The mg Times

JP SÁ COUTO AS INTEL® LEARNING SERIES EDUCATION SOLUTION PROVIDER

Intel® Learning Series
Advancing Education Worldwide
Education Solution Provider

mg ZOOM

> **Inside**

> **FOR LEADERSHIP, LOOK TO PORTUGAL.**

> **INVESTING IN TECHNOLOGY MEANS DEMOCRATIZING EDUCATION IN LATIN AMERICA.**

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"A Knowledge-Based Economy is an economy in which the production, distribution, and use of knowledge is the main driver of growth, wealth creation and employment across all industries".

> **THE POSITIVE IMPACT OF 1:1 COMPUTING IN EDUCATION.**
The one-to-one (1:1) computing model provides each teacher and student with a dedicated laptop for use at school and surely at home.

"Education is what remains when we have forgotten all that we have been taught."

George Savile, Marquis of Halifax (1633-1695) English statesman and author.

"The U.S. department of labor estimates that today's learner will have 10-14 jobs.... By the age of 38. According to former Secretary of Education Richard Riley the top 10 in-demand jobs in 2010 did not exist in 2004"

SKILL: LIFE AND CAREER

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EDITORIAL
BY JORGE SÁ COUTO.

IT IS OUR TURN TO GIVE BACK.

Over JP Sá Couto's 22 years of existence, I have witnessed many technological breakthroughs and paradigm shifts. I have seen firsthand the way technology has helped to improve quality of life, for people both at home and in their workplace. Technology is becoming ubiquitous, and the impact of technology is stronger the more seamlessly it integrates itself into our daily lives, because in the end, it is not about technology, it is about the people!

Looking back at certain moments in my life, it almost seems to me that they took place in another lifetime, because of all the great feats that were accomplished since.

These great feats affect not only the people that will benefit from it, but also the people whose hard work and dedication made them possible, so we feel an intrinsic connection to our work, to our creation.

Today, another (r)evolution has started, this time connecting ICT and the Educational Systems. When we talk about Education, we are talking about the Community, the basis of a Society, we are talking about the foundations for equality of opportunities, for a better future, we are talking about... People!

We have had the privilege of working sidebyside with talented people that share our passion for these projects all over the world, our sincere thanks. Their commitment has shown us that to invest in Education, engaging the communities, is without any doubt, a most unique and rewarding mission. We have witnessed the courage of the people that embrace and implement these projects. Moreover, we have seen the happiness and joy in the eyes of the children that are filled with hope for a better future. This future is going to be created by all of us, together, because it is our time, and it is our turn to give back.

The best thing that we can do for the next generation is to prepare them for a neverending learning process, in an everchanging world throughout their entire lives. "Problem solving", "critical thinking", these are not just buzzwords. Nowadays, the skills that help us to learn and to adapt are exactly the skills that the younger generations will need to master in order to succeed in a borderless and highly competitive global workplace. A few years ago things were growing and changing linearly, but now that growth and rate of change have become exponential, so the flow of information and the interconnections between people will not stop expanding and reaching even the most remote parts of the world.

For the digital immigrants all of this may sound unsettling, but for the digital natives this is just a natural part of their way of life. Looking at the evolution of modern writing instruments in Education, we can say that ICT in Education is not a luxury, but one of the great equalizers of our time.

This is the first edition of "The mg Times", and here we are going to share with you our vision of ICT in Education, as well as promoting the debate of fresh, new approaches to Teaching and Learning. Therefore, with the help of everyone, we will inspire new futures...

ABOUT US

Founded in March 1989, J.P. Sá Couto is a Portuguese Company dedicated to the design, development and distribution of Technological Solutions, and leader of a global reference initiative pioneering ICT-based Education. J.P. Sá Couto manufactures high quality computer equipment, like the leading brands in Portugal – Tsunami and Magalhães (Magellan), and strives for the strength, competitiveness, innovation and quality of their products. The company reached a turnover of $320M USD in the year of 2010.

Vision

To lead in technological innovation to enhance development.

Mission

To deliver purpose-built solutions for education through ICT products and services that foster human development.

At JP Sá Couto we build custom products and services that are specific to each educational context and have developed a network of key global players with vast experience in ICT and Education. In addition, we cooperate with local partners that develop commercial relations with their countries and stakeholders, strengthening our connection with international markets.

We are working to bridge the digital divide in Education between and within countries, allowing each country to provide equal access to the best available pedagogical tools. It is our objective to assure that children develop successfully and leapfrog into the new global society. Ultimately, Education is a solid, ongoing and long-term investment that offers a better future for all children.

Experience

Our initiatives allow the development of a Global Technology Plan to provide countries with broadband connectivity, computer literacy for the population, and computers for different needs, like small businesses, entrepreneurs, teachers, students and academics.

Achievements

Based on existing agreements and projects running, JP Sá Couto is the world largest OEM deploying educational platforms. We are currently operating in more than 50 countries directly or through partners, and have delivered over 2 million CMPCs worldwide.

Head Office (Matosinhos), PORTO.

Branch Office - Abóboda, LISBON

PLANO TECNOLÓGICO PORTUGAL A INOVAR...
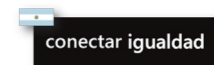Portugal – Each student from 1st to 6th grade is equipped with a Magellan Computer, over 700k delivered.

CANAIMA DISTRIBUCIÓN GNU/LINUX
Venezuela – Over 1 million Canaima Computers deployed.

Plan Ceibal Uruguay
Uruguay – First deployment of CMPCs in the country.

conectar igualdad
Argentina – 500k CMPCs delivered through international partners.

"Giving your son a skill is better than giving him one thousand pieces of gold."

Chinese Proverb

ICT IN EDUCATION

"A KNOWLEDGE-BASED ECONOMY IS AN ECONOMY IN WHICH THE PRODUCTION, DISTRIBUTION, AND USE OF KNOWLEDGE IS THE MAIN DRIVER OF GROWTH, WEALTH CREATION AND EMPLOYMENT ACROSS ALL INDUSTRIES" (APEC, 2000).

Through knowledge-based economies countries can become more efficient and are able to take advantage of economic opportunities outside their own borders.

Making effective use of knowledge requires developing proper country-wide policies, institutions, investments, and coordination.

The optimal transformation of information into knowledge drives growth, development and innovation. ICTs are the key enabler of such a knowledge society, because they are used to communicate, create, manage and distribute information.

The four drivers of ICT usage are:

• the presence of ICT infrastructure and equipment,
• language (ability to use languages in widespread use on the Internet),
• literacy (specifically a culture of reading)
• and Learning (level of educational attainment).

Education (language, literacy and learning) is the most important component in creating knowledge societies, economic growth and prosperity. Not only does education make people more active in society, but it is also the key driver in expanding ICT usage.

Countries have the opportunity to improve education by avoiding children to drop out of school, educating illiterate youths and adults, creating equal educational opportunities, enhancing and monitoring the quality of learning, broadening the scope of education, transforming the historical educational model, and matching the demand for education with the appropriate resources.

The usage of ICTs in Education (ICTiE) benefits your Country and your people, bringing many improvements to society. In summary, ICTiE not only develops knowledge-society attributes and ICT skills in students, but also expands access to education, prepares people for the workplace and for business, improves the quality of education and transforms the learning environment.

THE POSITIVE IMPACT OF 1:1 COMPUTING IN EDUCATION

The one-to-one (1:1) computing model provides each teacher and student with a dedicated laptop for use at school and surely at home. Laptops serve as a personal learning and teaching tool that is used throughout the day for many educational tasks and subjects. In a 1:1 environment, students get the maximum learning opportunity from access to PCs, Internet connectivity, and their integration into the education environment. It is the ideal ICTiE environment, providing a lower Total Cost of Ownership (TCO) than other ICT solutions for Education.

In today's global economy, most adult workers use individual personal computers; they collaborate on projects but do not share computers. Student learning improves when they too have anytime, anywhere access. Yet, the focus is not on the technology. It is about the paradigm shift in the delivery of education and the spark that is created in students that provides a new sense of enthusiasm and ownership in their learning.

The net impact of the 1:1 computing model is that richer educational experiences can be delivered. Students increasingly become more autonomous as independent learners, who master higher-level critical thinking, problem-solving, and collaborative skills. Students learn at their own pace pursuing tasks that reinforce learning, or by researching additional material to enrich it. ICT in a 1:1 model makes this type of learning possible.

Learning becomes ubiquitous and mobile—anytime, anywhere learning as opposed to PC labs in shared model of use. Computing is a tool for learning as opposed to a subject in itself. Learning is collaborative and connected—students work more easily with peers, teachers, and community experts; teachers work and communicate with peers and parents. Learning becomes more personalized with the shift to 1:1.

As schools migrate from traditional learning to more modern technology rich learning environments, it is not merely a change in physical terms; there is a fantastic opportunity to significantly enhance the learning experience. The 1:1 model ultimately provides the best and most effective educational environment for students, producing numerous positive impacts in education.

Effective computing usage in education benefits students, teachers, families, societies and economies. Full 1:1 learning is the optimum learning environment: where teachers receive professional development and curriculum support, and each student and teacher has a personal, mobile learning device; Internet access; and digitized education resources. The more computing elements are introduced or increased in the learning environment, the more effective it becomes.

