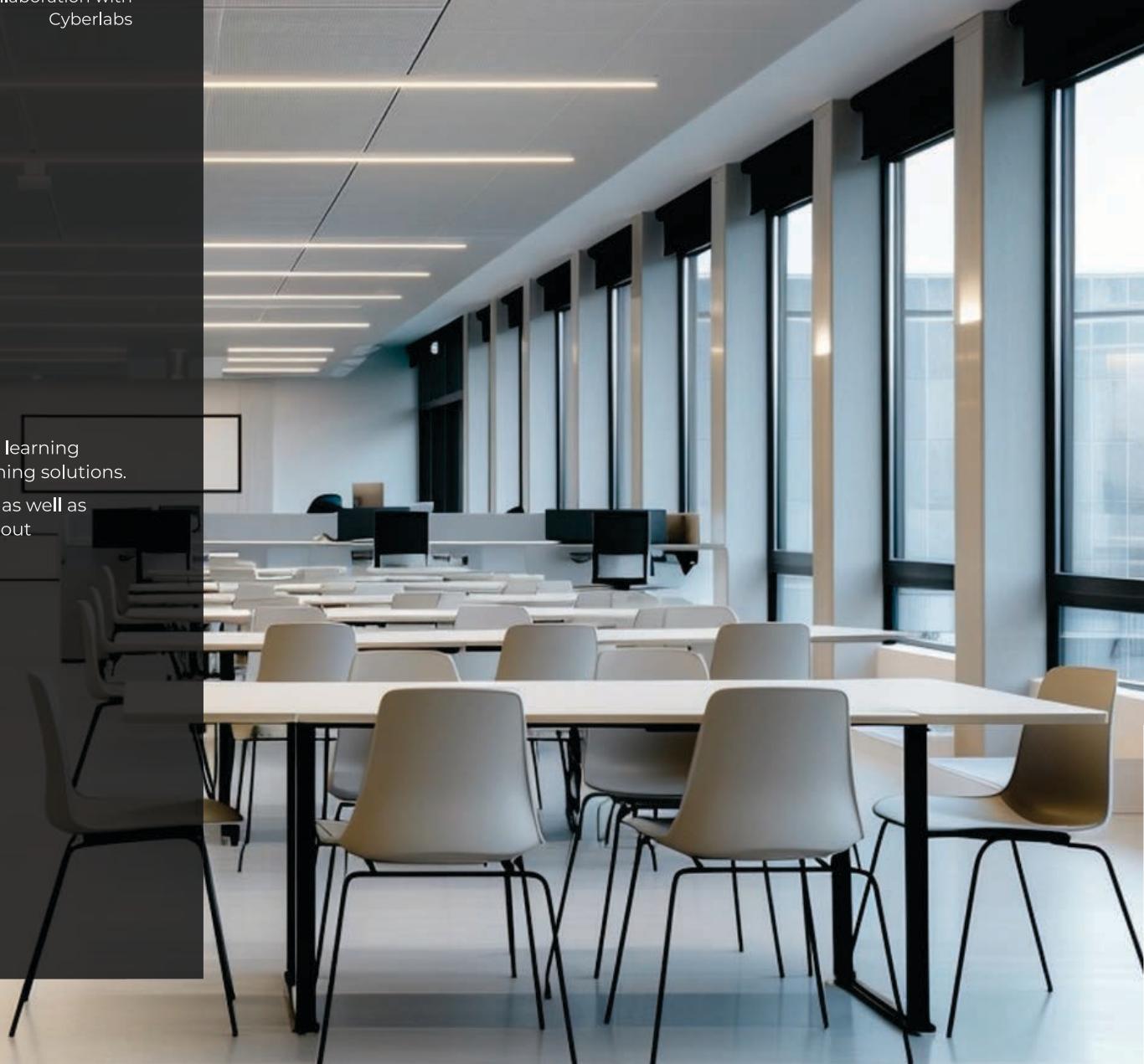# UNEVN
FOR LEARNING ENVIRONMENTS

The core mission of every school is learning.

UNEVN supports schools and educational institutions in developing learning environments by providing ready-made, modular and mobile digital learning solutions.

