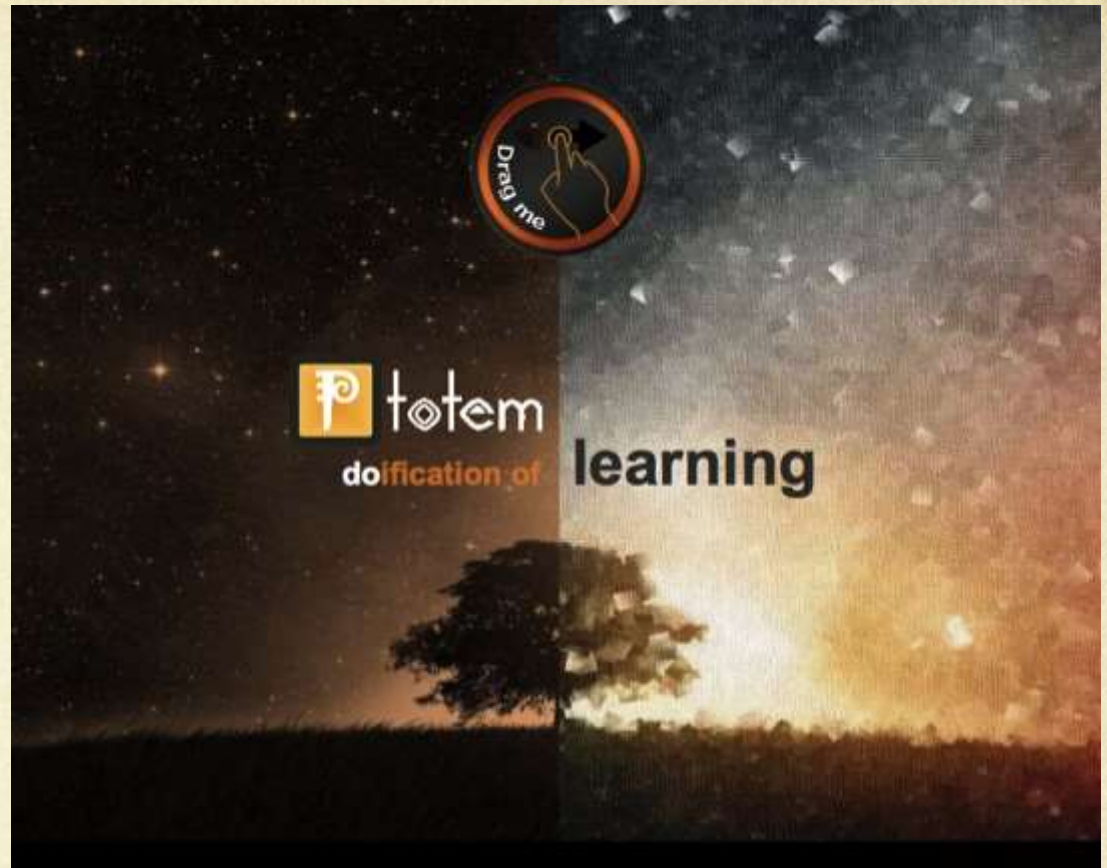# Ptotem Portfolio

Ptotem builds games and simulations for learning, research and engagement

Leaf through the next few pages to understand what we do and how we do it

Ptotem

http://www.ptotem.com

Awarded the Best Indoor Game for 2011 by the Indian Toy Manufacturer's Association and nominated for an Innovation Award at the Nuremberg Toy Fair

