www.bytesor.com



2022-2024

# COMPANY PORTFOLIO



We would like to extend our deepest gratitude to our parents, whose unconditional love, guidance, and belief in us have been the foundation of everything we do.

A special thanks to our gurus, whose teachings and mentorship have illuminated the path to success. Their wisdom and support have been a constant source of inspiration. Their insights, discipline, and unwavering dedication have shaped our vision and guided us through challenges, helping us grow both personally and professionally.

We are also immensely thankful to our friends and family for their steadfast support in launching and growing our company. Their encouragement, trust, and patience have made all the difference, and we could not have embarked on this venture without them by our side.

To all who have contributed in their own unique ways, we express our heartfelt thanks and appreciation.



## VISION & MISSION STATEMENT

#### Vision

To be a global leader in providing innovative digital solutions that empower organizations in the non-profit, and public sectors to enhance learning, promote well-being, and drive positive social change. We envision a world where technology bridges gaps and creates equitable opportunities for individuals and communities worldwide.



#### Mission

Our mission is to deliver customized, sustainable IT solutions that support the advancement of education, well-being, and social impact. By leveraging cutting-edge technology and a deep understanding of our clients' needs, we aim to enhance operational efficiency, improve outcomes, and create lasting, meaningful change in the lives of people and communities.

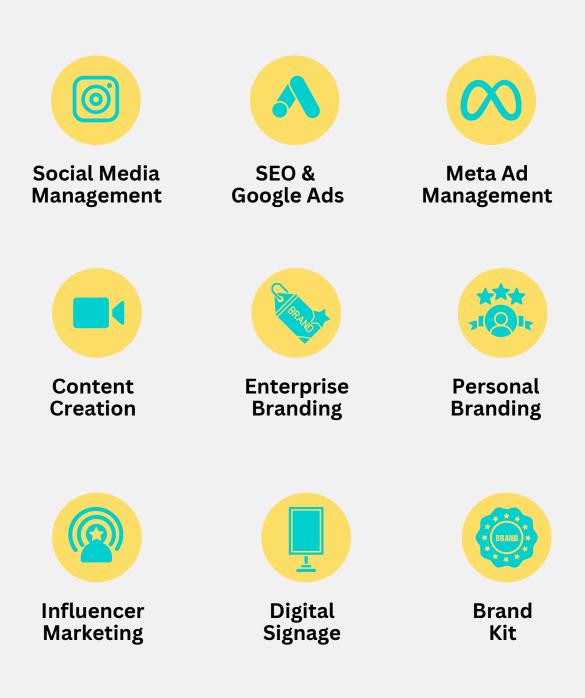


Motivated by the impactful role models who inspired us, we channeled our passion and established a company with a clear mission: to catalyze positive social change and make a lasting difference in the world. Sarath Pathi, Founder & Director – Bytesor

# WHAT WE DO?



# FROM CODE TO MARKET.



# HOW WE DO?

#### **Consulting Services**

Needs Assessment & Strategy Development Technology & Tools Evaluation Digital Transformation Roadmap



Solution Design and Customization Tailored Solutions & Design Development

#### Software Development and Implementation

Building Custom Applications Cloud Based Solutions



**Training & Support** User Training Ongoing Support



#### Data Analytics and Reporting

Tracking and Reporting AI and Personalization



# WE PIONEER IN

- **E-learning Platforms:** Developing and maintaining online learning platforms, including course management, student interaction features, and multimedia support.
- Scalable Mobile Apps: Creating mobile-friendly solutions for your scalable *Startup Idea*.
- **Marketplace Solutions:** Building apps that seamlessly connect providers with beneficiaries.
- **Analytics:** Tools that track user behavior and performance, offering insights into improving business solutions.
- Screening Tools: Tools designed to assess individuals for specific conditions, risks, or needs through questionnaires, data input, or behavioral analysis.
- **Chatbot Builder & CRM:** A tailored solution designed to automate and enhance user interactions on WhatsApp.

# **OUR PRODUCTS**



Learning Experience Platform



School Operating System

Customizable LMS and School OS tailored to meet the unique needs of every school and classroom.

## **OUR SERVICES AND TECHNOLOGIES WE USE**



Mobile App Development



2D Animation



Website Design & Development



**Business Process Automation** 



SEO and Content Marketing



**Digital Marketing** 

#### **WEB DEVELOPMENT**

HTML

Angular

JS













Ionic





PostgreSQL





MongoDB

Sass

#### ANIMATION/ILLUSTRATION



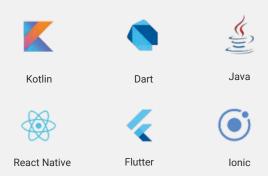
Adobe Illustrator





Create Studio

#### **MOBILE APP DEVELOPMENT**



#### **UI/UX** Design







Adobe XD

Sketch





Figma

Adobe Aftereffects

Ae

#### LIFE SKILLS THROUGH MUSICAL THEATRE

Addressing the critical concerns of adolescence and new-age challenges, such as the repercussions of the pandemic, while promoting positive mental health and professional aspirations

#### **OBJECTIVES:**

- Improve knowledge & application of WHO life skills
- Improve school related attitude and behaviours
- Enhance students art skills

#### SOLUTION :

Bytesor developed an innovative LMS with gamified learning, enabling teachers to explore mental health activities through quizzes and interactive sessions. Teachers implement these activities in classrooms, upload real-time images to track progress, and access detailed reports on the impact and effectiveness of each activity.