The environments support teaching, technology and STEM subjects, as well as structured esports activities, as part of everyday school life without permanent changes to school facilities or daily operations.

www.unevn.gg
contact@unevn.gg

UNEVN is a Finnish technology company working with schools and educational institutions to create flexible and long-lasting learning environments for a changing educational landscape.

NOT ALL STUDENTS LEARN IN THE SAME WAY

Learning is not limited to listening and observing. Students engage with learning in different ways, at different paces and in different settings. Some respond best to discussion, others to practical work, digital tools or interactive environments.

When learning spaces support only one approach, a significant number of students are left disengaged.

MATCHING LEARNING SPACES TO LEARNING PRACTICES

The challenge is not teaching quality, but how well learning spaces support the ways learning takes place.

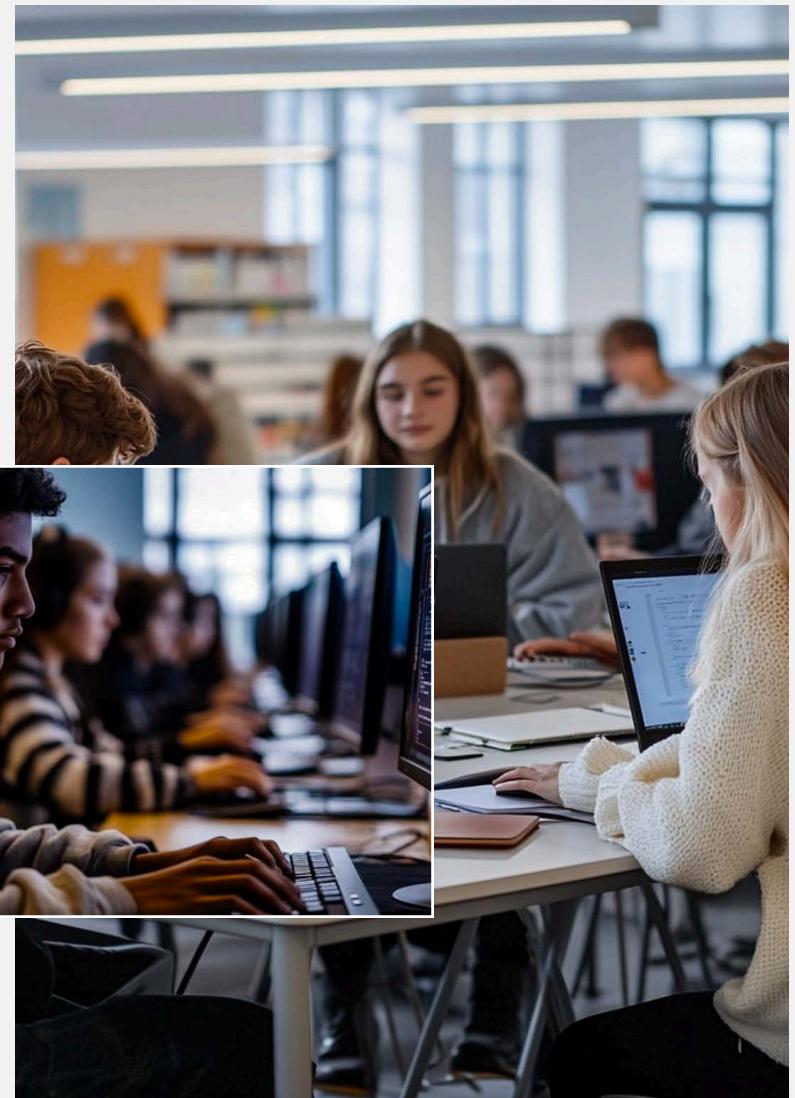**In everyday school operations, this becomes visible through:**

- uneven student engagement
- varying effectiveness between digital and physical learning
- spaces that limit teaching methods
- pedagogical development limited by fixed infrastructure

LEARNING SPACES AS AN ACTIVE PART OF EDUCATION

Skills such as digital literacy, collaboration and self-directed learning develop most effectively in environments that enable active participation. Learning spaces are no longer passive settings, but an active part of the learning process.

When flexibility is missing, learning outcomes are affected. Progress does not require permanent renovations or complex projects, but practical environments that adapt to different learning approaches within existing school structures and routines.

