



EasiClass

AI-powered platform for K-12 teaching and learning



Smart teaching starts here — powered by AI,
built for engaging and effective classrooms.

Product Overview



Smart teaching starts here — powered by AI,
built for engaging and effective classrooms.

EasiClass Prepare



Hi ,Eno

EasiClass

🔍 🗨️ ⓘ

Courseware

School library

EasiGame

Activity

Smart quiz

Lesson history

Class

Generate with AI

Create new slides

📄

🔗

🔍

Name	Type	Last modified	
Introduction for EasiClass 20260402 copy	ENBX	09:46	⋮
Introduction for EasiClass 20260402	PPT	09:30	⋮
Slides 20260728-0924	ENBX	09:26	⋮
How to Say Thanks in Different Ways	ENBX	Jul 27	⋮
Fruit	ENBX	Jul 27	⋮
Malaysia Year 5 Science Unit 5: Electricity	ENBX	Jul 22	⋮
Training	Folder	Jul 16	⋮
eqrth	ENBX	Jul 15	⋮
Present Tense	ENBX	Jul 15	⋮
The Water Cycle	ENBX	Jul 10	⋮

Usage Scenarios

Prepare teaching materials

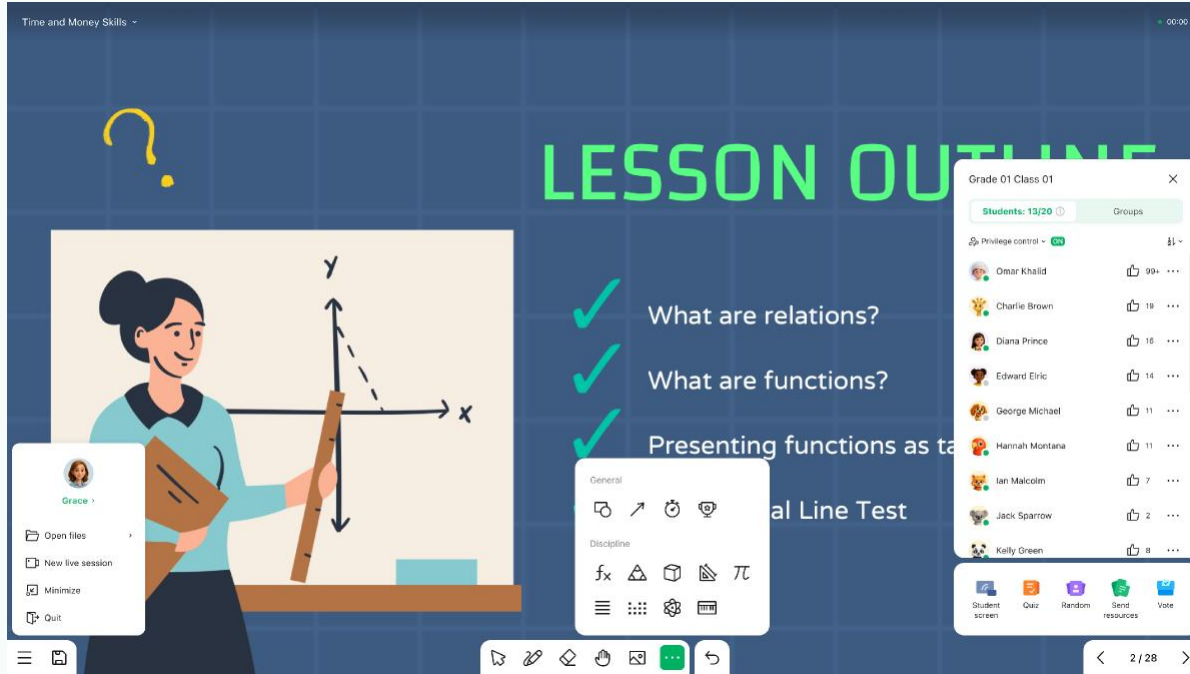
Using Equipment

Use Web pages on a PC or laptop

Core Function

1. AI-generated Courseware
2. Resource Hub & Sharing
3. EasiGame Creation
4. Subject Tools
5. Smart Quiz

EasiClass Teach



teacherpro.maxhub.com

Usage Scenarios

Teaching in the classroom

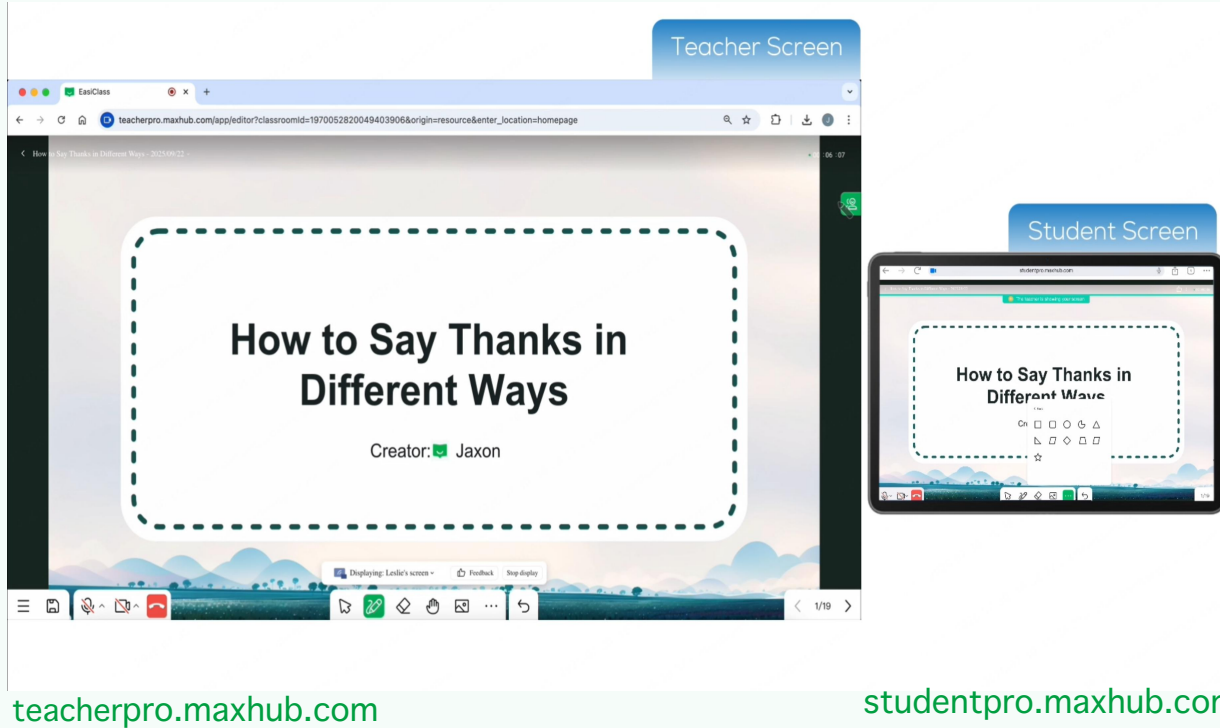
Using Equipment

1. Use APK or EXE installed on IFP or OPS
2. Use Web pages on a PC or laptop

Core Function

1. Collaborative whiteboard designed for teaching
2. Rich subject tools and teacher-student interaction
3. Enable real-time classroom feedback for students
