

We are deepening in the second result of the ARCH project!



Welcome to PR2, where learning meets adventure!

PR2 is out soon and it's an exciting digital card game developed under the guidance of Wisefour, inviting players to embark on an amazing journey through various cities in our partner countries. In this immersive experience, players will not only delve into engaging stories but also uncover the rich tapestry of cultural heritage woven throughout each area. Through empathy with the main characters, children will forge meaningful connections with the history and culture of the areas they explore.

INTERACTIVE EDUCATIONAL GAME

FOR ELEMENTARY SCHOOL CHILDREN

As players navigate through puzzles and challenges, they not only enhance critical thinking skills but also gain insights into the cultural significance of landmarks and traditions. PR2's emphasis on empathy-driven gameplay deepens players' understanding of diverse experiences, promoting a sense of connection and respect for cultural diversity. Moreover, the game offers educational benefits by providing a platform for exploring regional history, art, and customs, enriching players' cultural literacy. Through collaborative play, players learn the value of teamwork and communication, preparing them for success in a globalized world.



*Bringing Cultural Heritage
to the Digital Era,
Unifying Past, Present and
Future*

AIMS

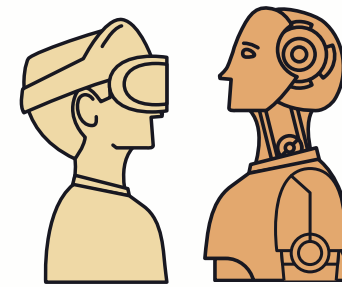
PR2 is geared towards enriching literacy skills in elementary students while simultaneously igniting a passion for cultural heritage. By employing interactive gameplay and cutting-edge technology, PR2 strives to transform learning into an immersive and enjoyable experience.



Through exploration and problem-solving, PR2 seeks to cultivate critical thinking abilities and a profound appreciation for history and culture, laying the groundwork for lifelong learning and exploration.

TARGET GROUP

PR2 is meticulously designed to cater to the needs of elementary school children and their educators. With user-friendly interfaces and captivating gameplay, PR2 ensures accessibility and engagement for students of varying learning styles. Educators benefit from comprehensive teaching resources that seamlessly integrate into existing curricula, while students are empowered to take an active role in their educational journey. PR2 bridges the gap between classroom instruction and real-world application, fostering a deep sense of connection to cultural heritage and instilling a love for learning that extends beyond the confines of traditional education.



INNOVATIVE FEATURES AND TECHNOLOGY OF ARCH PROJECT

Augmented Reality (AR): it brings history to life from digital content onto the real world

QR Code Integration: scan QR codes to unlock hidden content and embark on exciting quests

Adaptive Learning Algorithms: personalized challenges adapt to each player's skill level ensuring growth

Rich Multimedia Content: visuals and immersive soundscapes transport players to historic significant sites.

Interactive Decision-making: meaningful choices throughout the game promote critical thinking and empathy, shaping the outcome of the story.

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