

The FutureList

OGames Studio

Innovation Memo






Innovation In Words



A note from the Co-founder and CEO, Onyx Terchie-Duku:

At OGames Studio, we believe that the future of Africa lies in the hands of a new generation that is proud of its roots. Through the power of story-telling, games and innovation, we aim to ignite a sense of pride in African heritage, inspiring young minds to become thinkers, creators and leaders who shape the world with the strength of their culture.

OGames Studio

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Education
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Edtech
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ogamesstudio.com
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Bootstrapped
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2023

Executive Summary

OGames Studio is an edtech company focused on addressing gaps in STEM education through its flagship product, SimuLab. SimuLab is a multi-platform educational solution accessible via VR, mobile devices, desktops, and web browsers. It provides gamified, interactive experiments that help students understand STEM concepts and apply their knowledge to real-life scenarios. The platform integrates virtual experiments with assessments to enhance comprehension and practical problem-solving skills.

SimuLab was developed to address the challenges posed by the lack of access to functional science labs, particularly in underserved communities. By offering a cost-effective and accessible alternative, SimuLab enables students to engage with science education in a practical, hands-on way. The platform is designed to be compatible with low-resource devices, ensuring inclusivity and broad reach.

Looking ahead, OGames Studio is positioned to expand its impact by continuing to bridge the gap in STEM education, offering tools that combine innovation, accessibility, and practical learning outcomes for diverse educational contexts.



Onyx Terchie-Duku
Co-Founder & CEO

Onyx is the Lead Developer and a KNUST alumnus.



Emmanuel Adasi
Co-Founder & COO

Emmanuel is a KNUST graduate, drives innovation and team success.



Patience Abena Dotse
Co-Founder & CFO

Patience is a KNUST alumna, showcase African culture through immersive gaming.



Oscar-Blessing F. Ankamah
Co-Founder & CMO

Oscar is a young visual designer crafts immersive Edtech games that celebrate African Culture.



Okantey M. J. N. Okaitey
CRO & Team Member

Martin is the Chief Research Officer developing innovative edtech tools and games celebrating African Culture.



Lorena Duku-Terchi
Team Member

Lorena is a Linguistics graduate and voice actor utilizing her communication and leadership skills



Felix Owusu
Team Member

Felix is a passionate web developer creating digital experiences celebrating African Culture.



Golda Flora
Team Member

Flora is a talented voice actress securing key partnerships to drive growth and impact.

Innovation Spotlight

a) Core Features

OGames SimuLab is an educational platform that enhances STEM learning through innovation and accessibility. It offers a diverse range of features tailored to meet the needs of modern learners, emphasizing hands-on and practical applications. Key functionalities include:

- **Multi-Platform Accessibility:** SimuLab is universally accessible and operates on VR, mobile phones, desktops, and web browsers.
- **Gamified Learning:** Simulab incorporates engaging gameplay elements to transform STEM education into an interactive and enjoyable experience.
- **Interactive Problem-Solving:** Simulab presents real-life scenario-based challenges that encourage critical thinking and practical application of knowledge.
- **Cost-Effective Solution:** Simulab offers an affordable alternative to traditional laboratory setups, targeting underserved communities.
- **Comprehensive Learning Tools:** Simulab combines virtual experiments with assessments to enhance knowledge retention and understanding.
- **Cultural Relevance:** Simulab features content tailored to resonate with diverse global audiences, enhancing relatability and engagement.

b) Design and User Experience

- The innovation is designed for intuitive navigation, minimizing the learning curve for users of all ages and tech proficiencies.
- The innovation provides immersive 3D simulations replicating real laboratory experiments, fostering a hands-on learning experience.
- The platform utilizes badges, rewards, and levels to sustain user engagement and motivation.
- The platform is optimized to function on low-resource devices, ensuring inclusivity and equitable access.
- The platform adapts seamlessly to different screen sizes and resolutions for a consistent user experience.

c) Performance Metrics

- **Software Metrics:** The platform demonstrates high responsiveness, with load times averaging less than 3 seconds across devices.
- **User Retention:** The platform reports a 70% increase in user engagement over traditional STEM education methods.

d) Integration and Compatibility

- **System Integration:** The platform is compatible with popular Learning Management Systems (LMS) like Moodle, Google Classroom, and Blackboard.

- **Third-Party Tool Compatibility:** The platform integrates with collaborative tools like Zoom and Microsoft Teams for a blended learning experience.

- **Data Analytics:** The platform provides actionable insights through integrated analytics tools to monitor student progress and engagement.

e) Safety, Compliance, and Sustainability

- The platform aligns with global education standards and accessibility guidelines.
- The platform employs advanced encryption protocols to safeguard user data and secure transactions.
- The platform promotes sustainability by reducing reliance on physical lab equipment and resources.

f) Innovation in Business Model

- The platform combines subscription-based plans for institutions with pay-per-use options for individual users.
- OGames Studio collaborates with NGOs and governments to subsidize access for underserved schools.
- OGames Studio reinforces its mission through profit-sharing initiatives that reinvest in community education programs.

g) Scalability of the Innovation

OGames Studio's scalability is rooted in its adaptable infrastructure and forward-thinking design. Its cloud-based system ensures smooth operation even with increased user demand. The platform's modular design easily supports adding new experiments and subjects, keeping pace with evolving educational needs. Localization features enable cultural and linguistic adaptability, enhancing its global reach and accessibility.

