

Bioanim Company Profile

Amnim, center for scientific visualization (Bioanim), Ljubljana, produces scientific and educational software projects containing animations in virtual reality about the structure and function of the cell, tissue, human body and other topics from the field of biology or medicine.

Bioanim and Silk Route Initiative

- Bioanim is intensively engaged in establishing the educational bridges between Europe and Asia, especially China, where we also have some of our staff. Our initiative is to use the modern natural science education to ease the understanding between Asia and Europe. We are proud to have become the member of the Euro-Asia Silk Route Initiative.

Web Virtual Reality Edutainment in Biology and Physics

Tomaz Amon, center for scientific visualization tomaz.amon@bioanim.com, www.bioanim.com

Learn and Play in Virtual Reality



Our latest projects

- 2002 Bioanim partnership in the IST project (IST-2001-34204) named School LABoratory anticipating FUTURE needs of European Youth (LAB@FUTURE).
- 2002 Bioanim partnership in the Socrates - Minerva project named "LearningFolders (LeFo)" - open source online educational publishing and support for primary schools. (Minerva 100152-CP-1-2002-1-EE-MINERVA-M)

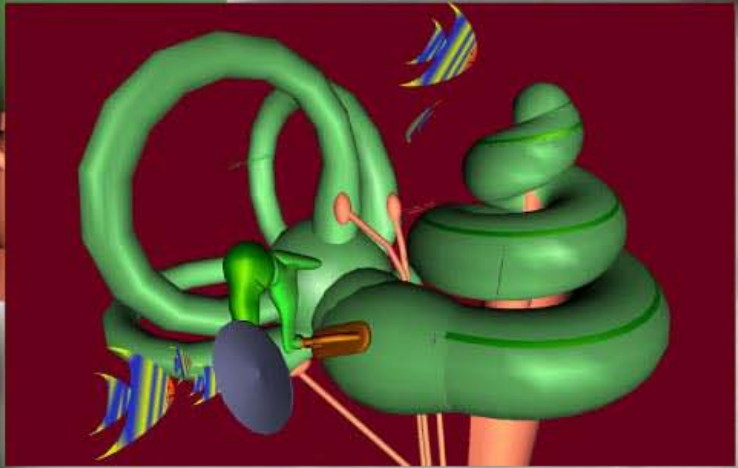
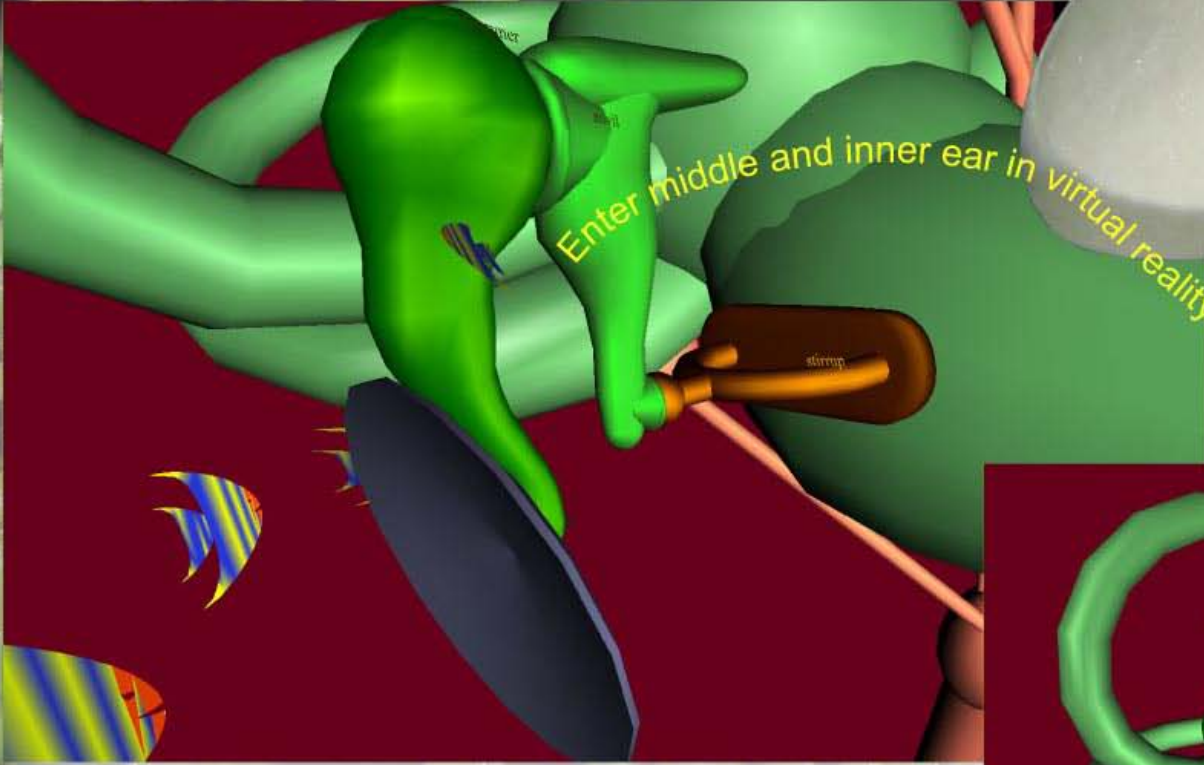
Cell-Tissue-Human Body

A software tool that makes easier the understanding of those topics, which are hard to learn from the textbooks only.

For teachers and students of biology or medicine in secondary or high schools.

Explore the virtual living cell, body tissues or organs and enter the virtual reality space and examine the biological structures and processes there.

