



Who we are?

OPCLearning is an online educational platform dedicated to delivering coding experiences for kids. It includes several educational projects to enhance the learning process at schools and homes. It was founded by Ali Abdallah, a Ph.D holder in computer animation and graphics, at Bournemouth University, United Kingdom. OPCLearning is an advocate for student-centered learning experiences. In this portfolio, we are thrilled to showcase our innovative gamification projects designed to ignite excitement and foster deep engagement among students in schools.

What do we do?



Fox and Blox : Fueling Learning Adventures with 3D Experiences

We broaden attractive mobile and tablet 3D games that transform everyday tasks into math and science adventures. Imagine grocery shopping becoming a budgeting challenge, or building a house becoming a lesson in area and volume.



Our games include math and science 3D experiences and are available in three different languages (English, French, and Arabic).

- **Focus on age-appropriate math and science skills:** We tailor the difficulty and concepts to different age groups, ensuring a smooth learning curve.
- **Embed math and science lessons in acquainted contexts:** We utilize everyday activities as the backdrop for learning, making math relatable and practical.
- **Prioritize fun and interactivity:** We incorporate engaging mechanics, rewards, and storytelling to keep kids hooked and motivated.

How can we help?

• High-quality 3D experience.	Make math and science a high-quality experience: Our 3D games replace rote memorization with interactive learning, fostering a love for math and science.
• Adapt to school curriculum.	Free Trial & Tailored Learning: We offer a free trial of our games, allowing you to peer how your child engages with the content. Based on their school curriculum or individual needs, we can create custom in-app experiences or suggest specific games targeting the learning objectives.
• Reinforce classroom learning.	Our 3D experiences align with common core curriculum standards, providing a fun way to practice and solidify concepts learned in school.
• Real-life experiences.	Spark a lifelong connection with math and science: By showcasing the application of math in everyday life, we help children understand its relevance and value.



Math Quest - Transforming Math into an Epic Journey



Many students struggle with math concepts and find traditional teaching methods uninspiring.

Design Process: Collaborated with math educators to identify pain points, researched gamification strategies for math education, prototyped interactive math challenges, and iterated based on feedback from students and teachers.

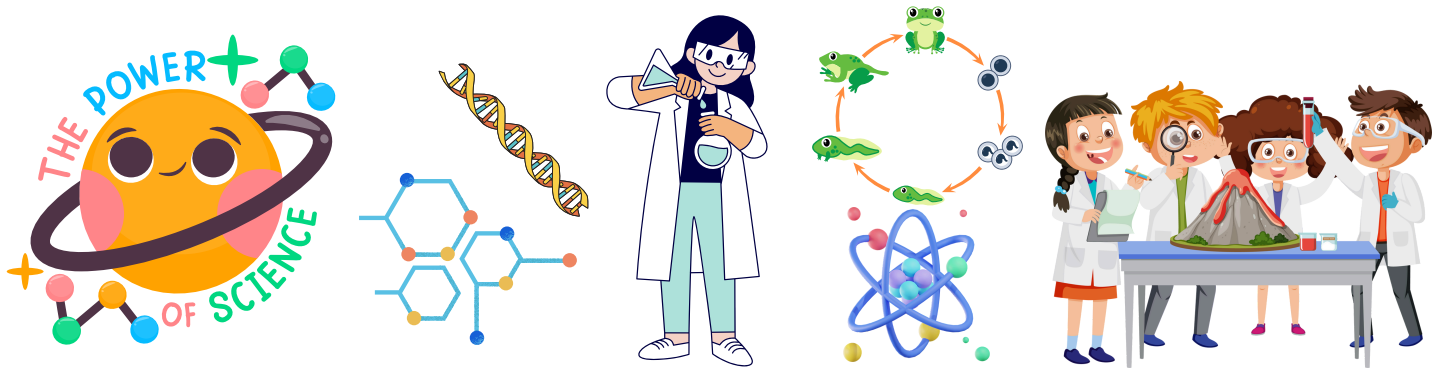
Game Mechanics: Introduced leveling systems, quests, achievements, and rewards to make math learning enjoyable and motivating.

Narrative and Theme: Crafted an immersive storyline where students embark on a heroic journey as "Math Wizards," solving math puzzles, conquering obstacles, and unlocking hidden treasures.

User Experience: Designed a user-friendly interface with visually engaging graphics, adaptive difficulty levels, and instant feedback to enhance understanding and retention of math concepts.

Metrics and Evaluation: Increased math proficiency scores by 20% and observed higher levels of student enthusiasm and participation in math activities.

Science Explorers - Unleashing Curiosity Through Gamified Science Education



Science education often lacks hands-on experiences and fails to spark curiosity among students.

Design Process: Collaborated with science teachers to identify curriculum gaps, researched gamification strategies for science education, developed interactive science quests, and piloted the curriculum in classrooms.

Game Mechanics: Incorporated quests, challenges, experiments, and virtual labs to make science learning interactive and experiential.

Narrative and Theme: Designed an immersive storyline where students become "Science Explorers," uncovering the mysteries of the universe, conducting virtual experiments, and collaborating with peers to solve scientific puzzles.



Fox and BLox



User Experience: Created engaging lesson plans with multimedia resources, interactive simulations, and inquiry-based activities to stimulate curiosity and critical thinking in science.

Metrics and Evaluation: Increased science assessment scores by 25% and observed higher levels of student inquiry and experimentation in science lessons.

Our gamification platform



Our Gamification platform holds immense potential to revolutionize education by transforming learning into a thrilling adventure. I'm dedicated to continuing my journey in gamified learning experiences and empowering students to embark on their educational quests. Thank you for exploring my portfolio, and I look forward to collaborating with educators and schools to create impactful gamification initiatives!

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