Market Impact & Future Outlook

OGames studio has established a significant presence in the EdTech sector, currently being utilized by over 500 schools globally. Its innovative approach to gamified STEM education has garnered positive feedback from educators and students alike, positioning it as a leader in experiential learning. By addressing the accessibility gap in underserved communities, OGames studio is actively reshaping education standards and fostering inclusivity in science education.

OGames studio plans to revolutionize STEM education further through technological enhancements, including AI-driven personalized learning paths and real-time feedback mechanisms. With its emphasis on experiential and application-based learning, the platform is poised to influence global curriculum designs and solidify its role as a pioneer in education innovation.

Societal & Environmental Impact

OGames Studio addresses the pressing issue of unequal access to quality science education. Providing a cost-effective and scalable alternative to traditional labs democratizes STEM learning, enabling students from underserved regions to gain practical knowledge and skills. This empowerment equips students with the tools to pursue STEM careers, fostering innovation and driving economic growth in their communities.

OGames Studio significantly reduces waste and environmental impact by replacing physical lab resources with virtual simulations. This eco-friendly approach conserves resources and aligns with global sustainability goals, ensuring that education contributes to a greener future. The virtual platform minimizes the carbon footprint associated with traditional laboratory setups, reinforcing its commitment to responsible innovation.

OGames Studio bridges the gap in educational inequities by creating a universally accessible platform that resonates with diverse cultural contexts. Its multi-platform accessibility ensures that even students in remote or resource-constrained areas can benefit from high-quality STEM education. This inclusivity promotes equity and helps to level the playing field, ensuring that all students, regardless of background, have an equal opportunity to succeed.

Potential Funding & Partnership Opportunities

Securing strategic funding and partnerships is pivotal for scaling OGames Studio's reach and impact. The focus is geographic expansion, enhancing platform capabilities, and ensuring accessibility to underserved communities. OGames Studio aims to solidify its position as a leader in the EdTech industry by aligning with organisations that share a commitment to education and technology innovation.

Geographic Expansion: OGames studio is exploring collaborations with international education ministries to scale operations in Asia and Africa.

Strategic Partnerships: OGames studio needs to partner with tech companies to enhance platform capabilities and reach.

Funding Opportunities: OGames studio is pursuing grants from global organizations focused on STEM education and technology innovation.

Potential Roadblocks & Risks

Digital Challenges: Some target regions have limited access to devices and the internet. OGames Studio will address this challenge by partnering with NGOs and Tech companies to provide affordable devices and internet connectivity.

User Resistance: There is initial resistance from educators and institutions to adopt digital tools. OGames studio addresses this by conducting workshops and webinars to ease educators' transition.

Regulatory Hurdles: There is compliance with varying educational standards across different countries. OGames Studio addresses this by working with regional experts to ensure alignment with local regulations.

Conclusion

OGames Studio represents a transformative approach to STEM education, leveraging technology to overcome traditional barriers to access and engagement. By making science education more interactive, accessible and affordable.

OGames studio is poised to set new standards in EdTech innovation. Its scalable and sustainable model, combined with its commitment to social impact, positions it as a leader in reshaping the future of education.

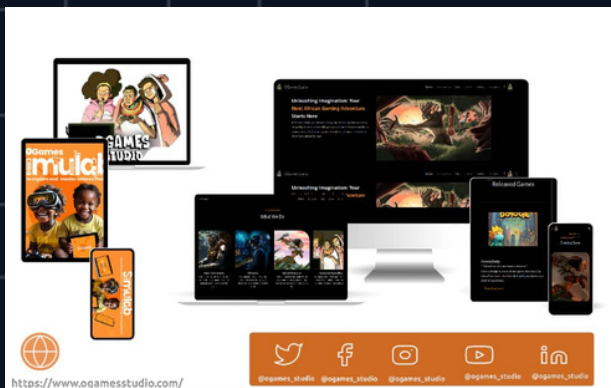
OGames studio empowers students and inspires educators to adopt modern teaching methodologies. As the platform continues to evolve, it promises to drive significant advancements in STEM learning, foster innovation, and prepare the next generation of leaders.

Furthermore, by addressing critical challenges such as educational inequity and environmental sustainability, OGames studio underscores its potential to create lasting impact. The platform is not just a tool for learning but a catalyst for societal transformation, paving the way for a brighter, more equitable future.

