that can administer on-line competitions. The core is a questionnaire that can be created, administered and scored on-line.

The frontend was designed with the theme of the competition in mind and the purpose was to simplify the process of the competition and to reach a wider audience.

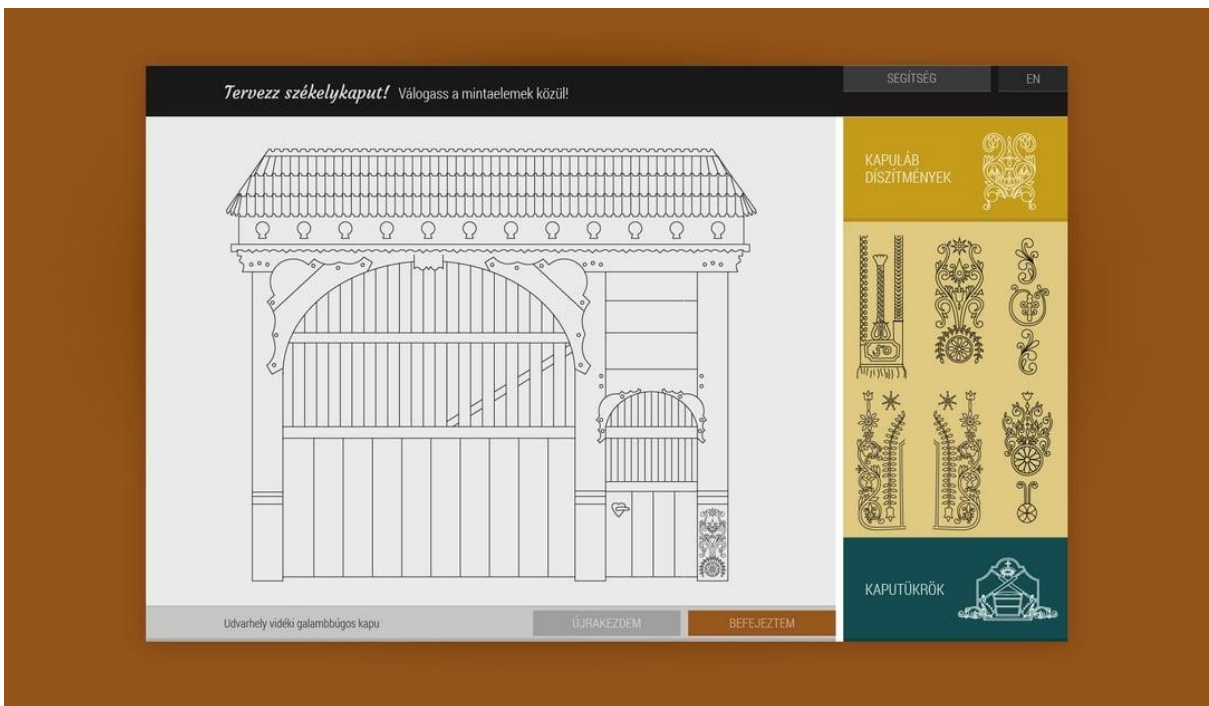


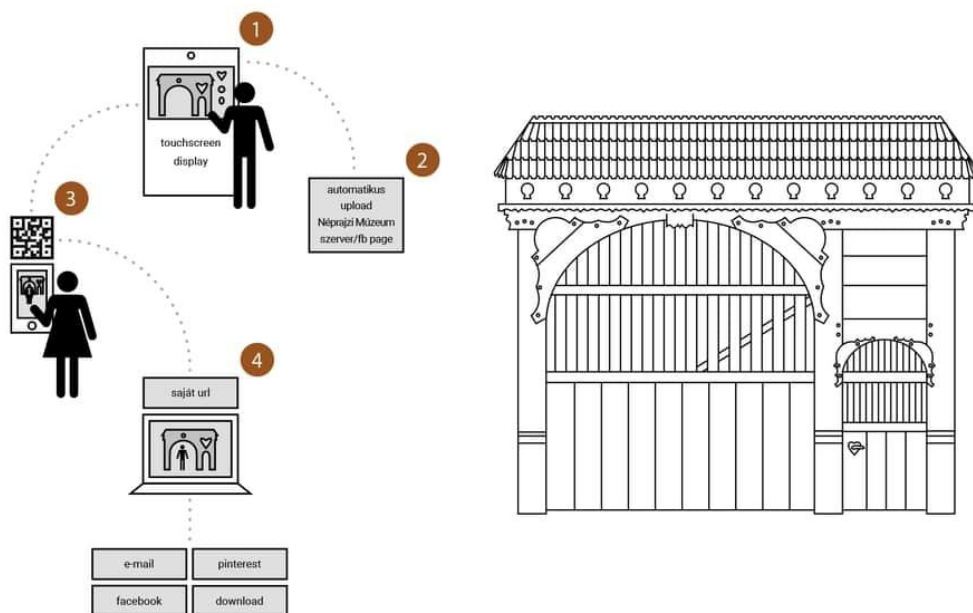
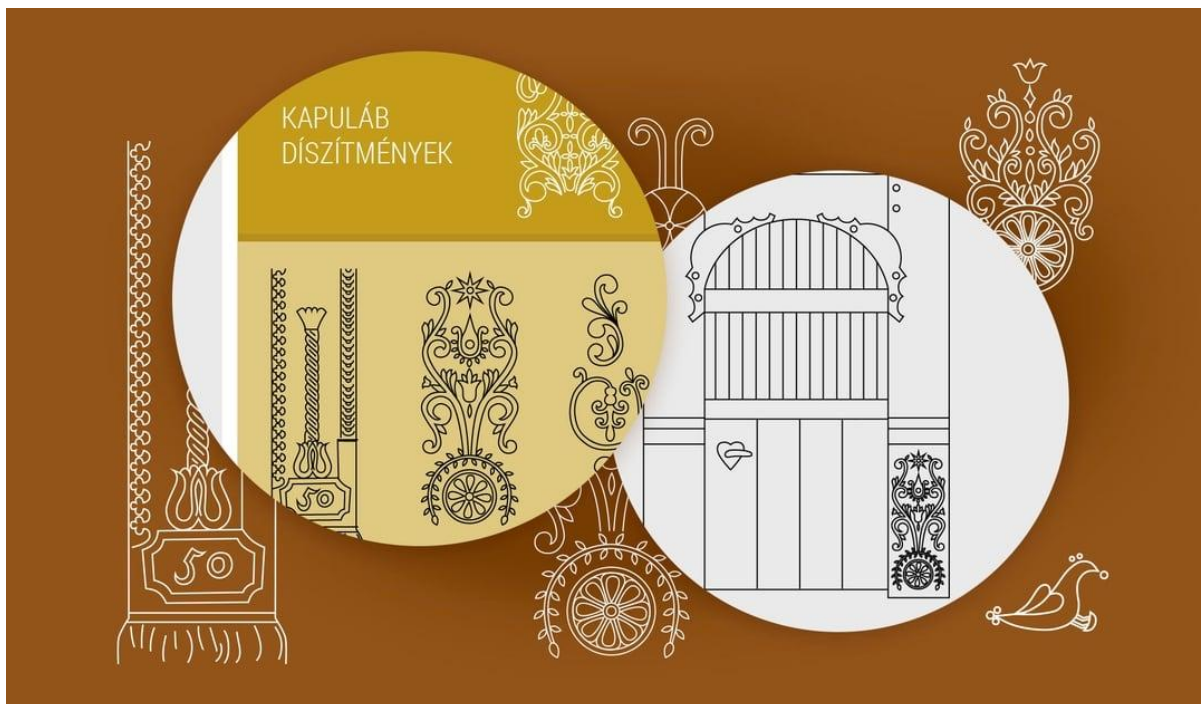


Application for Drawing so called “Székely Gates”

Interactive Museum Installation

In the framework of the Budapest Spring Festival 2015, the exhibit „From the Székely Gate till the Last Towel” took place at the Museum of Ethnography. We developed an interactive application with a touch-screen on the wall that was part of this exhibit. This was a way for the exhibit to appeal to younger generations.





“E-KRETA” Student Administration system

<https://www.e-kreta.hu/index.html>

The National Student Administration system used by each and every primary and secondary school students, their teachers, parents, and authorities of different kids in the education arena. 2 million people participate in education in the school system. Our teams has been working on this system with our partners since 2015.

EKeta is a very highly complex system containing several robust modules:

- e-Administration system for Institution Management, Parents, Students, Heads of Departments
