

Innovation
in education
starts here



OpenEducation
Challenge

In partnership with  European
Commission

geddupp

Phase 3 Results

Global score

66,5

Your global score consists of the following components:

Idea and context

21

Technology

12,5

Business model, finance
and corporate

12

Team

21

Comments from Evaluator 1:

The project is interesting as it relies on treasure hunt principles as part of the learning process. It can even be coupled with open badges or certification processes to acknowledge the students' effort to improve their skills and competences for a specific job. they refer to quest.li and scvngr (scavenger) as successful applications based on reward principles. The founder describes himself as east german! There is a link with Holtzbrink that is not clarified in the application. It loks like rlyty.com - funded by Holtzbrink and owned by one of the applicants - is the project's holder.

Comments from Evaluator 2:

Since the team already counts with a prototype, it would have been good to present the user scenario from Javi's usage of the app. Also, the team is skilled and the app needed, but what besides German-Spanish? What besides funds from governments and organizations? Are there other monetization opportunities?