In conclusion, in a 1:1 learning environment students are more engaged and able to develop 21st century skills, empowered teachers have a more positive attitude toward their work and are able to provide more personalized learning, family interaction and parental involvement increases when students bring the computer home, communities benefit from bridging the digital divide, and economic progress results from direct and indirect job creation in the technology industry as well as from developing a better educated workforce.

"This new media environment can be enormously disruptive to our current teaching methods and philosophies. Students need to move from being simply knowledgeable to being knowledge-able."

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SKILL: COMMUNICATION AND COLLABORATION
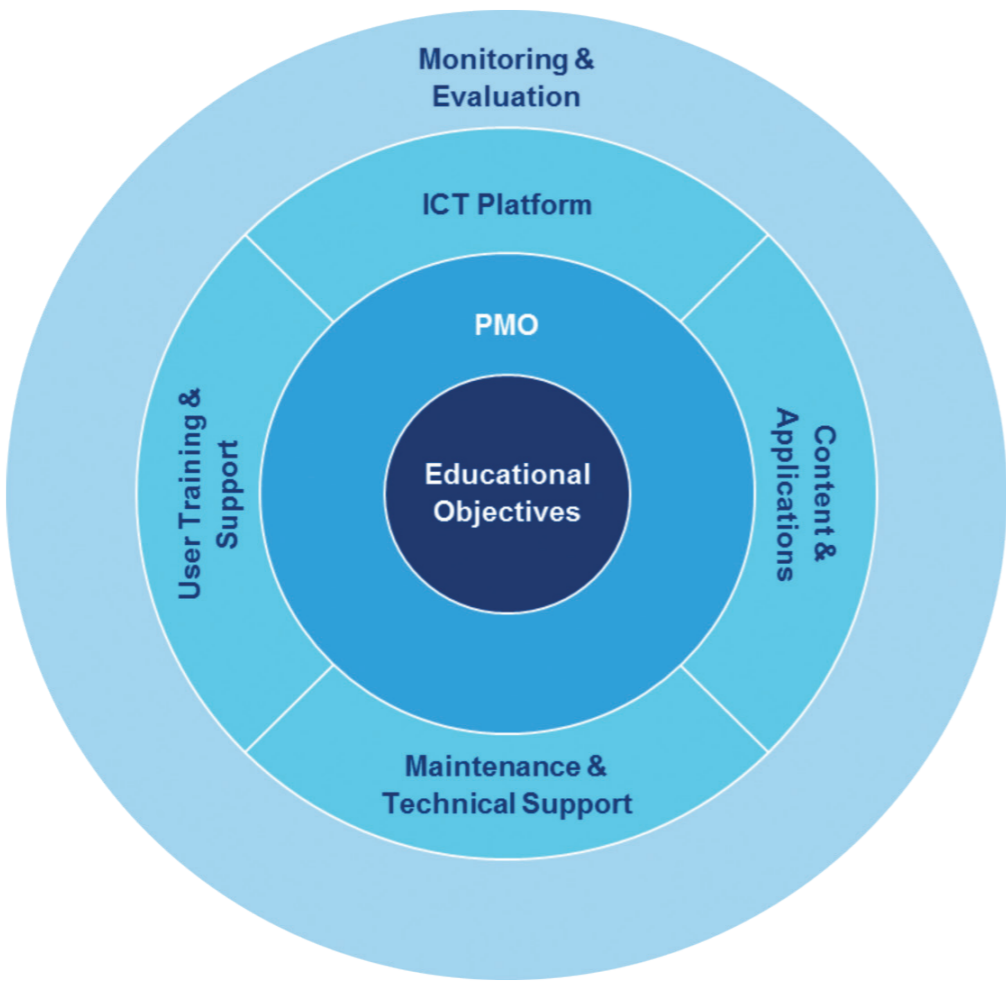
Michael Wesch, 2009

HOLISTIC APPROACH

A 1:1 computing project addresses many challenges in education, but can only be effective with a strategic approach and a proper implementation model. In essence, this means that implementing ICTs in education calls for a holistic, system-wide approach with investment balanced appropriately in different areas, and implementation elements smoothly integrated. If too many elements are missing or under-resourced, the investment is unlikely to be successful and cost-effective.

A standard approach for a successful implementation of 1:1 computing must include:

- Preparing all sectors of the education system to understand the investment in technology;
- Preparing schools to endorse the technologic transformation;
- Procuring and installing the technology platform;
- Developing and managing digital content;
- Training teachers to use ICTs and digital content;
- Integrating ICTs into the curriculum;
- Providing ongoing technical support;
- Providing ongoing curriculum support; and
- Undertaking continuous monitoring, evaluation and research.

The drivers for a successful 1:1 implementation are Leaders' commitment and vision, parental support, staff development and support, a strong backbone, safety and security.

Monitoring & Evaluation

ICT Platform

User Training & Support

PMO

Educational Objectives

Content & Applications

Maintenance & Technical Support

Holistic Approach

WHAT IS AN EDUCATION PROJECT?

HOW DOES IT DIFFER FROM OTHER TECHNOLOGICAL PROJECTS?

An ICT in Education project contrasts with traditional projects in time, key objectives, and development opportunities.

First, although governments can allow for quick-wins in the near term, the results of such a project can only be measured in the medium to long term, as well as achieving its ambitious goals. Second, with obligations to transform and improve education and society, a government Education project cannot leave anyone behind. Eventually, it has to bridge economic and social differences between lower and higher social classes.

Lastly, the opportunities created by such a project can help a country leapfrog years and stages of business evolution to the most advanced and prosperous society.

HOW CAN A GOVERNMENT TAKE THE OPPORTUNITIES?

An education project will always shift the education paradigm, moving from a 100 year-old industrial learning model, where the teacher is the only transmitter of information, to a student-centric model where the teacher guides the students, helping them gather information and develop knowledge.

An ICT in Education project requires a holistic approach to intervene in all project components, such as content, training and support, not just technology. The reasons and objectives inherent in an Education project allows for self-funding of the whole initiative. Instead of the traditional Education budget, governments can gather other means of revenue to fund for the Education Initiative. Not only will this create additional revenue opportunities for local businesses, but also the taxes and other state revenue generated will supply the majority of the project.

Gathering with the right stakeholders and developing partnerships at a global and regional level will help countries build capacity for education, for business and for the societal transformation that will be achieved in just a few years. A knowledge-society, a competitive business environment and lifelong learners are just some of the outputs of this initiative.

### PARTNERSHIPS IN EDUCATION PROJECTS

The business partners of Educational Initiatives can have different roles and approaches to the project, which will depend on local context, project needs, education capabilities and obviously the risk that business partners can and are willing to take.

At the technology level, a local business partner can act as an Education OEM, deploying the ICT Learning Portfolio and Platform throughout the country. An Education OEM has to deploy technological products that are designed for education, having in mind and adapting them to the local context and needs.

At a higher level, a partner needs to provide services that build capacity for education. For the reason that each country is unique and has different issues and objectives from any other country, Education projects should not follow "one size fits all" approach. Different Education Services are needed accordingly, and should, therefore, be chosen from a wide range of options and adapted to the local needs and context.

With the highest risk and taking the whole responsibility of the Education Project, local partners assume the role of a turnkey provider, supplying ICT Learning Portfolio like an Education OEM and providing Education Services according to the local context and needs. A Turnkey Provider delivers the full solution and is the ultimate responsible for transforming Education and Society.

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"Education is the
transmission of civilization."

Will Durant
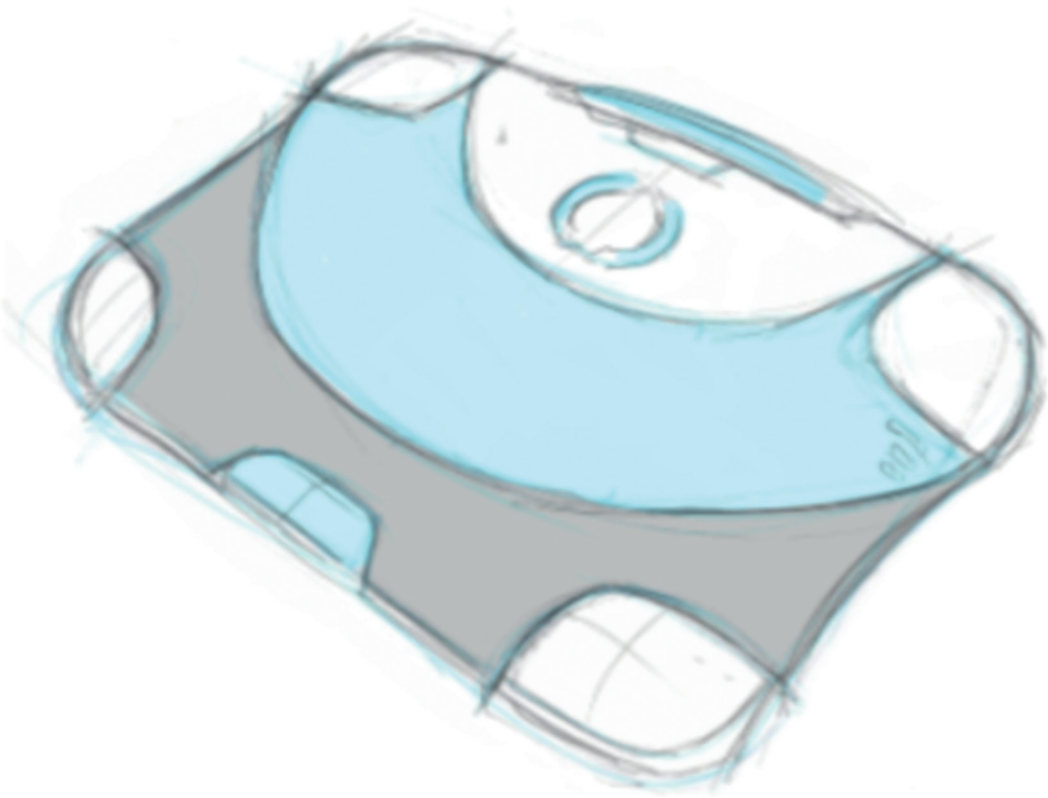
mgseries

WHAT IS THE MGSERIES?

