Mentalyse: Learn through fun

Close-out Report

A. Name of project and Project URL on Ideascale/Fund

[Mentalyse: Learn through fun](#)
800238

B. Name of project manager

Felicien FOTIO MANFO

C. Date project started

May 2022

D. Date project completed

July 2024

E. List of challenge KPIs and how the project addressed them

Participation of Cardano's Local Community Centers

This app was developed through a Cardano local community center (Wada Cameroon Hub). We believe it is an important factor to have included the local team in the implementation, although outsourcing developers could have helped us to develop faster, our approach was more beneficial to growing Cardano's presence in Cameroon. In addition we created a use case that will be relevant to the local Cameroonian community which will also encourage participation in Cardano.

Proposers lead time on field research, Dapp development and implementation

Although the total time spent to implement this project was lengthy we learned a lot from the process and were able to develop a prototype for a gaming and e-learning platform. The part that took the most time was the field research, which was much more than anticipated as we uncovered more and more information.

Dapps impact on social/financial inclusion

"Financial inclusion aims to improve access to financial products for everyone, regardless of their situation. What most people suffering from financial exclusion lack is education on the subject." This app is all about education and onboarding as a background focus of the platform.

F. List of project KPIs and how the project addressed them

Research documentation created

Our research predominantly revolved around three key resources:

Initially, the [Kimuntu Initiatory School](#) provided us with a valuable paradigm and framework to validate our concept of integrating learning with enjoyment. By immersing members of our project team in various initiatory journeys, we gained the tools and experiences necessary to enhance the prototyping of Mentalyse.

Subsequently, the [Food Soil Web](#) community became an essential resource on our research journey. They supplied us with vital documentation and knowledge that we utilized to outline game scenarios within the realms of microbiology and regenerative farming practices.

The third crucial resource was the [Unplugged Computer Science](#) group, which equipped us with the necessary tools to design and conceptualize games where children simulate computer processes. This approach was implemented offline during the development of our application. Additionally, at Cardano-related events like the Cardano Summit, we experimented with a hands-on method to teach computer programming techniques in a technology-free environment. For instance, we conducted activities such as a [sorting network](#) practice session with young participants at our local Cardano Summit in 2022.

Lastly, we leveraged [The Relative Theory of Money](#), during our research journey, which offered a groundbreaking perspective on money creation.

The research was enriched by the contributions of various esteemed authors from our era. Here are some of the most influential voices that have shaped our research:

- Cheikh Anta Diop was born on December 29, 1923 (and died on February 7, 1986) in the village of Caytou in Senegal. He devoted his life to demonstrating the contribution of Africa, and Black Africa in particular, to world culture and civilization through the Egyptian-Nubian civilization.
- Amit Goswami: Quantum physicist and author of "The Self-Aware Universe", where he proposes an integrated vision of consciousness and quantum physics.
- Bruce Lipton: Cell biologist and author of "The Biology of Belief", where he discusses how our thoughts and beliefs influence our biology and how this can be understood through quantum physics.
- David Bohm: Theoretical physicist and philosopher, known for his work on the holistic interpretation of quantum physics, notably in his book "Wholeness and the Implicate Order".
- Deepak Chopra: Author of numerous books fusing science, medicine and spirituality, including "How to Know God" and "Quantum Healing".
- Fred Alan Wolf: Physicist and author of "The Yoga of Time Travel" and "Mind into Matter", in which he explores the links between quantum physics and spirituality.

- Gregg Braden: Author and lecturer who explores the convergence between modern science and ancient wisdom, with books such as "The Divine Matrix".
- Joe Dispenza: Known for his books "Breaking the Habit of Being Yourself" and "Becoming Supernatural", in which he explores neuroplasticity and quantum physics in the context of healing and personal development.
- Jacqueline Bousquet: Author and researcher who explores the links between quantum physics, consciousness and spirituality, notably in her books on quantum biology and universal consciousness.
- Karl Pribram: Neuropsychologist known for his work on the theory of holographic memory, which links brain processes to quantum physics concepts, notably in his books "Languages of the Brain".
- Luc Bodin: Physician, specialist in natural medicines, and author of books such as "Energy Medicine" and "The 3 Keys to Health", in which he explores the links between energy, healing and quantum physics.
- Lynne McTaggart: Author of "The Field" and "The Intention Experiment", which explores the concept of the collective consciousness field and its link with quantum physics.
- Serge Boutboul: Author and trainer in the development of spiritual and energetic capacities, known for his books such as "Développez vos facultés psychiques et spirituelles" and "Voyance et perceptions subtiles".

