



Digital platform for conducting and developing educational games

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The essence of the project

The Igron-service platform is designed to develop educational games, it helps the authors of games and game courses to transfer their methods online using a **no-code interface**



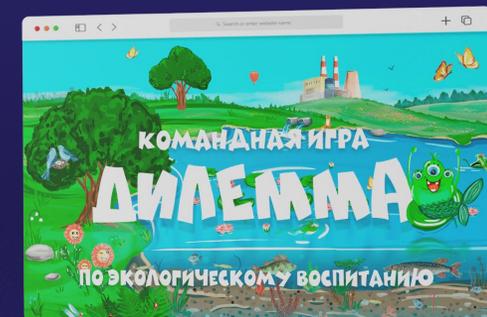
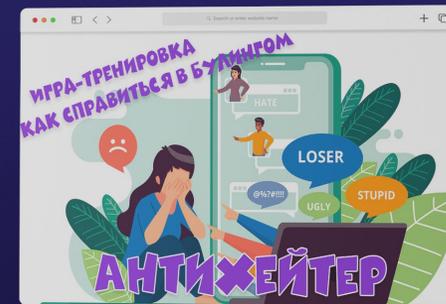
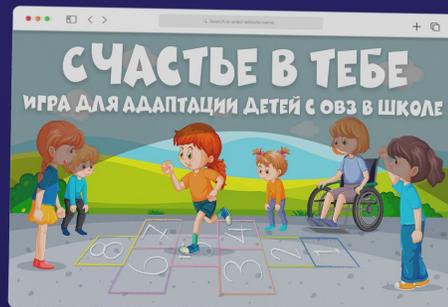
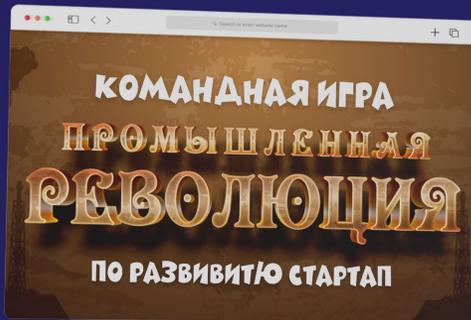
Goals and relevance of the project

1. Increase involvement in educational and social projects with the help of gamification on the platform for the development of educational online games "Igron - service".

- teaching;
- youth;
- volunteer;
- social support;
- educational;
- psychological support;

2. Reduce the time and budget of the authors of teaching methods to create online versions.

- countering violence;
- environmental protection;
- rehabilitation;
- local history;
- financial literacy;
- social entrepreneurship.



The problem that the "IgroN-service" solves

Relevance:

Gamification - increases the income of training companies by 15-20%.

Problem:

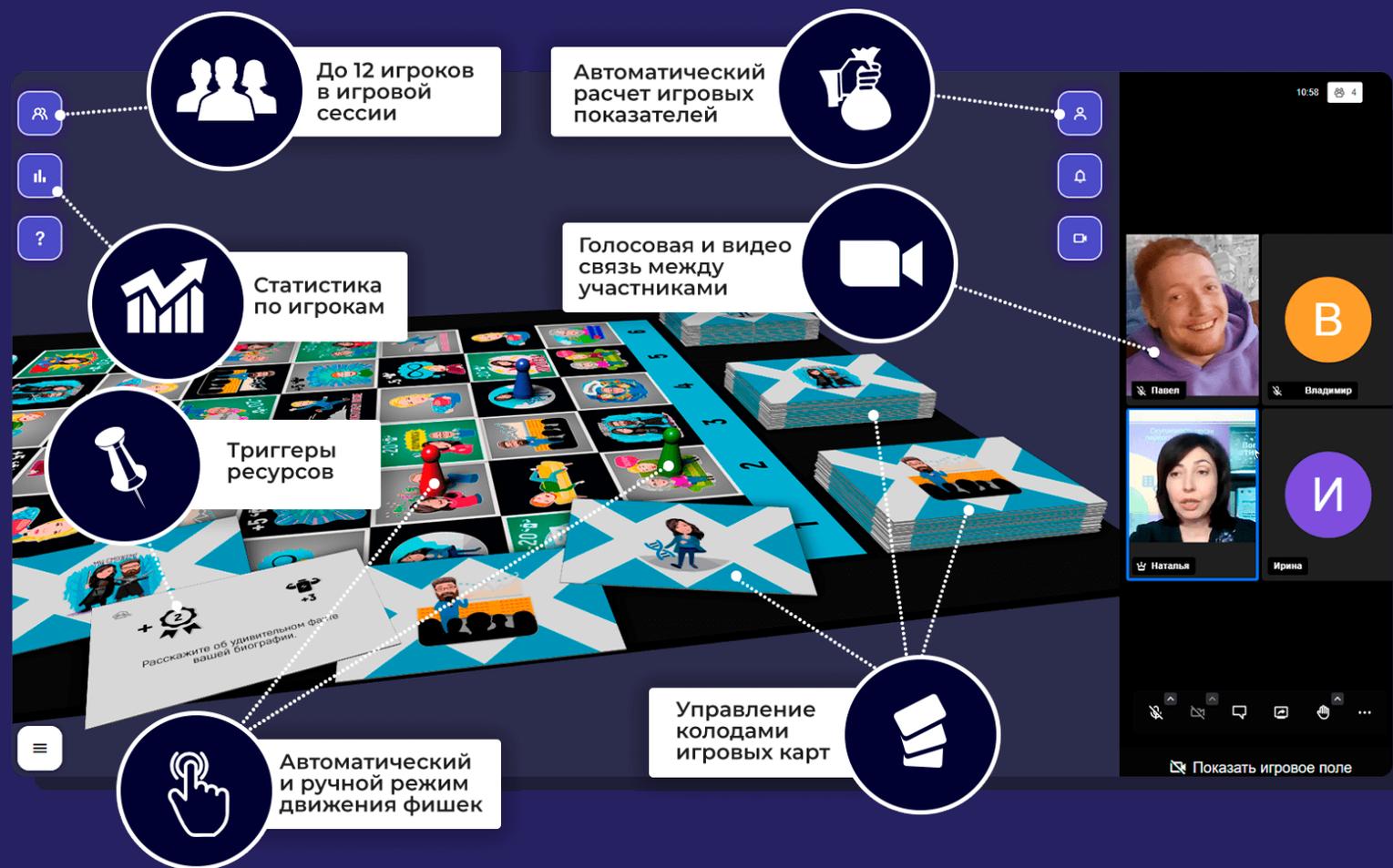
Insufficient number of tools for translating game methods online.

