

Jungle Adventure

Research overview

November, 2012

Company Bio, emeeyou®

- emeeyou is a new breed of education technology companies that is focussed on researching and developing high quality, evidence based educational learning tools.
- emeeyou was founded by Deanne Hvala Granger in 2012 and is based in Zurich, Switzerland.
- emeeyou's first evidence based mobile application, Jungle Adventure was launched on 6th November, 2012.
- emeeyou is excited by the possibilities of technology integrated education and considers an evidence based approach an important step for attaining knowledge, advancement and quality in this field.

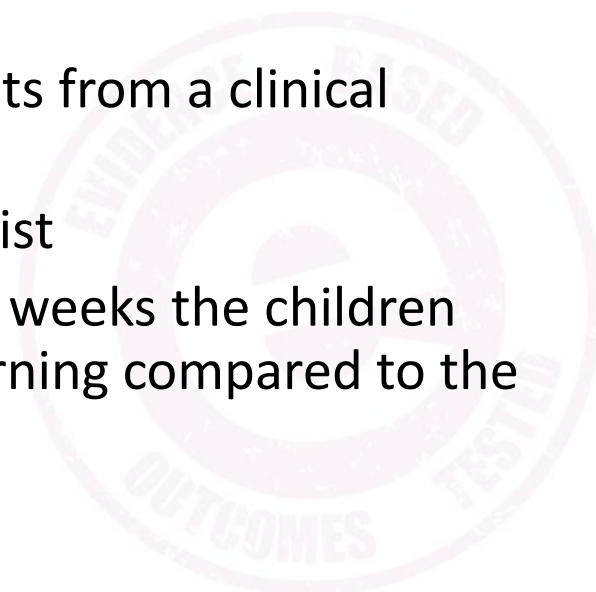
Study objectives

- The objectives of the pilot study were to understand the potential beneficial learning outcomes that could be achieved through playing the Jungle Adventure mobile application



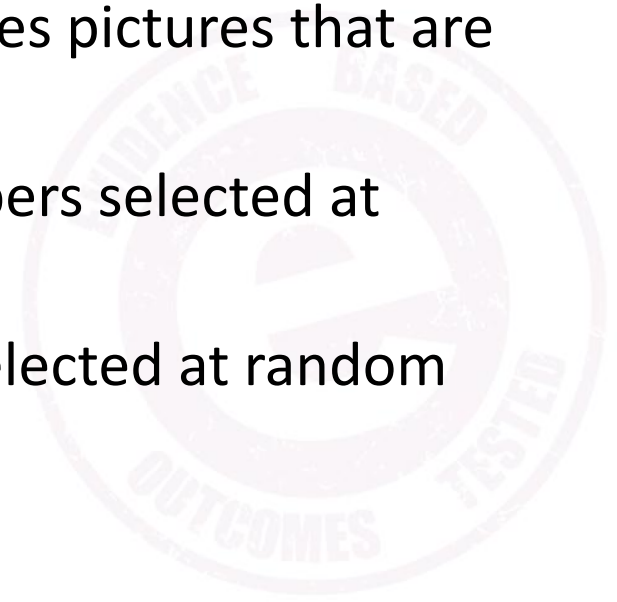
Study design

- The pilot study consisted of a sample of 56 children, aged 2 – 4 years
- The children were randomised into two groups, one using the Jungle adventure application (n=32), one using a control application (n=24)
- Children were screened in terms of key demographic and socio-economic factors
- The children were initially tested using subtests from a clinical standardised assessment tool, WPPSI III.
- Testing was supervised by a clinical psychologist
- After using the application each day for three weeks the children were re-tested to measure any impact on learning compared to the general population



