MEMO MOTI

INFORMATION BROCHURE

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EDUGAMITEC
MOTIVATING LEARNING

We are eduGamiTec from Luxembourg. We are the developers of Memomoti, a game-based learning platform, which is a revolutionary new education experience for learners and educators, and unlocks completely new business potential for media-, and educational publishers and game developers.

from Entertainment to Edutainment

You don't need to be an educational game expert. Just implement our SDK in your game and Memomoti will deliver personalized educational content and the users who want to learn while playing with it!

from Free-to-use to Revenue Share

We are currently free for both our users and our partners. Next year we will introduce a paid premium user option and a mutual revenue share model for game developer studios.

from Market Noise to Exclusive User Base

Launching Memomoti compatible games will not just simply increase your download numbers but will open up a highly motivated and loyal customer base for you.

from Contact to Trusted Partnership

We are new and we are growing. Grow with us and help us create the platform that best unlocks your creativity! In return, we will give you the personal support you deserve.

DEVELOP

We are exponentially growing our partner network. If you commit to implement the Memomoti SDK in your games we will help you in game mechanism ideation and SDK integration.

ACQUIRE

We will focus on accelerating our growth fly-wheel: more games will provide better learning experience, which will attract more users, thus making Memomoti more attractive for game developers, who will develop more games.
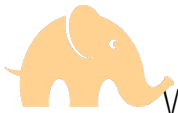
MONETIZE

We will launch multiple monetization engines without slowing down our momentum. User will benefit from a Premium Subscription, and we will introduce a mutual revenue share model for partners.

EXPAND

Guided by customer and partner needs and feedback we will reach out to new platforms and new areas of digital media. We will never stop experimenting and exploring.
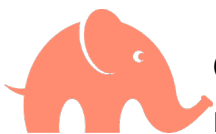
MEMO MOTI

How to start using the Memomoti SDK for Unity

Download

Download the SDK as a .unitypackage file from our official website

Import

Open the .unitypackage file to import the SDK into your Unity project

Setup

Locate the MemomotiAPI prefab in the SDK files and insert your API key in the inspector

Instantiate

Instantiate the MemomotiAPI prefab in your start-up scene. The instance will not be destroyed when you switch scenes

Access

Access the MemomotiAPI's functionality from anywhere through its Singleton instance

The Memo structure can be integrated into your game design in different levels. Generally, we can split them into three groups:

1) Ad Break

I don't want to change my game's core gameplay but I'm willing to reward players for completing memos.
The simplest way to integrate Memos into your game is by treating them like an ad in freemium games. You can offer rewards like resources, bonuses or unlock content upon completion of a memo.

2) Question Overlay

I want to make Memos a part of my game UI but I would like to focus on my game idea and don't want to change the game flow too much.
Memos can also have a direct influence over gameplay that is otherwise controlled by the player. Here again it is up to you how much the memos influence your game. They can simply offer boons like an add break type or the game can depend on the memo input to complete an action. In these games, the memos are usually part of the UI as opposed to being an overlay.

3) Complete Integration

My players will have to know their memos to be successful in my Game.
Of course you can also design a game around answering memos by integrating memos directly into the gameplay. The game is designed around completing memos and cannot be completed without answering them correctly.