



## Press Release

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Come meet Ecocarrier in MWC 2017 at Ontario (Canada) Pavilion Stand No. 7K50

At MWC 2017 in Barcelona, Spain

Ecocarrier's Augmented Reality (AR) and Virtual Reality (VR) Business Unit will introduce W5GO their AR-enabled Interactive Apps and Games designed for the very young (age 4-7)

W5GO proposes to teach and to explain to the child about things and occurrences in their environment and the hearsay of daily living that they observe and hear and to ignite and fire up the imagination of the developing child.

W5GO Apps pose questions with What, Who, When, Where and Why and provide the answers to help the child learn and urge the child to think outside the box and dig deeper by asking questions with Why Not and What If.

The teaching and learning by the child and the challenges to the child are made much more effective and efficient and interesting and real with the use of Augmented Reality techniques.

It is a useful facility to

- The parents and guardian who are too busy working to make a living and have no time to do research on Google and assemble the information in a way conducive to learning by the child
- The teacher who can use some help of a teaching aid – simply run W5GO on a Smartphone or a Tablet that is enabled with use of an adapter such as Airtame on a large display for the whole class
- The under-resourced school in developing countries for teaching children essential knowledge and English at the same time.

W5GO offers the Advantage of

- Resourcefulness - it is a properly researched selection of essential information on important topics for upbringing of a child
- Availability – the information and learning materials are readily available to the child on demand with the use of a Smartphone
- Convenience – anytime anywhere convenience for learning and enlightening entertainment and fun

W5GO Project subscribes to the notion of Wiki for collaborative development. Teachers and specialists in child education are invited to give us feedbacks and to contribute to the development of W5GO Project with proposal for ideas for new development and for improvement of published W5GO Apps

W5GO Apps are available for downloads free-of-charge at App Store (for iOS version) and Google Play (for Android-OS version)

Video on the various episodes of W5GO are available on Youtube.com under search word “W5GO”

“W5GO Apps are designed to be supplementary to the formal coursework used in Pre-school and Kindergarten.

Teacher, parent and guardian to the child is urged to use W5GO Apps to introduce various topics of formal lessons in a classroom or a home-schooling setting or to use W5GO Apps as homework assignment for the child and the parent or guardian

W5GO is for social good. We invite education institutions, mobile network operators, telephone companies, large corporations catering to the consumer markets and publishers of apps to join us in promoting W5GO Project” quipped Carl Teo proponent of the W5GO Project

“The child is introduced to the present-day ICT (Information Communication Technology) tools and facilities and social media in the course of playing the App. It is unobtrusive teaching to the teacher, parent and guardian and fun and play to the learning child.” a child educator observed.

About Ecocarrier Inc.

Ecocarrier is an established OTT, MVNO and MVNE with an exceptional rich resource of intellectual properties, engineering and development capability and capacity and experience and knowledge in the telecom service provision space..

Ecocarrier AR Business Unit presents (1) W5GO AR-enabled Interactive Apps for the child (4-7) to learn, to imagine and be entertained [www.w5go.com](http://www.w5go.com) (2) ARA2Z [www.ara2z.com](http://www.ara2z.com) AR solutions for retail promotions, design, support services in various industry space and (3) PPIXELLS [www.ppixells.com](http://www.ppixells.com), a service platform where you and others can store the best photos, videos and graphic creations and use them for AR Production in a DIY operation with the use of VIVE-AR, a web-based editor for the creation of AR-enabled apps.