

A mobile game studio seeks educational and cultural partners to use its mobile game in schools, library, museums to offer new types of workshops to develop children creativity.

Summary

Profile type

Business Offer

Company's country

France

POD reference

BOFR20250409006

Profile status

PUBLISHED

Type of partnership

Commercial agreement

Targeted countries

• World

Contact Person

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Term of validity

29 Apr 2025**29 Apr 2026**

Last update

29 Apr 2025

General Information

Short summary

An innovative mobile game studio is seeking educational and cultural partners to integrate its interactive application into creative classes and workshops for children and elementary school students. The application allows users to create there one game levels in minutes by transforming drawings into interactive video games.

Full description

A French studio specialized in mobile games has developed an application which allows users to create their own levels in minutes using an app. The application transforms drawings into interactive video games, providing a unique experience that combines creativity and logic.

The users draw their game first on a sheet of paper following 4 colour codes and then they take a picture of it with the app. The app instantly transforms the drawing in a playable level on mobile or tablet and soon also available on PC.

This application has already been downloaded 23 millions times on applications stores by individual users. Some educational structures have already started to use it. To meet education demands, the company is developing an

Education version to provide educators with the opportunity to make their classes and/or workshops more creative and enjoyable.

This application can be used by teachers by giving themes to the levels related to their subjects. For example, in history lesson, children can create a level on the Middle Ages; if children work on themes such as pollution, they can create a world around this subject.

Two interfaces have been developed for the Education version.

One for the educators who will have their own educational platform to create activities for their students, create and find model ideas suited to their subject, track achievements, create workgroups, etc. The other one for the students who will create and play shared levels, following the educator's instructions.

The application is available on mobile and tablet. A PC version is under development and should be available this year 2025.

The official and complete version will be available on Summer 2025. The first users of the Education beta version will have an unlimited access to the entire application with new features to come. Users will automatically switch to the final version once it is available. In addition, they receive a discount by being the first to adopt this solution.

The French studio would like to link partnerships with schools, museums, libraries, and associations to be the first users of the Education version, to enhance educational and cultural activities for children aged 6 and up.

Advantages and innovations

Pedagogical innovation: instantly transforms drawings into video games, stimulating creativity and logical thinking.

Reduced screen time: encourages balanced screen use while offering an enriching digital experience.

Boosts self-confidence: allows children to play their own creations immediately, boosting their confidence and pride.

Introduction to programming: introduces children to basic programming and game design concepts.

Governments are encouraging educators to introduce elementary school students to coding and programming, but there's currently no simple and intuitive tool available.

Technical specification or expertise sought

Compatibility: the application is currently available on phones and tablets, with a PC version coming soon.

Educational support: provides support and workshop ideas for easy integration into educational programs.

Unlimited Access: Full license with access to all modules and assets, as well as a private publishing area for students.

Stage of development

Already on the market

IPR Status

IPR granted

Sustainable Development goals

• Goal 4: Quality Education

IPR Notes

Partner Sought

Expected role of the partner

Educational and cultural partners such as schools, museums, libraries, and associations are invited to use this application under license to enrich their educational activities.

Partners will benefit from dedicated support and ideas for integration into educational programs. They will also receive a discount by being the first to adopt this solution.

Type of partnership

Commercial agreement

Type and size of the partner

- **R&D Institution**
- **University**
- **Other**

Dissemination

Technology keywords

- **01003004 - Computer Games**
- **01004014 - Serious Games**
- **11002 - Education and Training**

Market keywords

- **07001003 - Toys and electronic games**
- **02007010 - Education software**
- **07005004 - Education and educational products and materials**
- **07001007 - Other leisure and recreational products and services**

Targeted countries

- **World**

Sector groups involved

- **Creative Industries**

Media

Images



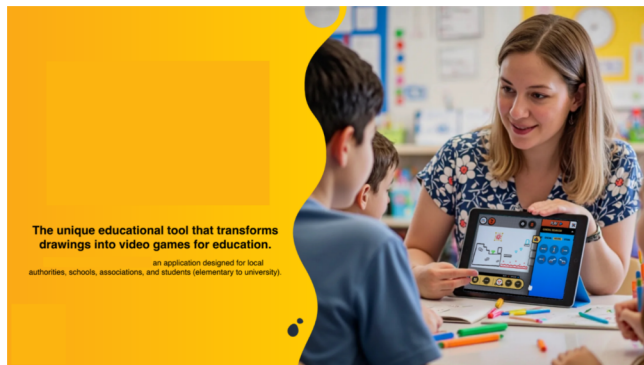
[School workshop 1](#)



[School workshop 2](#)



[School workshop 3](#)



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