4. AI-assisted teaching

EasiClass Teach



Usage Scenarios

Remote teaching

Using Equipment

1. Use APK or EXE installed on IFP or OPS
2. Use Web pages on a PC or laptop
3. Use APK installed on Pad

Core Function

1. Remote audio and video conferencing
2. Device Control & Management
3. Random Grouping & Interactive Q&A
4. Online Classroom Activities
5. Resource Transfer & Screen Casting

EasiClass Review

Lesson history

[+ View AI Report](#)

🕒 Today (Total 1 lesson)



☰ Weather
Taught for MAXHUB Class 1 at 1...

🕒 This week (Total 13 lessons)



☰ How to Say Thanks in Diffe...
Taught for MAXHUB Class 1 at J...



☰ Panda
Taught for MAXHUB Class 1 at J...



☰ The Water Cycle
Taught at Jul 28



☰ Animals
Taught for MAXHUB MY Classro...

Usage Scenarios

Post-lesson Review
Teaching Research

Using Equipment

Use Web pages on a PC or laptop

Core Function

1. Course Resource Storage
2. Class Recording & Summary
3. School-based Resource Development

teacherpro.maxhub.com

Why EasiClass



Smart teaching starts here — powered by AI,
built for engaging and effective classrooms.



Overview

01

Transform ideas into interactive lessons in minutes — powered by AI built for real classrooms.

02

Seamlessly integrate with leading education systems — teach smarter without disrupting your workflow.

03

Drive better learning outcomes through intelligent tools and dynamic classroom interactions.

04

Stay connected, stay engaged — learn without boundaries through real-time interaction.