Basis of a Game Theory based workshop for senior executives exploring the strategic bent of the participants as individuals and in teams
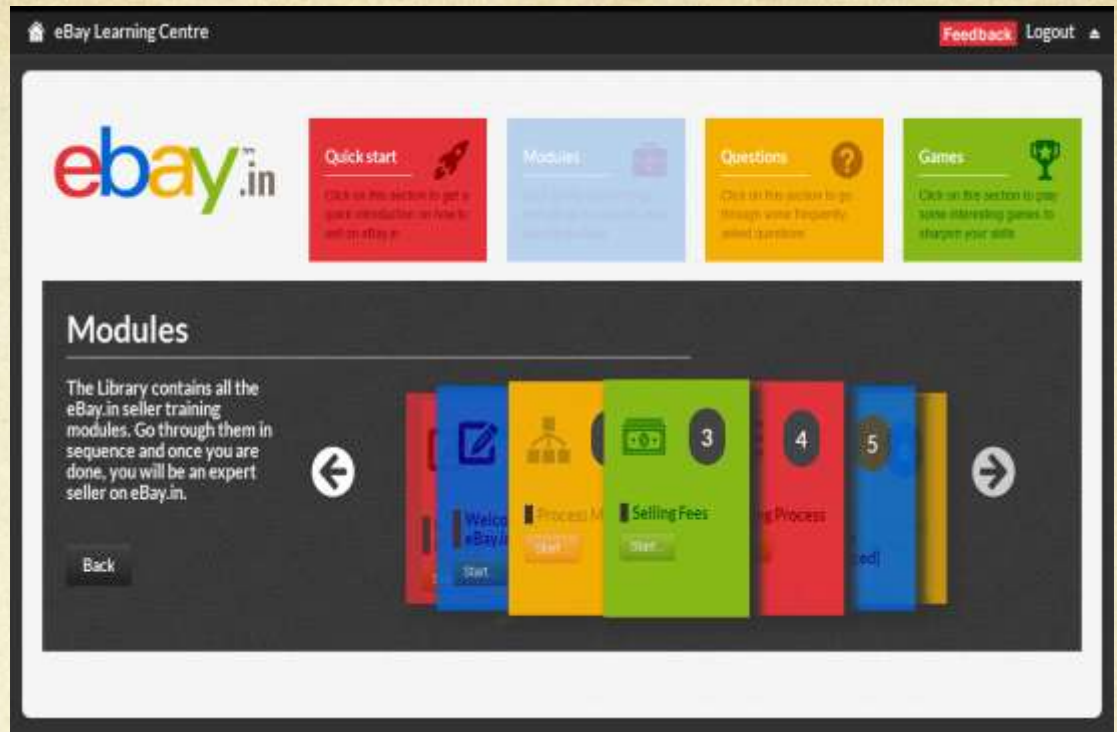
Kurukshetra

Replay the historical 18 day Kurukshetra war in this award winning game

A game based learning platform designed to educate and improve eBay sellers' practices.
The platform allows for easy customization of the content, enabling continuous content refreshes

Localization features allow for lower resistance to teaching concepts and improved understanding.

eBay Seller Platform

An online game based learning platform for eBay India sellers

झंटु   मीनू   भौभौ   झंटु   मीनू

कबाड़ीमल   पीकचंद   कालू केलू   मूतिया   गंदाराम

Commissioned by the Rotary Club of North Mumbai, the project is designed to support the organization's cleanliness initiative.

The card game aims to explain mundane concepts of wet and dry garbage in an engaging manner.

Jhantu Meentu Bhowbhow

An easy to play card game that educates the players on the importance of cleanliness

A large consumer facing appl housed on the Star Sports India website, the application was developed to browse through Sachin Tendulkar's career history through an easy to use timeline interface.

