



LANGUAGE  
SERVICES  
INTERNATIONAL

Education Service 2005

"WE OFFER EDUCATIONAL  
SUPPORT AND GUIDANCE  
TO SCHOOLS, PARENTS  
AND CHILDREN"

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# TIMELINE

## COMPANY ESTABLISH

Originally started out by offering English extracurricular activities to local primary and secondary schools.

2005

## STEAM EDUCATION

As the years went by, we included STEAM courses to inspire student curiosity while making learning English enjoyable.

2014

## TAILORED SERVICES

We introduced seminars, workshops, teacher training, and study tours to better understand the needs of schools and students.

2020

## AI-EMPOWERED SOLUTION

AI courses and solutions tailored to improve the learning environment for schools, teachers, and students.

2025

# PATRICK SIU

## FOUNDER'S MESSAGE



As the founder of Language Services International, I am excited to share our mission. With over 20 years of experience in education, we are dedicated to promoting STEAM education and enhancing the learning experience for students.

We have proudly served over 9,000 students and collaborated with more than 50 schools, aiming to ignite curiosity and creativity in both primary and secondary education. Our team comprises a variety of talented teachers, all committed to providing high-quality teaching that inspire and empower students.



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OUR WORKSHOP & COURSES

**"EDUCATION STARTS IN THE  
MIND; EVERY THOUGHT IS A  
STEP FORWARD."**

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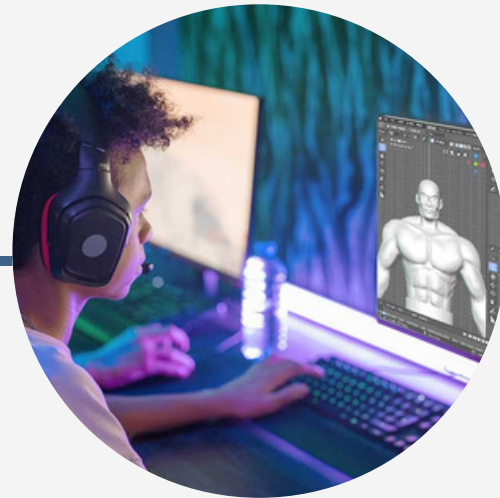
DRAWING & DIGITAL ART | 3D MODELING & ANIMATION | PRODUCT DESIGN & 3D  
PRINTING | AUGMENTED REALITY CREATION | METAVERSE & VIRTUAL REALITY |  
CREATIVE PATHWAYS: ART TO BUSINESS

# LSI STEAM COURSE

Our courses help students understand their potential and unleash creativity, turning imaginations into reality through physical products, augmented reality, or virtual reality."



DRAWING & DIGITAL ART



3D MODELING & ANIMATION



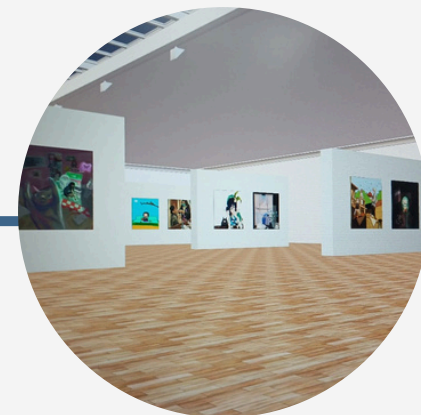
PRODUCT DESIGN & 3D PRINTING



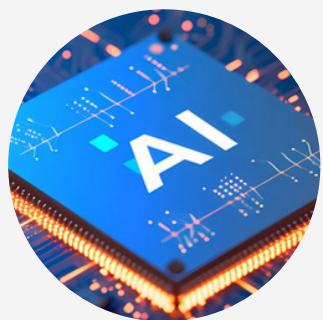
AUGMENTED REALITY CREATION



CREATIVE PATHWAYS:  
ART TO BUSINESS



METAVEVERSE & VIRTUAL REALITY



AI INTEGRATION



## DRAWING & DIGITAL ART

This program helps students develop their artistic skills and explore their creativity. It serves as a planning stage for understanding themselves and setting clear goals, while also helping us get to know them better.



## KEY TAKEAWAYS

- Research and planning stage
- Create a mind map for clarity
- Transition from hand-drawn concepts to digital creation
- Develop artistic skills and set clear goals



## 3D MODELING & ANIMATION

This program transitions from digital art to 3D asset creation, equipping students with skills for developing models for physical products and virtual environments. It prepares them for design prototyping, guiding them from concept to creation.