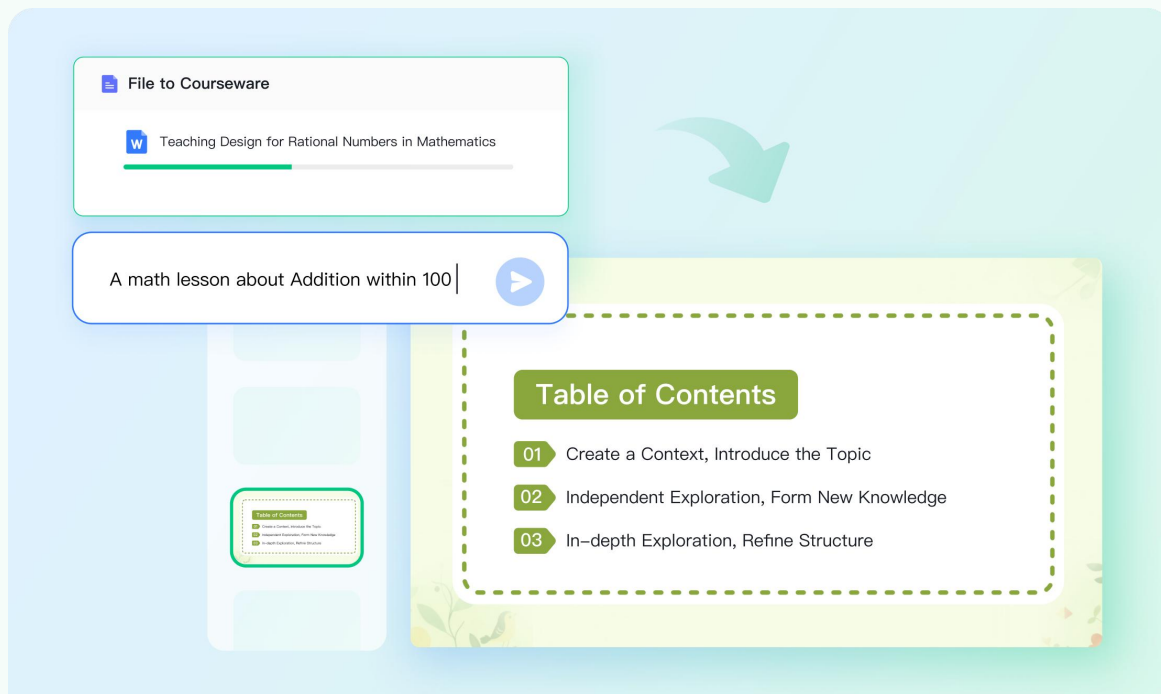


01

Transform ideas into interactive lessons in minutes —
powered by AI built for real classrooms.

AI Lesson Builder — from prompt to 20+ slides in 2 minutes

Turn a short topic or outline into a 20–30-page, pedagogically-structured lesson deck in under 2 minutes. Includes objectives, explanations, examples, interactions, and checks for understanding — ready to teach or customize.



AI-Native Lesson Design Editor — built for classrooms

Upload your existing courseware or start from scratch, let AI automatically add interactive learning games and activities — no design skills needed.
Boost student focus, participation, and joy in learning, instantly.

Weather
Synced at 17:38

AI Images
My Device
Google Drive
Online Pictures
YouTube

Create new activity
Generate with AI

EasiGame
ChatBot
RoleTalk

Generate with AI
My EasiGame

Start AskEno

New page

1
2
3
4
5
6
7
8
9
10

Weather

Creator: Eno

AskEno

Fresh ideas for this slide

Deep Dive
Generate follow-up slides to explore this concept further, aligned with your grade and subject.

Chatbot
Bring knowledge to life with a smart, conversational AI.

AI notes
Auto-generate teaching notes to help you deliver lessons with confidence.

Subjects Figures

Deep Dive Chatbot AI notes

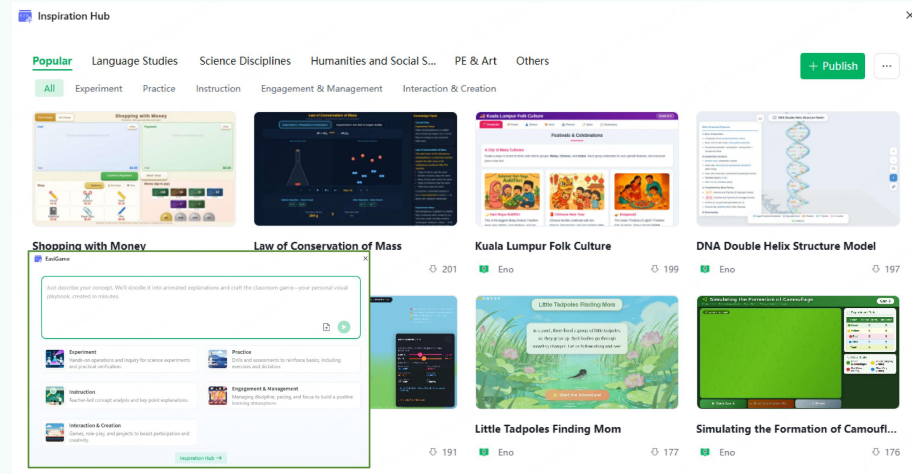
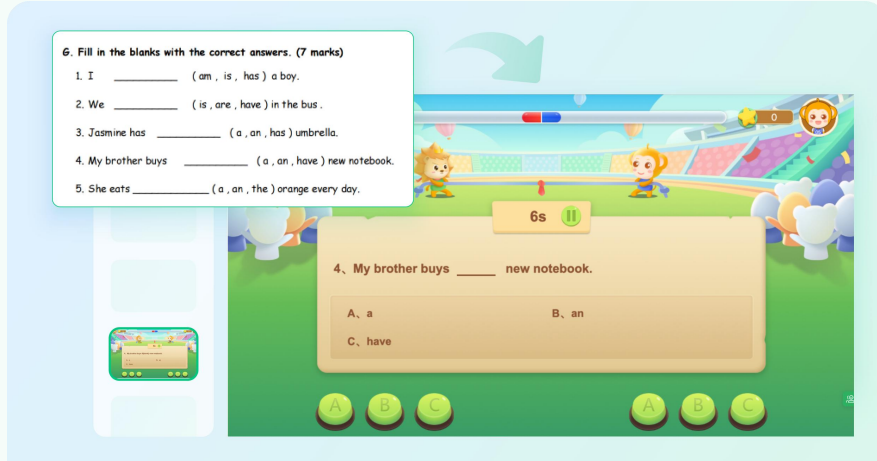
Refine via these settings: Grade 1
Science Local Ministry Cu...

Courseware page 1/21

Note 16:9 139%

Instant Interactive Content Generator — built for engagement

Upload snapshots of questions or concepts, and AI will transform them into engaging classroom activities. From textbooks to notes, all content can be converted into interactive formats within seconds. Additionally, a single sentence can generate any online interactive game, making learning enjoyable!