Game authors use 3 options:

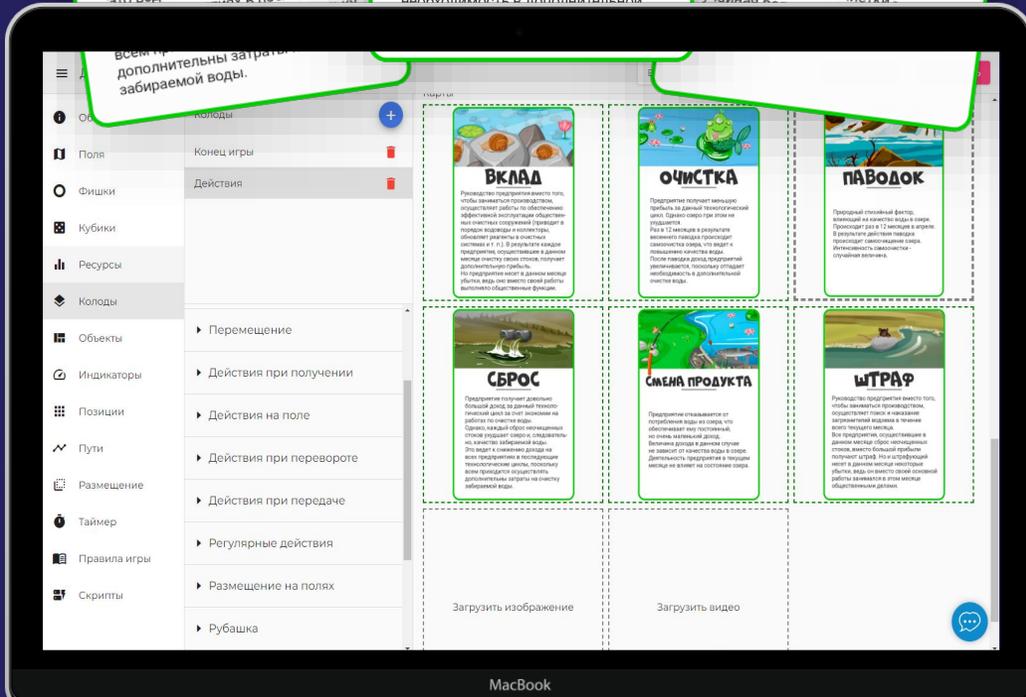
1 **To order according to technical task.**
Losses:
The cost of developing a multiplayer game starts from 100.000 EUR.

2 **Independence**
Game authors will have to connect 5 services.
Losses:
Clients are insecure PC users.
- 30% profit

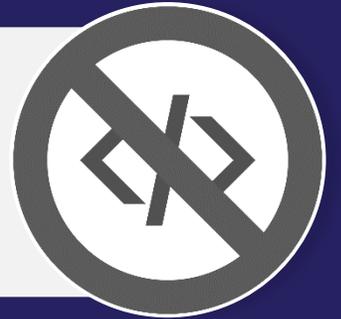
3 **Similar services**
Knowledge of programming languages is required.
Losses:
rejection of automation
- 20%



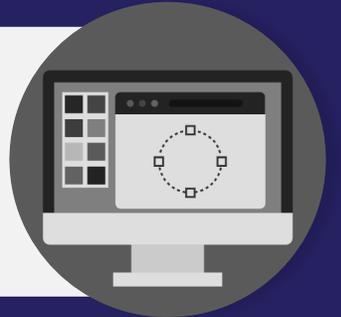
“IgroN-service” is a platform that:



Without programming knowledge collect your game



“One window” to work through an intuitive interface



Friendly technical support



On "IgroN - service" they play for:

Teaching children and adults

Increase staff efficiency

Advice on vital matters

Adaptation to new living conditions



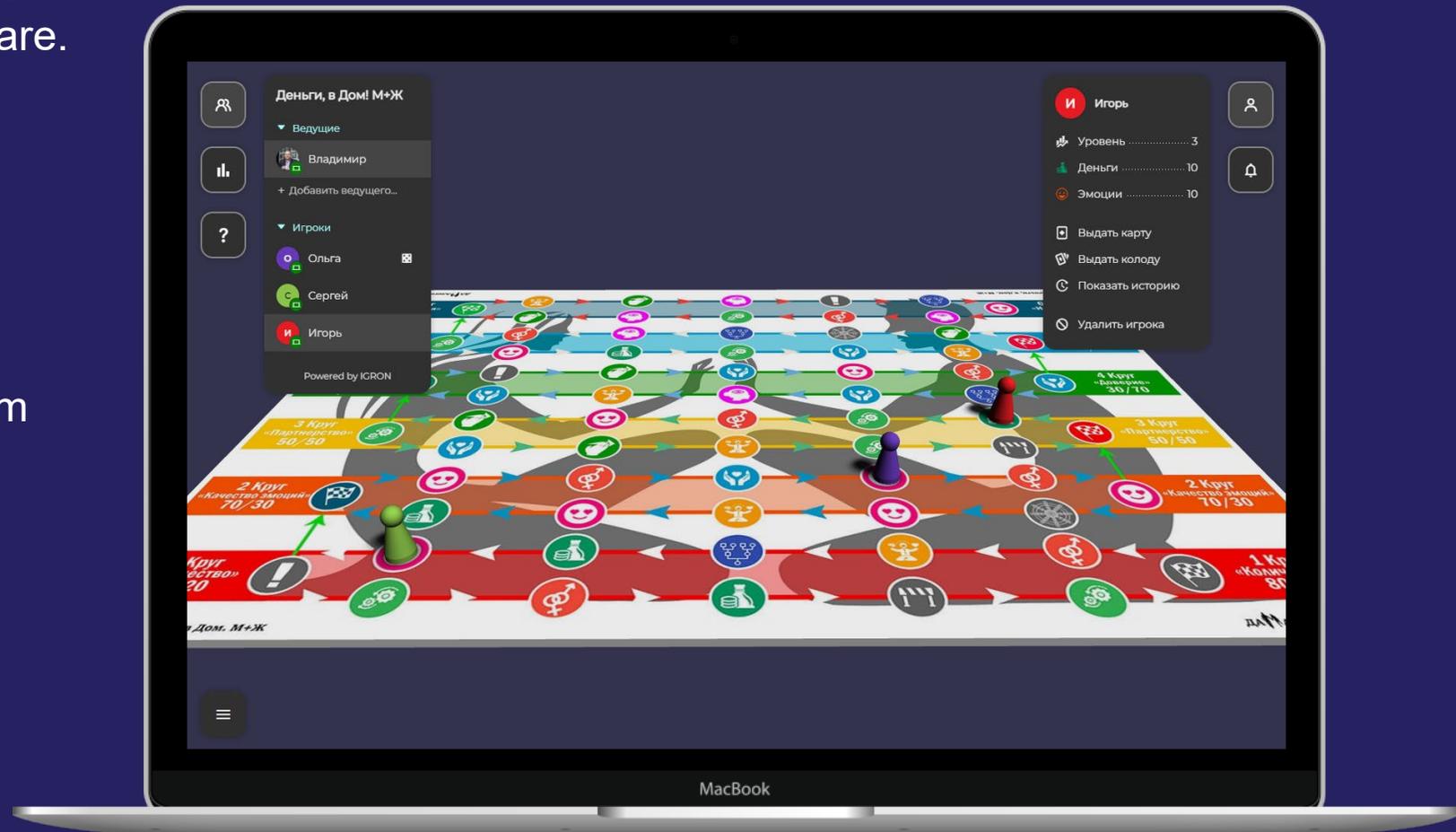
On the "IgroN - service" platform it is possible to develop:

- Board games with a playing field, chips, action or task cards.
- Business simulations, games with composite (tiles).
- Card games. Players can exchange cards, place on a common table.



Features of the constructor

- The game does not require the installation of additional software.
- Cloud solution eliminates the compatibility issue of the Operating System.
- Automation of the game removes some of the load from the coach during the session, which increases the effectiveness of training.
- The host does not need to monitor compliance with the rules and scoring.



Built-in video communication in the game table

The image shows a game interface with a video call overlay. The game interface features a character in a lab coat holding a tablet, with various ability cards and a chat window. The video call shows a woman speaking, with a list of participants on the right and a chat window at the bottom.

Game Interface:

- Character: A man with glasses and a white lab coat holding a tablet.
- Ability Cards:
 - Отношение к людям (Relationship with people) - Card with a red heart.
 - Суперспособность (Superpower) - Card with a blue robot head.
 - Предназначение (Destiny) - Card with a blue robot hand.
- Ability Descriptions:
 - Подарение. В каждом видит шпиона (Gift. In each sees a spy).
 - Обезвораживает все вокруг себя на расстоянии 5м (Disarms everything around you within 5m).
- Chat Window: "Чат" (Chat) with messages: "Всем привет)", "Слышу всех отлично!", "Готов к игре".

Video Call Interface:

- Room Name: "Киборг (1)".
- Participants: List of participants including "Владимир (Вы) Модератор".
- Video Feed: A woman speaking.
- Chat Window: "Чат" with messages: "Всем привет)", "Слышу всех отлично!", "Готов к игре".
- Bottom Bar: "Показать игровое поле" (Show game field).

