

Heartucate - experience learning together in new dimensions!
We develop interactive learning adventures with augmented and mixed reality, in which children and youngsters become world and time travelers in multiplayer treasure hunting worlds. As they solve tasks, they explore the world as a team and work together towards a shared goal.

Transforming education with mixed reality

Heartucate is an educational start-up that was founded 2020 in Leipzig by pedagogues in order to transform education with the help of new augmented and mixed reality technologies. From the original idea of implementing collaborative learning experiences in educational institutions, an expanded structure emerged over time, which makes it possible to produce and sell collaborative augmented and mixed reality experiences for social purposes. In addition to inhouse productions with focus on sustainability (climate change and globalization), the UG focuses on commissioned production with the internally developed multiplayer format for mixed reality, which is suitable for different user contexts. The training of collaborative skills of the participants remains the same with every experience. They can solve the tasks given only as a team and, depending on the user context and content, have to use new skills to solve puzzles and problems. The experiences are created together with scriptwriters and experts from the respective relevant areas and thus are based on scientific research.

Script development in the interdisciplinary writer's room

The pilot episode „Climate XChange - Expedition to the Arctic“ was developed in an interdisciplinary writer's room under the guidance of head author Alice von Gwinner and in collaboration with the two polar researchers Lisa Grosfeld and Laura Christina Schmidt. The experience sends the participants to the Arctic as a research group, in order to - based on the real research mission „Polarstern“ - collect important climate data. The script development was completed in spring 2021 - the production is planned for 2022 and is currently being prepared. There is already a first playable demo version of the Arctic available, which was developed together with the regional partner companies blendFX GbR and Lumalenscape GmbH.

Digital tools for the educational market

In the gUG, which is yet to be founded, the experiences will be further developed for the educational market and brought to the educational institutions with an accompanying Heartucate Guide Training. The training is especially suitable for people who are in mediating positions (teachers, pedagogues, social workers, educators) and who are interested in holistic advanced training that not only includes the meaningful embedding of digital tools, but also elements of self-reflection and transformational tools of one's own role in relation to new learning.

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