JP Sá Couto developed the new MGseries family of products to give students and teachers the most important features to be productive in an educational environment.

The MGseries are designed for all levels of computer skills in the increasingly demanding learning activities. Having in mind the needs of students and teachers, JP Sá Couto built the MGseries on the pillars of robustness, ergonomics, safety, and performance.

With its distinctive design, the MGseries set a new standard for mobile computing in Education by delivering enhanced features at an affordable price meant for individual use up to large scale deployments.
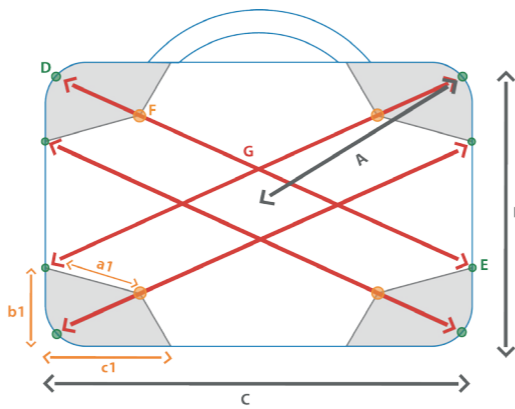
DESIGN PRINCIPLES

The key purpose of our products' look and feel is to convey their educational vocation through features like ruggedness, simplicity and ease of use that become specific for education.

The language design consistency across the different platforms is attained by using universal shapes and symbols that are shared by all our products. Within a particular model these shapes and symbols are streamlined to better fit their respective target audience, but still retaining a common essence.

The flexibility offered by the different color and texture schemes is also of paramount importance. By using, not just different colors, but also different materials and techniques, we can add diversity to our educational product offering that is still seamlessly integrated into our unique design language. These customizations will help our products to become a perfect fit for every project deployment worldwide.
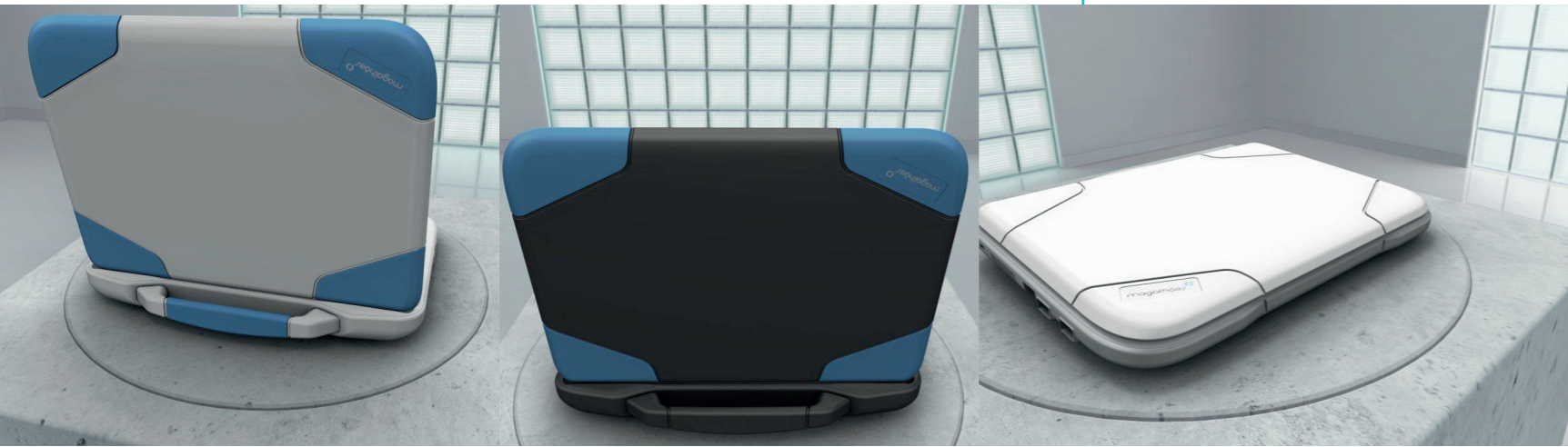
JP Sá Couto

ideal for
group formations
with
excellent stability
and
functionality

Health promotion within Schools

_human factors & ergonomics – welfare improvement and overall performance;

_updating the anthropometric relations;

_work positions and seating postures adjustability: children needs are not compatible with the furniture "strictness";

_children spend around 9 hours per day on seating chairs: a big part of these 9 hours is at the school, which is our target concerning their health behaviors;

_colors and design play a important role on students focus and motivation.
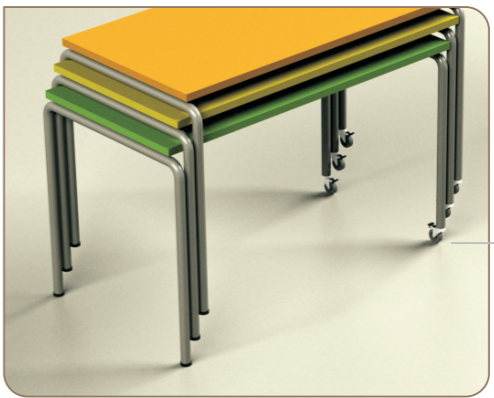
FLEXIBILITY | swivel and lockable wheels

Users Adaptability

_stronger attention to the students work space;

_tables with inclined planes;

_height adjustable tables and chairs;

Scientific studies confirm that the educational environment cannot be static.

_furniture designed to facilitate its mobility, contributing to different ways of lecturing as working in groups or individually or even using electronic devices;

_school furniture should match the technological improvements, for instance the use of electronic devices within the classroom like interactive boards or laptops/PC's;

_in addition: fighting outdated school furniture.
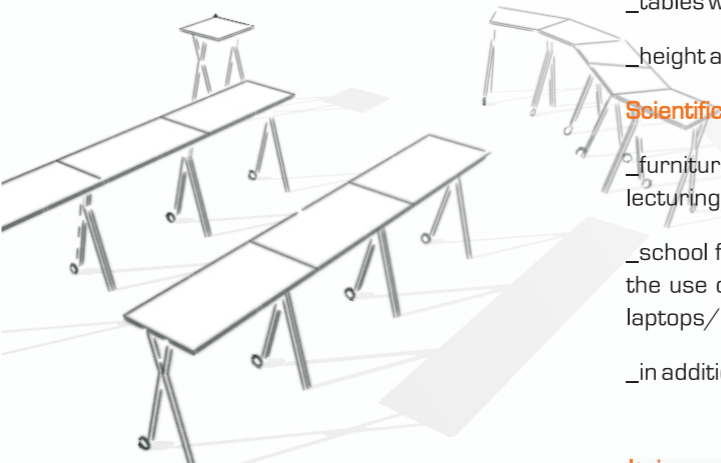
It is not alone a question of comfort but a health matter

JP Sá Couto

JP Sá Couto is a Portuguese company dedicated to the design, development and distribution of Technological Solutions, leader of a pioneering reference initiative for education based on ICT. Based on existing agreements and projects running, JP Sá Couto is the largest OEM worldwide to deploy Intel Classmate-based educational netbooks, operating currently in more than 20 countries directly or through Partners.

Perafita (Matosinhos) • Portugal (EU) • +351.22.999 39 00 • magodm@jpsacouto.pt • www.mymagalhaes.com

PUPIL 101

DESIGNED FOR EDUCATION AND BUILT FOR YOUNG EXPLORERS

The Pupil 101 is the result of continuous development and our experience in the market of Education. It is an Netbook designed specifically for education as its features clearly testify. It is the ideal work tool for developing the 21st century skills and beginning a new journey. Because in every child there is an Explorer.

Safe

- With no sharp edges and round corner design improve protection from all angles.

- Anti-Microbial keyboard. Colorless, odorless and non leaching anti-microbial coating on the keyboard, touchpad an all area around it to protect from a broad spectrum of fungi, bacteria, algae, and yeast.

Unique Features

- Light Sensor: LCD screen automatically adapts to any lighting condition, providing students with the optimal screen brightness setting.

- TPM: The on-board TPM device enables a variety of advanced security features including authentication, protected storage and secure communication.

- Quick Launch Button: Enables students to quickly launch a preconfigured application or website with the simple push of a button.

- Magellan Software Stack: Each application is chosen with the student's needs and cultural differences in mind, thus providing a better, safer and more productive user experience in or out of the classroom..

