

## WCSE Patron Sponsorship



**Nelson Education Ltd.** is Canada's leading educational publisher providing innovative products and solutions for learners of all ages. Nelson values and respects the lifelong learning continuum and dedicates its business efforts to the diverse learning needs of students and educators alike. Nelson

Education Ltd. is active in Canada's K-12, Higher Education, Professional Learning, Business, Industry, and Government markets. Our success now and in the future is based on our strong partnerships and ongoing relationships with educators across the country. Together, we are making a positive difference in the lives of Canadians by producing the highest quality educational products and services.

## WCSE Supporter Sponsorship

**Pearson. We make learning our business.** Pearson Higher Education has been focused on student success for a long time. We believe all students can succeed in their coursework and their educational pursuits no matter how or where they learn. We understand that every student is different and learns differently. That's why we create content, learning tools, and services that give instructors the ease and flexibility to engage students with a learning experience that motivates and encourages success.



**SimBio** develops innovative software that engages undergraduate biology students in active inquiry and conducts research to understand how to make educational software more effective. SimBio's modules are built around sophisticated simulations of ecological, evolutionary, and cellular systems with tools that let students tinker with underlying processes and "discover" important concepts through experimentation. As students answer questions, instant feedback keeps them on track while auto-grading facilitates implementation. SimBio's proprietary SimUText System® lets instructors create, assign, and deliver collections of modules that are customized for their courses. In addition, the SimUText System provides access to supplemental teaching materials and lets instructors monitor student progress. **Please stop by our table** to visit with SimBio's founder and see demos of our newest introductory biology modules on topics such as experimental design, cellular respiration, community ecology, and natural selection.



**Labster** is the global leader in the production of fully interactive, virtual laboratory simulations for higher education institutions. Labster's groundbreaking simulations engage students, and have been proven to increase participation in STEM curricula, while simultaneously increasing learning outcomes and improving retention rates. Labster prioritizes students and works hand in hand with educators and universities to deliver simulations that augment academic performance.

The Labster logo, consisting of the word "LABSTER" in a bold, white, sans-serif font, centered within a black rectangular background.



**iClicker's** mission is to create simple, intuitive, and reliable technology solutions that promote active learning in the classroom. With over a decade of experience, iClicker is the market leader in student response and classroom engagement. We believe in giving every student a voice, and that all classrooms should feel small. See why thousands of instructors use our simple, award-winning student response solutions to engage their students.

**Macmillan Learning** improves lives through learning. Our legacy of excellence in education informs our approach to developing world-class content with pioneering and interactive teaching tools. Through deep partnership with the world's best researchers, educators, administrators, and developers, we facilitate teaching and learning opportunities that spark student engagement and improve outcomes. We provide educators with tailored solutions designed to inspire student curiosity and measure progress. Our commitment to teaching and discovery upholds our mission to improve lives through learning.



**Kountu** is a tool designed to help educators empower their students to become more engaged and involved in the classroom. Modern technologies are commonplace in the classroom and can detract from learning. Why not use that technology to directly engage students in active participation during lectures? Kountu has been designed from the ground up based on direct feedback from university professors. A simple solution, capable of supporting large class sizes at a reasonable price. And always free for students. Kountu offers an opportunity for everyone to be heard and counted!

