



Learnence develops innovative products and services for the production of interactive videos.

Both internal developer of solutions for the Live Streaming interactive, video recording, webcasting, e-learning materials, webinars, Learnence is also equipped with camera equipment, mixers and the entire production chain necessary for production broadcast Live.

Learnence has developed several "players video" for webcasting purposes, E-Learning, the Streamcase: hardware and software solution for embedded multi-stream recording, and Live broadcast solutions multi-platforms.

Learnence wants to be permanently at the crossroads of the video and the latest web and mobile technologies.

Our playgrounds are manifold:

- The capture and broadcast of live events
- Diffusion, Live streaming
- Creating E-Learning Media
- The consultancy, analysis and writing projects "Media"
- Creation of Corporate videos: Story-telling, production and post-production
- The production of Stop Motion animation

Learnence

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Market(s)

Cinema, TV and Animation

Intercative media, gaming, transmedia, web, mobile, social networks

Broadcast Technologies

Strategic lines

2D/3D Animation, Broadcast emplacement, Broadcaster, Camera/Film shoot material, Digital equipment, Digital media equipment & solutions, Education, Internet and digital services, Post-production, R&D, Serious game, TV, HDTV, 3D TV and film shooting, Video on mobile and the web

In a few years, we have won the confidence of institutions such as UNDP, the Canadian Parliamentary Centre, universities, companies like UCB, Orion Pharma, Panasonic, Brussels Airlines, many event production companies or communication and many others.