# Information

## Font

Muli

## Numety video

<https://player.vimeo.com/video/373782160?app_id=122963>

## Phone number

+47 951 15 756

## Email

hello@eduplaytion.no

## Address

Media City Bergen

Lars Hilles gate 30, 5008 Bergen, Noruega

## Social

* **Facebook**: <https://www.facebook.com/pages/category/Education-Website/Eduplaytionno-253416978786370/>
* **Youtube:** <https://www.youtube.com/channel/UCbpgYkNPwB7ahorO3VcYMHg>
* **Twitter**: <https://twitter.com/EduplaytionNO>
* **Instgram**: <https://www.instagram.com/numetrygame/>

# Content

Sometime in the future. long after humanity has explored other solar systems, a group of astronauts have disappeared into the distant solar system Matema. They went out to investigate a mysterious radio signal, but never returned. Therefore, the player must bring friends and family in the Magellan spaceship and travel to find the missing expedition.

When they arrive, they immediately discover that Matema is not like any other solar system. The planets there have a mysterious energy field that means no computers work on the planet's surface. All calculation must therefore be done manually.

Matema is not like any other solar system. The planets there have a mysterious energy field that means no computers work on the planet's surface.

But the rescue team at Magellan is not alone! Aliens from across the galaxy have found their way to Matema and are in search of technology left behind by a lost people called the Zusites, who were known for their highly developed mathematical culture. Unfortunately, they have all left their calculations to advanced computers and artificial intelligence, so none of them are able to follow the clues or solve the Sussites' riddle.

Thus, humans are the only ones in the solar system to find out what has happened to the Zusites and their technology - and not least what it has to do with the lost expedition.

### *Exciting and cool characters*

Meet the cool and fun crew aboard the spaceship "Envoy" and join them on the journey to Matema to save the lost expedition

### *A galaxy full of surprises*

Join Matema - a solar system out of the ordinary!

### *A whole new way to learn*

Games turn students into active participants in the learning process, they provide the opportunity to influence and control their surroundings, and allow for deep learning in a way that both makes and motivates.

### *game development*

In order to create entertaining and motivating experiences, we develop our games in close cooperation with Norwegian students.

## Play it. Learn it

How can a child play computer games continuously for hours but still have trouble sitting still for five minutes on the school bench? Eduplaytion wants to further develop what makes children and young people become engrossed in video games, by combining play and games with learning and development.

Our vision is to develop short small games that present challenges and focus on problem solving and fun rather than learning. The learning process is a game in itself, and students must quickly understand, memorize, and test abstract rules that have logical consequences. The games are shaped on the basis of game design principles, which makes it as fun to learn math, English and science as playing any video game.

The learning process is the game in itself, and the player must quickly understand, memorize and test abstract rules that have logical consequences.

The challenges that must be solved in the game are presented in full by characters. The task itself creates major and visible changes in the game world. The players should not think about learning - just that they have fun! The goal is to capture the attention of the students by telling an engaging story with interactive characters in the lead roles.

The game transforms students into active participants in the learning process, gives them the opportunity to influence and control their surroundings, and allows for deep learning in a way that is both harmless and motivating. The gaming experience further contributes to attaching a meaningful context to the problems that make it far easier to understand than traditional classroom teaching.

The goal is to capture the attention of the students by telling an engaging story with interactive characters in the lead roles.

------------------------

Eduplaytion stands for learning through play and mastery, and wants students to discover and understand the meaning and purpose of what they do.

### Main team

#### Kristoffer Hundershagen

Founder and CEO

Kristoffer has several years of experience as a teacher, and with his great interest in the subject he developed the company Skoleflink.no in 2015. He holds a master's degree in International Business from Spain and is fluent in Spanish, French and German. The international network that Kristoffer has built helps to create the platform behind Eduplaytion.

#### Patrick Holleman

Lead Design

As a game designer, Patrick is in many ways the architect of the company. America's main task is to create good systems and make the games fun and educational. He is the founder of The Game Design Forum, has eight years of industry experience, and has authored six books on game design that are currently used in teaching at several US universities.

#### Germán Barros

Web and game developer

The smart Chilean was headhunted by Eduplaytion for its expertise and expertise as a game developer and Unity expert. The gaming fanatic has previously studied for eight years in Germany, and is often in Norway to visit family there. Germán has previously worked as a web developer, graphic artist and teacher in South America.

#### Roberto Needham

game Developer

During their studies in Germany, the Chilean web developer was introduced to game development for the first time. He was bitten by the basil and has now worked with games since returning to his home country in 2011. Roberto has extensive experience in developing learning games, and we are very pleased to have him on the team.

