

Adaptive Learning

Hybrid



THE GAMERIZE DICTIONARY

Voice Recognition

AI

Instill an Unbreakable Study Habit!

Gamification

Machine Learning



Contact
hello@gamerize.app

Including content from:



The Secret Ingredients for Success:



CEO
Adam Kardos

I had always been somewhat dissatisfied with the level of English our students were able to achieve in an hour of lessons once a week. Why were Japanese children so far behind children in other countries? The two factors that I was able to identify were: 1 – the amount of time using and practicing English and 2 – engagement.

It became our mission to find ways to increase the amount of time our students spent engaged in learning English.

Finally, in 2021, we decided to make The Gamerize Dictionary and the impact on our students has been profound.

Let me tell you about a couple of kids that have skyrocketed since starting Gamerize.



Haruka started studying English in grade one. By the end of grade two she had already studied and reviewed nearly 12,000 words and sentences on Gamerize. After just two years of studying English once a week she was speaking in full sentences. She could also read and write!

Rio had studied with us for two years but hadn't made a lot of progress. He was too shy to ever speak in class and was always trying to hide behind his classmates. I really wanted to find the key to his motivation and confidence. Three months after introducing Gamerize, he did something that surprised me. He raised his hand in class and confidently answered a question! I was so excited for him.



Gamerize Dictionary provides content for beginners all the way up to advanced students all in one app. It's very easy to customize the content for a range of courses and the kids love it.

★ Malcolm Harding
ISOE



We had an event coming up soon and so on short notice, we asked for some custom content on Gamerize. The kids happily pre-studied language for the event at home. On the day of the event, they were able to use the English they needed. It really is a must for events.

★ Lawrence Hong
AES English Conversation



Achievements

Gamerize Dictionary School User Retention Rate 2022-2024



Gamerize Dictionary School Users – 2024



AIC World College of Hiroshima
Elementary School
AIC国際学院 広島初等部



Case Study

Nico Kids English

Comparison of schools that have adopted Gamerize Dictionary with schools that have not.

★ Persistence rate



★ Membership rate



★ Tokyo – 2 schools ★ Tokushima – 2 schools



"It's so much fun that my daughter plays it just for fun regardless of the fact that she is actually studying hard! She's really been able to stick to it. I'm not only happy that her English is improving but also that she is spending less time on YouTube or playing video games."
★ Parent at Nico Kids English

Monthly fees at Tokyo Schools: 15,000 yen Monthly fees at Tokushima schools 11,000 yen
The Tokyo schools and Tokushima schools have the same curriculum and training.
Gamerize Dictionary has only been adopted at the Tokyo schools.

Scan to check the Case Study



Problems and Solutions

Before



- ★ No support for speaking and pronunciation practice.
- ★ Pronunciation practice is difficult for Japanese teachers.
- ★ It's impossible to give feedback on pronunciation to all students in class.



- ★ Creating and correcting homework is time consuming.



- ★ Students in the same class have different levels of ability.



- ★ Commercially available digital resources don't fit with the school's curriculum.



- ★ The students are unmotivated.



- ★ The students don't review.



- ★ Students don't learn from corrections on their homework.

After



- ★ Gamification makes learning fun. The students study independently.
- ★ All content has recordings of native English pronunciation.
- ★ Voice recognition allows learners to receive feedback on their pronunciation.



- ★ Creating gamified homework assignments is fast and easy.
- ★ No correction is required, just take a quick look at the dashboard analytics.



- ★ Students in the class can study different content that suits their needs at the same time.



- ★ Custom assignments can be created and assigned with ease.



- ★ Gamification makes learning fun. Students study autonomously.



- ★ Students' weak points are targeted and reviewed automatically by AI.
- ★ Spaced repetition system ensures language learned is retained



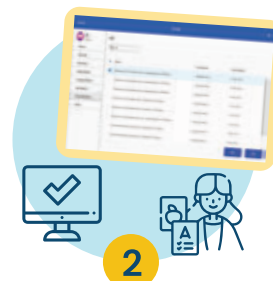
- ★ Learners get immediate feedback on their performance, allowing them to further hone their responses in the context of a game.