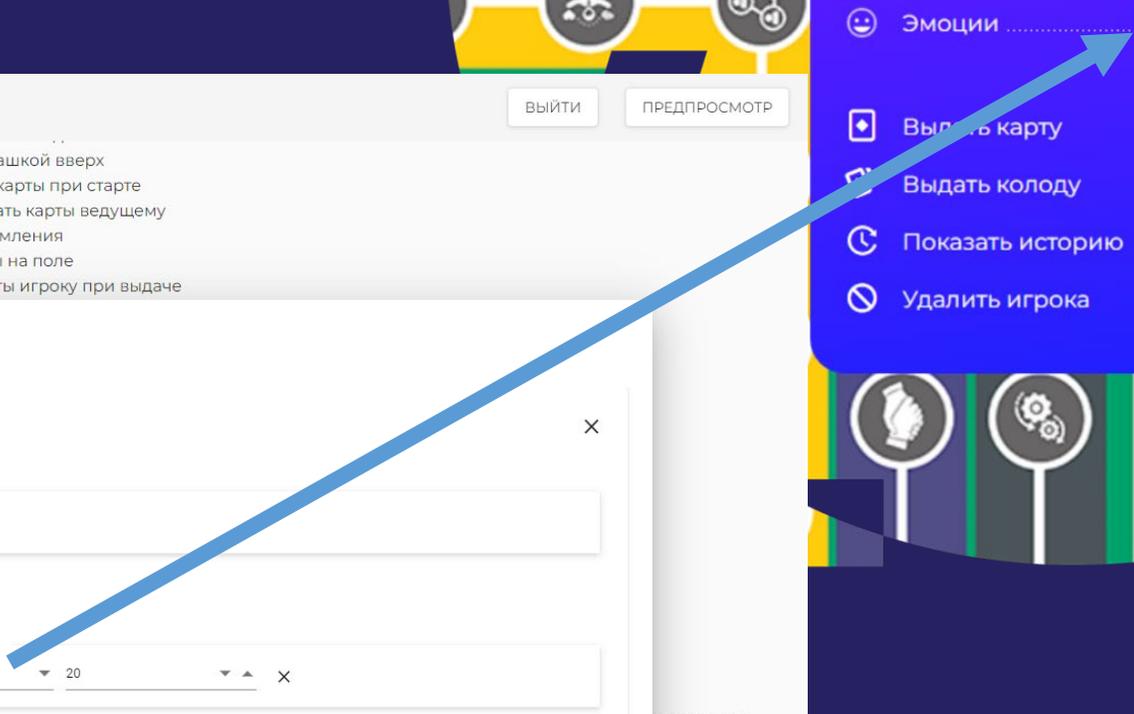
Constructor features

The developer puts as many indicators into the content of the game as required in the methodology.

