



DIA



Mentalyse: Learn through Fun!

Catalyst Reporting Doc

Reporting ID: 800238
Nation Building Dapps (F8)

December

- Continue research on training ourselves on gaming languages such as unity
- Functional library to implement

In the next 30 days we will continue working on white paper, and continue our training in game development.

November

This month we switch our attention to looking at the best technical tools we will use to implement our solution:

- We attended the [SMCON23](#) in Buea Cameroon to connect with expert architect in the gaming, and mixed reality fields and discuss lengthy how these latest could be integrated into our application
- We refine our specification documents in light of the new information we acquired

For the next 30 days, we will be diving deep into mixed realities and also we will continue refining our game scenarios.

October

This month we focused on elaborating our last game which relates to the concept of money. As mentioned in our previous report, we attended a 3 hour conference with our subject expert matter on the topic and translated that knowledge [here](#).

"Money (Newly added - Structure completed in october)"

We continued running our governance workshops which gave us more elements to elaborate the Zinga path of our game.



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Next month we will start work on consolidating all our research and founding so that we could then refine it to specific game scenarii.

September

This month was centered around 4 topics which translated into a continued research report on game journey. First draft, version 0 [here](#) red section as highlighted below are newly added information

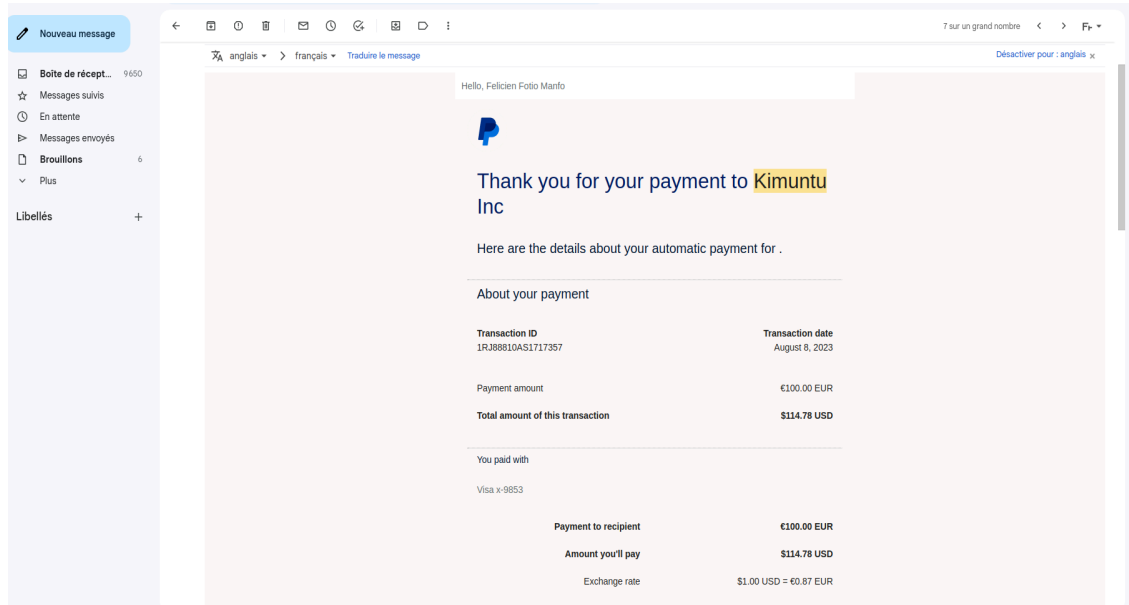
1. Introduction to game theory by exploring the books we got last month on this subject to paint the big picture of the project. The goal was to make some key architectural and technical decisions before starting the implementation. We plan to wrap this phase up by the end september.
2. Securing our spot at three upcoming virtual conferences ([End Sept.](#), [Mid Oct.](#) and [End Oct. 2023](#)) geared toward the concept of Money for kids that will be featuring 30 specific ancestral games. This was the fruit of a great collaboration with our Partner Kimuntu Initiatique School. **The section for game related to money was added to our initial draft** and will be extended once all conferenced are done
Here the links to the first two conferences receipts
 - [Receipt one](#)
 - [Receipt two](#)
3. We started working on our game strategy that focused on how we could extend it to be a nation game and eventually a classic. Please see additional information in the Attached report in the section **Game strategy**
4. Launched our governance workshop in collaboration with Wada on the 14 of September 2023. The main goal here being to finalize our own organizational structure, but also to share and consolidate our findings on the master of governance seen from African lenses. This will naturally lead us to gather enough elements and feedback for the **Zinga Path** of our game (First workshop slides for the first session [here](#))