The application curates large content sets into easy to process information blocks for improved engagement
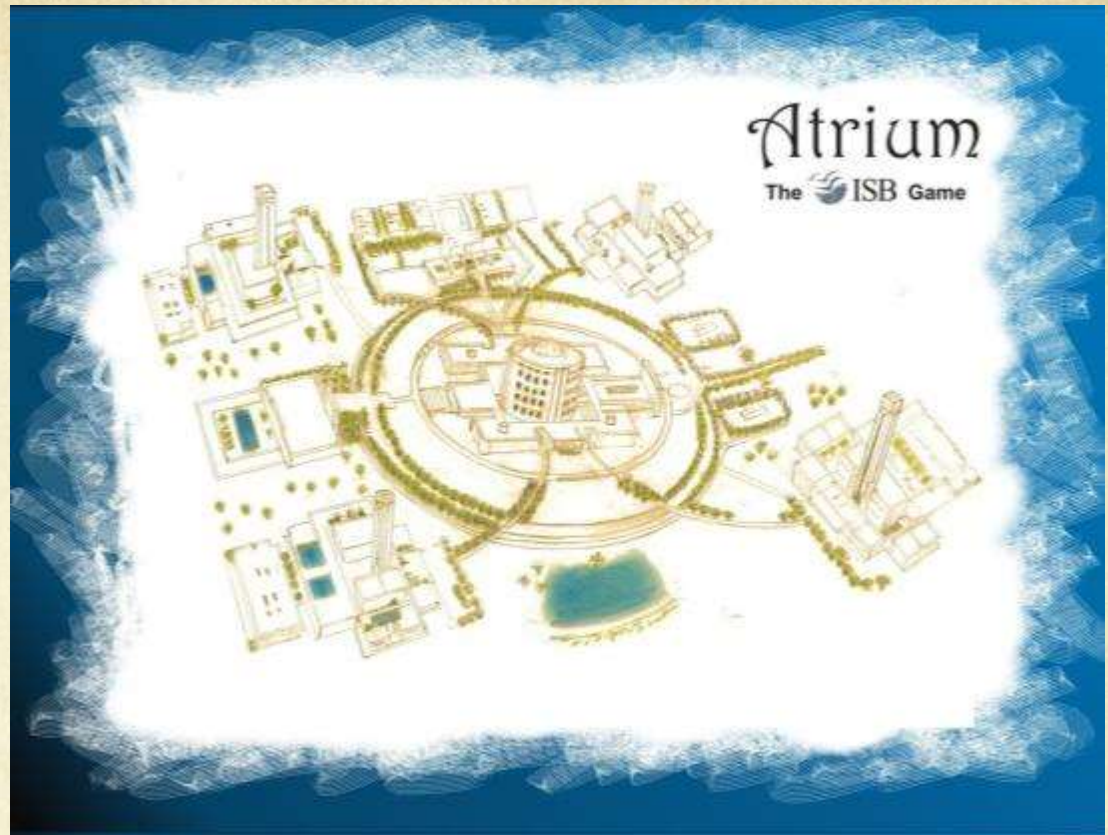
Sachin Memory Project

A web application dedicated to Sachin Tendulkar to commemorate his 24 Year Career

The game captures the multiple priorities that students juggle during their action-packed year.

Atrium is the world's first B-school themed and branded board game and is sold exclusively by ISB as memorabilia at their campuses in Hyderabad & Mohali
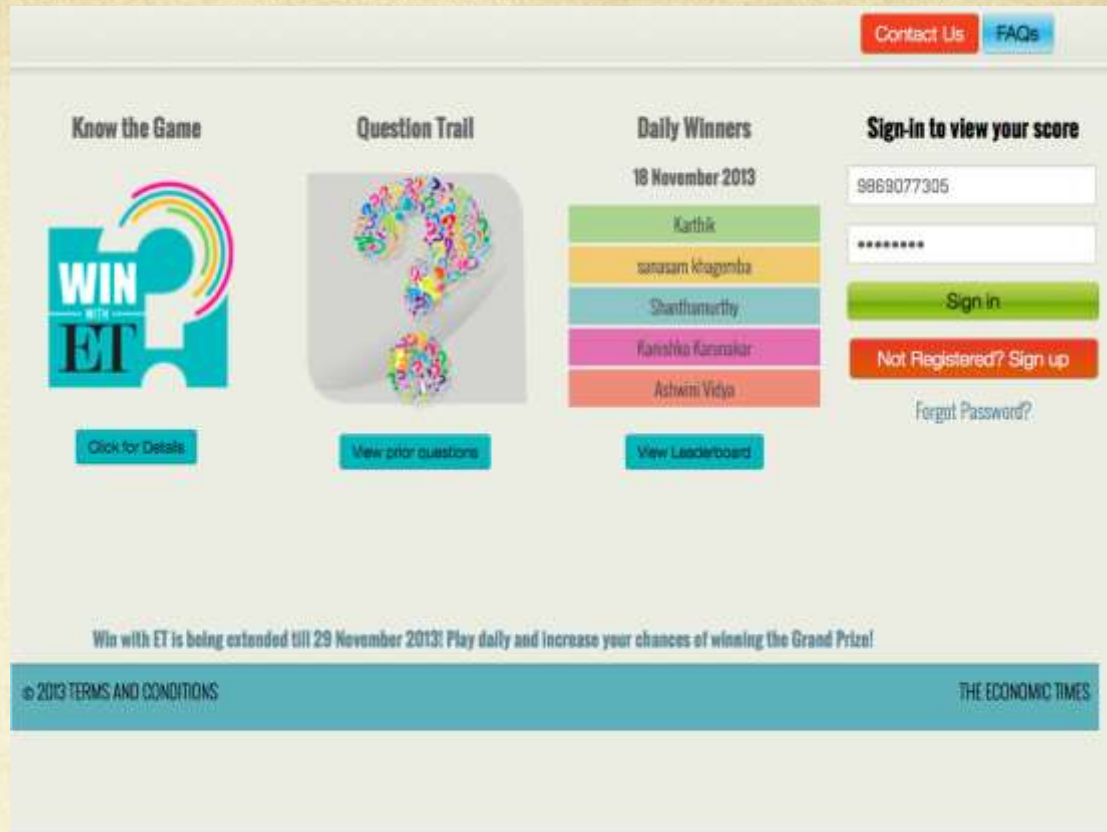
Atrium

