



FACT SHEET ON R&D STUDY RESULTS

Neologic Animation Inc. launched a 7 year study into best practices for early childhood education teaching methods. The result was a comprehensive explanation into the “Eight Areas of Intelligence” that are intimately embedded into “Naniya World’s” website.

The team of psychology and childhood education experts from China was led by Neologic Animation’s Chief Psychologist, Dr. Jisheng Wang. All the members are renowned psychological experts in China and have provided key insights towards early childhood education methodology. Many of the experts have conducted extensive independent research studies, written bestselling education books and have published numerous education psychology articles.

The “Eight Areas of Intelligence” of humans are:

Language Intelligence – shown with respect to reading, writing and verbal communication. Language intelligence is a primary concept in many types of professions, such as poets, writers, speakers, linguists and translators. This area of intelligence training is incorporated into Narnia’s games and activities.

Mathematics and Logic Intelligence - shown with respect to logical reasoning and calculation capacity. The professions that most use this area of intelligence include scientists, mathematicians, engineers, lawyers, judges, investigators, and professionals who deal with logical reasoning in their occupation.

Music Intelligence - refers to the capacity of receiving, perceiving and understanding tone, melody, rhythm and timber.

Space Intelligence - refers to the ability to perceive space on two and three-dimensional levels and is a focus of their thought processes. This includes understanding space relativity when drawn on paper and being able to incorporate them into real life spatial dimensions. Professions that most use this area of intelligence include pilots, architects, sculptors, painters, designers and design engineers.

Body-Sport Intelligence - refers to the ability of people to skillfully manipulate objects and seamlessly adjust their bodies to meet such external demands. Being athletic, agile and flexible is key to this area of intelligence. Athletes, dancers and gymnasts use this intelligence capacity in their profession.

Interpersonal Relation Intelligence - refers to the ability of people to effectively understand others in an objective way and communicate with others. This is commonly referred to as “communications skills” and plays an important role in the daily lives of everybody. Almost every profession requires this capacity to some extent, but the professions that use this the

most include salespeople, entrepreneurs, teachers, politicians, organizers, managers, and social workers.

Self-Cognitive Intelligence - refers to the ability to correctly understand oneself and their place in society. This term is actually very broad, but primarily includes self-awareness, self-insight, self-understanding, self-feedback, and the ability to regulate oneself within a particular set of conditions and circumstances. Intuition capacity and one's sub-conscious plays a large role in shaping this form of intelligence. Philosophers, psychologists and psychological consultants use this in their professions to evaluate behaviour. It is an area of intelligence that is extremely important - planning one's time and life uses this area of intelligence.

Nature-Observing Intelligence - refers to the ability to observe and classify shapes in the natural world. This includes the ability to distinguish objects and observing, identifying and differentiating natural and artificial systems. Farmers, botanists, hunters, and ecologists use this area of intelligence the most.

Dr. Jisheng Wang and his team of psychologists, educators and businessmen have spent several years perfecting this model of education. The team has studied several thousand cases and has concluded that non-cognitive factors directly influence a child's learning performance. They have concluded that these areas of intelligence development play a large role in a child's overall development and performance.

The team has meticulously arrived at a series of 108 learning capacity tests that can systematically analyze current educational status, learning capacity, and most importantly can recommend suitable learning methods. Studying the results of the tests combined with advanced network techniques ultimately came about and created the website "Naniya World" which is geared towards students of grades one through six.

The site utilizes many exciting methods of study, including interactive flash games, animations, videos and other content to explain subject knowledge and designs knowledge content. One of the major intentions of the website is to foster independent and creative thought. This is done by incorporating art, music, sports into each module instead of forcing students to take in knowledge passively and mechanically. Children can simultaneously absorb cultural knowledge while also improving their comprehensive learning capacity.

The research and development of the website has brought forth several conclusions that include:

1. Teaching through lively activities narrows and even eliminates the line between Internet games and education. One of the major problems that modern parents of primary school students face is keeping their children away from internet games, which may be detrimental to their thought process. Parents have to juggle between the fact that most information is transmitted through the internet versus freely allowing their children to use it. Another challenge is the lack of a solution for enhancing class knowledge and extending overall student comprehensive knowledge in an after-school environment. "Naniya" systematically solves both of these problems by offering a large scale learning community with its extensive subject knowledge, expert team, and 24 hour Q&A service.
2. Stimulating student learning ultimately forms good study habits. An expert in the education field once said, "Interest is the best teacher of learning." The benefits from good learning habits will follow an individual their whole life. This will also help a child's time management skills, social skills, and confidence. At the early stages of formal education, there is a lot of focus on the development of study habits, including time management, creating challenging yet attainable objectives, forming correct study habits, etc. There are many circumstances where these habits are either not taught or not studied properly. "Naniya World" makes this a major objective in its teaching process. They are systematically incorporated into the games allowing students to form the proper study habits.
3. An efficient learning strategy is the core focus of the games. The games mainly focus on the following tenets:
 - Learning strategies for defining concrete objectives
 - Learning strategies that will stimulate individual interest
 - Strategy that will keep an individual dedicated to their work
 - Learning strategies that will arouse individual potential
 - Strategies that will induce good cognitive structure
 - Strategies of effective self-regulation