

We've done extensive research and have answers to why our product is needed in a summarized format below:

The Problem: Teachers want an engaging way to help educate their students. Students get bored in class, regular ways to learn aren't that fun (ex: here's a problem set. go do it.). Most educational games out there aren't tailored specifically to what the teachers want to teach, so they aren't used in classes. There is also an issue with quantity - the games are usually tailored to very specific areas, nowhere near coverage of any curriculum. There might be complete coverage across multiple games, but it's not worth it for teachers to learn a dozen new systems.

The Idea: EduGames allows teachers to create games for students tailored to their own custom curriculum. These games can be created using game templates online. They select a game template, fill in the blanks (whether that be images, questions, etc), and hit submit. Quick and simple. Each game they create is automatically added to their student's game list. These games will be multiplayer and tailored to exactly what the teacher wants.

Making it Social: Teachers can share different games with each other and modify those games.

Evidence that suggests the idea will work:

Games made social are always more fun. We know competition makes things a little more addicting. We can take a look at companies like Zynga that haven't done anything innovative with the game itself (ex: Words with Friends, popular rendition of Scrabble), but by making it social, they've gained a huge userbase. People like studying with their friends. People like playing games with their friends. Combine the two and you have gold.

Also, competition can make things a little more *addicting*.

Kids like being awarded/recognized for their achievements - thus, we gamify the experience even further with a profile! Students can earn badges for playing x amount of games, winning, being the most improved, etc. It brings incentive to do well as they continue to strive for more. Also, teachers try to do this anyways - usually not well. Ex: In Lucy's AP World/Gov class, the class split into teams to play jeopardy to study for exams. It got competitive and was much more engaging than a regular review session. Our application allows easy support for everyone to play at once, and thus, more class participation.