#### Magnus Berglund

Coordinator

Magnus went to Brazil ten years ago without any formal expertise, and is living proof that there are many paths to the finish. The self-taught programmer today runs the company Quicktech with dozens of employees in São Paulo where they provide affordable, high-quality technical solutions to both Norwegian and international customers.

#### Alberto Alves

Lead Artist

Alberto works as a designer and illustrator at Quicktech. He has over ten years of experience in everything from brand development to packaging design, and now it is the passion game that stands for turn. With his unique style and choice of colors, Alberto brings life to Eduplaytion's games in every stroke of pen.

#### Mario Moura

animator

With his expertise in animation and motion design, as well as a long time in various television and film production companies, Mario is a very valuable resource for the company. His ability to bring life to the characters and surroundings of the game greatly helps to enhance the children's gaming experience.

#### Gustavo do Silva

UX-designer

Gustavo is the company's UX designer and has extensive experience with projects in web and mobile development. The Brazilian works daily at Quicktech in São Paulo where he is one of the artists that brings life to our games. In addition to this, he also plays a crucial role in the day-to-day management of everything related to graphics, design and user interface.

#### Felix Windisch

game Developer

Since he began sketching his own board games at the age of six, this Austrian developer has not stopped designing and creating games. He has always known that games can be used for so much more than just pure entertainment, and through his work at Eduplaytion, Felix now wants to create entertaining learning experiences for children around the world.

#### Jude White

game Developer

Jude White has studied game graphics at the University of Farnham and has always had a love for games that provide meaningful experiences that make the player think and grow. During his time as a student, he worked for several years teaching young children to code their own games, and now he wants to use his knowledge and experience towards Eduplaytion's projects.

#### Kim Ström

game Developer

Kim has always been interested in games, and has been making games on a hobby basis since he was 14. In 2017, he wanted new challenges, and just as well moved from his native Sweden to Iceland where he is currently studying computer engineering. That's where he eventually came across Eduplaytion and our work, and he knew right away that this was something he wanted to join.

#### Sondre Sandvoll

Business Intern

Sondre is employed as a business intern at Eduplaytion, and holds a master's degree in financial management at the Norwegian School of Economics (NHH) in Bergen. With a good understanding of both economics and digitalization, Sondre is a great addition to our team. With us he can acquire new knowledge and gain practical experience, which Sondre looks forward to as he is enthusiastic and positive about the waiting tasks.

#### Rakel Ottesen

Business Intern

Rakel is also a business intern at Eduplaytion, and holds a master's degree in strategy and management at the Norwegian School of Economics (NHH) in Bergen. She is an accomplished student who, with her accumulated knowledge, wants to help lift Eduplaytion. Rachel is positive and fulfilling, and she looks forward to linking theory from the school bench to the reality of the entrepreneurial business.

#### Ådne Olsen

Videographer Intern

With an ongoing bachelor's degree in television production at the University of Bergen, Eduplaytion is pleased to have Ådne join the team. Ådne is creative and hardworking, which will come in handy as he will help us produce exciting content on social media for two months. He looks forward to contributing his knowledge, as well as learning more about what it's like to work in an entrepreneurial business.

### educators

#### Endre Natvik

between step

"It is important that we as teachers understand the current culture in which children grow up. Currently, I am completing a master's degree in ICT and learning, and now I want to use this knowledge to design and create tools that can give the subjects in the school a cultural expression that the children understand. "

#### Leif-André Trøhaugen

Lower secondary

"For me, it is important to look at how to structure the subjects in a way that allows the students to develop both academically and as a human being. Games are particularly interesting, because here one can adapt to the individual student far better than textbooks. . "

#### Marte Bråtalien

University

"I joined the Eduplaytion team because I believe teaching and learning can benefit from game-based elements and design. Games can engage, motivate and contribute to productive endeavors for learning - as teaching should. Through repetition, exploration, challenge and mastery, competence can inc. "

#### Bjørn Ivar Mesel

between step

"In order to motivate and relate the subjects to daily life, it is important that we as teachers play on the interests of students. This is especially true of" gaming guys "who are a group that is difficult to reach in today's classroom. It is important that we as teachers are open to alternative methods to arouse the interest of these students. "

#### Torgeir G. Valborgland

between step

"I joined the Eduplaytion team because I found their work to be very exciting. With years of experience as a teacher, the areas of improvement in the school gradually become clear. Now I want to contribute my knowledge and insight into developing new solutions that engage our students. "