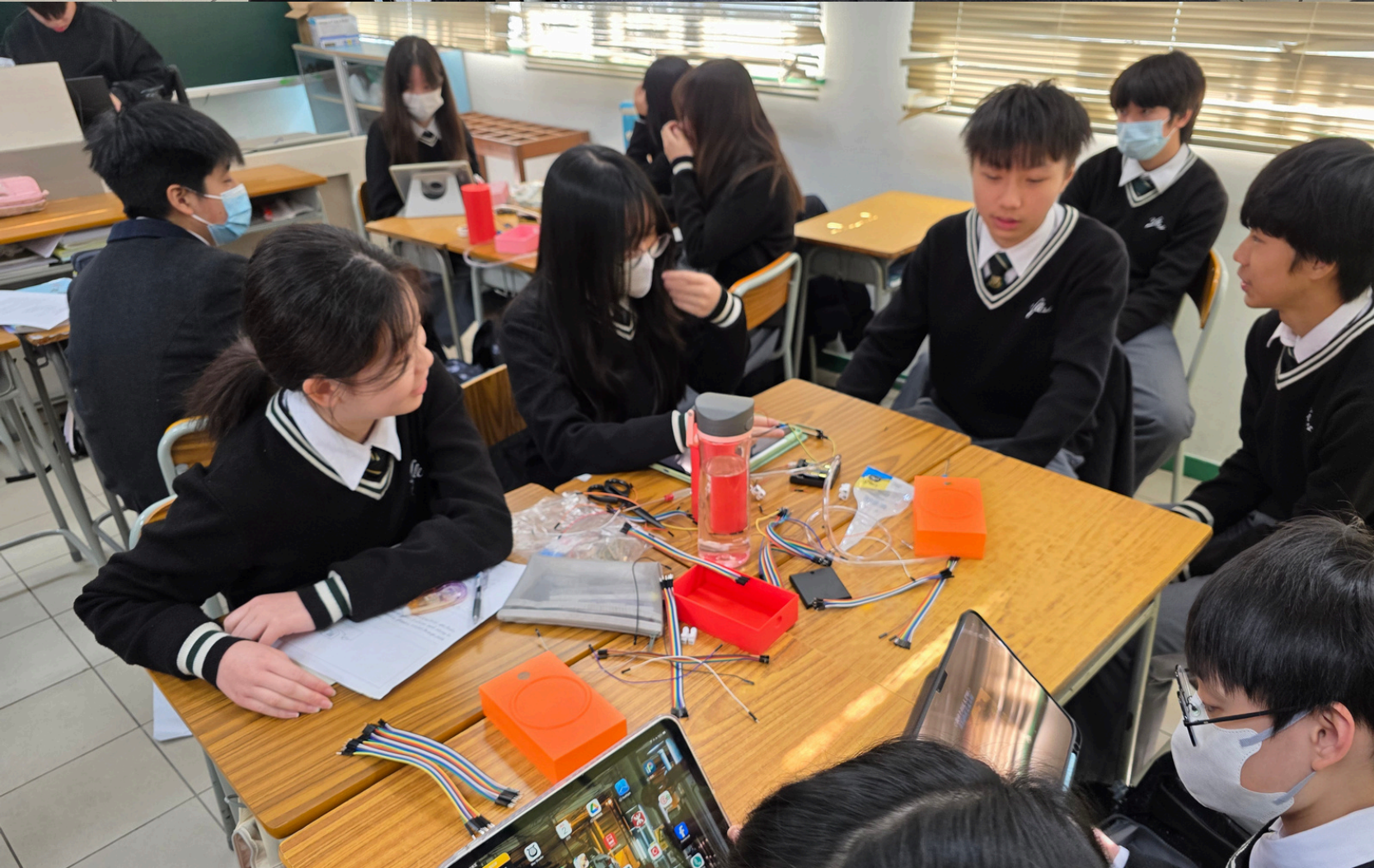
### KEY TAKEAWAYS

- 3D Design Basics
- Key Software Skills
- Modeling & Texturing
- Animation Principles
- Product Development



## PRODUCT DESIGN & 3D PRINTING

This course connects the skills learned in 3D modeling to real-world applications, guiding students in designing and producing products that are both attractive and functional.



## KEY TAKEAWAYS

- Design principles
- 3D modeling skills
- 3D printing techniques
- Prototyping processes



## AUGMENTED REALITY CREATION

Creating a story that connects with readers can help you become an author. You can share your journey through author talks and even sell your own book. AR technology makes your story more fun and engaging.