August

- Continued research report on game journey. First draft, version 0 [here](#)
- Main focus was on the **Mpanzu path** of the game
- Continue collaboration with the Kimuntu school through the Ki-Ntuni training



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- Identified specific games under the following categories
 - Computers Science without computers
 - Microbiology
- Started describing games pedagogical contents
- Purchased books related to game programming architecture

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
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July

- Consolidated research report on game journey. First draft, version 0 [here](#)
- Sketched out game “tree” to put lessons into games and monetize

June

- Spoke with Ntumwa (SME) regarding content for Mentalyse platform
- The content is the biggest aspect of what we are creating and it needs to be done right
- His content was not yet ready to share but we expect it to be ready next month
- Started summer camps but cultural activities will start next month

May

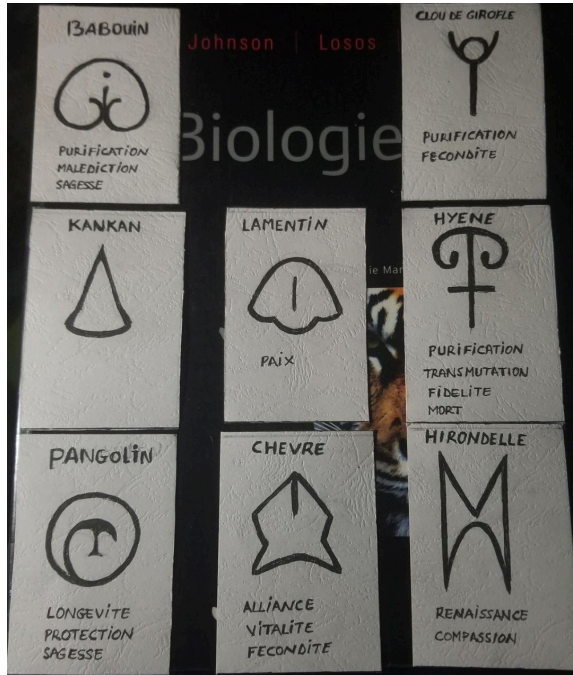
- Summer camps starting next month!
 - We are organizing a variety of Agricultural, and cultural activities with the youth to promote our applications being developed
 - [Summer camp planning doc](#)
- The cultural activities continue at the Ufulu Panafrican Library. They prepared a traditional Cameroonian dish and talked about they symbolism behind it
- The card game continues to develop. The missing piece is formally writing up the instructions for the game. Lower levels have been completed (matching symbols, and matching name to symbol) but the higher levels of the game still need to be finalized.

April

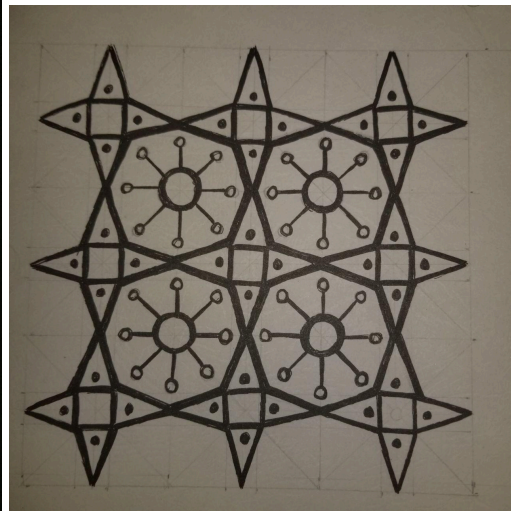
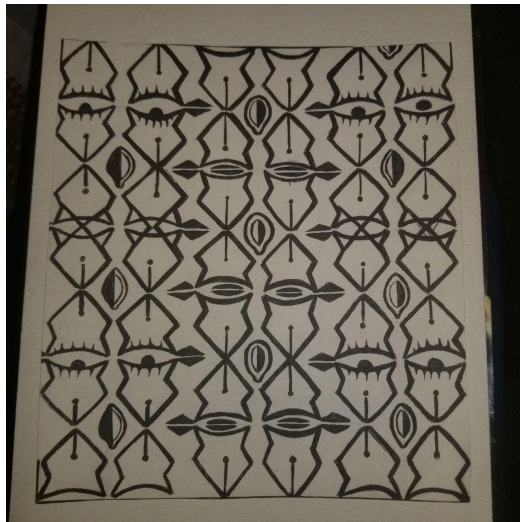
- Our team moved forward with a new category of symbols they have been working on.
- They are using them to create card games for the youth.
- Here is a prototype of the card game we are designing. The purpose is to teach the kids about the elements of their environment and how to use them. The symbols are new symbols we designed for the purpose but also for textile design.



