About.

What is OKTOPUS?



OKTOPUS is an **interactive** presentation and **collaboration** software designed for use with any interactive whiteboard, interactive projector and any interactive touch screen flat panel display. Work over ANY content or application.

Annotate - Collaborate - Present - Poll

OKTOPUS allows you to annotate and work over or alongside any software application, your existing content, or over a web browser. Available in 42 languages and compatible with Windows and Mac, OKTOPUS gives everyone - whether in education or corporate - the flexibility to use the application, content and resource of their choice.

We are proud to announce that OKTOPUS comes packaged with 5 Owizdom Notes+ licenses that enhance classroom or boardroom collaboration. Instructors can instantly share content as participants follow along on their personal devices, taking notes, answering questions and sharing annotations over the top of any live lesson.

OKTOPUS is



... Multi-purpose.

Diverse uses include presentations for business conferences, teaching in education, and training for business.



... Cross Platform.

Qwizdom OKTOPUS works on Windows and Mac OS X The Qwizdom Notes+ app is available for iOS, Android, and Windows



makes it accessible to users of all ages and levels of computer literacy. Use the multidisciplined interface with over 70 interactive tools to create unique and powerful presentations. Our unique Quick Tool Palette allows for rapid presentation building.

... Use Existing Lessons.

Open, edit and play SMART Notebook and IWB lessons exported from ActivInspire. Use OKTOPUS tools over the

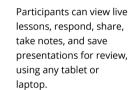
... Available in over 40 Languages.

Including English, Spanish, French, German, Portuguese, Italian, Japanese, Arabic, Chinese, Hebrew, Danish, Korean... we could go on. Ask us if OKTOPUS is available in your language.

... Easy to use.

The simplistic design

... a Platform for Collaboration.





... Multi-touch.

Enhanced multi-pen and multi-touch capabilities means users can simultaneously use and manipulate tools.

... Gamification. Choose from over 90

educational games, designed for touchscreens. Create up to four individual game zones, where students

- Annotate over ANY application or web browser.
- Share and collaborate over documents.
- Present to any audience, in corporate and learning environments.
- Poll entire audiences and collect valuable feedback instantly.





top of digital content including PDFs, Websites, images, etc. can practice skills in small groups or independently.