#### Atle Hillman

Lower secondary

"When I studied, I chose to look more closely at the effect of game-based elements on learning in my undergraduate thesis. This eventually aroused a desire to develop solutions that can contribute to good variation in teaching and as a tool for working with mathematics on a new way. "

### Interns

<None list>

### The experts

#### Brendon

8th grade

"I joined this project because I thought it seemed like something new and different from what I had seen before. Since the game's target audience is children, it is very important that you see it all from our point of view and at the same time include us in the development. "

#### Arve

6th grade

"Normal teaching is often a bit dry and theoretical. If a game is well made, it can make learning more entertaining, fun and interesting. I like to play myself, and have learned a lot from games that I would not have discovered at school. "

#### Ingrid

6th grade

"It is important to bring children into the development of games, because it is we who are going to play it. We children know what is fun and what is not. I think it is exciting to learn and play at the same time, and it's especially fun to upgrade the fun characters in the game as we get further. It motivates. "

#### Gabriel

6th grade

"It's fun with games because you meet a lot of different characters and characters along the way. I also like that there is so much light and color in the surrounding environment, and that you can get your own figure that you can win new equipment for. I'm more into the game. "

#### Edina

4th grade

"I think it's nice to learn through games, because then I can compete with others. It's also cool to solve different tasks to get ahead in the game, as well as to collect points. There should be more games in school, I mean, because it's easier to learn when playing. "

#### Leila Linnea

6th grade

"Games should be used more often at school, because learning should be fun, and I think games are more fun than books. It's easier to see how things are done than to read it in a book."

#### Mahdi

6th grade

"Games can teach you things differently than textbooks. There are often interesting stories in games that make it fun to discover and learn new things. I also really enjoy playing with others, it's very social, you meet new friends, and you can solve quests together. "

## Our vision

For many students, the subjects at the school are first and foremost things to be pegged, and not something that is fun and interesting. Eduplaytion stands for learning through play and mastery, and wants students to discover and understand the meaning and purpose of what they do.

To develop our solutions, we have brought together people of different backgrounds and nationalities, but with one common vision: to create entertaining gaming experiences that awaken the curiosity and learning will of children and adolescents.

### Edina

"I think it's good to learn through games, because then I can compete with others. It's also cool to solve different tasks to get ahead in the game, as well as to collect points. There should be more games in school, I mean, because it's easier to learn when a player. "

### Invoice

"Normal teaching is often a bit dry and theoretical. If a game is well made, it can make learning more entertaining, fun and interesting. I like to play myself, and have learned a lot from games that I would not have discovered at school. "

### **Ingrid**

"It is important to bring children into the development of games, because it is we who are going to play it. We children know what is fun and what is not. I think it is exciting to learn and play at the same time, and it's especially fun to upgrade the fun characters in the game as we get further. It motivates. "

### Brendon

"I joined this project because I thought it seemed like something new and different from what I had seen before. Since the game's target audience is children, it is very important that you see it all from our point of view and at the same time include us in the development. "

### Gabriel

"It's fun with games because you meet a lot of different characters and characters along the way. I also like that there is so much light and color in the surrounding environment, and that you can get your own figure that you can win new equipment for. I'm more into the game. "

## Join the team!

Today's children and young people are growing up in a digital revolution, where they are introduced to their first tablet long before they can talk or walk. Eight out of ten play video games regularly, and the 2017 Horizon report emphasizes that gaming and gamification are one of the things that will characterize school life in the near future. Eduplaytion now sits in the driver's seat when it comes to developing exciting games as a learning mode.

The opportunities for providers of gaming-based learning solutions are now enormous, as the market is in a period of formidable growth. A 2018 report prepared by Metaari shows that the five-year compound growth rate worldwide is estimated to reach 37 percent, while earnings are estimated to quadruple from the current level. This will increase to NOK 140 billion by 2023.

The math game Numetry will be Eduplaytion AS's first product and will be sold as a subscription service in the global market. The development is financed partly through public support schemes and private capital. The game is expected to go on sale in the Norwegian market in the fall of 2019, followed closely by an international launch. In connection with the latter, a capital increase is planned.

## Eduplaytion AS

If you are a curious teacher or guardian and would like to try Numetry, please contact us by phone, e-mail or via the contact form on the right. We will then send you a test link within 24 hours.

