

Game On!

COMING TO YOU ON 7 JUNE



The next level of learning experience

Use games to excite and encourage your students to do well!



● Transform

Use Game Stories to turn courses into an “Escape Room” or “Treasure Hunt” for students

A screenshot of a game story titled "Grandpa's Treasure: Discovering the rate of change". It features an illustration of a grandfather and a child. Below the title is a text box: "The Great Treasure Hunt: Will you find the hidden riches before the others do?". At the bottom is a blue "NEXT" button.

● Motivate

Reward your students' effort with Experience Points!

A screenshot of a game interface. It shows a user profile for "01. Nur Fasiha" at "Level 8" with "500 XP". Below it are two reward boxes: one for completing a quiz (+ 50 XP, Bonus! 1.25X) and one for leveling up (Level 3, Congratulations! You have levelled up!).

● Engage

Celebrate your students' accomplishments by using icons.

A screenshot of a game interface showing achievement icons. It includes a gold trophy icon for "Most Hardworking", a lock icon for "GRAY TAG", and a text icon for "TEXT".



Next SERIES

Find out more about other upcoming features like “Avatar”!



SYSTEM UPGRADE NOTICE: SLS will be unavailable on Monday 6 June and Tuesday 7 June 2022.