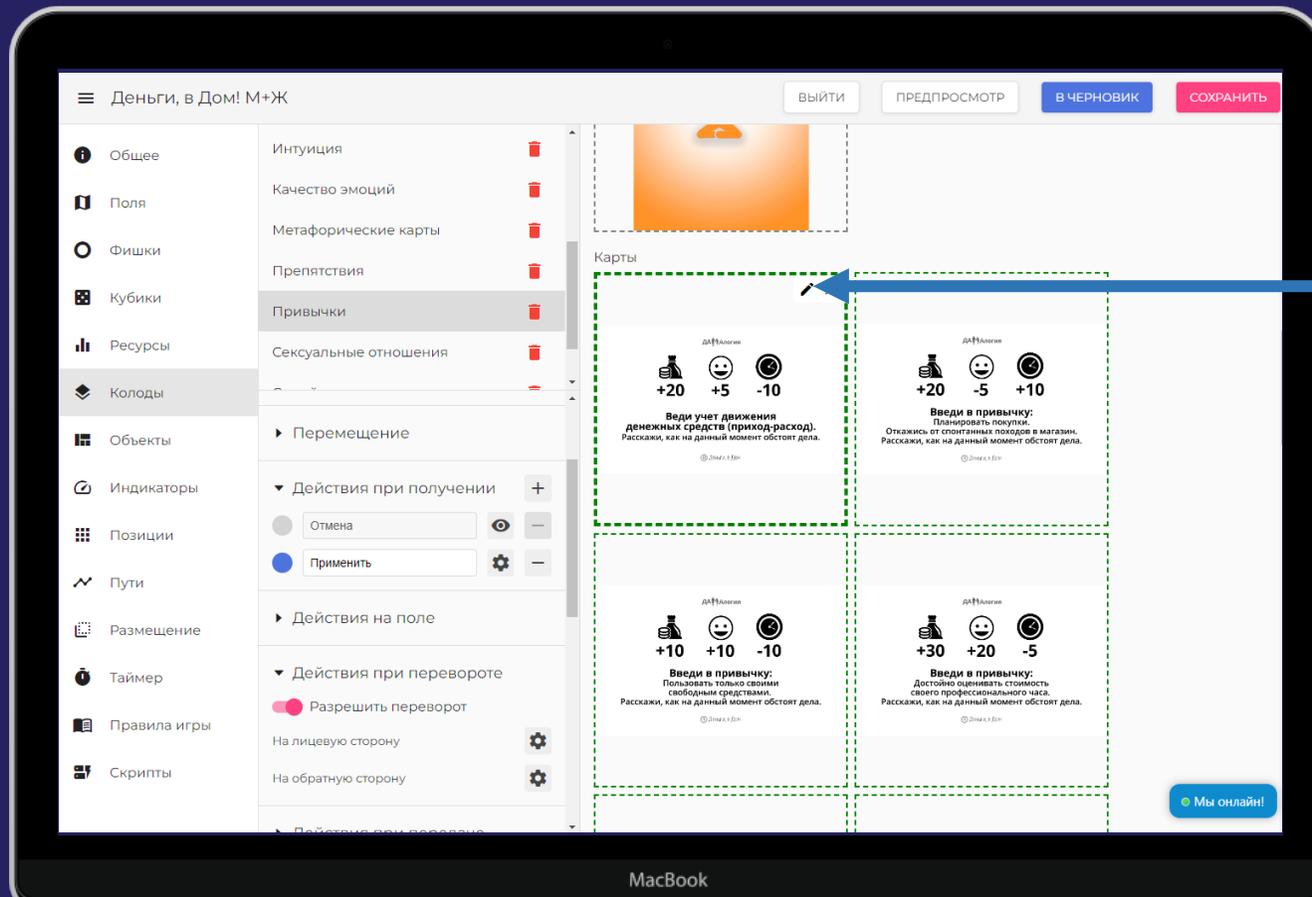


A screenshot of a software interface for creating a game template. The main window is titled 'шаблона игры «Вопрос Мотивации»'. It features a settings panel on the left with sections for 'Колоды', 'Вопрос', and 'Ответ'. A central 'Редактор событий' (Event Editor) window is open, showing a configuration for an event. The 'Условие' (Condition) section has a dropdown menu set to 'Выберите поле' (Select field). The 'Действия' (Actions) section has a dropdown menu set to 'Эмоции' (Emotions) and a value of '20'. Below the editor are buttons for 'ОТКАЗАТЬСЯ' (Cancel), 'ПРИМЕНИТЬ' (Apply), and 'ОТМЕНА' (Undo). At the bottom, there are options for 'Регулярное изменение ресурсов' (Regular resource change) and 'Выдавать в начале игры' (Deal at the start of the game).

A vertical sidebar for a player named 'Владимир' (Vladimir). It shows a list of game statistics: 'Время' (Time) at 0, 'Деньги' (Money) at 10, and 'Эмоции' (Emotions) at 20. Below the statistics are several action buttons: 'Выдать карту' (Deal card), 'Выдать колоду' (Deal deck), 'Показать историю' (Show history), and 'Удалить игрока' (Remove player). The sidebar has a blue background and a green header with the player's name and a green circle containing the letter 'В'.



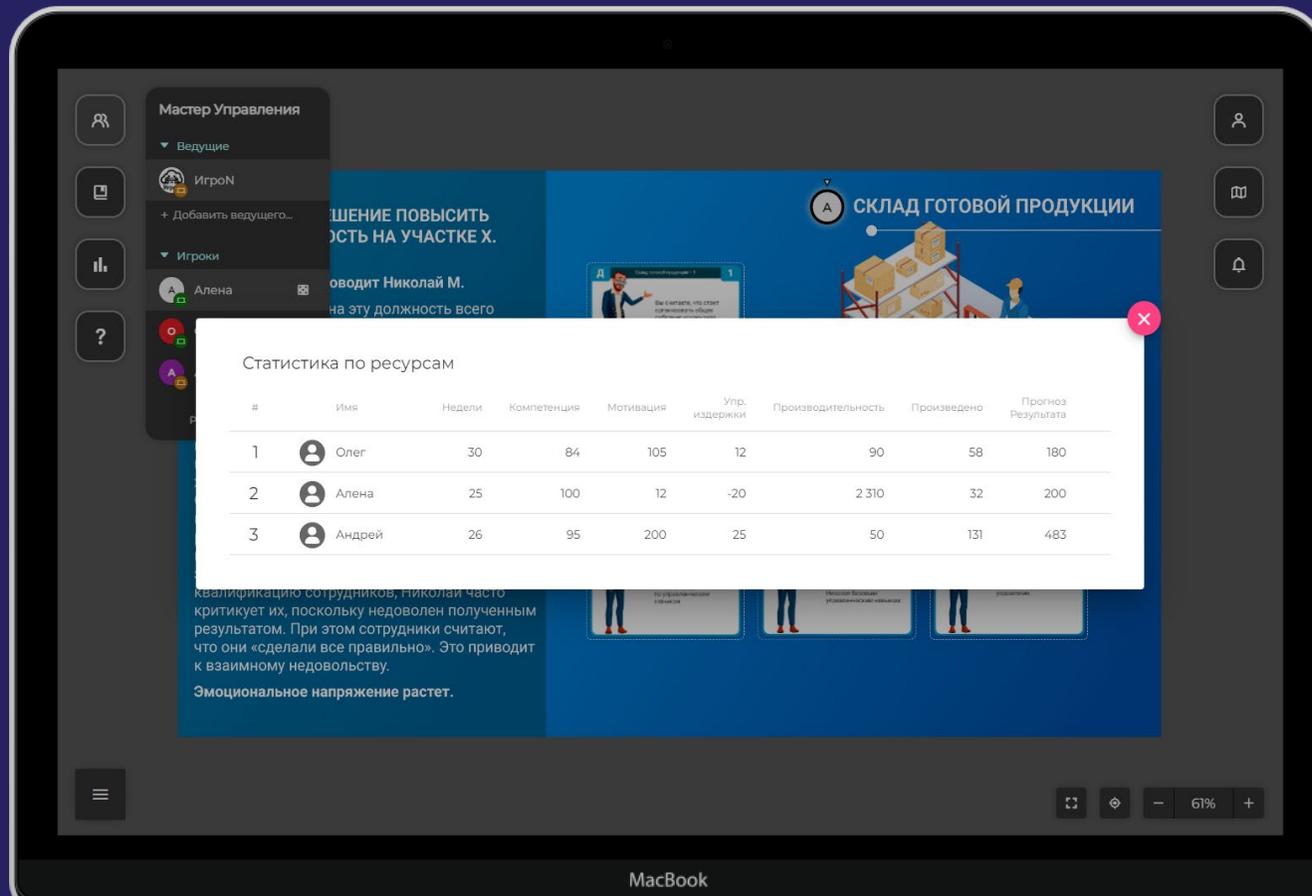
Constructor features



- The developer independently adjusts the content of the game if necessary.
- Replacing cards will take 2-3 minutes.