If you have any questions or just want to get in touch with us, we will be happy to help you with that too. (one)

## Updates

### You can now become a co-owner of Eduplaytion

#### Meta

**Date**: 13/11/2019

**Author**: Kristoffer

#### Summary

Mathematics game "Numetry" now goes into the final refinement before commercial launch in May 2020. To position ourselves for growth, we now invite to issue in Eduplaytion AS Eduplaytion AS decided in an extraordinary general meeting on November 13, 2019 to issue shares in the interval 2.8

#### Intro

The mathematics game "Numetry" now goes into the final refinement before commercial launch in May 2020. To position ourselves for growth, we now invite you to issue in Eduplaytion AS

#### Content

Eduplaytion AS decided in an extraordinary general meeting on November 13, 2019 to issue shares in the range of MNOK 2.8 - MNOK 4.79.

On the occasion of the rights issue, we have applied for, and been granted, both Innovation Contract in collaboration with Innovation Norway and SkatteFUNN via the Norwegian Research Council. In combination, these schemes will provide the company with an estimated MNOK 4 in addition to the private capital that will be added to the company in private placement. The company's shareholders have so far signaled strong interest in the share issue and have pre-emptive rights if it is subscribed.

The company is priced at MNOK 15 before cash. Up to 109,000 new shares with a nominal value of NOK 0.1 will be issued and a premium of NOK 43.92. NOK 44.02 per share will be paid. About NOK 400,000 of the company's debt is related to conversion rights that the creditors have chosen to use, at the same rate.

Investments over NOK 30,000 will qualify for a tax deduction under the KapitalFUNN scheme. Investors who wish to use the scheme are asked to disclose this to the company separately. Read more here: [https://www.skatteetaten.no/person/skatt/hjelp-til-rigtig-skatt/shares-and-d value securities/om/skatteinsentivorden/](https://www.skatteetaten.no/person/skatt/hjelp-til-riktig-skatt/aksjer-og-verdipapirer/om/skatteinsentivordningen/)

The subscription period is from November 13, 2019 to January 12, 2020. All new investors must join the company's shareholder agreement. The current agreement follows below and will be updated to reflect new share capital and new shareholders. Payment deadline is February 12, 2020. All questions and meeting requests are most welcome to [kristoffer@eduplaytion.no](mailto:kristoffer@eduplaytion.no?subject=Emisjon) .

We have made a short presentation in the video below.

<https://youtu.be/B6wqyH0JR5E>

#### Links

[Investorpresentasjon Download](https://numetry.com/wp-content/uploads/2019/11/Eduplaytion-AS-%E2%80%93-Pitch-Deck.pdf)

[Drawing form Download](https://numetry.com/wp-content/uploads/2019/11/Tegningsblankett.docx)

[Minutes from Extraordinary GF Nov 13 2019 Download](https://numetry.com/wp-content/uploads/2019/11/Protokoll-fra-ekstraordin%C3%A6r-GF-13-nov-2019.pdf)

[Likviditetsbudsjett Download](https://numetry.com/wp-content/uploads/2019/11/Eduplaytion-AS-likviditetsbudsjett.xlsx)

[Result Oct 16 2019 Download](https://numetry.com/wp-content/uploads/2019/11/Resultat-16-okt-2019.pdf)

[Balance Oct 16 2019 Download](https://numetry.com/wp-content/uploads/2019/11/Balanse-16-okt-2019.pdf)

[Shareholder Book - Eduplaytion AS Download](https://numetry.com/wp-content/uploads/2019/11/Aksjeeierbok-%E2%80%93-Eduplaytion-AS.xlsx)

[Term SheetDownload](https://numetry.com/wp-content/uploads/2019/11/Termsheet-1.pdf)

[Statutes 11.07.2019 Download](https://numetry.com/wp-content/uploads/2019/11/vedtekter-for-Eduplaytion-AS-vedtatt-11.07.2019.pdf)

[About Company Download](https://numetry.com/wp-content/uploads/2019/11/Firmaattest.pdf)

### Join us for the girls' code party in Bergen

#### Meta

**Date**: 02/10/2019

**Author**: Rakel Ottesen

#### Summary

Last week, the "Girl Tech Fest" event took place in Bergen. Here, hundreds of 4th- and 5th-grade girls from various schools in the local area met up for an exciting and educational day.

#### Content

In today's digital era, technological expertise is becoming increasingly important. Wherever you go or whatever you are working on, you can hardly avoid being exposed to software and hardware. Technology has become an integral part of our lives. It affects our choices every single day - whether we like it or not.

##### **The digital revolution**

According to reports from the OECD, almost 40 percent of today's jobs in Norway could disappear as a result of technological development. Increased expertise in technology is therefore becoming increasingly important for Norway to be able to continue to be competitive in the future. The foundation of the future society is now being formed, and Norway needs wise heads ready to solve tomorrow's challenges.

