

# games <sup>as</sup> RESEARCH experiments

You want to experiment but there is no proper implementation?

We make customized games and experiments to expand your possibilities in doing research. While we take care of a controlled experiment system you can concentrate on the core: configuring the experiment to your needs, collecting data and analyzing it.

You design the research, we make the experiment!

Our team has over ten years of expertise in developing games, research experiment systems, interactive prototypes and proof-of-concepts. We also have a strong academic background with several doctors among our experts.

We offer you an immersive experiment with possibility to gain rich interaction between you and the science community. A tailored experiment solution makes it easier for you to conduct the research. Impressive 3D environments are a great way to demonstrate and disseminate your research results.

Let us help you to concentrate on core research. We can develop research experiments based on your needs and research problems.



“ Games are an engaging way to combine research and education. ”

Ph.D. TONY MANNINEN, CEO LUDOCRAFT LTD.

LudoCraft



“ We believe game is a powerful tool for vocational and educational learning! Games motivate our students to focus on essential and even difficult subjects. Results encourage us to go forward in research cooperation with Finnish Institute for Educational Research and LudoCraft. ”

PROJECT MANAGER BIRGITTA MANNILA,  
THE JYVÄSKYLÄ EDUCATIONAL CONSORTIUM

“ We have several years of experience in cooperating with LudoCraft. ”

DIRECTOR, Ph.D., MBA EELIS KOKKO, OULU SOUTHERN INSTITUTE,  
UNIVERSITY OF OULU

“ We’ve used games for easy and fun interventions to bring out social interaction, and to trace and analyze this interaction later. Games can do good! They are easy to use and a cost efficient tool. ”

Ph.D., HR SPECIALIST PIRITTA LEINONEN, ELEKTROBIT LTD.

“ Virtual environments and 3D games provide an engaging platform for learning business-relevant skills. Moreover, these platforms have shown to be a break-through in experimental research of human behavior. ”

Ph.D. MARKO HAKONEN, AALTO UNIVERSITY SCHOOL OF SCIENCE

## examples

### Digital Ocean

Underwater serious game for EU research project. Simulates and illustrates the richness of sea life.

### NoviCraft

Virtual team interaction platform and training tool for leadership, team building and knowledge work studies.

### GameBridge

Learning research experiment with workplace focus for studying the theme of sustainable development and human resources.

### eEscape

Multimodal data collection setup and measurement system for gathering a variety of qualitative and quantitative data about human activities.

### Sandbox

Construction process simulation and visualization in an interactive virtual world setting.



Whatever the phase of your research project, please feel free to ask for help:

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# LudoCraft

www.ludocraft.com