All the notes, write-ups, and reports of this lengthy research are consolidated in this [document](#).

Scientific papers (White papers)

We have shared reports on Google Drive that link all the specification and analysis documents to meet the white paper requirement. For each of the five initial games, we have developed a detailed scientific paper that delves into both the mathematical and logical aspects of the game, as well as its pedagogical objectives. You can access all the documents here:

- [Kikembo](#)(Money: Conscious Economy)
- [Basinsu Ntu](#) (Languages: Memory / Symbols)
- [Basinsu Tadi](#) (Languages: Words / Symbols,)
- [Basinsu Puzzle](#) (Languages: Words / Symbols,)
- [Kisalu Mbu](#) (Community: Collaboration/ Cooperation,)

Youtube channel & E-learning platform

For the first iteration, we created a YouTube channel where we have published and will be publishing more content related to the theory (Math), the pedagogy (Objective) and the practical example play (Immersion) of our games. This Youtube channel will also serve as a live streaming place that incorporates Q&A in order to dive deep into the meaning of each game and the potential positive impact it could bring about. The YouTube Channel is accessible [here](#).

Concurrent activities were conducted during our research journey to either confirm or challenge our findings. These activities encompassed camp workshops on our farm and spiritual exercises exploring the influence of our thoughts, emotions, and feelings at the Ufulu Panafrican Library. Additional information can be accessed [here](#).

Web Prototype

As outlined in our change request, we have successfully developed a web prototype that demonstrates the environment in which all games will take place. While we have implemented one game, the primary focus of this prototype game was to emphasize the overarching context of Mentalyse that will be consistent across all games on the platform. Our pedagogical objectives were aligned with the following key aspects:

- Morality & Spirituality
- Language & Identity
- Money & Sovereignty
- Time management
- Collaboration / Competition

To access the prototype, please click [here](#)

G. Key achievements (in particular around collaboration and engagement)

- Trained our in house developers in Haskell, Plutus, and Elm and worked with them to design and implement the App
- Start initiatory journeys from which we got inspiration and material to better elaborate our concepts and ideas.
- Ran several workshops especially through vacations camps for all ages (two main sessions, 1 for youth and 1 for young adults). All including multiple games that are part of these deliverable
- Implemented a very simple model prototype that displays the context in which all games will be played at some point.
- Discover a groundbreaking money creation protocol together with a game to experiment and navigate through it.

H. Key learnings

- Although we had a concept, a lot more work than anticipated was needed to grasp the domain we were working with.

- Slow and steady is the way to go. We are happy with our approach (In house trained devs through internships), although it took longer than we had planned, we were able to set a solid foundation for this app and leverage our in-house trained devs to build a prototype.
- Although for some of our past projects Hydra did not seem to be the solution. We confirmed that Hydra will be central to Mentalyse as its model fits perfectly that of competitive / collaborative and gambling games whose parameters are usually known at the beginning.

I. Next steps for the product or service developed

- Implement an MVP for 3 - 4 more games
- Seek next round of funding to properly finish implementing the platform
- Run marketing and advertising campaigns across Cameroon, then Africa
- Extend Mentalyse to more games

J. Final thoughts/comments

We are delighted to have achieved this milestone, and we owe our success to the support of the Cardano community. We eagerly anticipate future funding opportunities to not only finalize the development of our app into a fully operational product but also to expand its capabilities.

K. Links to other relevant project sources or documents. Please also include a link to your video here.

Below are links to extra documentation / video produced throughout the lifespan of the project as well as a close out video and the prototype link.
- [Close out video](#)
- [Close out slides](#)
- [Prototype demo (EN)](#)
- [Prototype demo (FR)](#)
- [Prototype link](#)
- [Monthly report](#)