Innovation In View

How **OGames Studio** brings innovation to life

Edtech Solutions for the Modern Age in Africa



- It operates seamlessly on VR, mobile phones, desktops, and web platforms, ensuring inclusivity for diverse user groups.
- It engages students through interactive experiments and real-life problem-solving scenarios, making science education practical and enjoyable..
- It replicates real-life laboratory experiments, offering students a hands-on, realistic approach to STEM concepts.
- It is designed with intuitive navigation to ensure a seamless experience for users of all ages and technical proficiencies.

User-Centric Design and Collaborative Approach to Innovation

Focused on user needs, OGames Studio drives innovation through collaboration:

- The platform is designed for easy navigation, accommodating users with varying levels of tech proficiency to ensure an inclusive experience.
- It provides realistic 3D simulations and gamified elements that keep users engaged and motivated.
- It supports integration with platforms like Zoom and Microsoft Teams, enabling blended learning and teamwork across geographical boundaries.



Contributors

The FutureList

Akosua Domfeh Korsah
Enterprise Innovation Scout

Henry Duah
Research Analyst

OGames Studio

Onyx Terchie-Duku
Co-Founder & CEO

The FutureList



Notes on our methodology

About The FutureList

The FutureList is dedicated to identifying and linking innovative technology companies with the investors, talent and strategic growth partners they need to rapidly scale their innovation. The FutureList leverages its network of local Innovation Scouts, a comprehensive online platform, and curated events to rapidly spot and match opportunities. The FutureList network has already profiled over 6,000 innovative companies, investors and partners globally.

We scout across a broad range of sectors in tech, aiming to identify the most innovative startups globally. This includes everything from AI to biotech, renewable energy, and more. The 10 categories we currently focus on are: Agriculture (farming, food, beverages, crops, forestry, aquaculture, livestock, irrigation, veterinary, etc.), Climate (electricity, energy, environment, renewables, recycling, circular economy, carbon credits, cleantech, etc.), Education (e-learning, school management, assessments, upskilling, tutors, languages, etc.), Enterprise (legal services, AI, cyber security, market research, recruitment, HR, customer success, consulting, SaaS tools, business analytics, etc.), Finance (banking, capital, trading, lending, personal finance, insurance, crypto, real estate, etc.), Health (medicine, biotech, medical equipment, pharmaceuticals, public health, digital health, hospitals, health records, wellness, fitness, beauty, etc.), Infrastructure (architecture, materials, computer networks, safety, law enforcement, construction, data centers, machinery, telecom, wireless internet, manufacturing, etc.), Media (marketing, influencers, animation, arts, gaming, fashion, content, platforms, music, publishing, translation, editing, etc.), Mobility (delivery, transportation, etc.), and Supply Chain (e-commerce, warehousing, logistics, retail, etc.)

About Our Innovation Scouts

Our Innovation Scouts are experienced professionals from diverse sectors with a keen eye for groundbreaking technologies and business models. They undergo rigorous training to ensure they provide maximum value to the startups they work with. They conduct their research on a volunteer basis. We have strict ethical guidelines in place. Any Scout with a potential conflict of interest is recused from the process to ensure fairness and objectivity.

About Our Innovation Memos

Innovation Memos provide a comprehensive profile of an innovator, whether its a startup, hub, investor or more established corporate, highlighting technological and business model innovations. The Memo is written in direct consultation with a verified representative from that entity, and also outlines suggestions around how to rapidly scale their innovation further through use of The FutureList's network. Once published, the Memo accessible to our network of investors, partners, and the general public for free on our platform. The Memo process is completely free for the companies featured as well. The entire process, from initial contact to publishing the Innovation Memo, typically takes about 4-6 weeks, but this can vary based on the startup's availability and responsiveness. Our goal is to promote and scale innovation globally. The FutureList platform and events are sponsored by partners.

Scaling Innovation

How **The FutureList** identifies and scales innovation globally



Ecosystem and sector mapping

Our Ecosystem team identify the most innovative early-stage and growth-stage tech companies across key sectors in tech hubs around the globe.



Innovation memos and platform profiles

Our Research team interviews founders and tech executives to publish innovation memos and create a comprehensive company profile on our public online platform.



Introductions to strategic opportunities

Our Ecosystem team shares company profiles with relevant investors and strategic growth partners across our global ecosystem, and facilitate warm introductions where requested.



Private dinners and fireside chats

Our exclusive evening events bring together founders, tech executives and other special guests for networking and interactive discussions around technology and innovation.



Global summits & learning trips

Featured companies will be invited to larger annual events held at the regional and global stage that connect the most innovative companies with opportunities for further visibility.

Sponsor

The FutureList platform and events are sponsored by partners.



Sand Technologies, a global technology services company with presence across Silicon Valley, France, the UK, Romania, and several emerging markets, is at the forefront of supporting scale-ups worldwide in overcoming the challenges of rapid growth. We're currently aiding businesses in the United States, New Zealand, Denmark, the Netherlands, the UK, the UAE, South Africa, Kenya, and numerous other locations in developing scalable technology products, constructing world-class tech teams, enhancing revenue generation, and elevating customer satisfaction.

Learn more at www.sandtech.com

The FutureList

www.thefuturelist.com