

ZUNO

Video Games
That Make
Learning Fun

Problem

The completion rate
for large Massive Open
Online Courses
(MOOCs) is
below 13%.

It often **remains
below 20%**,
even when the course
is mandatory, as in a
corporate setting.

Why?

**Training
content is
too long.**

**User
experience
is not
intuitive.**

**Training is
just
not fun.**

ZUNO

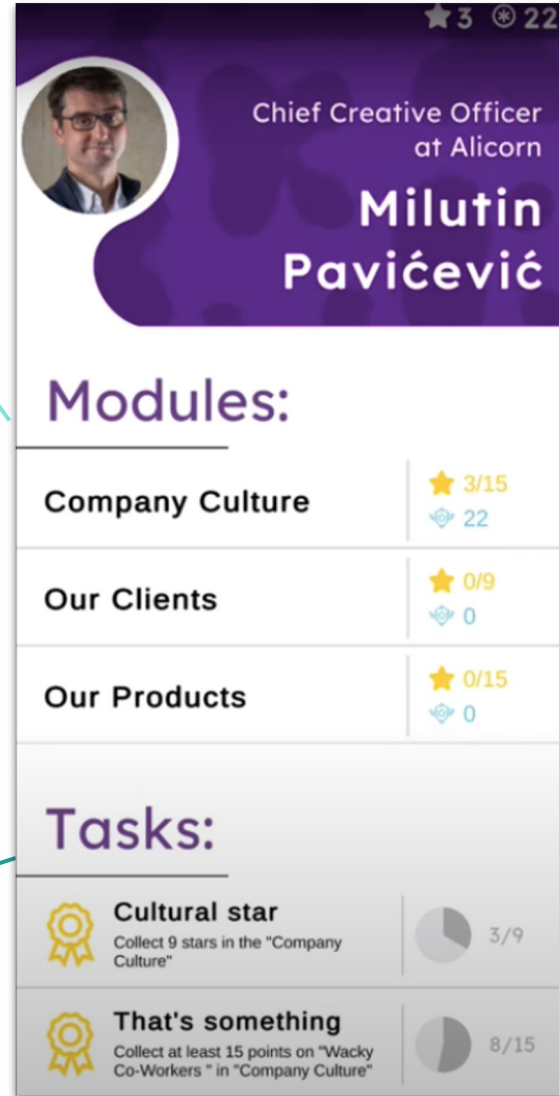
Game-based learning platform that allows for development of bespoke educational video games.



Benefits

INCREASES ENGAGEMENT
by learning by playing and solving challenges.

INCREASES MOTIVATION
by using the points, badges and leaderboard system.



EASY TO USE ON THE GO
by being mobile-first and intuitive.

HIGHLY APPLICABLE
to various areas of knowledge.

AI DRIVEN CONTENT CREATION
Create custom content quickly and with ease by using our deep learning driven content assistant.

Additional game features



Innovative Learning Tool

Our advanced technology allows video games to be adapted to different areas of knowledge and age groups.



Aligned with Business Goals

Our games are built around the engagement you want to create and goals you have set for the players and your business.



Tailored Metrics

The availability of advanced analytics allows educators to easily track players' learning process.



Gamification of Learning

Using game design principles and best practices we engage players in fun activities that keep them focused and learning while playing.



Administration Dashboard

User-friendly administration dashboards allows for easy adding and management of questions.



Data Security

The games and integrated research tools are developed in full-compliance with the EU ethics guidelines on data protection and privacy.

Trusted by...



Ministry of Science and Technological Development of Montenegro

Created 3 games from high-school students in the field of Art History, Biology and Philosophy.



Delegation of European Union to Montenegro

EU Delegation to Montenegro

Created five games for the general public of Montenegro to raise awareness on topics of interest.



National Democratic Institute and the Albanian Parliament

Created a game for the general public of Albania to raise awareness about on topic of interest.



Faculty of Economics, University of Montenegro

In the process of creating a game that combines first-year university courses.

Published so far:

9

games

60.000
players

2.2
million

questions answered

98% of 3.750 surveyed players scored the game experience as very positive.



Alicorn

ZUNO is developed by Alicorn, a **Montenegrin digital agency**.

We are experienced in marketing and software development services, working with clients in various industries ranging from internet domains, aviation, banking and insurance to international organisations, media and education.

Our team is composed of **20+ marketers, designers and software engineers** who have many differences and one similarity – creative problem solving.

Established in

2017

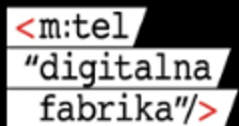
20+

team members

Market presence

Global

Trusted by...



Services



Websites



Mobile Apps



Analytics



Games



Branding



User
Experience



Advertising



Copywriting

Contact us



Do you have an idea for a video game?

Our team of game and software developers, designers and marketing experts cannot wait to meet you and dive into a new project.

www.zunogames.com