NEW PUPIL 101-550

DUAL CORE PROCESSOR ENHANCES PERFORMANCE

The PUPIL 101-550 inherits all the educational-specific features and improvements from its predecessor and takes them to the next level.

Two new features distinguish the PUPIL 101-550: The dual-core Intel Atom N550 processor that almost doubles the performance, and two "Pause-and-Charge" USB ports that can charge an user's electronic gear while the PUPIL 101-550 is charging in sleep mode, suspend mode or even shutdown mode. This allows the student to unleash all the power of his computer anytime and anywhere, exploring, learning and playing.

Robust and Safe

- Designed and manufactured using more rugged design which enables Pupil 101 to withstand falls up to 70cm.

- Water resistant keyboard, touchpad and all area around it Protect from accidental water spill (100cc).

- With reinforced Outer Contour I/O port design for augment protection.

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"The Intel Atom N550 can handle 720p video flawlessly and also will have improved multi-tasking capabilities, but still only create minimal heat."
http://www.connectionpros.com/intel-atom-n550-dual-core-cpu

"...the N550 looks like a solid offering for the power netbook user."
http://www.netbookchoice.com/2010/06/16/dual-core-intel-atom-n550-processor-benched/

PUPIL 101-550	VS		Other Netbooks
Designed to survive up to 70cm drop on hard surface Shock-proof flash	**yes**	Durability	Standard drop test less than 70cm Standard hard drive
Built-in case and handle with Cover for extra protection	**yes**	Form Factor	No built-in case or handle
Water-resistant keyboard	**yes**	Water Resistant	Non-water resistant
Youth-friendly ID Design	**yes**	Look and Feel	Standard
Includes 12+ Education SW applications and utilities	**yes**	Education SW	Does not include education SW
Purpose-built for education Targeted to K-6 Primary Schools	**yes**	Usage Model	Not specifically built for education

"On the Price vs Performance scale Intel Atom N550 beats the Atom N450 handsdown [...] With a dual core processor in its Atom series, the Atom is catching up with the Laptop processors..."
http://www.dexternights.com/2011/01/24/intel-atom-n450-vs-n550-comparison-and-review/

"The Atom N550 is pretty darn good and performing tasks that can take advantage of the chips multithreading capabilities. While the chip technically has only 2 cores, thanks to multithreading, it can run as many as 4 threads simultaneously."

http://liliputing.com/2010/06/dual-core-intel-atom-n550-benchmarked-its-fast-for-a-netbook-cpu.html

"In five year, more than 90% of all jobs will require ICT skills of some kind- almost independent of sector, country and size of company"

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SKILL: INFORMATION, MEDIA AND TECHNOLOGY

SKILL: INFORMATION, MEDIA AND TECHNOLOGY
2009 IDC

PUPIL 102

DESIGNED TO ENGAGE TEENAGE STUDENTS, AGED 11 TO 15, IN LEARNING.

PUPIL 102 is a member of the MGseries family of products. Built on the pillars of robustness, ergonomics, safety, and performance, our netbook for secondary education features an outstanding 11.6-inch LCD. In every teenager there is an explorer.

Ergonomic

With a 11.6-inch widescreen display students can learn, collaborate and share in HD resolution.

With a high angle, the PUPIL 102 maximizes ergonomic use and reduces the risk of Repetitive Strain Injuries (RSI).

With 2 Quick Launch buttons that enable students to quickly launch pre-configured applications or websites with the simple push of a button. We can configure the applications or Websites to meet our clients' needs.

A better ergonomics and an appealing look, due to a slimmer and light form factor, make it easier to carry in students' backpacks.

Robust

Designed and manufactured using semi-rugged chassis for withstanding falls up to 40cm.

The water resistant keyboard protects the PUPIL 102 in the event of an accidental liquid spill, by draining the liquid through a hole in the bottom.

The recessed hinges protect against accidental falling on its sides.

Safe

The PUPIL 102 has no sharp edges, improving protection from all angles.

Enhanced protection: Security screw to prevent easy access to the battery.

The on-board TPM device enables a variety of advanced security features including authentication, protected storage and secure communication.

Anti-Microbial keyboard. Colorless, odorless and non-leaching anti-microbial coating on the C-face to protect from a broad spectrum of fungi, bacteria, algae, and yeast.

JP Sá Couto developed the new MGseries family of products to give students and teachers the most important features to be productive in an educational environment.

Greater area available:

PUPIL 101: 10,1" LCD (1024x600)

PUPIL 102: 11,6" HD (1366x768)

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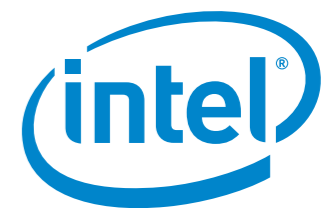
TUTOR 1001: THE WORLD'S FIRST UPGRADABLE EDUCATION NOTEBOOK

Tutor 1001, is the world's first Upgradable Education Notebook. This newly designed education notebook offers the flexibility long time awaited without compromising the performance and affordability. Start with CULV platform and then go for a full performance system such as an Intel i5!

1 day work!

More than 8 hours battery life and extensive wireless connectivity to teach and learn without compromises. Tutor 1001 is a tool designed for the 21st education necessities, giving you the freedom to be creative and productive all day.

Double security

Very often if a fault arises and there is a hard disk failure it results in loss of everything. An additional partition in the hard disk drive does not help in the case of hard disk failure. So Tutor 1001 has Dual HDD support to help you be more secure and productive. Here can be saved all the curriculum content.

Protection

Tutor 1001 takes security seriously, includes a special set of security screws to prevent easy access to you HDD or ODD. Another important feature is the on-board TPM device that enables a variety of advanced security features including authentication, protected storage and secure communication.

(intel)

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intel
Atom inside

JP Sá Couto

www.mymagalhaes.com

"Learning is what most adults will do for a living in the 21st century."

"The illiterate of the 21st century will not be those who cannot read and write, but those who cannot learn, unlearn, and relearn."

Perelman   Alvin Toffler

mgLearningWare*

## 22 SOFTWARE TOOLS FOR THE 21ST CENTURY STUDENT

Choosing quality content that will empower students on their journey of discovery is one of our main goals, providing the best experience for children worldwide, regardless of internet connectivity.

The MG Series Educational Solutions offer quality content and applications "outofthebox" that will help young learners to develop essential skills to face an evergrowing and fastchanging World, like critical thinking, collaborative, problem solving, and social skills. As soon as they receive our Education Solutions they are ready to explore and to create, ready to play and to collaborate.

We also empower parents and teachers with tools that allow them to monitor the student's progress and to provide adequate support and feedback every step of the way, engaging the whole community inside and outside of school.

1 MAGAPPBAR

Take full advantage of the selected suite of applications with the MagAppBar. The applications are presented in categories for easier access, and the applications in available in other languages are clearly separated to allow for an optimized experience.
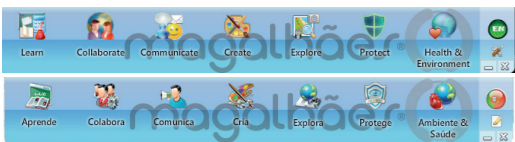
2 MICROSOFT OFFICE 2010 STARTER

Microsoft Office Starter 2010 gives users the ability to perform the most common and basic productivity tasks right out of the box. Office Starter consists of Microsoft Word Starter 2010 and Microsoft Excel Starter 2010 only, reduced functionality versions of Microsoft Word and Excel with advertising.

3 WINDOWS LIVE ESSENTIALS

Windows Live Essentials is a suite of free Microsoft through your computer and share it with your friends, your family, and the world. It's completely free and you'll get regular updates to ensure you're getting the latest features.

Live Mail, Family Safety, Live Writer, Live Messenger, Photo Gallery, Windows Live Mesh, Live Movie Maker

4 CAMERA APPLICATION

Take pictures and make movies with this application that will unleash the power of the webcam. You can choose the resolution and recording formats that better suit your needs. Manage, edit and annotate your photos and videos and much more with simplicity and ease.

5 MICROSOFT SECURITY ESSENTIALS

Microsoft Security Essentials is an anti-malware solution for your computer. It helps protect against viruses, spyware, and other malicious software. Thanks to the automatic updates you are sure to have the latest protection technologies and signature updates. Microsoft Security Essentials doesn't get in your way. It runs quietly in the background and schedules a scan when your computer is most likely idle. You only see alerts when you need to take action. Microsoft Security Essentials has a clean, simple home page that shows the security state of your computer.
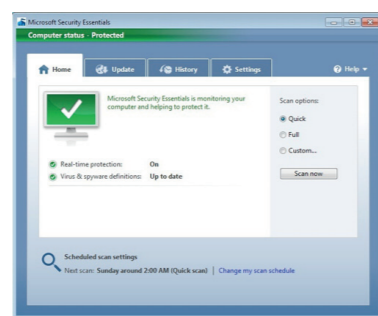
6 PARENTS CAREFREE

This parental control application has an intuitive interface and provides the following functions:

- Internet access control (Whitelist/Blacklist);
- Application execution control;
- Internet usage schedule control;
- Computer usage schedule control.

Parents can ensure a safe computer environment for their children at home and at school, while monitoring computer usage.

7 HDD PROTECTION

This application takes advantage of the on-board accelerometer to protect the hard drive against accidental falls or other impacts.