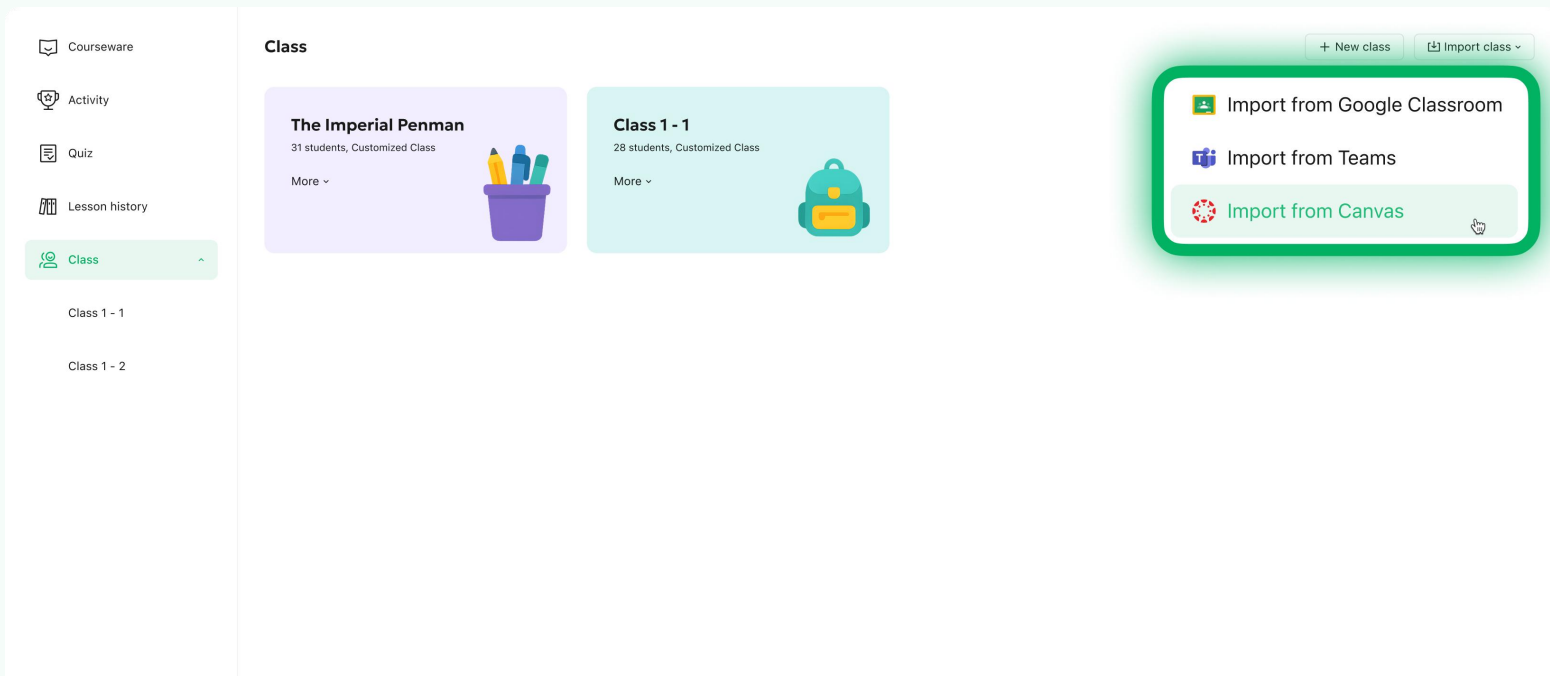


02

Seamlessly integrate with leading education systems
— teach smarter **without disrupting your workflow.**

Deep LMS Integration — Two-way data sync

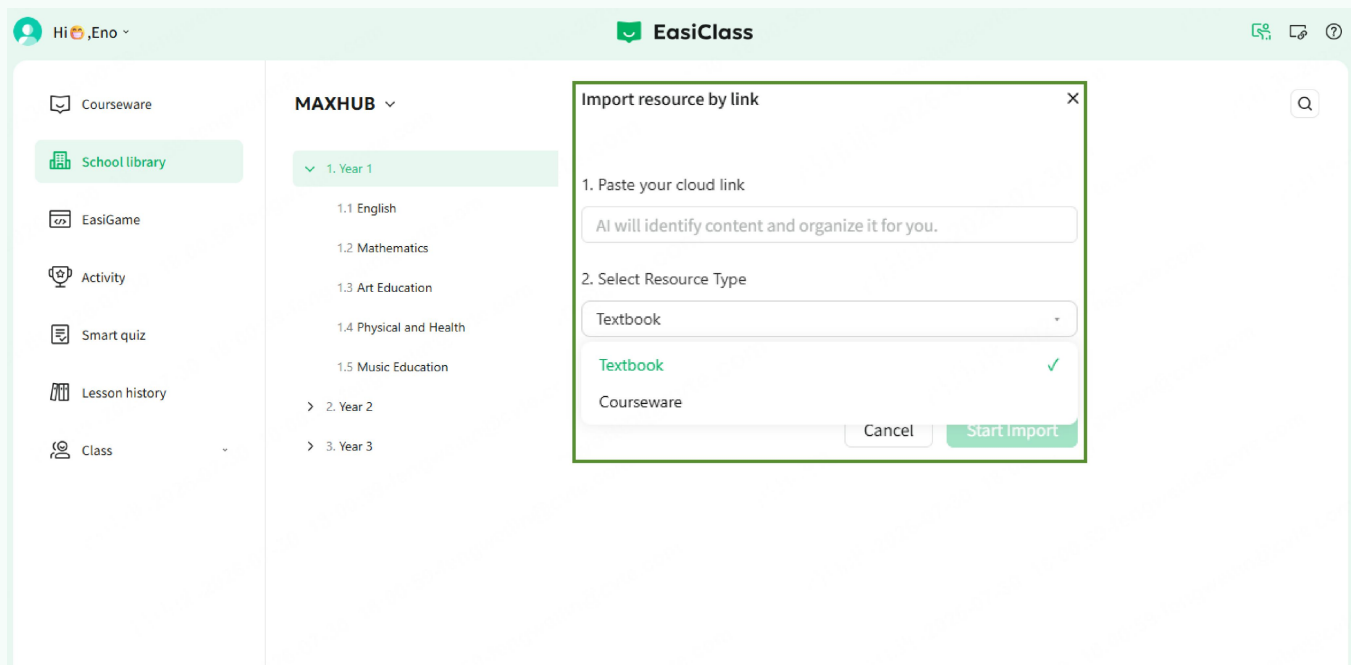
Connect with Google Classroom, Microsoft Teams and Canvas. Sync data like class rosters bi-directionally to ensure smooth classroom operations and unified records.
Built to fit your existing digital learning ecosystem — not replace it.