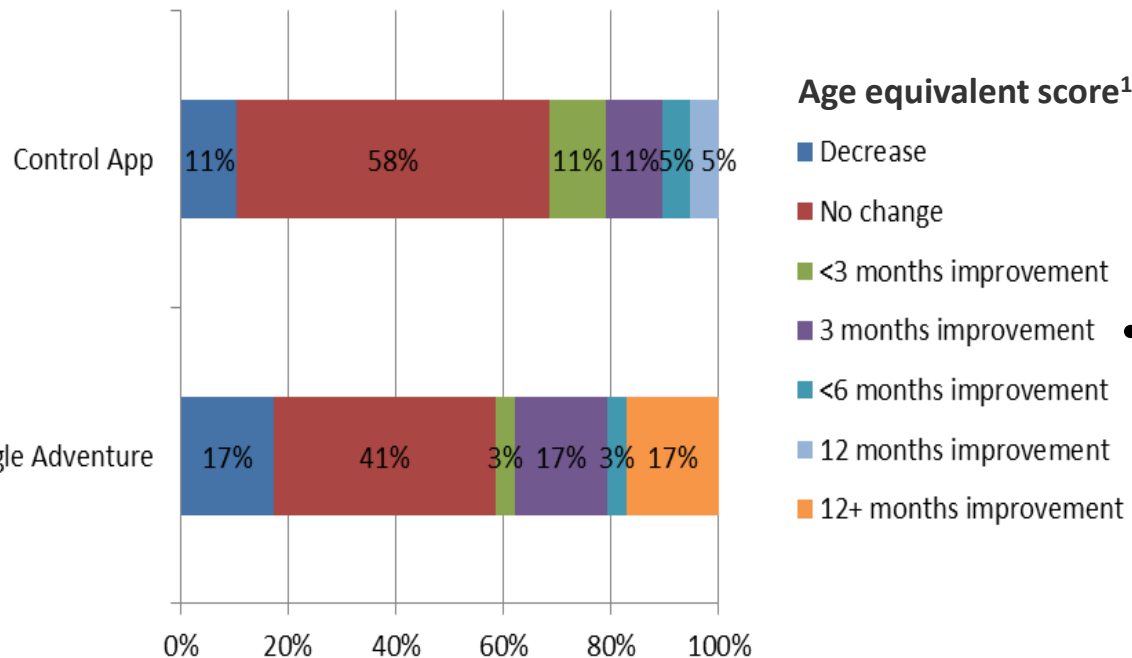
Tests used in the pilot study

- Receptive vocabulary (WPPSI III): The child looks at a group of pictures and points to the one the examiner names aloud.
- Object assembly (WPPSI III): The child is presented with pieces of a puzzle in a standard arrangement and fits the pieces together to form a meaningful whole.
- Picture naming (WPPSI III): The child names pictures that are displayed in a stimulus book
- Random numbers: The child names numbers selected at random
- Random colors: The child names colors selected at random



Jungle Adventure shows increased learning outcomes in the object assembly test compared to the control group

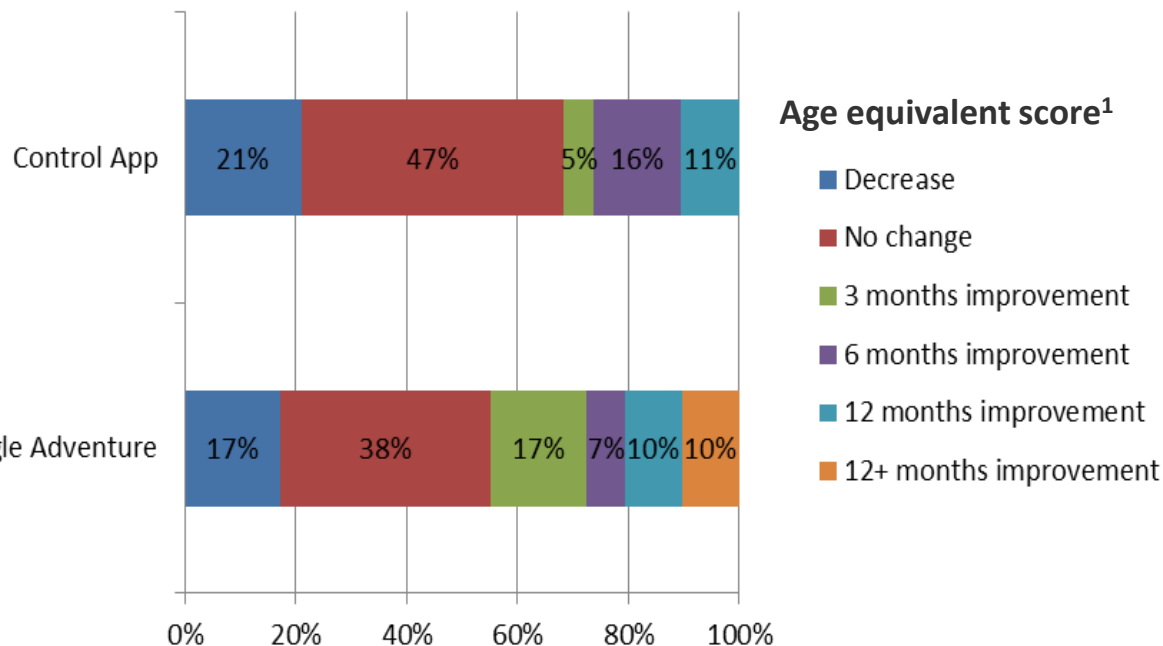
Jungle Adventure shows positive learning benefits in the object assembly test