THE LEARNING SPACE SHAPES
HOW LEARNING HAPPENS.

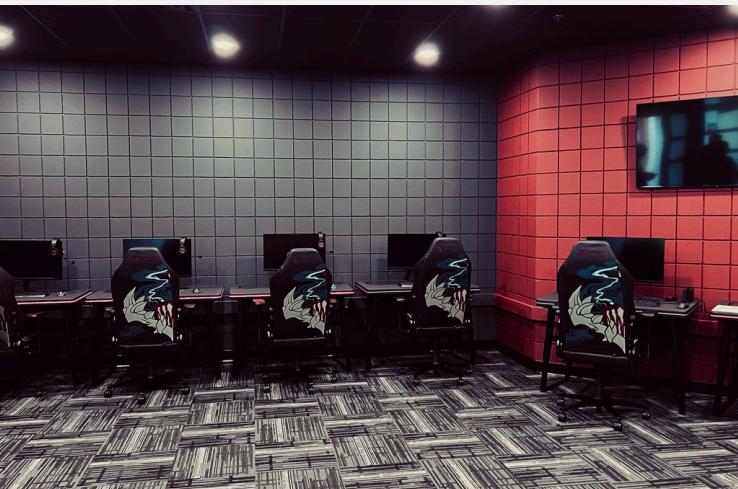# LEARNING ENVIRONMENTS
MUST ADAPT TO SCHOOLS

As learning needs evolve, learning environments must adapt with them. Flexible, multi-purpose solutions make it possible to support different ways of learning without permanent changes to school facilities or daily operations.

Schools need flexibility, not fixed solutions

The school environment is constantly changing. Curricula evolve, student groups vary, and spaces are used differently throughout the school day and academic year. Yet learning environments are often permanent and difficult to adapt.

When spaces define what is possible, opportunities to support diverse learning practices narrow and pedagogical development slows.

One learning environment, multiple uses

An effective learning environment is not tied to a single function. It should support different forms of learning within the same school day, without complex reconfiguration or separate projects.

A flexible learning environment can, for example, support:

- teaching and group-based learning
- digital and technology-focused learning
- esports and structured game-based learning activities
- clubs, projects and extracurricular use

When spaces adapt to changing needs, schools can offer more opportunities to a wider range of students.
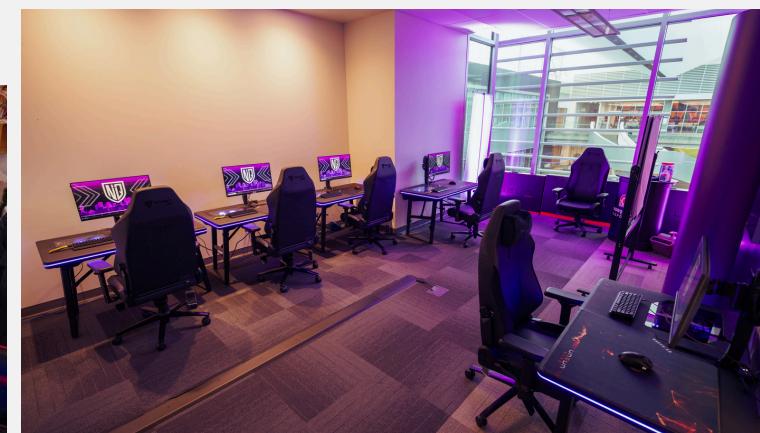
UNEVN as part of the solution

UNEVN has been developed to respond to this need. It is not a fixed space or a single-purpose setup, but a way to introduce flexibility into learning environments in a controlled and practical manner.

UNEVN provides ready-to-use, modular and movable digital learning environments that schools can deploy as needed and return to other uses when requirements change.

In this way, learning environments support everyday school life instead of limiting it.

WHY ESPORTS SUPPORTS MODERN LEARNING

ESPORTS AS PART OF EVERYDAY SCHOOL LIFE

Esports is already part of everyday life in many schools through elective courses, clubs and students' own interests. From a school perspective, the focus is not gaming itself, but the learning structures and practices built around it.

When implemented with purpose, esports can provide a structured and motivating learning context where students develop skills essential to modern education and working life.

