

# UAPIMI Methodology

75 Questions  
API+MI  
Score Scale

Teenager  
Answers  
Yes, No,  
Can't Say

### UAPIMI Methodology – Part 1

Aptitude	Personality	MI	Interests
9	6	9	Varied
Score	Score	Score	Information

Overall Range  
Results  
Interpretation  
(Subjective)

Career Trends  
Lifestyle Trends  
More

University  
College  
Institutes

Academic Path  
Pre-Grad,  
Grad, Post  
Grad,  
Doctorate

### UAPIMI Methodology - Part 2

High-Moderate-Low (HML)  
Map of Scores to Compare,  
Analyze, Interpret Objectively

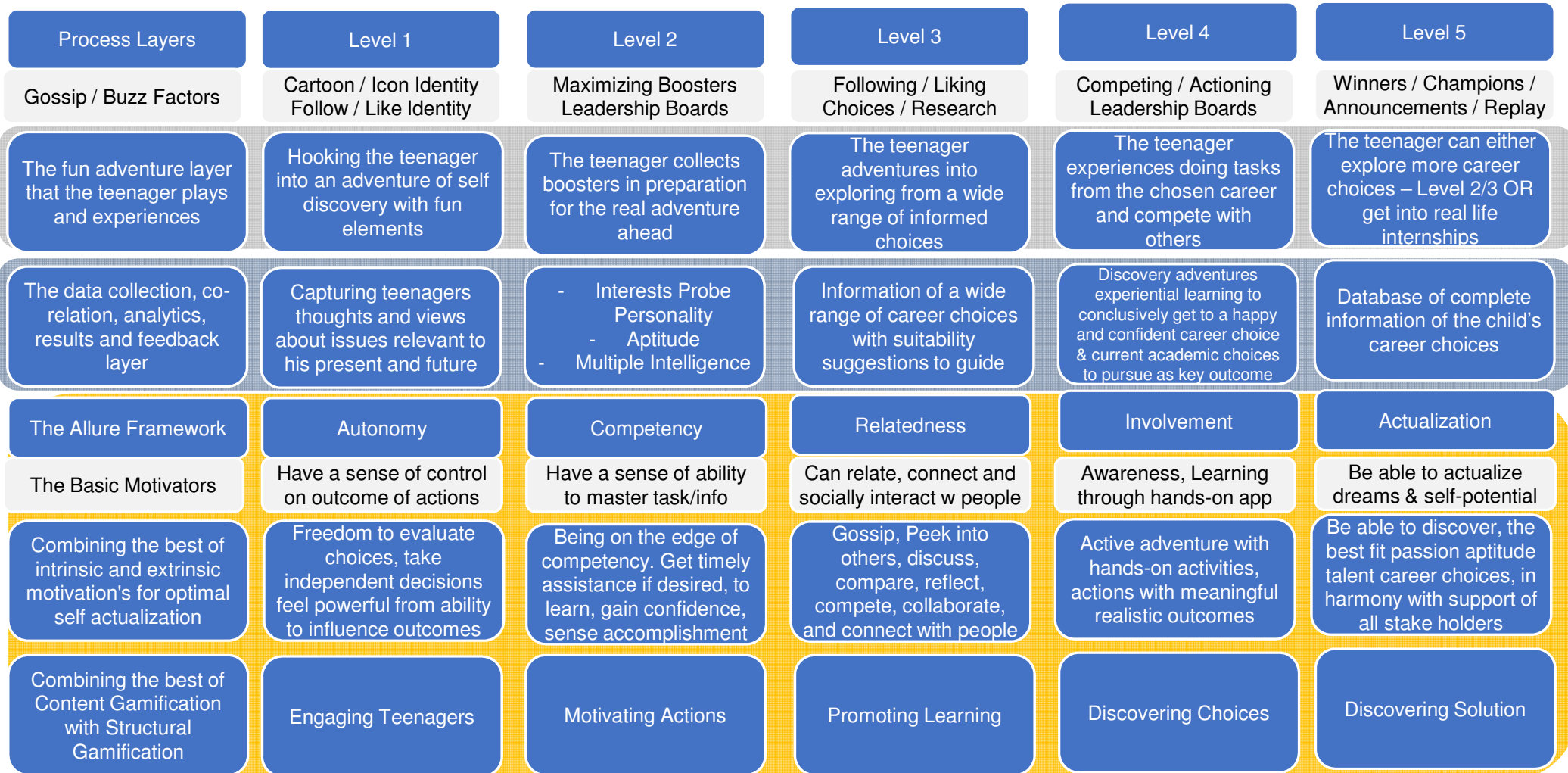
HML - A	HML - P	HML - MI	Baskets
9	6	9	16
Aptitude	Personality	MI	Interests

