

# SPROK



Developed with classrooms, for classrooms

Introducing a Practical, Role-playing Game  
based on Real life and Real language

## Top 5 advantages of using SPROK in learning



### Story Based & Game Driven

- Contextual setting for monolingual approach
- Builds a learner's ability to read long texts
- Central gameplay aids memorization
- Mini games based on linguistics
- Fun & educational design

### Cultural Goals

- Characters based on practical norms, cultures, and traditions
- Storytelling that teaches culture with language, helping retention and usage



### Digital Gaming Aspects

- Ease of use
- Reward/Feedback
- Control & Autonomy
- Goal-Orientation
- Interactivity
- Challenge

### Interactivity Research

- Connects interactive pressure to working memory
- Proposes how to balance between fun and educational

### EdTech Innovation

- Monolingual Approach
- Teacher-Friendly Backend
- Explorable and Intuitive
- Finnish Curriculum/CEFR

SPROK - Research to Business