When it senses a fall or strong impact, the application immediately puts the hard drive in a state that minimizes the damages caused by such events. Since the accelerometer is built-in the motherboard, the system will work with a standard HDD, so there is no need to buy a more expensive hard drive with a built-in accelerometer.

8 FOXIT READER

This is an optimized E-Reader that supports multiple formats and can help the user to view the documents the user needs with advanced management, navigation and annotating features. With and intuitive and responsive interface, it also supports book library and skins to allow the user to change the look and feel of the application to better suit the user's need.
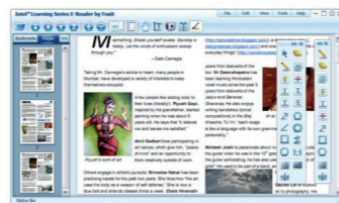
9 ENERSCHOOLS

You are invited to explore the world of renewable energies. Through engaging activities and with an interactive scenario, students will learn how to save Earth's precious natural resources and reduce waste. Follow the journey of our environmental hero and become a hero yourself!

10 MAKE A JINGLE

Whether you're a musical novice looking to make a jingle to send to a friend, an aspiring songwriter looking to give it a first try, or an experienced musician looking for an innovative new "scratchpad" to spark new ideas, Songsmith can help you get going. Songsmith is great for anyone who wants to create music at home anytime, anywhere.

11 MY BODY 3D

Explore the human body and find out how the numerous organs and different systems interact through videos and detailed 3D models. This application lets you discover at your own pace the wonders of the human body. Great for students or for any person that wishes to know a little bit more about "what makes us tick", because of its intuitive design and quality content.

12 READER

Microsoft Reader is a software application that allows you to read eBooks on Windows-based devices. Take advantage of a growing marketplace of over 60,000 eBook titles while enjoying the convenience and features of Microsoft Reader.

13 AUTOCOLLAGE

Photos celebrate important events and themes in our lives. AutoCollage, an easy, novel framework for the automatic creation of representative collages from collections of photos.

14 DIGITAL LITERACY

Digital Literacy Curriculum helps you develop the essential skills you need to begin computing with confidence.

15 BING MAPS 3D

Bing Maps 3D brings you another step closer to knowing "what it is like out there". You can search, browse, and organize local information viewed in three dimensions, just the way it exists in the real world. This enables you to more effectively find the data that is relevant to you, making it easier to visualize, understand, and analyze. Bing Maps is now more useful and fun to use than ever.
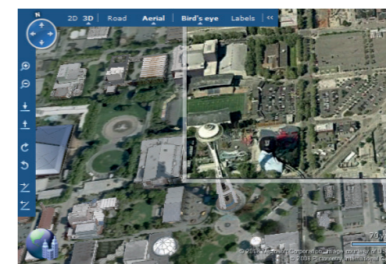
16 MICROSOFT EXPRESSION ENCODER

Microsoft Expression Encoder simplifies publishing video to Microsoft Silverlight.

17 STRETCH BREAK FOR KIDS

A team of health care professionals developed Stretch Break to increase circulation, relieve tension, boost your energy level, and help guard against Repetitive Strain Injuries (RSIs).

Stretch Break gently reminds you to take periodic breaks while using your computer.

Make Stretch Break part of your work day and feel invigorated!

18 MICROSOFT MATHEMATICS 4.0

Microsoft Mathematics is a powerful computer algebra system with a friendly user interface.

19 WIKIPEDIA OFFLINE READER

Access all the knowledge stored in the Wikipedia from your computer, anytime, anywhere, even without Internet connectivity. This application has useful features and an intuitive interface to provide you with the best user experience. Unleash the power of Wikipedia on your computer!

20 SKYDRIVE

Store thousands of photos and documents online, share them with the people you choose, and access them from a web browser, anytime, anywhere. SkyDrive password-protects your files so you control who has access to them.

21 OFFICE WEB APPS

Now you'll always have your documents at your fingertips.

Access and work with your Office documents from virtually anywhere.

Microsoft Office Web Apps are the free online companions to the Microsoft Office Word, Excel, PowerPoint and OneNote applications that you already use.

22 MS VISUAL STUDIO 2010 EXPRESS

Microsoft Visual Studio 2010 Express simplifies the creation, debugging, and deployment of applications on a variety of platforms including SharePoint and the Cloud.

* Some applications are available on selected models only. Please check with your contact at JPSC.

* Some applications are available on selected models only. Please check with your contact at JPSC.

"The object of teaching a child is to enable him to get along without a teacher."

Elbert Hubbard (1856-1915) American author, editor and printer.

"About 80% of children between the ages of 0 and 5 who use the Internet in the United States do so on at least a weekly basis"

SKILL: INFORMATION, MEDIA AND TECHNOLOGY

EduAPPliance

LEARNING AND NETWORKING INFRASTRUCTURE FOR THE 21ST CENTURY SCHOOL

The eA Series 60 and 100 enhance the MGseries education computers by offering expensive resources such as storage, printers etc that can be shared optimally and preclude the need for them on the laptops itself. In addition, the education appliance provides considerable functionality that is vital to 1:1 learning itself.

All education appliance models support three key functions: Learning, Networking and Administration.

The eA60 and eA100 operate more at the Classroom level (or a very small school level) and provide a gamut of capabilities to communicate between a student and the teacher, amongst students using voice, email, video, blogs, bulletin boards, web, instant messaging, conferencing and other available mechanisms.

Underpinning the communication applications, the education appliance provides a sophisticated set of networking capabilities such as wired and wireless connectivity, routing, quality of service; and email, web and video servers which allow for the communications.

Learning and collaboration among students is also enabled by the eA60/100 by wikis, blogs and the support of shared commercial applications (like sharepoint). In addition, students can share common resources to back up files (for assignments etc), print and the like.Students have access to learning resources, any time any where.

Administration entails the ability to manage through a simple interface (often by the teacher) the learning and networking capabilities, including assigning student access, setting up and enforcing security policies. Administration also offers the management of printers, storage and other shared resources.

The eA60 and eA100 also serve as the management and administration platform for the student laptops and other ancillary devices (such as overhead projectors etc).

In addition, administration at the education appliance provides the ability to set up student records including personal information, class schedules, performance assessments and the like. The education appliance has a comprehensive Learning Management System (LMS), Learning Administration Management System (LAMS) and a Student Information System (SIS) that provides student level administration locally.

The eA60 and eA100 are expected to be administered by a teacher (non specialized in IT support) and is appropriately designed so as to preclude the need for expensive IT staff support.

POWERED BY

Critical Links
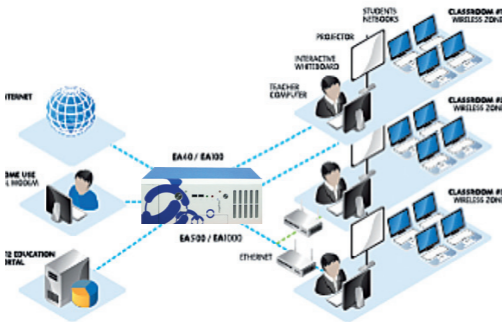
The benefits of the eA60/100 education appliance series are summarized as:

Augments/Enhances the student laptop capabilities - by providing (common, shared) resources and capabilities (such as common storage, printers, applications), the eA60/100 reduces the requirements of the student laptop.

Economically attractive solution - using the eA60/100 allows for reducing the hardware and software requirements of the student laptops means that the overall solution will be less expensive (since hardware resources can be optimized on the education appliance).Furthermore, licensing of software can be optimized if it is managed on the education appliance as opposed to individual student laptops. Aligned with the 'natural' learning model - use of the education appliance along with several student laptops aligns with the usual interaction between a teacher and several students; the teacher has to manage multiple students often at the same time, and a meaningful way to accomplish this is the teacher using the education appliance to interact with several students using their respective laptops.

Enables a locally and customizable set of capabilities at a school level - by providing a host of functionality that can be managed and administered by even a non-technical teacher, it simplifies the delivering of the 1:1 learning experience. Furthermore, being at the Classroom level allows a teacher to customize to meet a class' unique requirements.

Scale and Flexibility - the education appliance can scale to support up to 100 students either in a single class or multiple classes. Furthermore, multiple education appliances can also work together to support even larger number of students. The education appliance also scales in a graceful and manageable manner to accommodate new classes.

About Critical Links

Critical Links is a pioneer in delivering innovative Learning & Networking infrastructure solutions for Schools 2.0—the next generation of Schools. Critical Links' education appliance portfolio provides the learning, networking, and administration capabilities necessary for a highly interactive and content rich educational experience; apart from a host of networking and communication capabilities, it also offers comprehensive learning management, client management, asset management, and a student information system"

JP SÁ COUTO AS INTEL® LEARNING SERIES EDUCATION SOLUTION PROVIDER

A SUCCESSFUL 1:1 ELEARNING PROJECT WITHIN YOUR REACH

As an approved Education Solution Provider (ESP), JP Sá Couto has been recognized expertise in Total 1:1 eLearning Solutions. JP Sá Couto has met rigorous requirements to plan and implement complete 1:1 eLearning solutions based on local requirements and worldwide Intel® Learning Series best practices.

