





We create **cognitive** solutions
as a **growth strategy**.

Educational

We build connections between pedagogy and gameplay for knowledge sharing and evaluation.



Cognition Training

We design mind loops that stimulate cognition by requiring specific behavior through gameplay.



Habit Forming

We develop habits by creating behavioral structures attached to time loops and reward systems.



Cultural preservation

We share cultural insights by creating narrative immersive experiences that connect with emotions.



Education

Finance

Health

Policy

Social

Culture

Sports

Well-being



Our client base



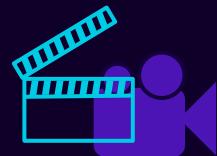
Schools, scientific
and non-profit
organizations



government
agencies &
offices



Doctors, hospitals
and healthcare
facilities



Entertainment
Companies & Studios



Video Game Studios



Digital Innovators

Our process



Analyse, understand and design a solution for your need.

Fast prototyping, learn, iterate, prove that the solution is viable.

Create a roadmap, define metrics, detect risks and define a plan.

Iterative product growth through tangible deliverables.

Quality assurance, production setup and optimization.

Underlying technologies



Video Game Engineering

Game Design, Economy design and Level Design, Game development in any engine, any art style and format.

AI Agents

API configuration & connection with different LLM providers. Machine learning algorithms.

Blockchain

Web3 authentication, on-chain data collection, smart contracts design and deployment.

Web 2.0

Web design and development, authentication systems, forms, back office in any code language.

Networking

Infrastructure, interconnection between information systems, cache, real-time multiplayer architectures.

Big Data

Data mining at high velocity from diverse sources on any Cloud Service (Azure, Google Cloud, Amazon AWS).



KNOW OUR WORK

Case studies

Historias para armar



Historias para armar is a multi format educational and interactive platform where kids between the ages of 8 and 11 learn how to create story arcs.

Players narrate key moments during interactions so that conflicts are presented, developed, and resolved. In addition to a scene and character editor, the program also allows teachers to create student activities.

Service: **Educational, Cognitive training**.

Technology: **Video Game Engineering, Networking, Web 2.0**.

Platform: Web, Android, PC



[Read case study](#)



Liberators' Chronicles



Liberators' Chronicles is turn-based strategy game for PC, in early development, set in the 19th century viceregal settings of the South American independence campaigns.

The game seeks to bring our history to the world, focusing on almost unknown young men and women, who constantly risked their lives for the cause of independence.

Service: Educational, Cultural preservation.

Technology: Video Game Engineering.

Platform: PC.

[Read case study](#)



Kiki en equilibrio



Kiki en equilibrio is a serious game for cognitive stimulation that analyzes the executive functions of the prefrontal cortex. Developed for mobile devices, this puzzle game challenges us to assist Kiki in collecting each toy.

In this game, executive and attentional functions are enhanced through an engaging experience, focusing on visuospatial working memory, cognitive inhibition, selective attention, and processing speed.

Service: [Cognition Training](#).

Technology: [Video Game Engineering](#), [Web 2.0](#),
[Big Data](#), [Networking](#).

Platform: Mobile.

[Read case study](#)



One world many worlds



One World Many Worlds is a serious digital, cultural, and educational project. This free action game is inspired by the Youth Olympic Games. To gain a deeper understanding of cultures around the world, the player can travel through 206 different countries.

Kids from primary schools collaborated on the development based on the world atlas. The schools built the elements of the assigned country where a number of thematic axes were explored.

Service: Educational, Cultural preservation.

Technology: Video Game Engineering, Networking, Web 2.0.

Platform: Web, PC.



[Read case study](#)

Not Maev



Not Maev Agite is a multiplayer PVP arena battler game based on characters from NFT collections. A unique and special setup enables these characters to change their clothes and weapons to engage in combat.

There is a larger ecosystem around the game where users can use various collections of NFTs to battle each other and collect points, which they can then use at Not Maev marketplace. The player will also be able to redeem "Phygital" hybrid cloth, where the physical and digital parts are integrated into one system.

Service: Habit Forming, Cultural preservation.

Technology: Video Game Engineering, Networking, Blockchain.

Platform: Web, PC.

[Read case study](#)





ABOUT US

DI GI Learnnials

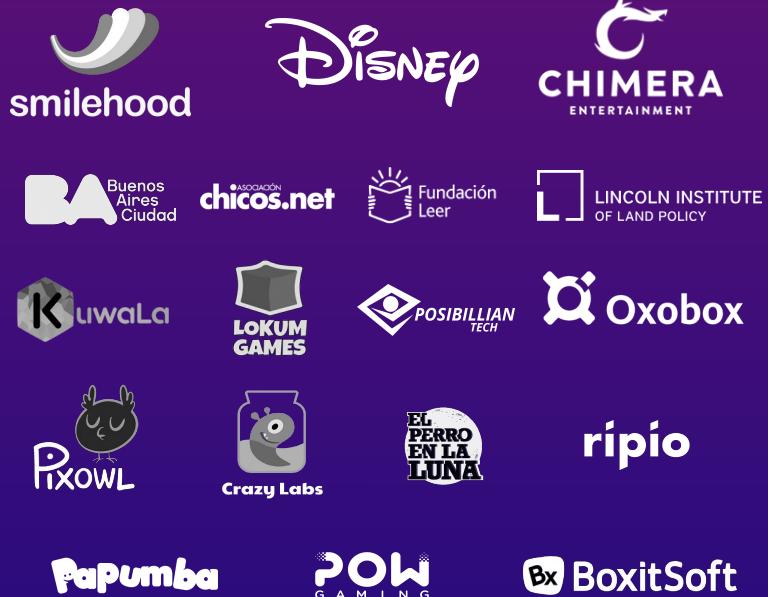


OUR NATURE

-  We provide professional documentation and working processes.
-  We specialize in crafting high-quality immersive experiences.
-  Our team ensures commitment, flexibility, creativity and diversity.
-  We are always exploring new perspectives.
-  We establish communication systems to interact with R&D teams.

WHO WORKED WITH US

Clients around the world





Looking for a custom-tailored solution?
Contact us.

contact@digilearnnials.com

