

eLeve | Hoffmann-Reif

gameON

Social Knowledge Events

True Mobile Learning

believe

Inspire your cohort,

Train your staff,

Measure competencies,

Sell your idea,

Test your students,

Build your brand.

- Opportunities for new ways of discovery

- Capacity development to pave the way for happy lives

- Effective 21st century organizations require purposeful individual growth

eLeve Inc | Hoffmann-Reif

Chicago | Paris | Cologne

elevepro.com | hoffmann-reif.com

hjudson@elevepro.com | shof@hoffmann-reif.com

US 773-649-1534 | FR 617287368 | D 221-8809621



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GameON is a gamification solution for training, education, promotion and performance measurement.

GameON leverages technology to events, experiences, curriculum and training systems, both on-ground and online, for direct, immediate results.

We deliver content directly, immediately to your target group, **simplifying your job**. GameON empowers learners with direct and immediate responses to learning gaps. GameON incorporates a mobile social quiz system. Custom quiz content challenges players to learn, respond and meet your goals, any place, any time, with easy to access tools to measure engagement and impact.

We transform knowledge into action.

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We are an international team of education and knowledge management consultants with varied wealth of experience. Together we educate, train, design, and push things through -- content, education, training and management of human resources. We are passionate about our work, people, social systems and technology.

We have completed corporate, governmental, research, fair and organic agricultural, disaster prevention, environmental protection, education and electronic publishing projects in North America, Europe, Asia, Africa, Oceania. We have experience in developed and undeveloped countries, in poor and rich economies, as well as in areas of conflict.



Hannah Judson
Instructional Design



Sebastian Hoffmann
Knowledge Management



Florian Bemmerlein-Lux
Capacity Development

Meet the team.

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How it works

Motivating, knowledge-acquisition contests are designed to stimulate activity, while quickly identifying and responding to knowledge gaps. GameON purposefully fills participant's knowledge gaps whenever identified. It gathers target group information for event administrators, such as attitudes, knowledge and profile information.

Both teams and individuals can participate in Social Knowledge Events designed for your audience, responding to timed questions in a competitive format. Participants earn points, and can keep track of who is in the lead. Incorrect responses signal gaps that trigger corresponding feedback. Participants receive individualized multimedia content based on their incorrect responses that signal knowledge gaps, in the form of academic study guides, marketing messages, and any other text, image, web links and/or video.

For computers and smart devices.

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"Is your staff up to date on the recent changes in labor regulations?"

Run ongoing institutional compliance and code of conduct games for your staff. The games identify knowledge gaps immediately and deliver personalized feedback sheets that include topic explanations, examples and further resources for more study. GameOn delivers analytics drawn from data responses.

"Beat last year's best scores! The winner of our annual company award is ... ?" Engage attendees at Annual meetings. Spread company knowledge, culture and attitudes in a fun GameOn event.

"Join the tradeshow contest from anywhere and anytime! Win a tablet!"

Handout small 'invitations to play' cards in any public space, like at a concert, a museum line, a sports event or a trade-show. Create innovative guerrilla marketing events that do not require logistics.

"Follow us and test your knowledge." Run motivating contests on Facebook and other social media to accompany a book release.

How well do you know your sports team? Test fans on sports data like player statistics, game results, or team history. The winner gets a free ticket. Use games for market research and gather data about your target market.

"Which foreign language level do you fit in?" Run a qualifier test to determine foreign language level of your students.

"Do your Math students understand the class?" Run ongoing live events in a Math eLearning course. Improve eLearning courses for students by repetition and feedback, and for professors by delivering an awareness of overall comprehension.



gameON Event Starter Kit

Projects start at \$9,500

This package is for organizations who need a multi-player game custom designed and delivered for one time use. Smart, relevant questions for your audience.

- Project development of quiz content items
- Ready-to-play game delivery
- Software licensing
- Online support

gameON 4 Marketing

Projects start at \$14,500

GameON 4 Marketing offers a memorable, interactive and technologically crisp marketing strategy by promoting businesses and services at trade shows, private events and in public spaces.

- Guerrilla marketing, trade show or marketing event strategy planning
- Development of quiz content items
- Interface design for user demographic data collection
- Ready-to-play game delivery
- Event implementation
- Software licensing

gameON Full Service

Annual subscriptions start at \$19,000

This package is best for organizations needing ongoing maintenance for multi-player events and games to be delivered on an ongoing basis.

- Guerrilla marketing, trade show and marketing event strategy planning
- Development of quiz content items
- Interface design to collect relevant user data
- Ready-to-play game delivery
- Event implementation
- Software licensing

As Needed Consulting and software fees

On-site service daily rates

\$1500 day, plus travel

Online service hourly rates

\$150 hour

Retainer options available for post-project maintenance and service.

gameON

Training and marketing Quiz game events; learning analytics and psychometrics.

PeoplePower

Holistic, empowering on-the-job employee training.
Human Resources Development System. Managing people, events, knowledge and content.

eLearning & Capacity Development Expertise

Curriculum and platform development for education and business.
Our systemic solutions and consulting services target a satisfactory work and life of people.

Sebastian Hoffmann
shof@hoffmann-reif.com
+49 221 8809621

Florian Bemmerlein-Lux
flo@ifanos-concept.eu
+49 911 48648718

Hannah Judson
hjudson@elevepro.com
+39 617287368

What we do.



We believe in a well-designed world where knowledge is not a commodity, a class system, or a privilege. We believe in direct access to transformative experiences leading to action and practice.

We believe people are unique, with diverse talents, motivational factors and needs. Learning programs need to respond to the varied experiences and needs in order to serve people.

We believe education and training not only develops capacities but builds lives and paves the way for a happy life.

We believe that talent and motivation should be met with opportunities to learn.

We believe in optimism, human progress and a never ending discovery journey. We recognize that while we are at a pivotal time in history, there are opportunities for new, better ways of discovery, and living.

We believe in a grown up world, where critical thinking, logic, mindfulness and emotional intelligence are valuable assets.


We believe individual growth supports the purpose and effectiveness of 21st century organisations.

We believe in knowledge without boundaries.

We believe in economically innovative, networked societies where people are accountable.

From each according to his ability, to each according to his need.
De chacun selon ses facultés, à chacun selon ses besoins.

Why we do this.



We leverage technology to create events, experiences, curriculum and training systems, both on-ground and online.

We harness the abundance of free information exchange, data, culture, and deliver it in manageable, direct formats.

We design organisational frameworks and instructional experiences that empower learners with direct and immediate responses to learning gaps, and reinforce paths of action.

We create responsive, practical, on-demand training that develops and reinforces real-world competencies. We support learning experiences by linking purpose with direct action.

We develop training programs that build upon real-time, real-world expertise.

We create training experiences that reinforce confidence, skill mastery and personal maturity.

We manage information, content and knowledge meaningfully.

We measure engagement and impact.

We transform knowledge into action.

How we do it.