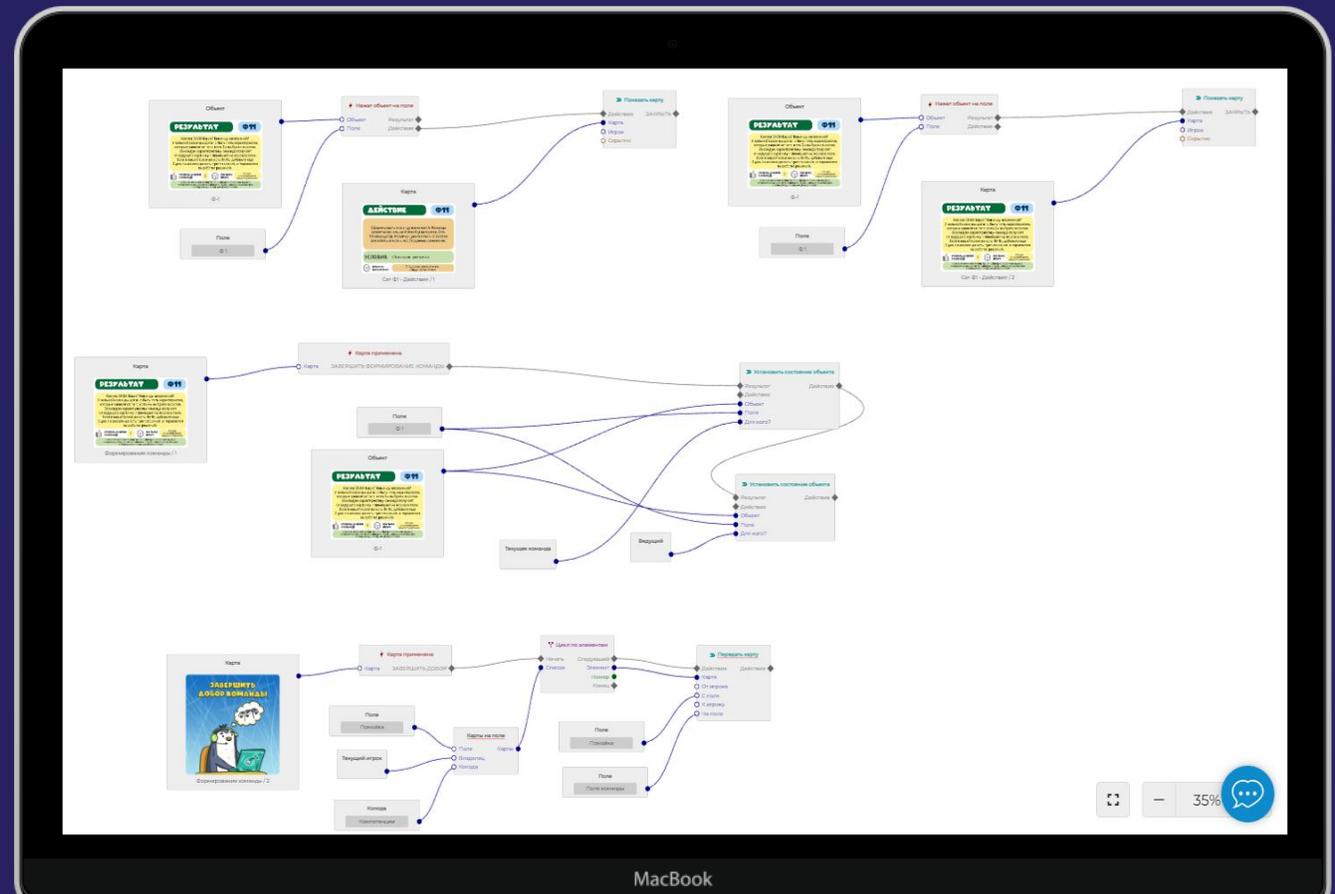
Constructor features

- During the session, a rating of participants is formed according to game indicators / points.



Technical solutions

Own visual script editor:
Allows you to create multiplayer games without knowledge of programming languages and principles of distributed systems.