#### **BENEFICIRIES**:

STUDENTS OF GRADES 6-9

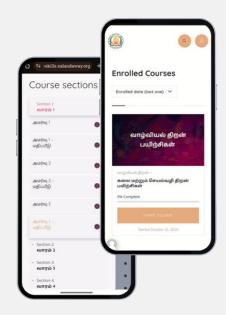
#### **REACH:**











#### STAKEHOLDERS



TAMIL NADU SCHOOL EDUCATION DEPARTMENT



SARVA SHIKSHA ABHIYAN







UPS FOUNDATION

#### ADOLESCENT MENTAL HEALTH WELLBEING

Helping adolescent students through their period of transaction help them develop their physical cognitive, psychological and social domains.

#### **OBJECTIVES:**

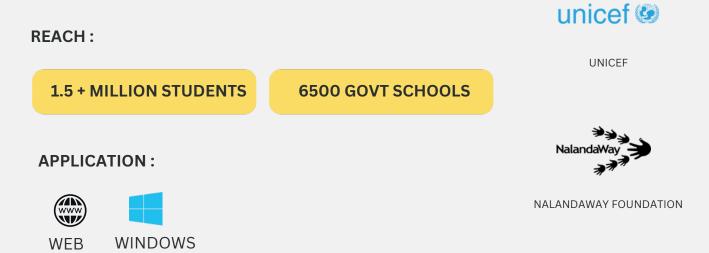
- Improve self confidence & self respect
- Instil adaptive and positive behaviour
- Encourage self discovery and Instil resilience

#### **SOLUTION :**

We created story-driven animations and gamified learning experiences through our LMS to engage students in lessons on mental wellbeing. Each topic was reinforced with interactive games, quizzes, and surveys, allowing students to internalize key concepts. The platform also tracked their progress, providing measurable insights to assess the effectiveness and impact of their learning.

#### **BENEFICIRIES:**

STUDENTS OF GRADES 11-12



# WELL BEING



#### STAKEHOLDERS



TAMIL NADU SCHOOL EDUCATION DEPARTMENT



#### **PROJECT RED FLAG**

Identification of children at risk for mental health challenges, disabilities and link them to eligible benefits and services through remote counselling.

#### **OBJECTIVES:**

- Identifying mental and physical health concerns
- Providing actionable insights and access to government schemes for improved care.

#### **SOLUTION :**

We created a screening app that allows teachers to easily identify potential health risks through simple yes/no questions. The app generates comprehensive health risk reports, offers recommendations, and outlines relevant government schemes for students with specific health needs. Additionally, it features an integrated learning management system to educate teachers about various disabilities, how to identify them, and appropriate care strategies



**STAKEHOLDERS** 



#### **REACH**:

**150 TEACHERS TRAINED FOR PILOT PROJECT** 

**GOVT SCHOOLS IN UP TO ADOPT REDFLAG** 

**APPLICATION:** 







Ba

DEPARTMENT OF Basic Education GOVERNMENT OF UTTAR PRADESH

DEPARTMENT OF BASIC EDUCATION GOVT OF UTTAR PRADESH

#### DOMAIN FOUNDATIONAL LITERACY AND NUMERACY

#### **CHALO SESAME STREET**

Providing theme-based videos, games, interactive assessments, and worksheets, all designed to make learning incredibly fun and engaging.

#### **OBJECTIVES**:

To foster foundational literacy and numeracy in children aged 4-7 through video based learning and interactive gaming.

#### **SOLUTION :**

Bytesor designed a child friendly app that utilizes Sesame Street's engaging YouTube videos to teach foundational skills. After watching, children unlock games that test their understanding, rewarding them with points and badges for completed modules. This system makes learning fun and effective, encouraging young minds to progress through positive reinforcement. We also developed animations for their youtube videos as a part of this project.

**GOVT SCHOOLS IN UP** 



#### STAKEHOLDERS



DEPARTMENT OF Basic Education government of uttar pradesh

DEPARTMENT OF BASIC EDUCATION GOVT OF UTTAR PRADESH



India

SESAME WORKSHOP INDIA



#### **REACH:**

50K+ INSTALLS

**APPLICATION:** 





SESAME WORKSHOP USA

### SOME OF OUR ESTEEMED CLIENTS

2 years - 30 + Projects

3 million+ users Impacted

#### **Government and NGO's**













DEPARTMENT OF Basic Education GOVERNMENT OF UTTAR PRADESH

#### **Private Sector**



### **OUR BEST MOMENTS**



Our founders with Shridhar Vembu CEO of Zoho Corporation



Training session in District Institute of Education & Training (Coimbatore district)



Launch of UNICEF well being Project by Education Minister Anbil Mahesh in Kalaignar Kottam Thiruvarur



When district collector invited the team for lunch at his residence appreciating our work (Nilgiri district)



Tree planting workshop with the honorable judges of high court (kangeyam district)

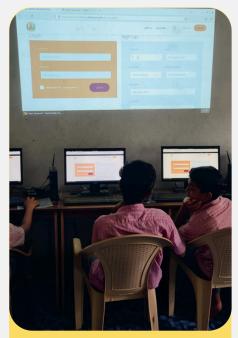


Teacher Training for Musical theatre project in Nilgiris District (group photo with District Revenue Officer)

### **OUR BEST MOMENTS**



When we presented our AI solutions in an Edutech conference hosted by Government of Uttar Pradesh (lucknow)



Pilot run of the UNICEF well being project in Govt. School (Chennai)



Students learning well being activities on Bytesor platform



Teacher Training session in District Institute of Education & Training (Coimbatore district)



Content development session with TNSERT officials in Madurai (Pillar Centre)



Red Flag Project discussions at Directorate of Public Instructions office in chennai.





For inquiries, project discussions, or more information about our services, feel free to reach out through any of these channels.

We look forward to connecting with you! +91-9944956717 +91-9500049680

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