##### **But what about the girls?**

In recent years, a lot has been written about the low proportion of women choosing technological education - and not least about how to increase it. The scholars dispute whether girls fundamentally have different inherent interests than men, and that this is due to the dismal statistics. Others believe the trend can be reversed.  
  
This has the gang behind Girls Codes wanting to do something about it. These days, the "Girl Tech Fest" event is taking place around Norway. By inviting 4th and 5th grades one hopes to be able to awaken the interest in technology early. The goal is for students to be inspired by all the opportunities that technology offers, and that this will get more girls to choose science and computer technology later.

##### **200 fun loving girls**

Last week the trip had come to Bergen where approx. 200 girls from various schools in the local area had gone to the Bergen Public Library for an exciting and educational day. Knowledge and interest in mathematics is undoubtedly one of the most important areas in the years to come. Therefore, Eduplaytion was invited to have a booth this day so that we could showcase our work on the math game "Numetry" to the students.

In addition to showing the girls how to develop a learning game, they also got to see how learning math now is both fun and easy. The reception of Numetry was very good. The girls were inspired and came up with many good tips and feedback that we take with us in the work.

Below you can watch a small video from the event:

<https://youtu.be/AQvmrjxsiHg>

### The math game you wish you had when you went to school

#### Meta

**Date**: 10/09/2019

**Author**: Rakel Ottesen

#### Summary

In close collaboration with a number of Norwegian primary schools, Eduplaytion AS is now developing "Numetry". Through mini-games, the level of knowledge of students around the world is to be analyzed and the progression of learning adapted to the individual.

#### Content

Poke the walking table, write all the links in the solution, x's, y's and crocodile mouths. To some, this aroused a lifelong interest in numbers and calculus, but for a large proportion of school children, math remains somewhat incomprehensible, which should primarily be pegged, so that it can be ramped up on a test.

#### **Figures for trouble**

In recent years, mathematics teaching at Norwegian schools has become increasingly digital. Teachers and students are almost drowned out by providers of digital aids that all claim to help kids crack the code. Nevertheless, in recent years national tests show that the proportion of students who strive for the subject is still at an alarmingly high level.

The fact that students strive for mathematics is by no means a particularly Norwegian problem. In the United States, annual national mapping tests are also conducted in the field. In 2017, the report showed that approx. 20% of the country's 4th grades had major challenges in mathematics, while the level was as high as 25% for the 8th grades.

#### **Together we are dynamite**

In close collaboration with a number of Norwegian elementary schools, Eduplaytion AS is now developing "Numetry" - a modern mathematics game for the intermediate stage, which will seriously arouse students' interest in the subject. The goal is to capture the attention of the students by telling an engaging story with interactive characters in the lead roles. The players should not think that they are learning - just that they are having fun! Afterwards, the learning effect will be measured and communicated to the pupil, teachers and parents. Numetry will be made available to both the consumer and school markets.

A young boy using a computer sitting on top of a table

Description automatically generatedIn Numetry, math is linked to related situations through fun mini-games. Photo: Eduplaytion AS.

"I like to play myself, and have learned a lot from games that I would not have discovered at school." - Sixth grade at Knappskog school.

#### **Forward-looking schools**

To succeed with the development of Numetry, we are completely dependent on our partner schools. Knappskog school at Sotra outside Bergen is one of these, and last week we went out to let students and teachers in the 6th grade try the game.  
  
“Ordinary math lessons can often be a little dry and difficult to understand. I enjoy playing myself, and have learned a lot from games that I would not have discovered at school. I think the game works well, and think it can make learning more entertaining, fun and interesting, ”says one of the sixth graders we meet.

#### **Important to keep up with the times**

A person in a blue shirt

Description automatically generated

Skogestad looks forward to following the progress. Photo: Eduplaytion AS.

Math teacher Ingvild Vikingsen Skogestad follows along as her students eagerly test out Numetry.

"Knappskog School wanted to collaborate with Eduplaytion and take part in the development of this math game because we believe technology should be a natural part of the learning process," says Skogestad.

“We are a fully digital school, and have a perception that digital learning adds something extra. Learning through games is a new dimension that allows the student to take an active part in teaching. ”

#### **Only the beginning**

According to the Media Authority, close to 8 out of 10 children and young people now play video games regularly. The Horizon Report of 2017 presented digital trends in the Nordic school and emphasized that games and gamification are one of the things that will characterize the school life of the students in the near future.  
  
The development of the math game Numetry is now well underway. Follow our and the students' journey on social media to keep up to date.