Differential Learning

Phase 3 Results

Global score

65

Your global score consists of the following components:

Idea and context	Technology	Business model, finance and corporate	Team
19,5	**11,5**	**10,5**	**23,5**

Comments from Evaluator 1:

This is a good concept, however a bit difficult to grasp what it will be like in real without a prototype, It is a bit early to have an idea about the implementation of the concept and the innovation effect it would have on the market. What will be your go-to-market strategy? Some preliminary financing make the project credible.

Comments from Evaluator 2:

The scenario is rich and informative, but unrealistic: if a teacher needs to go around the classroom, setting game parameters for each child, she will be half-way through the class when the lesson is over. Likewise, your model of differentiation / adaptation seems intractable: 30 settings, with 2 possible values each = 1 Billion combinations! Of course, not all settings are dependent - so in reality your solution space is smaller, but nevertheless it is difficult enough to design a single variation of a single game for a single curricular subject. There are many quality educational game providers out there, who do much more than "offer drills and practices and call them games", search magna high, game mechanic, squla. There are also quite a few adaptive learning platforms and development tools, some of them venturing into games c.f. knewton, smartsparrow. Your claims about your novelty and your competition suggest you haven't done your homework. Developing a collection of games which map to a national curriculum is a demanding project, ask Squla. It is not clear how you intend to develop a set of adaptive / differential games which cover entire national curricula. Outsourcing such a complex mission-critical task seems risky, especially when you (rightly) identify agile methodology as a suitable approach. You have impressive experience, but in the corporate learning arena. School education is a very different market, with different underlying theories and key players. You have a capable team, and a viable vision - but you need to focus your project and do your homework.

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