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- Games on textile design will be done as a way of teaching geometry here are some examples:

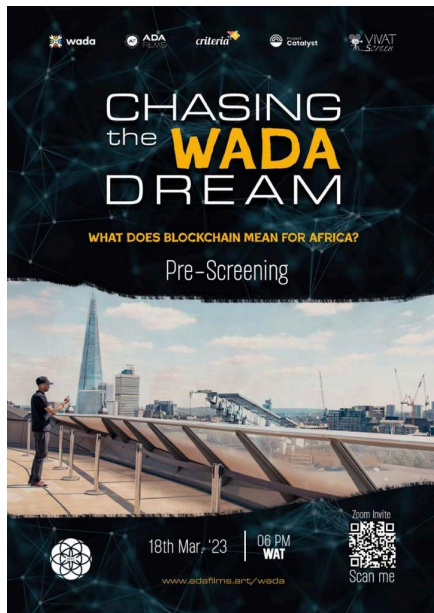


March

- Ki-Ntuni training continues
- We are very excited about the newly finished Wada documentary "Chasing the Wada Dream." We hosted a local pre screening held in various Wada hubs. This film showcases some of the cultural work we have been doing with the Ufulu Library and we were finally able to give some visibility.



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- The activities at the Panafrican library continue (this is a starting point for curating the content that will go on our platform). One of the activities this month was about the power of thought. The kids took two jars of rice. One they told they loved every day, the other that they hated. They observed the two jars to see if their thoughts had any affect on the rice.



February

- One of our members has started his Ki-ntuni training which addresses the fundamentals of learning within the ancestral teaching context. We will use these principles in the content that goes into the app
- DITC interns are done with architecture module of training



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- Each intern has been assigned one or two projects to (under supervision) architects themselves. The goal for the next 3 months is to have a complete architecture of the system that takes the blockchain components into consideration

January

- DITC Interns are done with first module of Haskell training and are now officially advancing to the architecture module of training and will start soon to work on the architecture and implementation of this project

December

- Not much this month as we took a break for end of year reflection
- Hosted end of year party to motivate our interns for all their hard work this year



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November

- Hosted a Cardano Summit event in Douala at our hub. Day 1 we targeted our interns and other university students, but day 2 we ut into practice some of the games we have been considering as “learning through fun.” We implemented several sorting games with children K-9.



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- Sadly our collaboration with Philippe Omotunde will not be possible due to his untimely demise this month. Although we know that it will no longer be possible to collaborate with him, we will continue to be inspired by his work and will continue our work in perpetuating African culture and history in his honor.

October

- One of our team members met with Philippe Omotunde at a conference in Yaounde (this was a significant step for us towards settling down with content expert)



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- Approved to host Cardano Summit event where we are planning an event incorporating learning through fun for all ages. This will be an occasion to trial some of the learning games we have been planning with people in our community.

September

- Introduced another aspect of what we are working on with our interns (primarily learning Haskell)
- Hosted a cultural event with the Ufulu Library here in our hub
- Posted previous conference to our YouTube



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August

- Second event in the end of July with the cultural center went well
- We were able to film this time, footage is being edited and will be uploaded to our YouTube



July

- Event with cultural center to announce partnership and give overview of Wada/ DITC and project Catalyst was a success although there were some minor setbacks. We were not able to record the event due to weather
- Collaborating on next event at the end of July





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June

- Intern training program launched June 1
- Practice in Haskell will be geared towards this project and others by the Cameroon Hub.
- Partnership with Ufulu Panafrican Cultural Center and Library to be announced at their next event June 30
- June 30 presentation will include:
 - announcement of partnership
 - outline of Cardano
 - specific use case examples such as this project and future projects submitting in fund 9