Esports can help develop:

- communication, collaboration and teamwork skills
- problem-solving and logical thinking
- digital literacy and technological understanding
- self-regulation, responsibility and goal-oriented working

These skills develop naturally through active participation, not as isolated subjects.

WHY THE LEARNING ENVIRONMENT MATTERS IN PRACTICE

The educational value of esports does not emerge on its own. Without a suitable learning environment, activities can easily become fragmented, difficult to supervise or unnecessarily burdensome for school staff.

When esports is placed within a modular and well-managed learning environment, schools can:

- integrate it into the curriculum
- introduce it gradually and according to need
- connect it with other teaching, project-based learning and extracurricular activities

This makes it possible to use esports as part of learning without permanent space solutions or structural changes.

MORE THAN THE SUM OF ITS PARTS

The combination of esports and modularity supports the core mission of schools: learning. It provides a way to respond to different learning styles, strengthen motivation and bring digital skills into everyday school life in a controlled way.

This approach does not replace teaching or pedagogy. It supports them by providing an environment that adapts to the needs of the school, not the other way around.

LEARNING ENVIRONMENTS IN EVERYDAY SCHOOL LIFE

A learning environment should not be a separate project, but an integrated part of a school's everyday operations. It must function within existing schedules, facilities and staff routines without requiring constant adjustments or special arrangements.

UNEVN is designed specifically for this purpose.

PRACTICAL USE AND DAILY RHYTHM

The same learning environment can serve different purposes throughout the day. In the morning it supports teaching, during the day group-based work, and in the afternoon clubs, extracurricular activities or esports.

The environment is brought into use when needed and just as easily returned to other purposes. Spaces do not dictate pedagogy. They support it.

FLEXIBILITY WITHOUT ADDED BURDEN

School operations change throughout the academic year. Group sizes vary, curricula evolve and priorities shift.

UNEVN enables different forms of learning to be introduced without permanent spatial changes or complex reconfiguration. This allows schools to develop their learning environments in a controlled and gradual way that aligns with real needs.

VALUE FOR DECISION-MAKING

UNEVN provides schools with a long-term solution that is not tied to a single use case.

It supports investment decisions that serve multiple subjects, student groups and learning needs. The learning environment strengthens the school's core mission today while remaining adaptable to future requirements, without increasing operational complexity.

ONE ENVIRONMENT.
MULTIPLE WAYS OF LEARNING.

UNEVN provides **modular, ready-to-use digital learning environments built on the UNEVN BASE solution.** *Schools can introduce digital, technical and game-based learning as a natural part of everyday school life, without permanent changes to facilities or operations.*

UNEVN AS A LEARNING ENVIRONMENT.

A FLEXIBLE LEARNING ENVIRONMENT FOR EVERYDAY SCHOOL LIFE

UNEVN brings together space, technology and usability into a single learning environment that fits naturally into a school's daily operations. It does not require separate projects, new processes or permanent changes to facilities or daily routines.

The learning environment is always ready to use and adapts to schedules, group sizes and learning needs. This allows digital and game-based learning to be introduced in a controlled and purposeful way as part of everyday school life.

A SOLUTION THAT SUPPORTS TEACHING

UNEVN does not define how teaching should be delivered. Instead, it provides an environment where different learning approaches can coexist and be applied according to the teacher's goals and preferences.

The solution supports active learning, collaboration and technological competence without increasing operational complexity or workload. The learning environment adapts to the needs of the school, not the other way around.

ASUS · **Chillblast**

Easy to implement.
Easy to manage in everyday school life.

Delivered together with trusted partners.

CYBER LABS

UNEVN works closely with established education and technology partners to ensure smooth planning, deployment and long term support throughout the entire lifecycle.