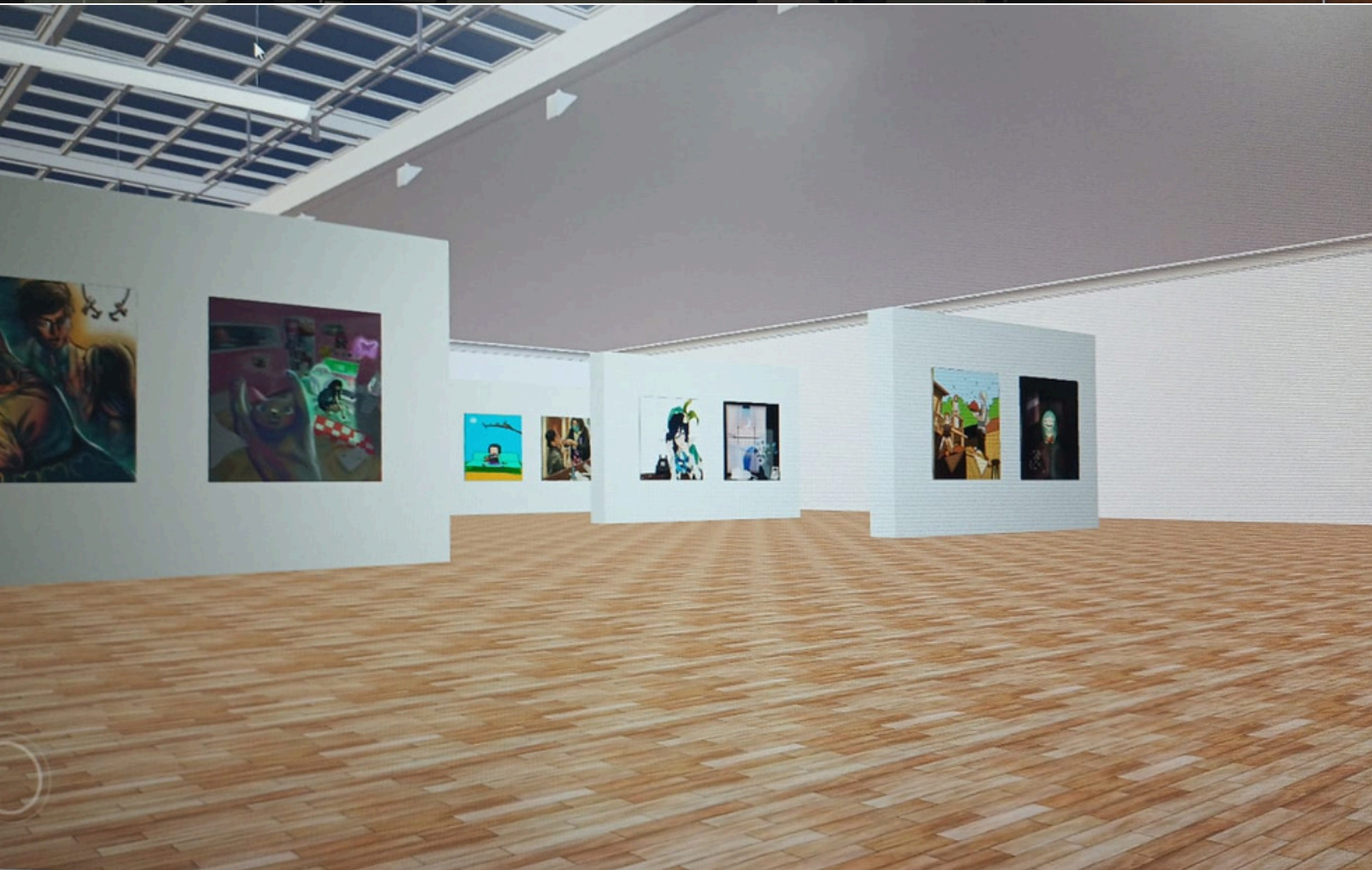
## KEY TAKEAWAYS

- AR technology integration
- Storyboarding for AR
- Interactive content creation
- User experience design



## METaverse & VIRTUAL REALITY

Creating immersive worlds allows users to explore places and experiences that may be difficult or impossible to access in real life. This innovation fosters exploration and understanding of diverse environments and cultures.



## KEY TAKEAWAYS

- VR design fundamentals
- 3D environment creation
- User interaction techniques
- Game engine integration



## CREATIVE ART TO BUSINESS

Combining everything you've learned allows you to create compelling projects. Remember, without effective presentation, even the best ideas can go unnoticed.



## KEY TAKEAWAYS

- **Build Confidence:** Gain the skills to present your work confidently.
- **Effective Presentation:** Learn how to showcase your projects clearly.
- **Real-World Skills:** Develop practical skills that are valuable for your future.



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