A strategy game based on life in ISB
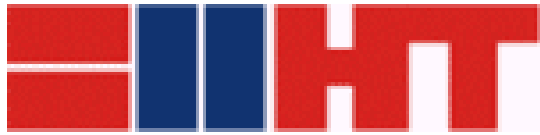
THE ECONOMIC TIMES

Developed and Deployed for The Economic Times, the application uses Ptotem's quiz engine.

The engine captures user responses sent via mobile phones and determines winner sets based on scoring parameters. Player's have to read the newspaper to be able to get the answers for the quiz.

Win with ET

A cross media online quiz application designed to increase Economic Times readership

Hindustan Times commissioned Ptotem to create city-experience based games for supporting their Delhi and Mumbai marketing campaigns.

Ptotem created a novel game mechanic which was used to create the games in both board game and Facebook app formats.

I love Delhi

Explore your city as you visit monuments, sample the local cuisine and haggle in the local bazaars

Deployed at SBI Life, Callertoon is Ptotem's flagship sales training game.

The simulation is powered by an Artificial Intelligence algorithm that effectively simulates a client conversation based on varying mood states, thereby providing an ideal environment for sales skill enhancement.

Callertoon

Sales and Client Servicing training using client conversation simulations

Designed under a commission from Tara Jewellers, the game requires players to move through the maze collecting gold, diamonds and gems to recreate the lost jewels of Princess Tara.

It is a game designed to not only entertain but also educate the player about jewellery

Jewels of Tara

A fantasy board game based on a innovative variant of snakes and ladders

Play a new circuit every time you set up. And then maintain a tricky balance between speed and control as you race around to finish first.

The challenge to the player is to achieve speed and win the game, without losing control and wrecking their car.

Nitro

A racing strategy board game that puts you in the driver's seat and inside his mind

Deployed at SBI life for training new employees in the cashiering process. The module consists of basic information through interactive slides followed by game based testing of the concepts presented in the slides.

Game based testing ensures engagement and effective application of learnt concepts.

Myndrake

Interactive, game based module for process training

Deployed at Kotak Mahindra Bank to train operations personnel on documentation. The game requires the player to spot errors in a simulated document.

The simulation allows the player to gradually adjust and adapt to the various common errors that can be found in documentation.

docuMentor

Training Simulation for business documentation practice and assessment

The simulation was run at ISB to help students understand the intricacies of macroeconomic decisions.

Ecomony required intra team dynamics in addition to the strategy leg of every action that needed to be taken. A true game theory based simulation aimed at successfully creating a real economic action reaction scenario.