- 38% (n=29) of the children tested using Jungle Adventure improved their object assembly skill level by an average of more than 10.8 months
- 26% (n=19) of the control app sample increased learning by an average of 2.8 months

Jungle Adventure shows increased learning outcomes in the picture naming test compared to the control group

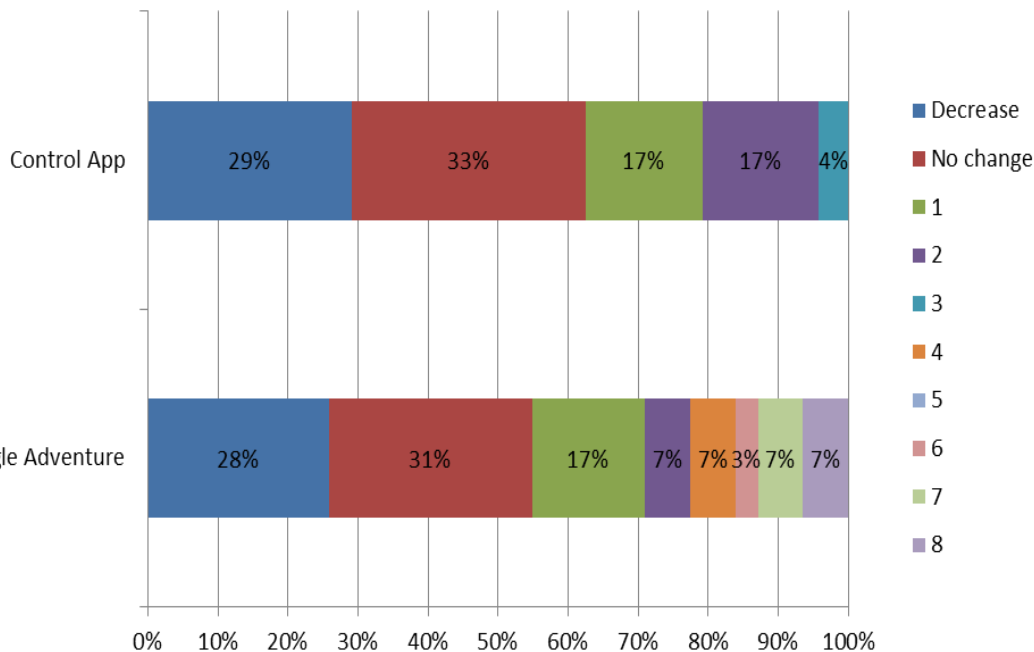
Jungle Adventure shows positive learning benefits in the picture naming test



- 45% (n=29) of the children tested using Jungle Adventure improved their picture naming skill level by an average of more than 8.7 months
- 32% (n=19) of the control app sample increased learning by an average of 6 months

Jungle Adventure shows increased learning outcomes in the random color test compared to the control group

Jungle Adventure shows positive learning benefits in the random color test



- 31% (n=29) of the children tested using Jungle Adventure improved their knowledge by 2 or more colors
- 24% (n=29) of the children tested using Jungle Adventure improved their knowledge by 4 or more colors
- 4% (n=19) of the children tested using the control app improved their knowledge by 3 or more colors

Conclusions

- Regular use of the Jungle Adventure app has the potential to improve learning skills in object assembly, picture naming and color recognition in children aged 2 years and 6 months to four years.
- Follow up research with larger samples is in planning stage

For more details on our results and research design contact:
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