Hybrid format - safety in face-to-face events

Players gather at a real gaming table, the game is broadcast on mobile devices

Seating according to sanitary standards ●

No need for disinfection of game material ●

Teamwork ●



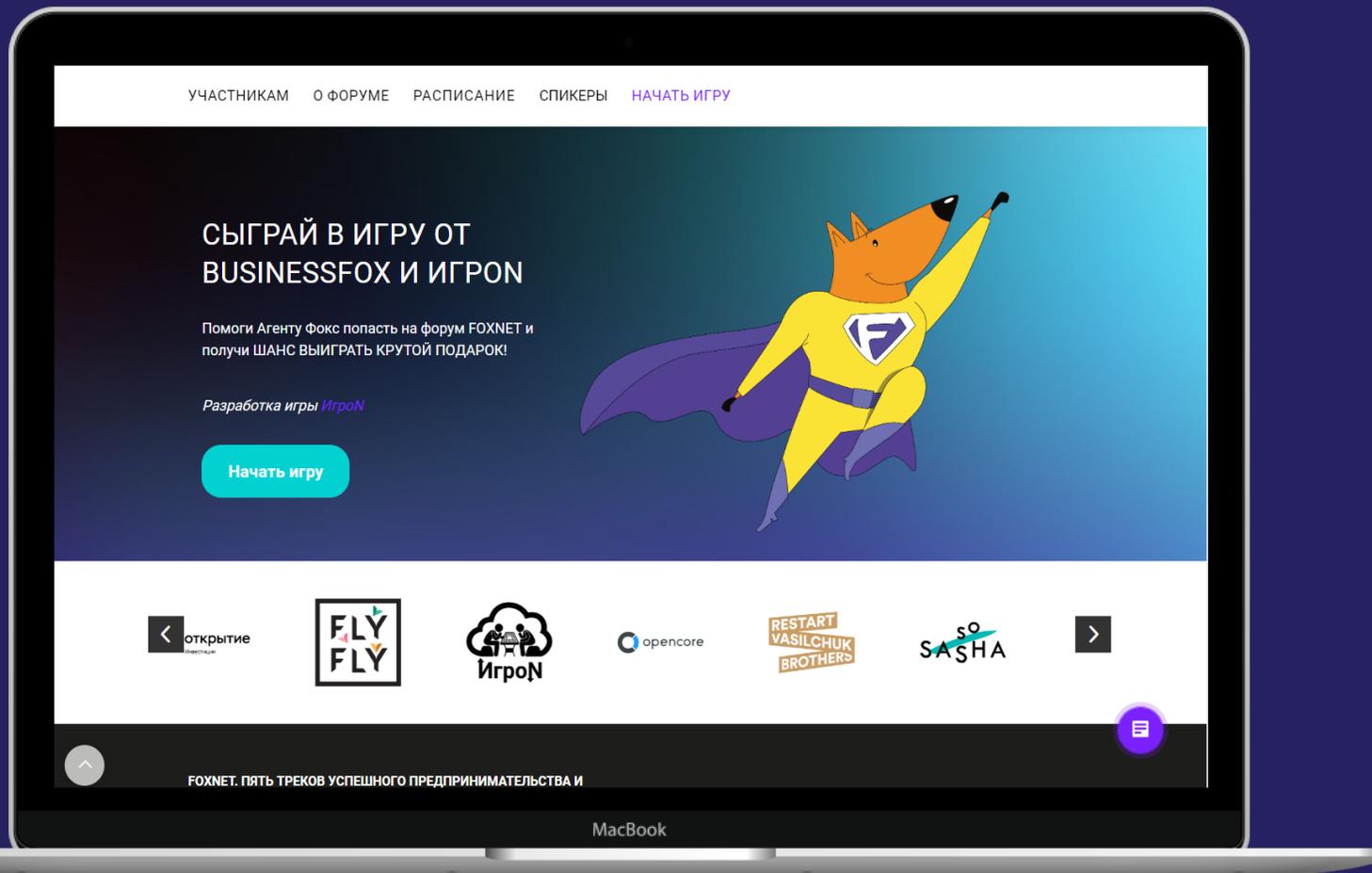
The target audience

1. Authors of games:

- teaching
- psychological
- marketing

2. Educational organizations

3. Organizers of forums and festivals



Competitive advantage – specialization in educational games



Competitive gaming platforms
focused on entertainment
content

Statistics

Game authors

640

Platform game templates

1944

Registered users

6527

РОССИЙСКАЯ ФЕДЕРАЦИЯ



СВИДЕТЕЛЬСТВО

о государственной регистрации программы для ЭВМ

№ 2022614689

Программа для симуляции настольных игр ИгроN-сервис

Правообладатель: *Кошлякова Наталья Валерьевна (RU)*

Авторы: *Кошлякова Наталья Валерьевна (RU), Бунов Владимир Евгеньевич (RU)*

Заявка № 2022613456
Дата поступления 15 марта 2022 г.
Дата государственной регистрации
в Реестре программы для ЭВМ 24 марта 2022 г.



Руководитель Федеральной службы
по интеллектуальной собственности

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Сертификат 8884806775, № 00010184002414545c7
Полномочия: Руководитель Сервиса
Действителен с 01.01.2022 по 28.03.2023