Deep Smart Link-to-Library Sync — built for school archives

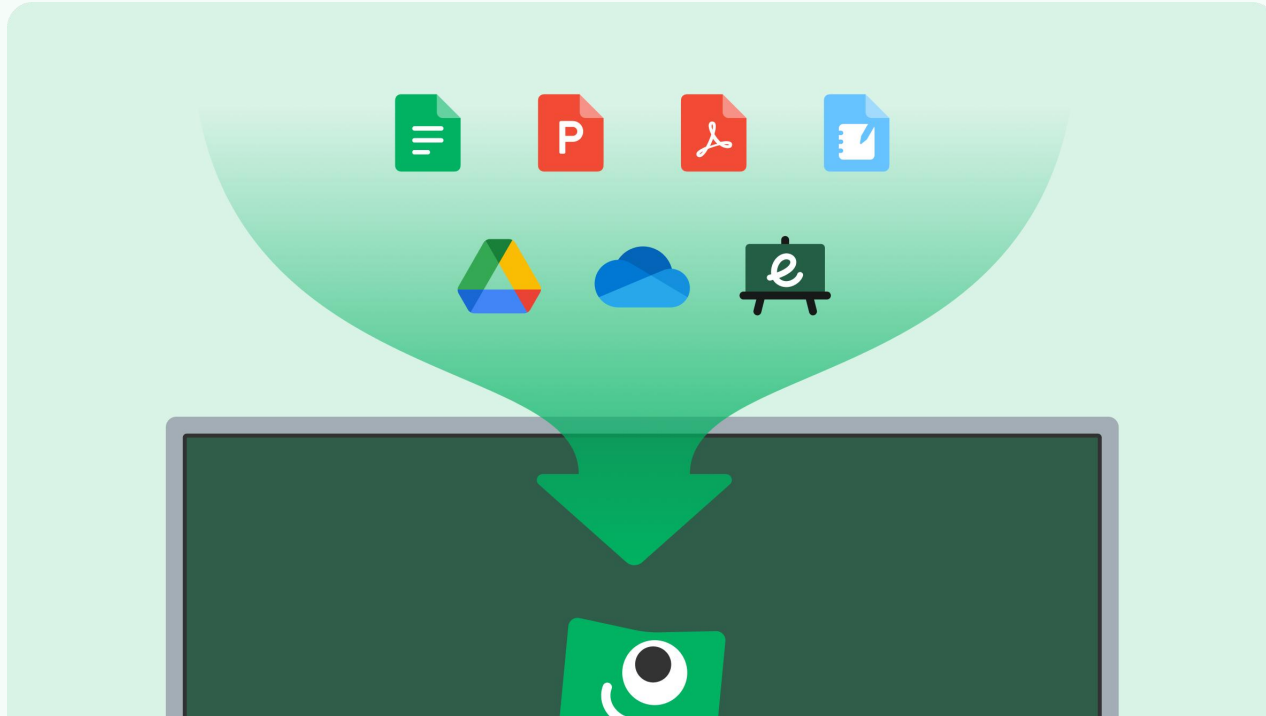
Instantly import content from textbook links and external courseware URLs directly into your repository.
Transform scattered web resources into structured, searchable school-based assets without manual downloading.

Centralize your curriculum materials effortlessly — turning fleeting links into a permanent, unified knowledge base for the whole faculty.



Universal Courseware Compatibility

Import PPTX, Google Slides, Notebook and Flipchart formats from Google Drive or OneDrive.
All your teaching materials, preserved and elevated — not rebuilt from scratch.



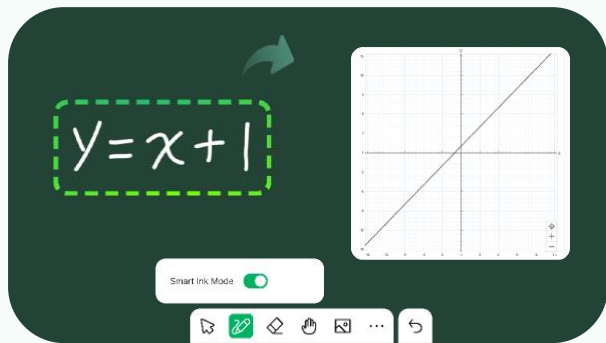
03

Drive better learning outcomes through intelligent tools and dynamic classroom interactions.