This partnership model enables a controlled and reliable rollout that aligns with the school's operating model, curriculum and available resources.
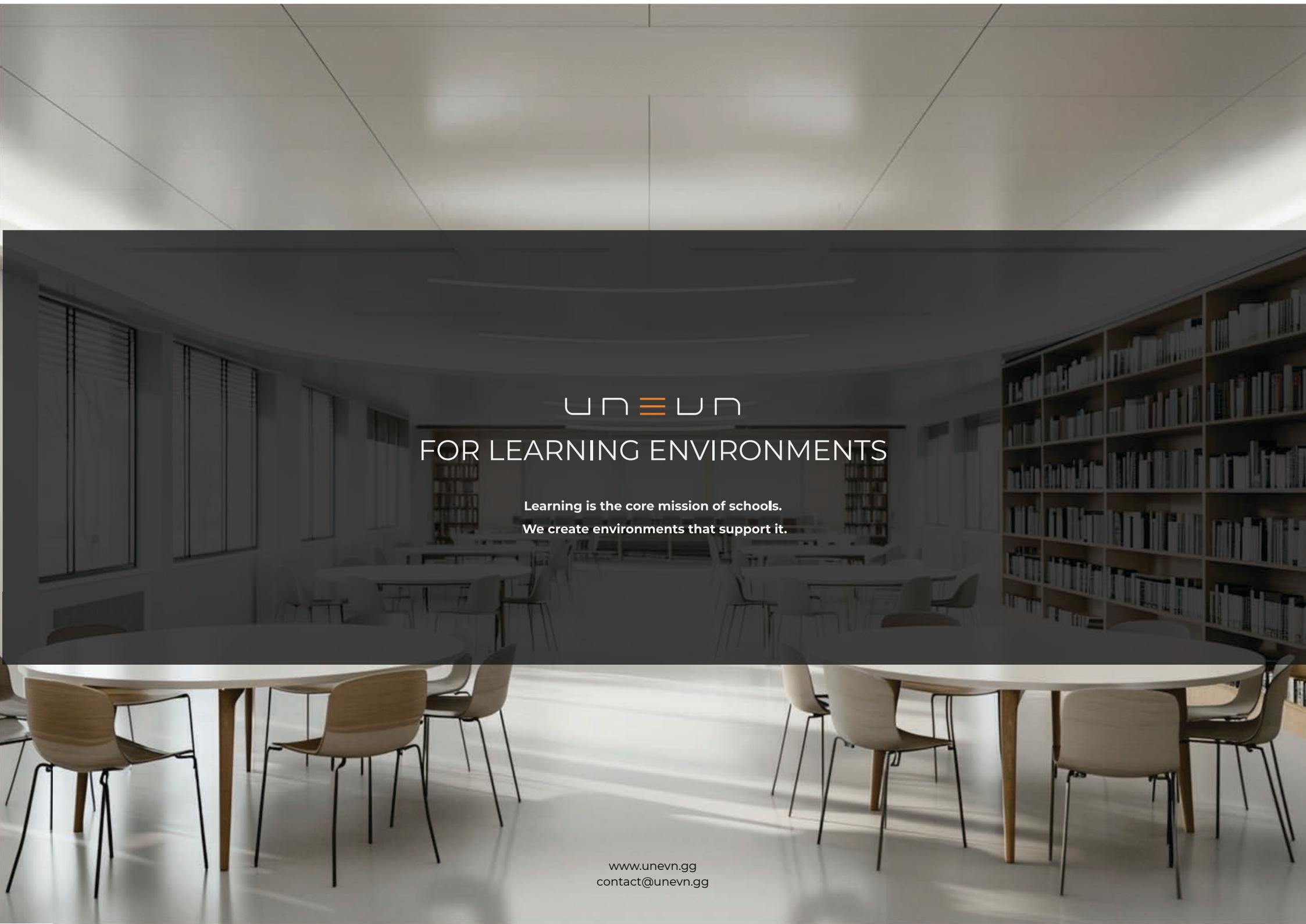
Designed to fit seamlessly into existing school operations.

*All solutions are available **both as one time purchases and through flexible financing and leasing models**, depending on the needs of the school or municipality.*

UNEVN is designed to integrate into existing school facilities and daily routines without permanent spatial changes or heavy implementation processes. The solution is quick to deploy, easy to manage and requires minimal ongoing maintenance in everyday school use.

UNEVN supports piloting, development and gradual expansion of learning environments in a way that keeps daily processes clear and staff workload under control.

Key benefits for schools:

- No permanent changes to facilities or infrastructure
- Minimal training required for staff
- Flexible deployment and scaling according to need
- Suitable for pilots and phased implementation

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UNEVN

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We create environments that support it.

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