GLO, GoLearnOutside

Phase 3 Results

Global score

68

Your global score consists of the following components:

Idea and context	Technology	Business model, finance and corporate	Team
23,5	**10**	**10**	**24,5**

Comments from Evaluator :

The concept of games for literacy is valid and important. The research based and research oriented approach is laudable. The committment and enthusiasm of the leader is impressive. However, the technical side is weak, the business plan is under-ambitious, and the team lacks key skills. Technically, there is a confusion of terms - flex, unity, html5 and shockwave are competing technologies. The general trend is towards html5 / native apps, and away from propriatary frameworks. MS .net and MsSQL is not neccesarily the best choice of platform. There is no software development process. The team lacks skills in business development, software development, and educational games.