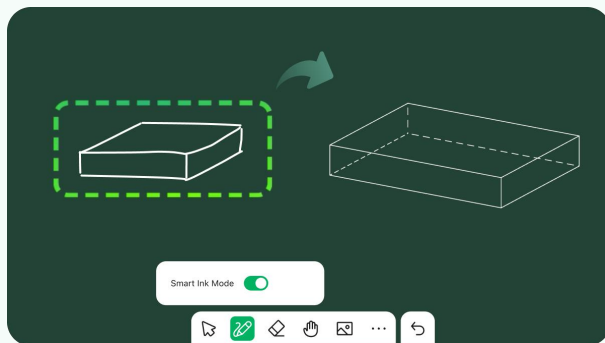


Smart Ink Mode — handwriting that understands teaching

AI recognizes handwriting and automatically converts it into subject-accurate teaching tools



【Math】
Handwritten formulas → Formatted equations & functions

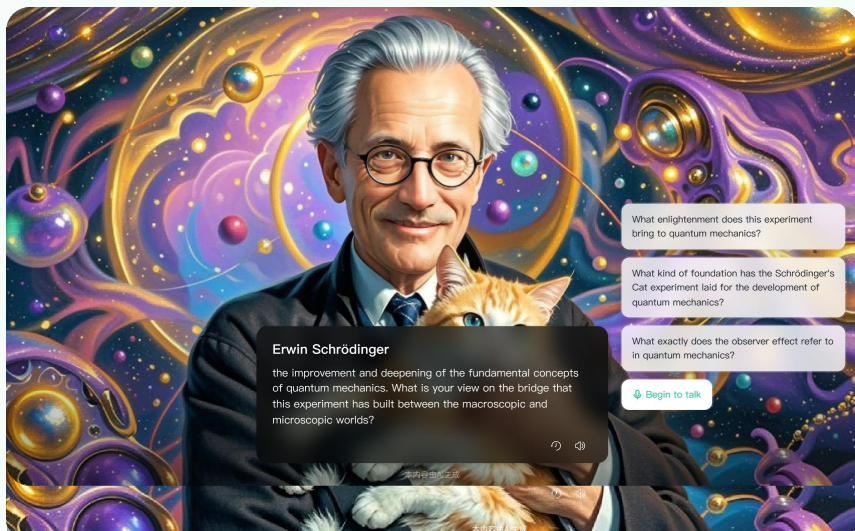


【Geometry】
Hand-drawn shapes → Accurate interactive 2D/3D geometric figures



【English】
Handwritten words → K-12 four-line handwriting format

Interactive Learning Suite — powered by AI engagement tools



【AI chatbot】

Our AI agent brings lessons to life by engaging students in conversations tailored to the teacher's content. It answers questions, offers insights, and sparks deeper understanding in real-time.



译文: 开

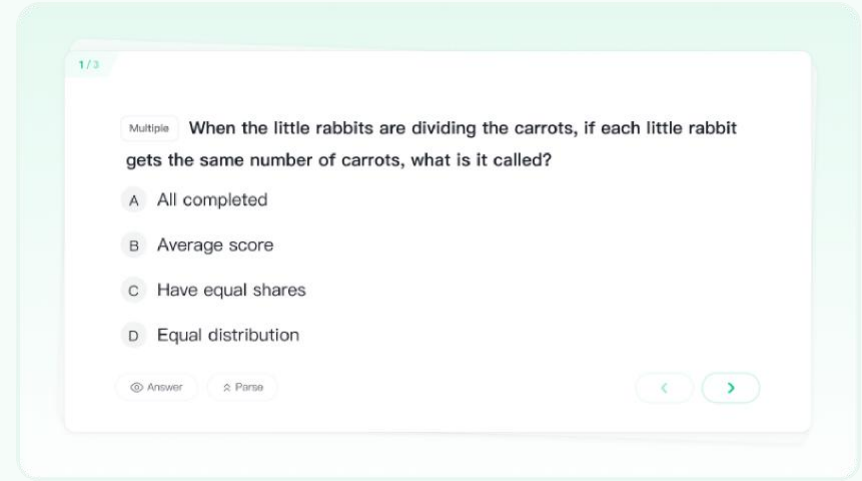
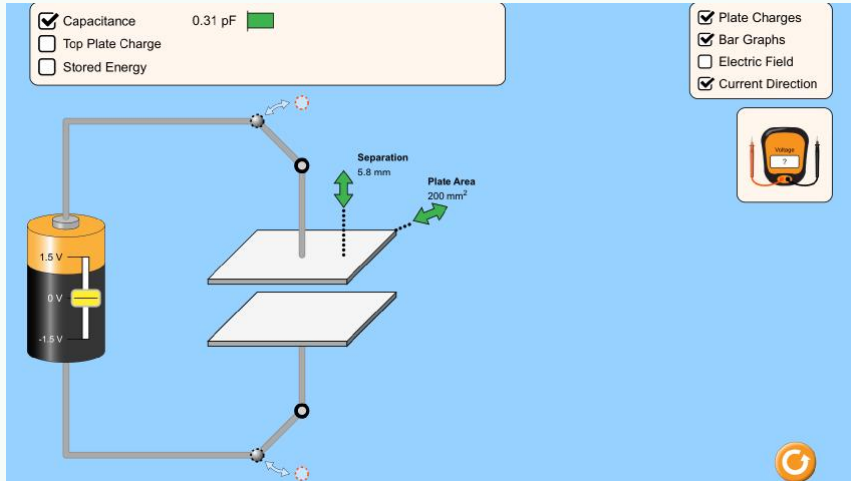
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连续播放 语速 1.0x

【AI Roletalk】

Convert boring dialogues into real voice conversations with context. Students practice speaking and listening in an immersive, interactive way — just like real-life communication.

