



Empowering High School Students Through Gamification

Ed-games provides high school students with an interactive and fun learning experience through the power of gamification. ed-games is a collaborative online platform for playing, building and sharing immersive games that empower and educate teenagers on social impact and life issues

Knowledge + Empathy = Informed Engagement

Today's high school students are more engaged than any previous generation and increasingly socially conscious. From everyday life challenges to the major topics impacting their world, today's teenagers crave empowerment so they can affect real change and succeed in life.

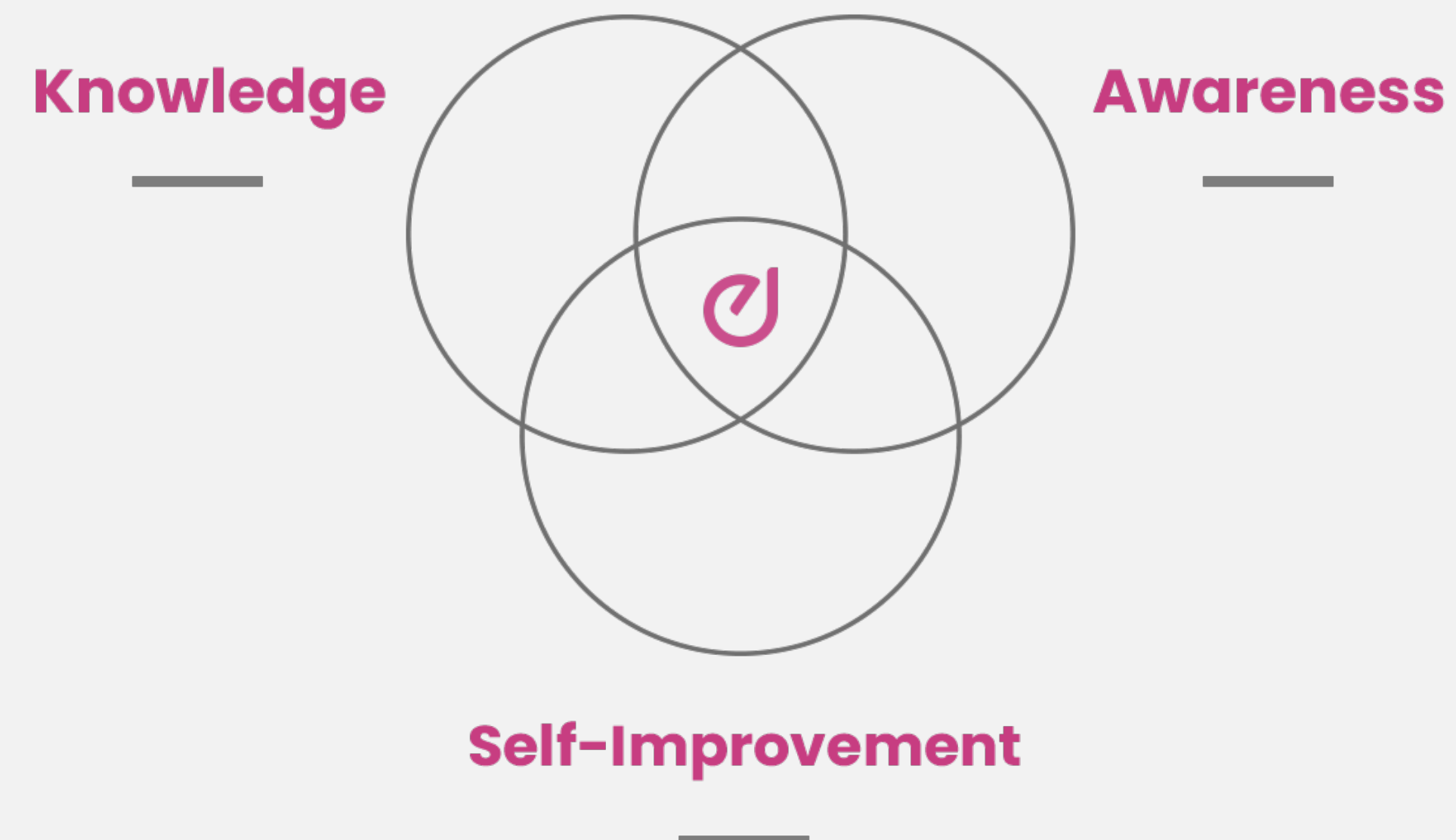
This generation is the first to be fully digitally native. Apps like TikTok and Snapchat are part of their daily lives. They want practical ways to build knowledge and develop empathy to not only thrive in the world, but also make it a better place – and they need their learning experience to be engaging, entertaining and digital.