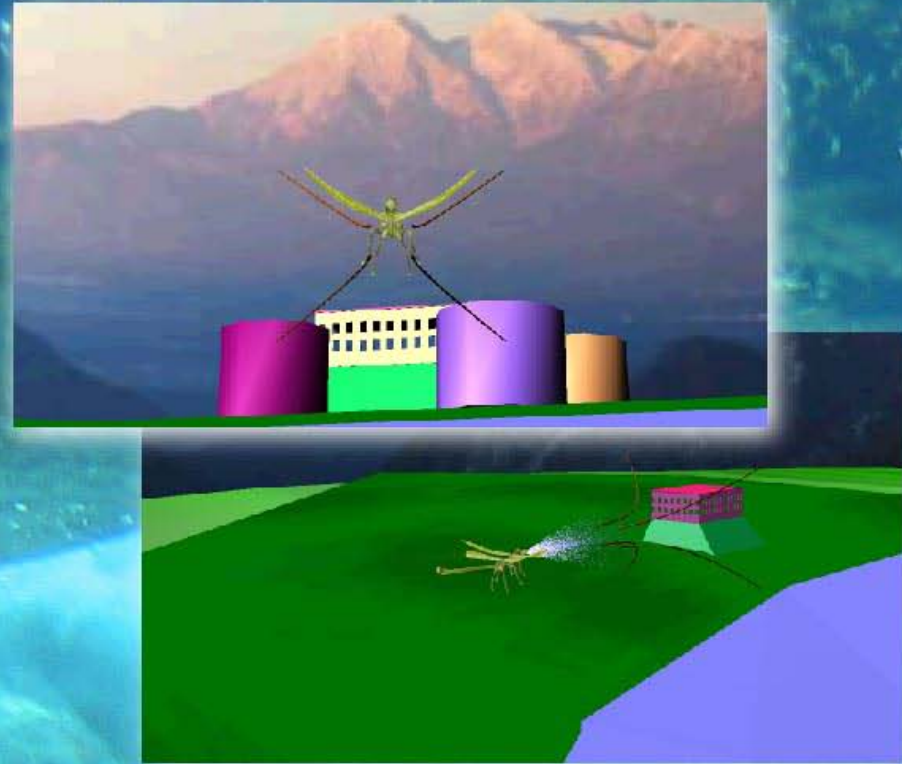




Supported by the Ministry of Education of Slovenia, 3311-99-901159, 1999; 3311-99-901308, 1999;
EU Community: LAB@FUTURE: IST-2001-34204; LeFo 100152-CP-1-2002-1-EE-MINERVA-M;
Rgames Minerva 116947-CP-1-2004-1-SI-MINERVA-M;
CISCI - FP6-511114; INSPIRE, Leonardo da Vinci -UK/05/B/F/PP-162_305

Lake Pollution Play

An exploratory game where you learn about ecology. You enter the virtual reality world in the form of some animal (e.g. as a dragonfly here on the pictures on the right). Then you create your own ecosystem . If you take care about the biodiversity, you survive well.



- 2003 Tomaz Amon becomes a member in the research group LMSE - Laboratory of Microsensor Structures and Electronics, Faculty of Electrical Engineering, University of Ljubljana
- 2004 Bioanim becomes a partner in the Socrates - Minerva project Radiation Games in Virtual Reality (116947-CP-1-2004-1-SI-MINERVA-M).

Rgames (Radiation Games)

Rgames is a software package providing attractive educational games explaining the hazards that can be provoked by radiation, impairing the living cell and hence also our organisms. Students learn by construction in 3D virtual reality worlds and thus providing attractive educational games explaining the hazards that can be provoked by radiation, impairing the living cell and hence also our organisms. We use web3D, Havok physical simulations and DHTML to produce spontaneously attractive teaching material and electronic interactive "textbooks" covering selected topics that are difficult to learn from only paper textbooks only. Secondary and primary school pupils as well as teachers and experts discover and learn about the dangers of radiation for us and our environment.



- 2005 Bioanim becomes a partner in the IST project Cinema and Science (CISCI) 6th Framework, Contract.Nr.FP6-511114
- 2005 Bioanim becomes a partner in the Leonardo project Improving Nascent Skills to Produce Interactive Resources for Education (INSPIRE), Leonardo da Vinci Community action programme on vocational training Procedure B

CISCI (Cinema and Science)

The project Cinema and Science (CISCI) is an undertaking to help to raise interest and to improve public understanding of science in the young generation. The primary target groups are European teachers and their pupils in secondary schools. CISCI combines the most popular media among the young generation, namely movies and the Internet, to help to raise the attractiveness of science at schools, to counteract the widely spread misconceptions arising from pseudo-science as well as to raise the pupils' awareness and sensibility of gender-biased representations and public ethical and risk concerns related to science and scientific achievements.



To contact us visit www.bioanim.com or email
Tomaz Amon: tomaz.amon@bioanim.com

- **2006 The Silk Route Agreement established**

International Association for the Advanced Use of Information and Communication Technology in Learning (also called the **Silk Route Agreement**) is a non-governmental, academic organization dedicated to the advanced research of the theory, practice and quality of learning and teaching with the help of ICT. The member states are Germany (coordinator), China, Netherlands, New Zealand, Sweden, Slovenia, USA, Spain...

- 2008 Bioanim becomes a partner in the LLL3D - Life-Long-Learning-Programme Project No. 135450-LLP-1-2007-1-DE-KA3-KA3MP).
- 2009 Bioanim becomes a partner in the EU FP7 project TErenCe - FP7-ICT-2009-5, 257410

Contact

Tomaz Amon Ph.D.
President

Center for scientific visualization,
Ljubljana, Slovenia

www.bioanim.com

www.algaehunter.com

email: tomaz.amon@bioanim.com

Postal address:
Tomaz Amon
Gorazdova 3
SI-1000 Ljubljana,
Slovenia, Europe