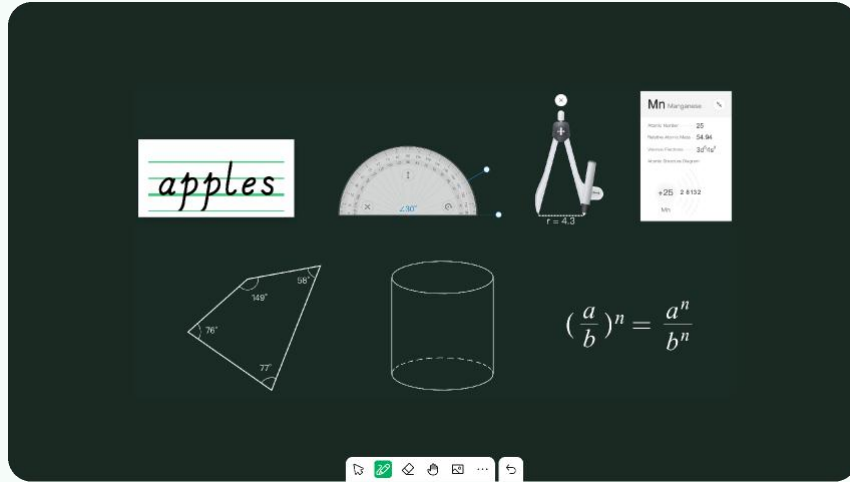
Interactive Learning Suite — powered by AI engagement tools



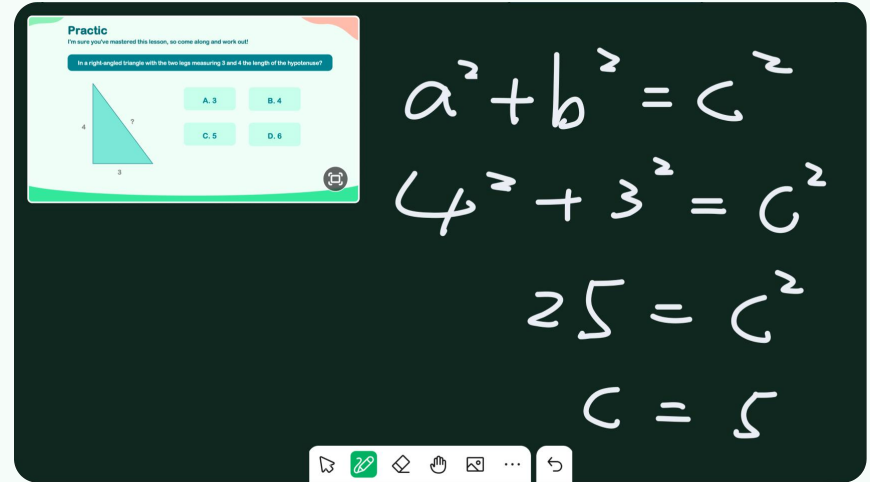
【ready-to-use simulations】
There are 100+ simulated experiments that teachers can demonstrate in class directly.

【Smart Quiz】
Teachers can now generate lesson-aligned questions directly within AI Courseware, ensuring alignment with lesson and saving valuable time.

Pedagogy-Driven Whiteboard — built for real classrooms



[A teaching-first whiteboard with built-in subject tools]
Teachers can now generate lesson-aligned questions directly within AI Courseware, ensuring alignment with lesson and saving valuable time.



【Floating Lesson View】
When teachers extend the canvas to write more, the course slide stays in floating view — ensuring lesson flow and context never break.

Instant Student Feedback — motivate effort, personalize recognition

Give real-time feedback, bonus points, or rewards based on students' performance, participation, and progress — right during class. Teachers can also customize feedback to match their teaching goals or classroom culture.

The screenshot displays a classroom management interface. On the left, a 'Positive' feedback panel lists six options: 'Participating' (hand icon), 'Teamwork' (flags icon), 'Helping others' (hands icon), 'Focused' (target icon), 'Well done' (thumbs up icon), and 'Right answer' (checkmark icon). The 'Participating' option is selected, and a yellow shield badge with a hand icon and the name 'Omar Khalid' is shown. On the right, a 'Grade 01 Class 01' panel shows a list of students with their scores: Omar Khalid (99+), Charlie Brown (19), Diana Prince (16), Edward Elric (14), Fiona Gallagher (13), George Michael (11), Hannah Montana (11), Ian Malcolm (7), and Jack Sparrow (2). At the bottom, a toolbar includes icons for 'Student screen', 'Quiz', 'Random', 'Send resources', and 'Vote'. The background shows a 'LESSON OUTLINE' slide with a question mark and the text 'The Vertical Line Test'.