"CREDIBILITY IN THE EDUCATION MARKET"

For the reason that ESPs are uniquely qualified to understand your education vision and to successfully deliver a full and sustainable eLearning solution that includes products, services, and support, working with our proven and trusted ESP expertise can ensure the delivery of comprehensive and effective 1:1 eLearning solutions.

MULTI-LEVEL RETURN ON INVESTMENT

Benefits of Education

Improved Quality

Increased Access

Enhanced Collaboration

Local Content

BENEFITS OF SOCIETY

Local Ecosystem

Job Creation

Partners and Support

Benefits to Local Community

Future Business Growth

BENEFITS OF GOVERNMENT

Increase Visibility and Intra-Government Collaboration

Coordinated Schools and Other Regional Education Agencies

Effective Outreach

Sustainable Implementation

A TOTAL EDUCATION SOLUTION PROVIDER IS KEY TO MAKING ELEARNING WORK

A recognized ESP has the expertise to anticipate and solve challenges while bringing together all the necessary components and core stakeholders.

In order to deploy successful implementations, JP Sá Couto provides Decision Makers with consulting and guidance, drawn from its experience in delivering successful education technology projects all over the world.

Intel® Learning Series
Advancing Education Worldwide
Education Solution Provider

As ESP implementers, we deliver service expertise in the form of technical and teacher training, as well as address the challenges related to security, storage, and anti-theft measures.

"DIFFERENTIATED VALUE-ADDED SERVICES & COMPLETE SOLUTION"

JP Sá Couto has the competence and network of partners to deliver the full range of components and solutions to support pedagogical needs such as project-based learning, classroom collaboration, assessment tools, and other relevant software through a network of ecosystem partners.

"DEMAND CREATION AND EXPANSION OF BUSINESS ACTIVITY"

Students need the right technology to thrive in the classroom. We develop Intel-powered classmate PCs that are a reference for rugged mobile design created specifically for the educational needs of students in grades K-8. Our technological solutions include easy connectivity, educational software, and content.

"UNIQUE BENEFITS FROM EXCLUSIVE TOOLS AND SERVICES"

Expert advice from an experienced provider can help your project be efficient and successful by giving you access to global resources and experience, as well as adapting your Education Project to your local context. We have deployed more than 2 million platforms to students in over 60 countries.

"If Facebook were a country it would be the 3rd largest country in the world."

"The digital universe in 2008 is estimated at 9.57 zettabyttes or 9,570,000,000,000,000,000,000 bytes."

The mg Times > Issue 1 > 2011 mg 19

SKILL: COMMUNICATION AND COLLABORATION

SKILL: INFORMATION, MEDIA AND TECHNOLOGY

PORTUGAL CASE STUDY

PORTUGUESE PROGRAMS

The Programs we ran in Portugal were part of a Governmental initiative focused on developing a global Technology plan to capacitate the Country in terms of Broadband connectivity, access to basic IT literacy to all population, access to computers to different layers of needs: Small businesses, Business workers, Teachers, University students. And also modernizing governmental institutions through dematerialization and e-government services implementation.

10640 MAGELLAN DELIVERED ON A SINGLE DAY TO 780 DIFFERENT SCHOOLS

In less than 10 years the country is covered by high speed internet access either through 3G mobile solutions, ADSL land lines, Copper and Fiber high speed infrastructures.

Finally, in the past three years, the Government decided to extend the reach of personal computers to lower school grades from secondary school (e-Escolas program) and primary school (e-escolinhas).
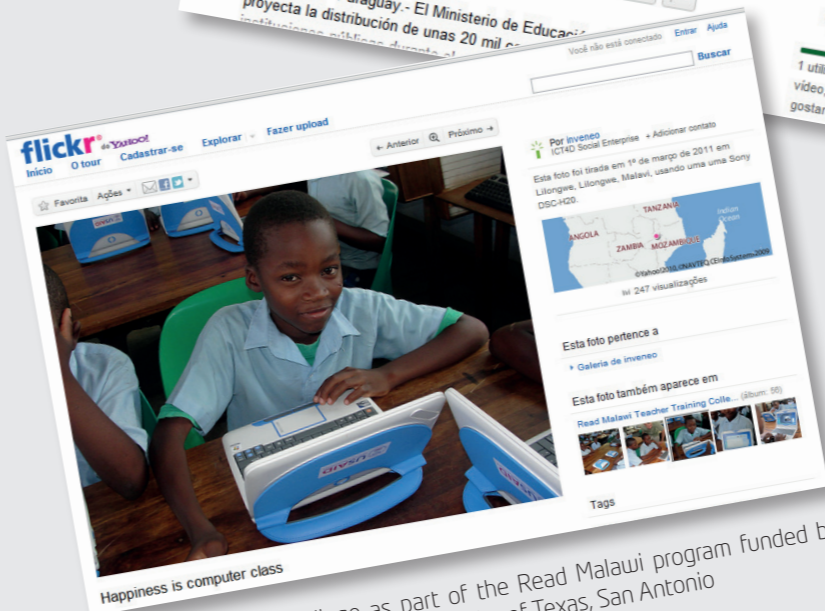
THE PORTUGUESE "E-ESCOLAS" PROGRAM

Part of "e-iniciativas", this governmental project targets Secondary school students and is subsidized by Portuguese mobile telecom operators in exchange for new broadband subscribers. 3 Portuguese Operators involved, each with had its own implementation procedure, set of software components that required pre-installation customization at production line and also a specific logistics process to cover all handling procedures to reach the end user. This required a unique approach and experience, to handle such diverse array of technical configurations and operations procedures to accomplish all objectives nationwide.

THE PORTUGUESE MAGELLAN INITIATIVE (ORIGINALLY CALLED "MAGALHÃES")

Also part of "e-iniciativas", this governmental project targets Primary schools and is supported by Portuguese mobile telecom operators. With a particular challenge of handling high volume deliveries, as a unique experience for large project roll out deployments. Reaching a peak of 10640 Magellan delivered on a single day to 780 different schools 4 Portuguese Operators, that again involved different operational procedures with

different packaging components, different ordering and fullfilment handling. This required the development of new taylor made software platforms to provide feedback and control over all steps of the project, providing visibility to all actors involved along the path.

Unique to this program, was a co-financing model including families who supported a partial minor payment, processed through a mobile SMS mechanism. Again and innovative platform developed, never designed before in such massive scale in any developed country.

This platform had to integrate mobile SMS instructions, with the Portuguese banking system, integrating all payments matching SMS procedures to fullfill orders delivered to schools. In terms of volume, this systems handled peaks of nearly 14000 SMS payments per day on the initial phase of the process. This unique experience is a valuable asset for country wide deployment programs like this, integrating communication capabilities, banking infrastructure and logistics handling.

PORTUGAL IS MOVING TOWARDS A LEARNING SOCIETY.

Thanks to the transforming Educational Technology Plan, which has given students the access to modern technology, as well as the training and support they need to acquire 21st-century skills, a sustainable business model has been developed to create jobs and improve the Country's competitiveness.

3 SIMPLE PROCEDURES CAN INCREASE THE CHANCES OF SUCCESS OF AN EDUCATION PLAN:

- Engage in long-term and trustful partnerships with core public and private stakeholders;
- Design a sustainable business model for the Country;
- Navigate through scenarios comprising all areas of an education project, make decisions and assume trade-offs between risks and benefits.

NEWS

Lilongwe Teachers College as part of the Read Malawi program funded by USAID and implemented by the University of Texas, San Antonio

PISA RESULTS

Portugal is the OCDE country that most increased in three domains-registering an increase of 20 points:

- The 4th largest increase in top performers in mathematics;
- the 2nd largest increase in top performers in sciences;
- the 4th largest increase in top performers in reading.

Portugal is the 6th country that has successfuly addressed the socio-economic asymmetries through the education system.

"We can't win the race to win the future if we can't educate our kids at home," Obama said. "We're all going to have to focus on this like a laser."

"There are 500,000,000 active Facebook users. Aprox. 1 in every 13 people on earth."

The mg Times > Issue 1 > 2011 mg 21

Obama praises Intel's education efforts | Portland Business Journal

SKILL: INFORMATION, MEDIA AND TECHNOLOGY

FOR LEADERSHIP, LOOK TO PORTUGAL

BY DON TAPSCOTT[1]

Around the world, education systems are in disrepair. In the United States, for example, one-third of all students drop out before finishing high school. It's a terrible record, and it's even worse in inner city public schools, where only half of blacks and Hispanics graduate from school. This is not a legacy that would make anyone proud: More young Americans on a proportionate basis drop out of school today than at any other time in the country's history.

The problem is complicated, but one of the reasons why many American youth, and young students in many other developed countries, are unmotivated and not learning well is that they're bored in school. They're growing up in a fast-paced, challenging digital world, with the Internet, mobile devices, video games and other gadgets. They watch less television than their parents did and TV is typically a background activity. They are a generation doesn't like to be broadcast to and they love to interact, multi-task and collaborate. Yet, when they get into the classroom, they're faced with stale textbooks and lectures from teachers who are still using a nineteenth century innovation, chalk and blackboard.

Technology and the web provide an important element of a new model, but so far few have adopted it. If someone frozen 300 years ago miraculously came alive today and looked at the professions -- a physician in an operating theater, a pilot in a jumbo cockpit, a engineer designing an automobile in a CAD system -- they would surely marvel at how technologies had transformed the knowledge work. But if they walked into a school classroom or university lecture hall, they would no doubt be comforted that some things have not changed.