Power of Gamification

Through the power of gamification, ed-games provides high school students with an interactive and immersive learning experience. Our games allow students to take on various roles, master tasks and achieve set goals. Players begin to understand the consequences of their decisions, while learning skills they can use in real life to empower themselves and push for social change.

Ed-games will impart knowledge, create awareness and enable self-empowerment, helping students to become more engaged citizens, not only in the virtual world, but the real one as well.



Take On a Role

ed-games allow students to take on various roles – a small business owner, historical figure or mayor of a city, for example – then master tasks and achieve set goals. Through these actions, players begin to understand the consequences of their decisions in a playful way.



Examples for Engaging Games



THE PLASTIC MOUNTAIN

Players take on the role of a mayor with the goal of reducing the plastic waste produced in the community through popular and less popular measures.

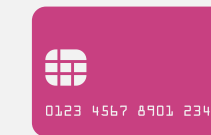
ECOLOGICAL AWARENESS



START A LOCAL BUSINESS

Through the challenge of starting and building a small business, players learn the key elements of entrepreneurship and leadership skills.

ENTREPRENEURSHIP



YOUR FIRST OWN MONEY

Using the example of their first own money, players develop competence in dealing with financial matters and learn the most important financial terms.

FINANCIAL LITERACY



"THE HONEST TIMES"

As editor-in-chief players create an issue of a newspaper with as few fake news as possible, but as much research as possible within a given budget.

MEDIA LITERACY



START A STUDENT CLUB

Players take on the role of a high school student who has decided to start a student club and needs to show the leadership skills necessary for success.

LEADERSHIP



"STAY SAFE"

Social Media is an exciting and essential part of teenager's lives. But it is also a place they need to learn how to navigate to avoid dangers and risks.

SOCIAL MEDIA LITERACY

Everyone Wins

Students get to engage with important topics in a way that is fun, visual, interactive and authentic to them, on their phone, tablet, desktop or laptop. They gain empowerment through gamification.

Teachers get an engaging way to enhance their learning materials beyond textbooks and reports, reaching their students and significantly improving learning success while preparing them for life outside of school.

Parents can trust ed-games to deliver high-quality learning experiences that help students understand and communicate about relevant topics. They get a safe environment where their teenagers can practice life skills to become responsible citizens.



Benefits of Gamification in Learning

The benefits of gamification in learning have been widely reported. Not only do games encourage friendly competition, motivating students, but they also provide learners with a sense of achievement and thirst for continued exploration as they advance in their play.

With ed-games, students gain the additional benefit of practicing real-life challenges in a safe environment, enabling a more engaging learning experience that facilitates better knowledge retention.

Gamification in eLearning

- **Makes learning fun and interactive**
- **Improves knowledge absorption and retention**
- **Increases learner engagement**
- **Motivates action and fosters collaboration**
- **Offers real-time feedback**

The ed-games Ecosystem

BUILD

With the **CREATOR**, an intuitive, easy-to-use content management tool, anyone can create decision-tree based ed-games without any need for coding.

DISTRIBUTE

The ed-games **MARKETPLACE** provides a seamless ecosystem where creators can offer their games to a global community of educators and learners.

PLAY

Users play ed-games on mobile phones, tablets or desktop and exchange information, rate games and connect within the ed-games **COMMUNITY**.



Market & Customer Potential

GLOBAL MARKET SIZE GAME-BASED LEARNING IN USD

2020: 5.8 Billion
2024: 24 Billion

GAME-BASED LEARNING MARKET GROWTH 2017-2022

North America: 15%
Western Europe: 26%

SCHOOLS, STUDENTS & TEACHERS IN THE US

130,930 K-12 Schools
3.7 Million Teachers
56.4 Million Students (Elementary, Middle & High School)



About ed-games

Klaus Weinmaier started ed-games in 2021.
He is combining his extensive experience in digital media, user-centered product development and digital strategy to tackle the challenge of rethinking online education.

HELP US BUILD A COMMUNITY

You have a question, or you are interested in testing the ed-games prototype?

Get in touch and write us an email: hello@ed-games.com

Get in touch!

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