Positive Needs work

- Participating
- Teamwork
- Helping others
- Focused
- Well done
- Right answer

Omar Khalid

Participating

Grade 01 Class 01

Students: 13/20 Groups

Privilege control + On

Student	Score
Omar Khalid	99+ ...
Charlie Brown	19 ...
Diana Prince	16 ...
Edward Elric	14 ...
Fiona Gallagher	13 ...
George Michael	11 ...
Hannah Montana	11 ...
Ian Malcolm	7 ...
Jack Sparrow	2 ...

Student screen Quiz Random Send resources Vote

2 / 28

InsightClass Lite — built for teaching and research

Capture classes and generate AI summaries with one click, featuring real-time bilingual translation. Effortlessly handle content retention, bilingual teaching, and lesson refinement — significantly boosting your daily teaching and research efficiency.

<

Title: Limbic Lab and Personalized Biomedica

MAXHUB Meeting Board Created at 07-07

Search Download More

Share

Summary ChaptersAI Speaker Insights

00:01

From persuasion work to concerns about technology's harm
The speaker reflects on past media activism and concludes technology may be undermining empathy and healthy judgment.

08:43

Limbic Lab design and the media genome concept
The speaker introduces Limbic Lab, explains its data inputs and modeling, and describes personalized media DNA.



13:07

Ethical risks of biometric persuasion technology
The speaker warns the system could be misused for manipulation and calls for transparency and ethical commitment.

14:37

Repeated presentation of Limbic Lab and its ethical dilemma
A repeated segment restates the lab's purpose, personalization approach, and concerns about weaponized persuasion.



Original Text

Speaker1 00:01

The very technologies I had been using to positively influence hearts and minds were actually eroding functions in the brain necessary for empathy in decision making. In fact, our dependence upon the web and mobile devices might be taking over our cognitive and effective faculties, rendering us socially and emotionally incompetent, and I felt complicit in this dehumanization.

Speaker1 00:28

I realized that before I could continue making media about social issues, I needed to reverse engineer the harmful effects of technology.

Speaker1 00:38

To tackle this, I asked myself, how can I translate the mechanisms of empathy, the cognitive, affective and motivational aspects into an engine that simulates the narrative ingredients that move us to act? To answer this, I had to build a machine.

Speaker1 00:59

I've been developing an open source biometric lab, an AI system which I call the Limbic Lab.

Speaker1 01:05

The lab not only captures the brain and body's unconscious response to media and technology, but also uses machine learning to adapt content based on these biological responses.

Speaker1 01:17

My goal is to find out what combination of narrative ingredients are the most...

Power by MAXHUB-20240314

00:00/26:52

1.0X

04

Stay connected, stay engaged

— learn without boundaries through real-time interaction.

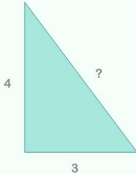


Real-Time Collaboration — everyone stays on the same page

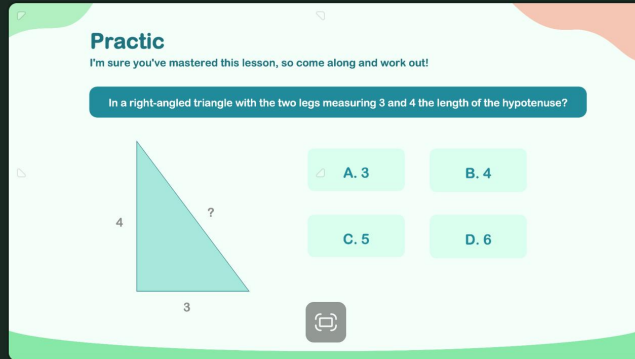
During lessons, students will automatically follow the teacher in real time, keep every student visually connected and mentally engaged.

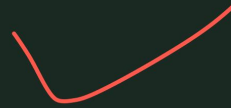
Practic
I'm sure you've mastered this lesson, so come along and work out!

In a right-angled triangle with the two legs measuring 3 and 4 the length of the hypotenuse?



A. 3 B. 4
C. 5 D. 6



$$4^2 = 16$$




Ms. Lily

$$5^2 = 25$$



Leslie



Live Audio & Video Interaction — connect face to face

Start audio or video sessions directly in class. Share your screen, voice, and camera — with full control over student mics and cameras.

The screenshot displays a digital classroom interface. On the left, a presentation slide titled "Practic" contains the text "I'm sure you've mastered this lesson, so come along and work out!". Below this, a question is posed: "In a right-angled triangle with the two legs measuring 3 and 4 the length of the hypotenuse?". A diagram of a right-angled triangle is shown with a vertical leg of length 4, a horizontal leg of length 3, and a hypotenuse of length ?. A red callout box labeled "Ms. Lily" points to the triangle. To the right of the triangle are four answer options in light green boxes: "A. 3", "B. 4", "C. 5", and "D. 6". A yellow callout box labeled "Leslie" points to the options. On the right side of the interface, there are two video feeds of students. The top feed shows a girl named Omar Khalid, and the bottom feed shows a boy named Omar Khalid. Both feeds include icons for audio, video, and a menu. At the bottom of the screen, there is a toolbar with icons for microphone, camera, chat, and other interactive tools.

Practic
I'm sure you've mastered this lesson, so come along and work out!

In a right-angled triangle with the two legs measuring 3 and 4 the length of the hypotenuse?

Ms. Lily

4

3

?

A. 3

B. 4

C. 5

D. 6

Leslie

Omar Khalid

Omar Khalid



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