Ecomony

Run your own country for seven days as you try and beat the other competitors in a race to riches in this economics simulation

ISB and Ptotem have collaborated to create a negotiation simulation engine for professors and trainers.

The engine is being used for research studies by professors as well as a training tool to teach students on the intricacies of negotiations.

Dialogue

A Negotiation Simulation Engine designed as a tool

Play this exciting and challenging puzzle game by taking on the role of The Creator.

Purchase the clues, put the correct elements together and produce a creation. Unlock tomes and parts of the story of the universe you are creating as you solve more puzzles.

Creatomes

Recreate the universe. If not as we'd known it, 'tleast as we'd dream it.

An offline learning platform designed for Edu Bridge, a National Skill Development Corporation sponsored organization.

The platform contains modules focused on various basic training, ranging from personality development to job preparation in fields such as Banking, Retail, BPOs etc.

EduBridge

A learning module that provides rural youth with personality development and corporate training

Developed for V-Shesh, a National Skill Development Corporation sponsored entity.

The platform helps train physically challenged individuals in basic subjects ranging from English Grammar and Arithmetic to in-depth courses on Banking, Retail, etc.
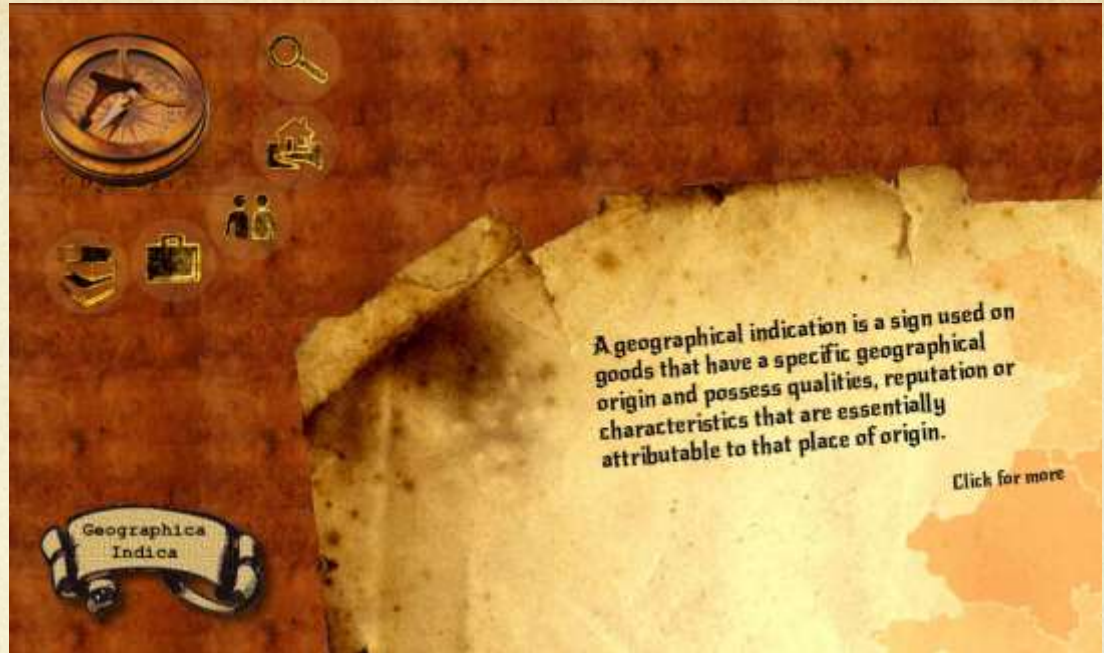
V-Shesh Learning

A game based training platform for the physically challenged

Geographica Indica was designed for a Government of India project to disseminate information on the various Geographic Indications in India.

The app has an easy to use State-wise interface, providing the user with various State specific information in the Geographic Indications sphere.

A geographical indication is a sign used on goods that have a specific geographical origin and possess qualities, reputation or characteristics that are essentially attributable to that place of origin.

Click for more

Geographica Indica

Geographica Indica

A web application designed for collation of geographical indications of India