Today's classrooms need to enter the 21st century. One example is when I toured a classroom of seven-year-olds in a public school in Lisbon. It was the most exciting, noisy, collaborative classroom I have seen in the world.

The teacher directed the kids to an astronomy blog with a beautiful color image of a rotating solar system on the screen. "Now," said the teacher, "Who knows what the equinox is?"

Nobody knew.

"Alright, why don't you find out?"

The chattering began, as the children clustered together to figure out what an equinox was. Then one group leapt up and waved their hands. They found it! They then proceeded to explain the idea to their classmates.

This, I thought, was the exact opposite of everything that is wrong with the classroom system in the most developed countries.

The children in this Portuguese classroom were loving learning about astronomy. They were collaborating. They were working at their own pace. They barely noticed the technology, the much-vaunted laptop. It was like air to them. But it changed the relationship they had with their teacher. Instead of fidgeting in their chairs while the teacher lectures and scrawls some notes on the blackboard, they were the explorers, the discoverers, and the teacher was their helpful guide.

In other countries I visit it is clear that teachers still rely on an Industrial Model of education. They deliver a lecture, the same one to all students. It's a one-way lecture. The teacher is the expert; the students are expected to absorb what the teacher says and repeat. And students are supposed to learn alone.

Teachers often feel that this is the only way to teach a large classroom of kids, and yet the classroom in Portugal shows that giving kids laptops can free the teacher to introduce a new way of learning that's more natural for kids who have grown up digital at home.

First, it allows teachers to step off the stage and start listening and conversing instead of just lecturing. Second, the teacher can encourage students to discover for themselves, and learn a process of discovery and critical thinking instead of just memorizing the teacher's information. Third, the teacher can encourage students to collaborate among themselves and with others outside the school. Finally, the teacher can tailor the style of education to their students' individual learning styles.

It's not easy to change the model of teaching. In fact, this is the hard part. It's far easier to spend money, as

Portugal did, to put Internet into the classroom and equip the kids with laptops. Yet Portugal has been careful to invest in teacher training to capitalize on the possibilities of the laptops in schools.

They're also thinking of creating a new online platform to allow teachers to work together to create new lessons and course materials that take advantage of the interactive technology. Through this collaboration, the Portuguese school system will create exciting new online materials to educate children. Lots of ideas are already making their way into Portuguese classrooms, says Mario Franco, chair of the Foundation for Mobile Communication, which is managing the e-school program. There are 50 different educational programs and games inside the laptops the youngest children use. The laptops are even equipped with a control to encourage kids to finish their homework and score high marks. If they do, they get more time to play.

It's too early to assess the impact on learning in Portuguese schools. Studies of the impact of computers in schools elsewhere have been inconclusive, or mixed. One key problem is that simply providing computers in schools is not enough. Teachers facing a classroom of kids with laptops need to learn that they are no longer the expert in their domain; the Internet is.

Yet Portugal is on a campaign to reinvent learning for the 21st century.
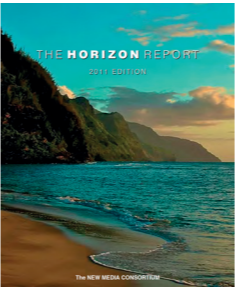
The technology is only one part of that campaign. The real work is creating a new model of learning.

I believe this could help other countries revive their students' interest in school and perhaps keep them in school long enough to graduate, and even go to college. It would be a substantial investment. It's estimated that the total cost of giving a computer to each student, including connection to networks, training, and maintenance, is over $1,000 per year. Yet after seeing the promise of the exciting classrooms in Portugal, I'm convinced it is worth it.

([1] Don Tapscott is the author of 13 books about new technologies in business and society, most recently Macrowikinomics and Grown Up Digital. He is Chair of the Moxie Insight business-strategy think tank, and an Adjunct Professor at the Rotman School of Management, University of Toronto. Twitter @dtapscott.)

INTERNET RESOURCES

The annual Horizon Report

describes the continuing work of the NMC's Horizon Project, a research-oriented effort that seeks to identify and describe emerging technologies likely to have considerable impact on teaching, learning, and creative expression within higher education.

Download:

http://www.nmc.org/pdf/2011-Horizon-Report.pdf

Tags: Analytics, Augmented Reality, E-Books, Games and Gaming, Gesture-Based Computing, Horizon Report, Learning Analytics, Mobile Computing, Mobile Learning, New Media Consortium, Teaching and Learning, Touch and Gesture Computing.

Perspectives on early years and digital technologies

This paper is a think-piece based on the observation that both books and interactive digital technologies are objects which feature in the homes of many young children and are often thought of as having a particular role to play in preparing children for learning at school. It explores the potential links between resea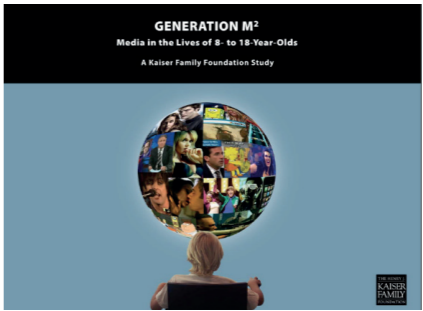rch into children's learning with books and the design of interactive digital technologies for use by young children in the home.

Download:

http://archive.futurelab.org.uk/resources/documents/opening_education/Early_Years_report.pdf

Generation M2 - Media in the lives of 8-to 18-year-olds (A Kaiser Family Foundation study)

A national survey by the Kaiser Family Foundation found that with technology allowing nearly 24-hour media access as children and teens go about their daily lives, the amount of time young people spend with entertainment media has risen dramatically, especially among minority youth. Today, 8-18 year-olds devote an average of 7 hours and 38 minutes (7:38) to using entertainment media across a typical day (more than 53 hours a week). And because they spend so much of that time 'media multitasking' (using more than one medium at a time), they actually manage to pack a total of 10 hours and 45 minutes (10:45) worth of media content into those 7½ hours.

Generation M2: Media in the Lives of 8- to 18-Year-Olds is the third in a series of large-scale, nationally representative surveys by the Foundation about young people's media use. It includes data from all three waves of the study (1999, 2004, and 2009), and is among the largest and most comprehensive publicly available sources of information about media use among American youth.
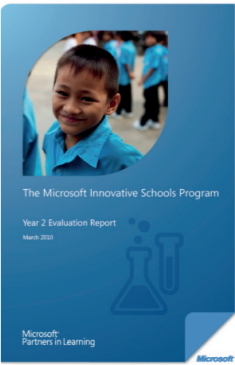
Webcast of the event: http://event.netbriefings.com/event/kff/Archives/20jan10media/index.html

Presentation:

http://www.kff.org/entmedia/upload/mh012010presentL.pdf

More information: http://www.kff.org/

Innovative teaching and learning research year 2 evaluation report

Microsoft initiated the Innovative Teaching and Learning (ITL) Research project to contribute information and policy insights on where and how effective education transformation is taking place around the world. ITL Research is a multiyear global research program designed to investigate the factors that promote the transformation of teaching practices and the impact those changes have on students' learning outcomes across a broad range of country contexts.

Download:

http://www.itlresearch.com/images/stories/reports/isp_year_2_eval_full_report%20final.pdf

More information:

http://www.microsoft.com/education/ww/leadership/partnerships/pil/innovation/Pages/innovative-teaching.aspx

RSA Animate - Changing Education Paradigms (Sir Ken Robinson)

This animate was adapted from a talk given at the RSA by Sir Ken Robinson, world-renowned education and creativity expert and recipient of the RSA's Benjamin Franklin award.

Watch: http://youtu.be/zDZFcDGpL4U

More Information: www.theRSA.org ; http://www.sirkenrobinson.com

"La batalla por el desarrollo y contra la pobreza, la vamos a ganar o perder en la sala de clases."

President of Chile 21/05/2010, don Sebastian Pinera Echenique
http://www.gobiernodechile.cl/especiales/mensaje-presidencial-21-de-mayo/

"Education is not the filling a bucket but the lighting of a fire."

William Butler Yeats (1865-1939) Irish poet, dramatist.

INVESTING IN TECHNOLOGY MEANS DEMOCRATIZING EDUCATION IN LATIN AMERICA

BY MARIA TERESA LUGO[2]

Faced with a context of a massive influx of computers into schools, some ask, "why invest in technology for education when so many things are lacking?" The effort in these resources is worthwhile because the lives of children and youth are full of the effects of technologies that are not within everyone's reach. While many have access to digital culture in Latin America, others lack such access, or only have limited access to it.

INCOME LEVELS AFFECT ACCESS TO TECHNOLOGY, GENERATING INEQUALITY OF OPPORTUNITY IN ITS USE.

The children of wealthier households acquire the newest devices and software, and have more opportunities to use them. But in the same way as it is not the same to own a book as it is to know how to read it, it is not enough to be surrounded by technology in order to have digital literacy. There is not only a gap in terms of access to the equipment and its

quality, but especially in relation to cultural capital and the skill needed to use it.