Ю.С. Зубов

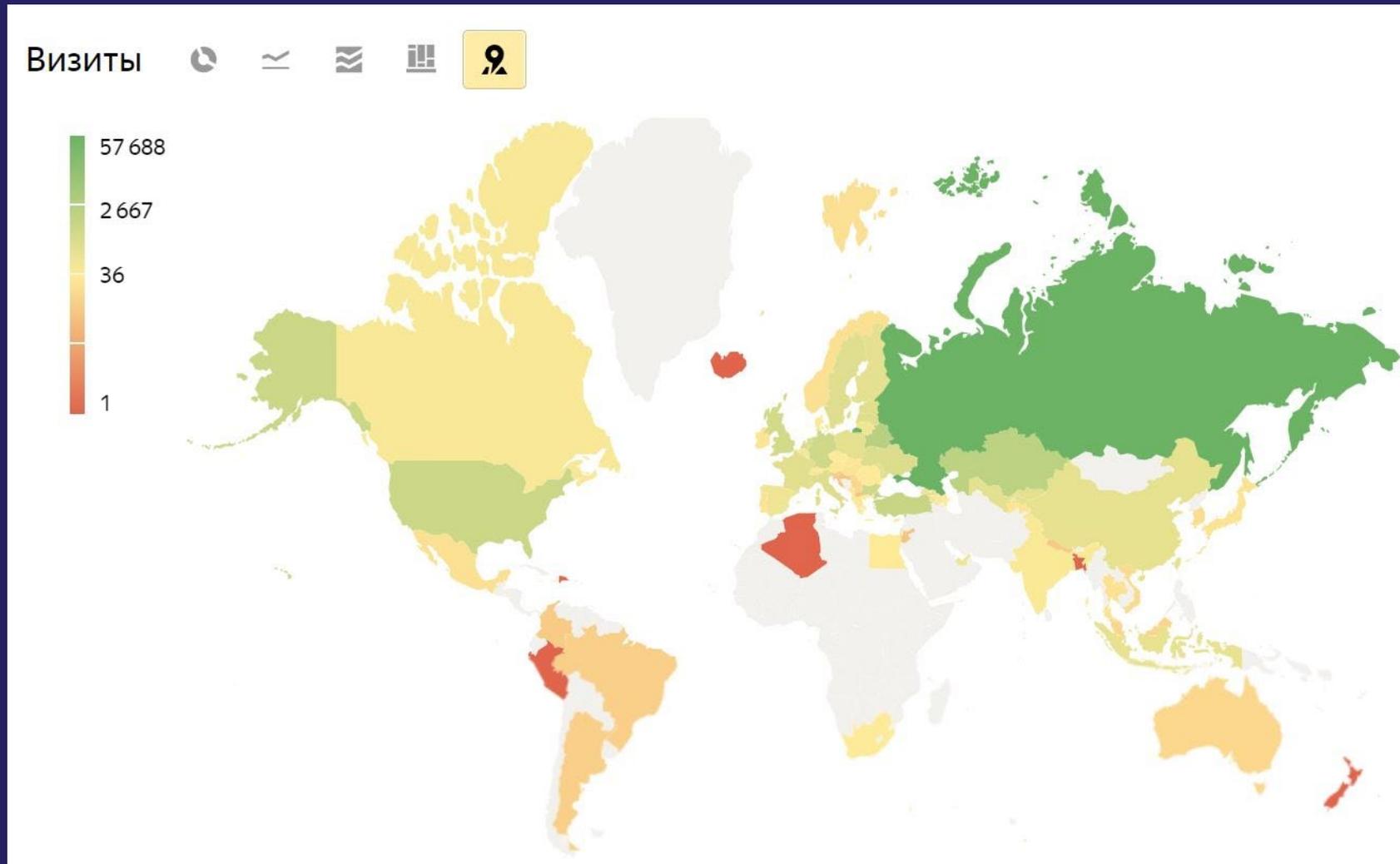
Stakeholders



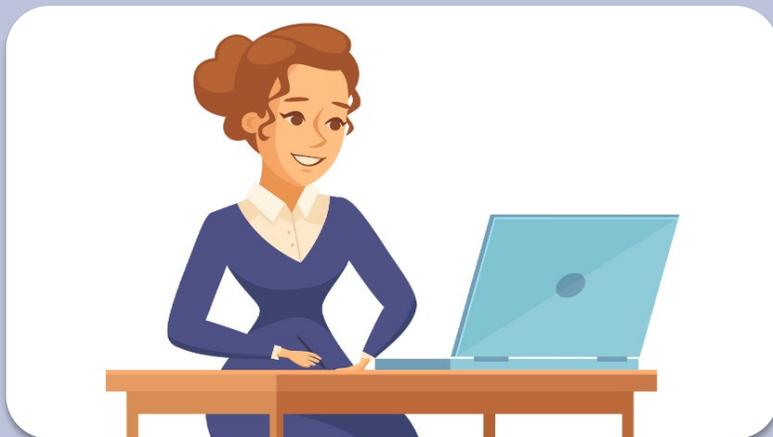
- Additional education companies for children and adults;
- Educational organizations;
- Organizations saving cultural heritage;
- Psychological services;
- Rehabilitation centers;
- Career guidance centers;
- Retraining centers;
- Accelerators;
- Organizations that promote healthy lifestyles.

Export experience

The IgroN-service platform is already used in the following countries:



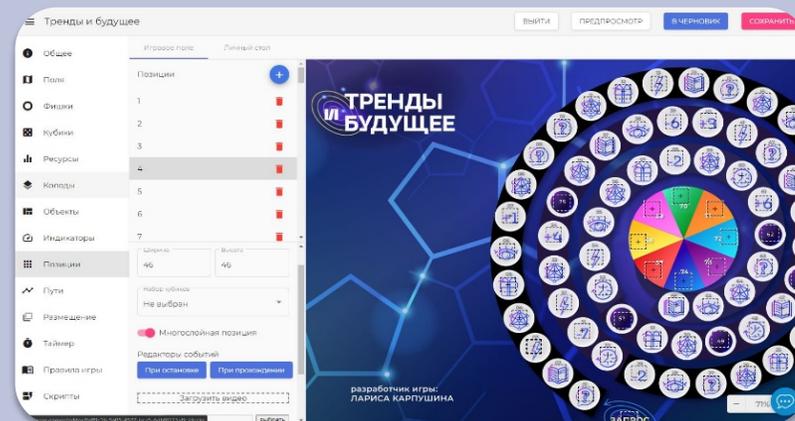
SaaS solution



Self assembly

The user collects the games themselves. The number of gaming sessions is unlimited.

The subscription fee depends on the number of games in the account and the subscription period.



Assembly of the author's game for replication

The game is assembled by the IgroN-service specialist.

Activation of the license by the Host of games only with the confirmation of the author.

The author pays for the assembly of the game.

For the author there are BONUSSES.

Calculated according to the terms of reference.

ИгроN

сервис



Цифровая платформа
для проведения
психологических,
бизнес и обучающих игр,
игрофикации обучения

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