7 Key Features



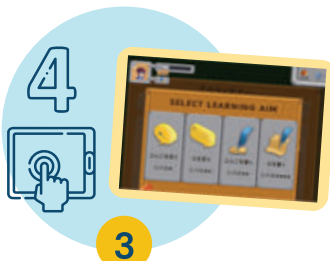
1

Graded Learner Dictionary.
(Illustrations, Example Sentences and Audio Included)



2

Homework Easily Assigned.



3

4 Selectable Learning Aim Settings



4

State-of-the-Art Voice Recognition

Achievements

Eiken Grade 5 (2021)

Period

17 days
(including home study)

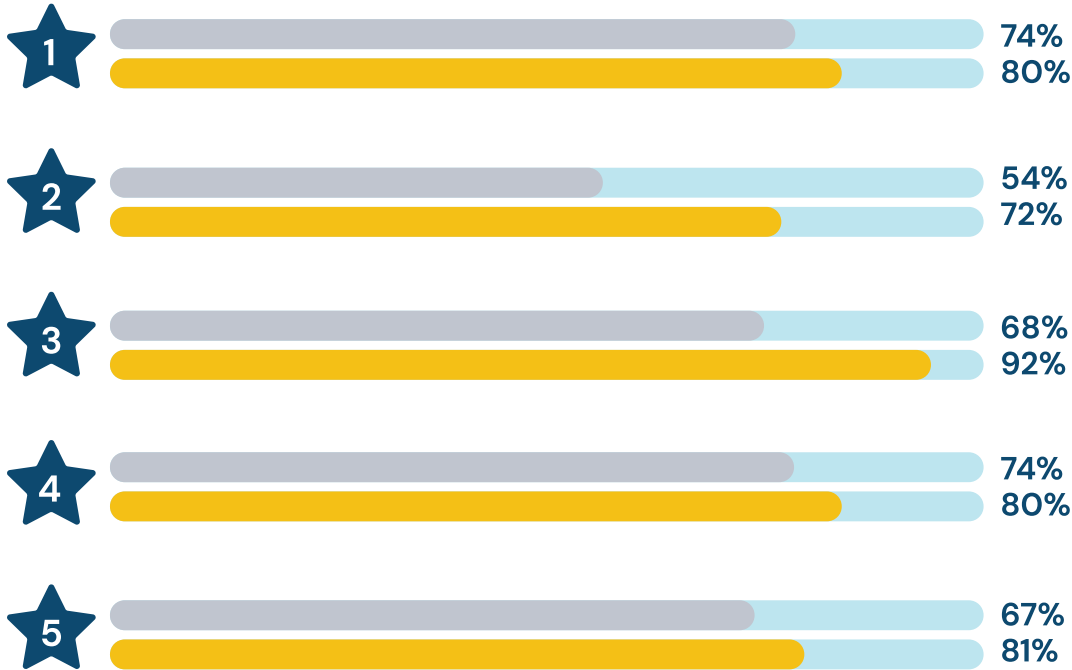
Class Time

45 minutes
×6 periods

Learning Method

Gamerize Worksheets

Student



Average increase of 13.6%

★ Percentage of Correct Answers Before Course

★ Percentage of Correct Answers After Course



5

Spaced Repetition System and AI Guided Review Maximize Learning Retention



7

Monthly Progress Reports Sent to Parents



6

Implementation of Cutting-Edge Gamification and Motivation Theory

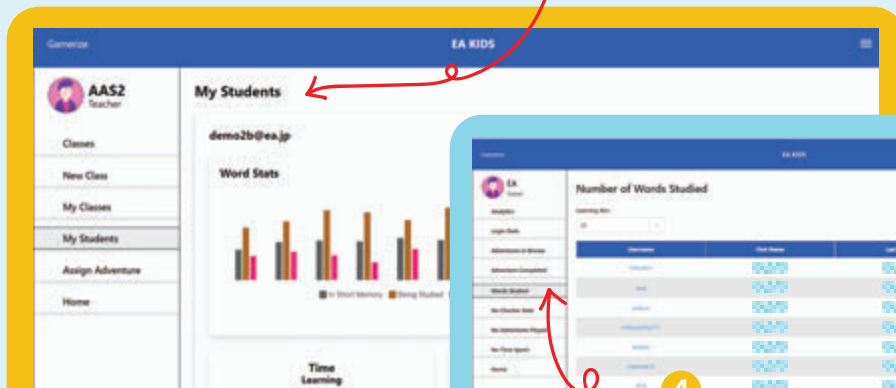
How to Gamerize Your Curriculum and Save Time

1 Consultation With a Gamerize Dictionary Content Specialist

Attend a short meeting with the Gamerize Dictionary content team to determine what content to have added to your school curriculum.