- Electronic class diary for teachers and parents
- Digital school check book for teachers, students and parents
- Mobile applications for everyone
- Digital collaboration space for teachers and students
- Foreign Language Preparatory Module for teachers, students and managers
- School Health System Module for healthcare workers
- OpenBoard for Teachers
- e-Learning for teachers and students, which provides users with complete freedom of study materials, courses and learning.
- Many-many more



Technologies and tools

The main technologies from the last projects

Programming languages:

Java, Kotlin, Swift, Groovy, TypeScript, JavaScript, XML, HTML, CSS, SCSS, PSQL, Scala, React, Vue, Angular

Programming / Organisational Tools:

Jira, Bitbucket, Bitbucket Pipelines, Bitrise, TestFlight, Slack

3rd Party Tools:

Facebook SDK, Twitter SDK, Google SDKs, Apple SDKs, Firebase

Databases:

PostgreSQL, SQLite, MySQL, Oracle, MS SQL

Platforms:

Windows, Linux, Amazon AWS, Web / Angular, Java / Spring, Android, Android TV, tvOS, iPadOS, iOS, Amazon Fire TV, Roku TV

AWS Tools:

Elastic Beanstalk, CloudFront, S3, Lambda, RDS, SNS, SES, Route 53

Analytics / Monitoring Tools:

Firebase Analytics, Google Analytics, NewRelic

Design Tools:

Sketch, Adobe (XD, Photoshop, Illustrator, After Effects, Premiere, Acrobat, InDesign, Audition, Media Encoder), Figma, etc.