

Danish company seeks partners to unleash creativity with their new innovative multiplayer 3D animation tool.

Summary

Profile type

Business Offer

Company's country

Denmark

POD reference

BODK20231127001

Profile status

PUBLISHED

Type of partnership

Commercial agreement

Targeted countries

• **World**

Contact Person

[Noriko MITA](#)

Term of validity

27 Nov 2023

26 Nov 2024

Last update

27 Nov 2023

General Information

Short summary

A Danish company has developed a multiplayer 3D animation tool and seeks partners that are already working with selling educational tools to schools.

Full description

The learning and animation tool is a web-based game-like multiplayer learning tool developed by the Danish company.

The learning and animation tool is a platform that allows pupils (in schools with pupils aged 6-16 years) to create and play stunning 3D stories, using avatars, voice, and lots of 3D assets. Pupils and/or teachers can choose from a variety of ready-made scenarios, or design his/her own, covering topics such as language, culture, history, science, business, and more. Settings, characters, props, and sounds can be customized to suit the learning objectives and preferences.

The learning and animation tool is more than just a game. It is a powerful pedagogical tool that fosters active learning, critical thinking, communication, creativity, and empathy. It can be used as a tool for dramatic inquiry, a teaching method that uses drama as a way of exploring and understanding complex issues and situations. It can be used for translanguaging, or it can be used as an alternative to pen and paper. The only limit is the teachers'.

imagination.

The learning and animation tool allows teachers to immerse the pupils in realistic and meaningful contexts, where they can apply their knowledge and skills, and learn from their actions and consequences.

In Denmark, the Danish company has partnered with a leading company in providing learning and communication tools to Danish schools and educational institutions. This leading reseller company offers the learning and animation tool to all their customers. This means that the learning and animation tool is now available in more than 90% of Danish Schools. Thanks to this collaboration, the learning and animation tool has become a popular choice for enhancing pupils' creativity and engagement.

The Danish company seeks partners in the EU, Australia, New Zealand, South Korea, Japan, and Singapore.

Please have a look at the attached pictures.

Advantages and innovations

- The Danish company is an innovative and flexible company built by industry veterans
- The products are fun as pure entertainment games, but tailored to the needs of teachers
- All designs are based on the latest educational research, and the Danish company collaborates closely with the major universities in Denmark
- The products are based on the scientifically validated School at Play-approach, which the Danish company developed in-house

Technical specification or expertise sought

Partners that already know the market for selling educational tools to schools.

Stage of development

Already on the market

IPR Status

IPR granted

Sustainable Development goals

- **Goal 4: Quality Education**
- **Goal 5: Gender Equality**

Partner Sought

Expected role of the partner

Cooperation partners might be:

- Companies that already sell learning tools to schools
- Influencers that target schools and teachers, e.g. pedagogical universities
- Edtech (Educational Technology) companies and publishers who can enhance their existing products with the learning and animation tool as a value-add or as an integration

Type of partnership

Commercial agreement

Type and size of the partner

• **Other**

Dissemination

Technology keywords

Market keywords

• **02007004 - Program development tools/languages**

• **02007010 - Education software**

Targeted countries

• **World**

Sector groups involved

Media

Images



[Billede2.png](#)



[Billede1.png](#)

Select gesture



Select and adapt your own actors



Write your own lines:



Create exciting stories



[Billede4.png](#)

[Billede3.png](#)