2 Custom e-School Creation

Based on the consultation, a school dashboard and teacher dashboards are created with classes, student accounts and custom content included.



3 Go!

Let your students go on a learning adventure. They will be begging for their next homework assignment!

4 Check Analytics

Periodically take a look at student analytics on the dashboard to monitor their progress. No need to correct homework!

How Gamerize Works



Step 1

Make an 'adventure' by selecting words from the dictionary to make a custom word list or choosing a wordlist from the library of bundles.



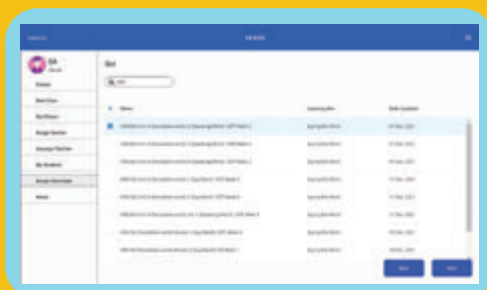
Step 2

Choose from four learning aims: spell the word, write the example sentence, say the word, or say the example sentence.



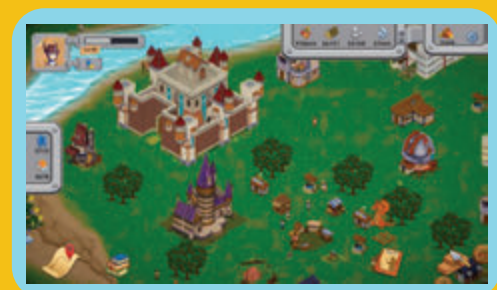
Step 3

Assign the adventure to a student or a class.

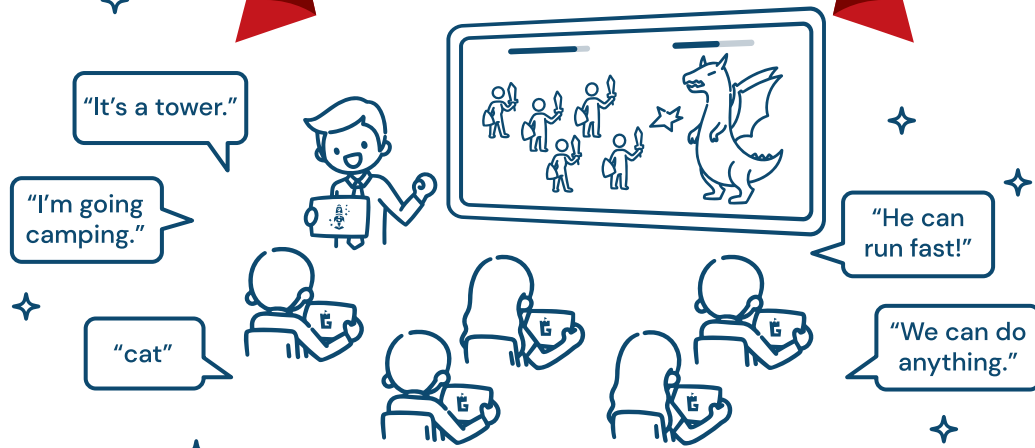


Step 4

Let your students play your adventure at home or in class and build a kingdom with the rewards!



Class Battle!



Coming Soon!

Price

Individual user (store price)

Pro 1,200 yen/month ★ 9,800 yen/year

Basic 800 yen/month ★ 5,600 yen/year

Price for Schools
for Pro Version

From 300 yen



株式会社AAS PressのThe Gamerize Dictionaryは、LAPにてISO/IEC 27001：2022の認証を受けています。

Contact Us!

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in English or Japanese!



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on LINE



YouTube Gamerize Dictionary
introduction video

Contains Bundles
with Popular Content



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