Beyond simply facing changing times, we are facing a new era where literacy requires more than just knowing how to read and write. Today it is necessary to know to look for information to share and transform it into knowledge, express and disseminate knowledge and above all to know how to make an ethical and democratic use of it. Does school provide

opportunities for students to produce relevant knowledge, to be autonomous, to distinguish reliable sources, and work with others? The traditional school was not designed to teach people how to be citizens in the Knowledge Society without feeling lost at sea. Traditional schooling does not provide the compasses and anchors needed to navigate these new times.

Though we know that the main problems in Latin America are students having to repeat classes and student dropout rates, we still cannot ignore the fact of our students coming to school and still not learning all that they should. Many of the high school students that drop out do not do so because of poverty issues. The gap in expectations between what students need and what education offers them requires us to teach new things, and to teach differently. Schools need to get away from the traditional formats of the Industrial Revolution and recognize that we learn at all times and everywhere. Today, socially relevant knowledge circulates mainly through the Internet, and students produce and consume information. This is why a connected, innovative and open school is now a privileged place for educational inclusion and justice.

But to integrate technology in classrooms does not guarantee that our students will learn more and teachers teach better. Cell phones, netbooks or tablets are powerful tools if they serve the educational priorities, and if they promote interaction and collaboration. It's not about the technology, but mainly what we do with it. We also need to dedicate time to rethinking how to train our teachers and principals, and what incentives to give to them in order that in every connected classroom we can provide a democratic, quality education.
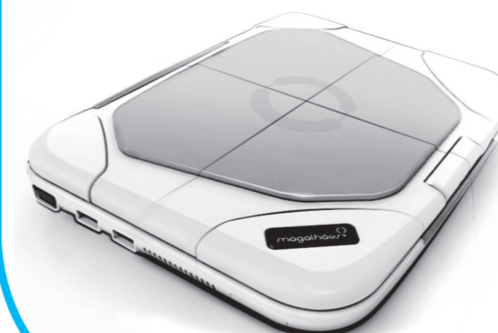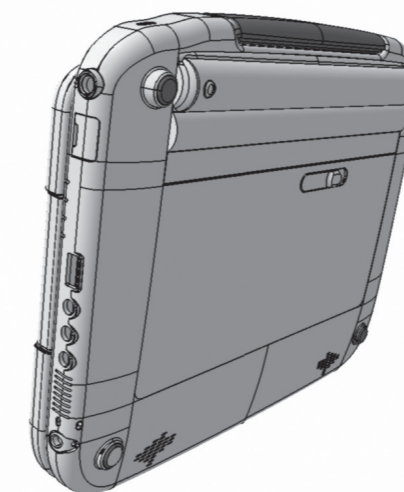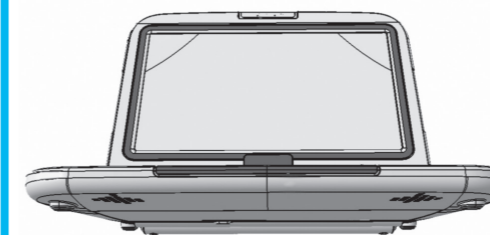
([2] The author is the TIC and Education coordinator for UNESCO's International Education Planning Institute, at the Regional Headquarters in Buenos Aires.)
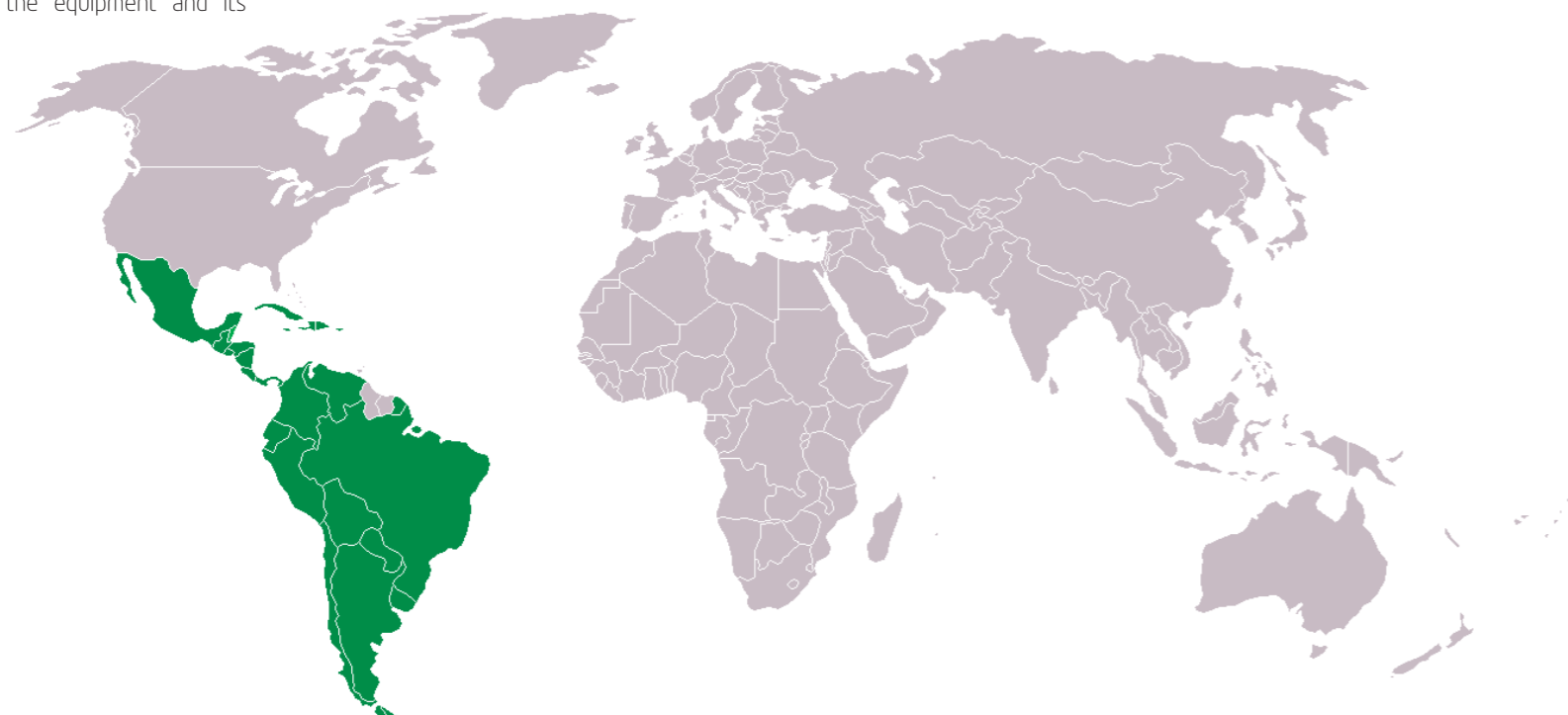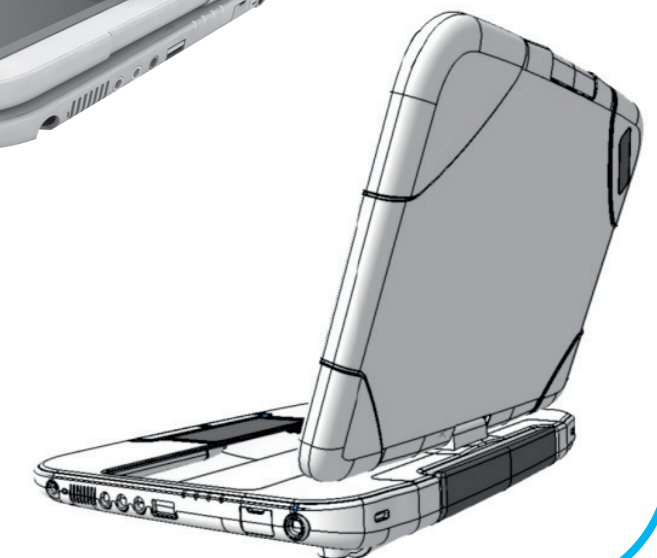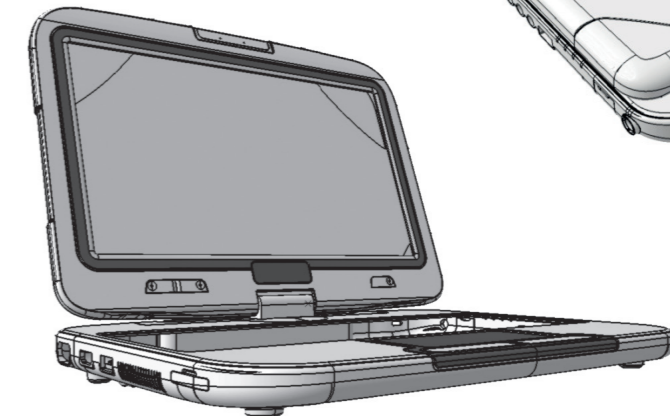
SNEAK PEEK

JP Sá Couto's Clamshell and Convertible netboooks leak out, due to be released Q3 2011.

CLAMSHELL

CONVERTIBLE

Inspiring
New
Futures

JP Sá Couto

JP Sá Couto is a Portuguese company dedicated to the design, development and distribution of Technological Solutions, leader of a pioneering reference initiative for education based on ICT. Based on existing agreements and projects running, JP Sá Couto is the largest OEM worldwide to deploy Intel Classmate-based educational netbooks, operating currently in more than 20 countries directly or through Partners.

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