



We are a **team** with a passion for Internet and new technologies, **Web 2.0** specialists committed with our **customers** to exciting **projects** and **products**.

We work with public administration authorities, non-profit organisations and companies in Spain and Northern Europe. We are also **certified**.

How do we work?

Certifications

Our quality management system is certified by AENOR, based on the UNE_EN ISO 9001:2000 0437/2006 and UNE_EN ISO 27001:2007 0096/2009 Standards. What's more, we're an E-business with a level 3 technological visibility certification from the CTIC Foundation and we have a V2C, T4C, L5A administrative classification from the Ministry of Economy and Finance.

Approved Suppliers

All our suppliers have been previously approved based on our stringent quality procedures.

Strategic Alliances

Business cooperation is one of our strategic principles, and this has led us to establish a series of alliances with major specialised companies that complement our services.

Comprehensive Service and Customer Satisfaction

We offer a comprehensive service for all our projects covering the entire production cycle, from initial consulting to development, implementation and maintenance of each solution. This service has been evaluated by our customers with an average of 8.9/10 in the satisfaction surveys conducted after each project.

What technology do we use?

We use Open Source development technology to create our projects and products, and we cooperate with other companies through Open Innovation.

IBCmass's contribution to open sources communities has taken shape with tog (www.toghq.com), which manages 2.0 portals and social networks and has been released under the Open Source MIT licence.

This commitment to the innovation and business model has brought us together with a world-wide community of tog developers that allows us to meet the challenge of large-scale projects.

Our annual investment in new products and Research+Development+innovation (R+D+i) totals 12% of our annual turnover.

Business Lines

Internet

Web 2.0

We design and develop websites, in addition to generating and maintaining the contents and users needed for each project.

Web Applications

Centralised booking systems, human resource management, competition maps, management systems, business collaboration, etc.

On-line Learning

Comprehensive organisation of online courses tailored to any type of content and learning level.

E-commerce

Centralised shopping systems, payment gateways, etc.

Information Architecture and Usability

Interaction design, contents architecture, etc.

Digital Brand Positioning

We advise companies on how to take maximum advantage of information and communication technologies in their businesses by aligning technology with business strategy.

Multimedia Content

Interactive Games

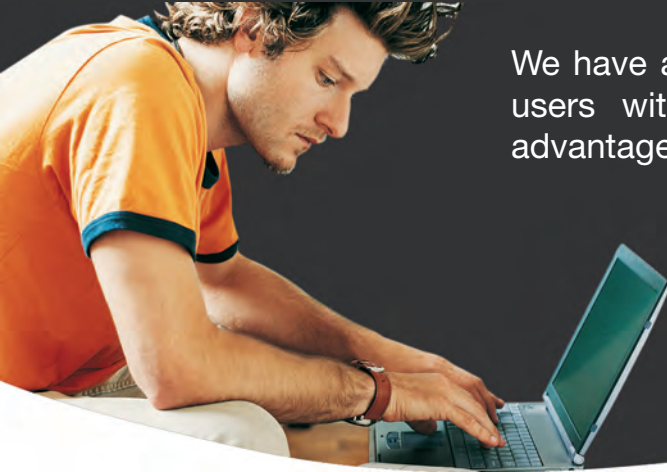
For all ages and areas of interest. Operating on- and off-line (web, DVD, in the computer itself...). For one and multiple players.

Animations

We create multimedia animations, demos, tutorials, simulations, etc.

Web Content

We adapt any content to web format (PDF, audio or video clip, webspot ...), and organise their structure within websites based on specific studies of architectural content, with a single objective: efficient communication.



We have also developed a series of products that provides its users with an affordable way to benefit from all of the advantages created by the Internet and new technologies.



Our Products



mispyspot™ Know your enemy.

A web application for businesses that enables them to find out the positioning, competition and reputation online of their brands.



Clickingevents All the support you will need to organised your events.

A pay-per-use on-line system for managing, promoting and webcasting of events. It provides everything you need to have your own event and social network on the internet is mix together in a single product.



video conference So you can work anywhere

A solution available on a pay-per-use basis that combines the following into a single tool: an online videoconferencing system with three different combinations of audio, video and text with a shared online blackboard that users can use to work together, along with an online system for managing shared files.

e - learning Quality education from the inside.

A full service on-line learning system that includes not just the best technology available on the market, but also content creation, the possibility of virtual tutorials and stimulation of students to ensure effective learning.

How we do it