Career  
Choices  
Database

# Gamification Aspects

# Our Solution Gaming App Process

## *Discovery 13 – An Adventure Gaming App For Teenagers!*



# Our Solution Gaming App Process

*Discovery 13 – An Adventure Gaming App For Teenagers!*

D

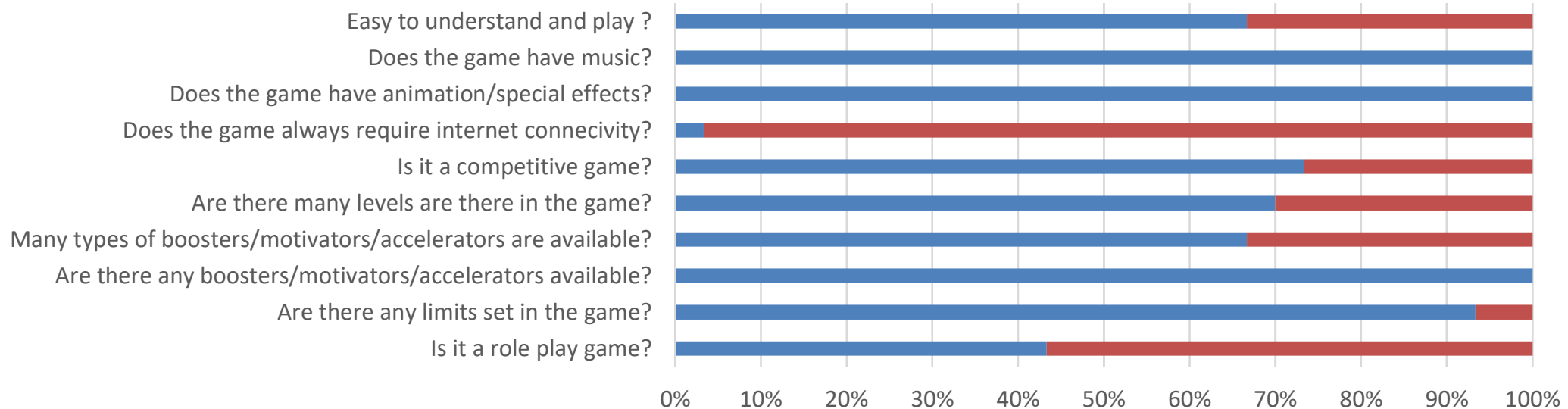
Design Aesthetics

Doing

Decisions

## Top iOS Games Study Results

■ Yes ■ No



Y

Young

Youth

YoYo

# Our Solution Gaming App Process

*Discovery 13 – An Adventure Gaming App For Teenagers!*

D

Design Aesthetics

Doing

Decisions

I

Icons

Involve

Immerse

Inspire

S

Simulation

Stages

Share

Socialize

Sounds

C

Challenges

Competition

Cooperation

Clues

Chance

Choices

Collect

O

Objectives

On-line

Off-line

V

Video

Verify

Viral

E

Experience

Experiment

Emotion

Excite

Explore

R

Risk

Recognition

Realism

Results

Rewards

Rules

Review

Y

Young

Youth

YoYo