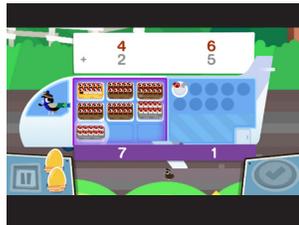


★ SUCCESS STORY: EKSTEP

✓ PLAYED BY THOUSANDS OF STUDENTS IN INDIA

✓ INTEGRATED WITH EKSTEP'S INNOVATIVE GENIE PLATFORM

EkStep was co-founded by Nandan Nilekani, Rohini Nilekani, and Shankar Maruwada in January 2015. Funded by philanthropic capital from the Nilekanis, EkStep's mission is inspired by a question – "How can we use the latest advancements in learning sciences and digital technologies to help millions of young children personally experience the joy of learning?" EkStep is an initiative of the Personalised Learning Platform Foundation, a not-for-profit company based in Bangalore, India.



Need for Solution

Millions of Indian children are at risk in their learning. 75% of students at the fifth grade level cannot do simple division. 25% of children drop out before they even reach fifth grade. EkStep set out to address this crisis by creating a learning platform that uses technology to grant all children access to the joy of learning.

EkStep and Filament Games created a basic numeracy game that would act as a central component of the EkStep platform. Drawing on Montessori methodology, the game, *Take Off!*, blends addition and subtraction learning objectives with the convenience and accessibility of mobile gameplay. Designed for equitable access on affordable devices, *Take Off!* engages players as they help flightless chickens explore the world.

Decision Process



There were two key factors for EkStep in choosing Filament Games. One was the team - there's just a great team dynamic - open, friendly and very collaborative, willing to experiment, learn and adapt. We got this sense from the meetings and calls before the contract was signed. The other factor was their immense experience of having built educational games - the strong combination of game-based learning and knowing what learning means with the experience of building mechanics around that.

- DEEPIKA MOGILISHETTY, CHIEF - POLICY AND PARTNERSHIPS AT EKSTEP FOUNDATION

Working with Filament

Accommodating an 11.5 hour time difference, Filament Games worked collaboratively with EkStep to develop *Take Off!*.



It was fantastic working with Filament. We especially valued the openness for feedback and joint ideation and collaboration between the teams. We also appreciated their willingness to talk across time zones and connect on a weekly basis so that the EkStep team and Filament were in lock step and knew what to expect from each other.

- DEEPIKA MOGILISHETTY, CHIEF - POLICY AND PARTNERSHIPS AT EKSTEP FOUNDATION

Solution in Action

Take Off! has already been played by thousands of students in India and is on track to reach millions of students nationwide. The app is seamlessly integrated with EkStep's innovative Genie app, a platform to create, share and distribute free, community sourced educational content for primary school children.

Currently in Beta, the app allows users to:



Explore and download free educational content



Create and manage multiple users (and group) profiles



Consume interactive audio-visual content



Use the app in English, Hindi and Kannada, with more Indian languages coming soon

Filament Games is an award-winning game production studio that focuses exclusively on digital learning.

- ✓ Immersive games and simulations
- ✓ High in efficacy and engagement
- ✓ Over 100 projects globally
- ✓ Any subject area and age group
- ✓ Data-driven insights and assessments
- ✓ LMS Integration
- ✓ For PC, Tablets, Smart Phones, AR, VR
- ✓ Clients retain full IP rights