Overview of Adventure Academy

Adventure Academy is an educational massively multiplayer online game (MMO) for elementary and middle school-age students. It features thousands of enjoyable learning activities that are discovered on quests through an interactive virtual world. Expertly designed to create a highly engaging and educational environment, *Adventure Academy* focuses on building critical knowledge and skills in language arts, math, social studies, science, and more.

[Age of Learning](), the company behind the industry-leading [ABCmouse]() online learning program, developed *Adventure Academy* with a substantial investment over the course of three years.

In *Adventure Academy*, the more you explore, the more you learn.

Audience: Elementary and middle school-age students

An Epic Learning Adventure: You're invited to join the ranks of young scholars at *Adventure Academy*, a fully immersive virtual universe for those seeking knowledge and adventure. Gain access to hundreds of hours of educational activities teaching essential skills in math, language arts, science, social studies, and much more!

Gameplay

In *Adventure Academy*, learners:

- Create and customize their avatar's features, clothing, and backpack.

- Meet several non-player characters, each with their own unique backstory, who guide players on their learning journey.

- Complete quests and learning challenges to level up, unlock new zones, and earn rewards in an ever-expanding virtual world.

- Design their own home, including furniture and accessories.

- Collect unique items.

- Join the Honor Society at level 30, unlocking a special shop where learners can exchange credits for rare and valuable items.

- Interact with other learners, chat, and create or join clubs in a safe, COPPA-compliant environment that is free of advertising and in-app purchases. Parents control the level of interaction their children have through filtered chat and can block all in-game communication, if desired.

- Experience hundreds of hours of fun, educational interaction and gameplay, with hundreds more hours in development.

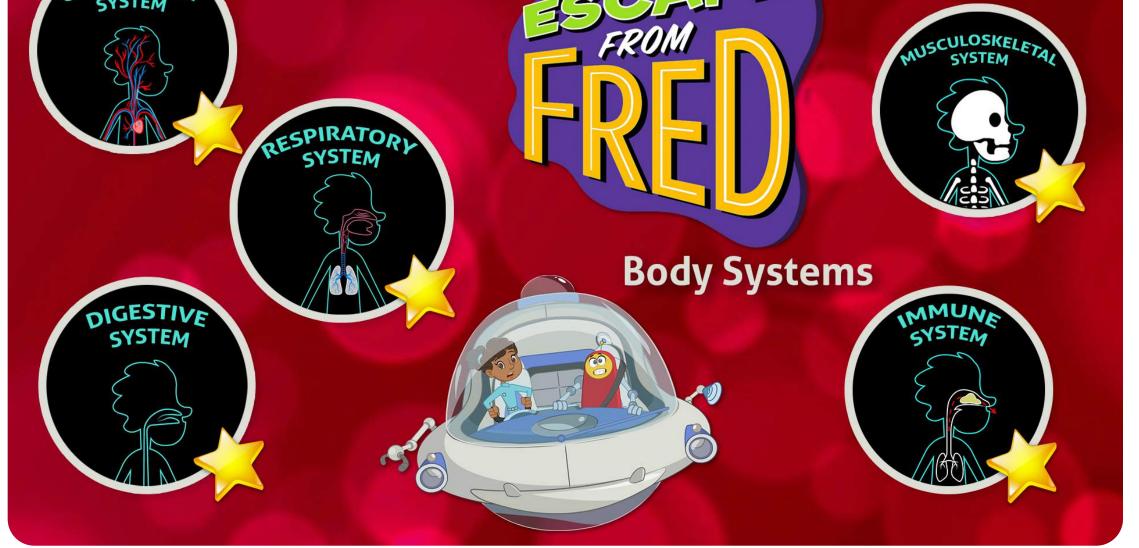- Play the entire game across multiple platforms, including computers, smartphones, and tablets.

Curriculum

Age of Learning has brought the same curriculum-first approach to *Adventure Academy* that it successfully employed in *ABCmouse*, which has helped educate more than 18 million children to date.

- *Adventure Academy* features thousands of educational learning activities, such as videos, reading experiences, games, quizzes, and many other interactive elements—all within the frameworks of U.S. (and international) curriculum standards.

- **Crafted by a curriculum team comprised of more than 40 experts who:**
  - Collectively have hundreds of years of teaching experience with tens of thousands of students.
  - Have developed dozens of major curriculum programs for leading education publishers.
  - Come from prominent education companies, including McGraw-Hill Education, Houghton Mifflin Harcourt, Pearson, National Geographic Learning, Amplify, and LearnZillion.

- Curriculum leadership conducted an in-depth review of state, national, and international educational standards, and collaborated with practicing teachers across the U.S. to identify the high-priority curriculum topics students find most difficult in school. As a result, the *Adventure Academy* curriculum emphasizes reading comprehension skills, vocabulary development, mathematical operations, fractions, world geography, U.S. history, physical science, life science, Earth science, and scientific inquiry.
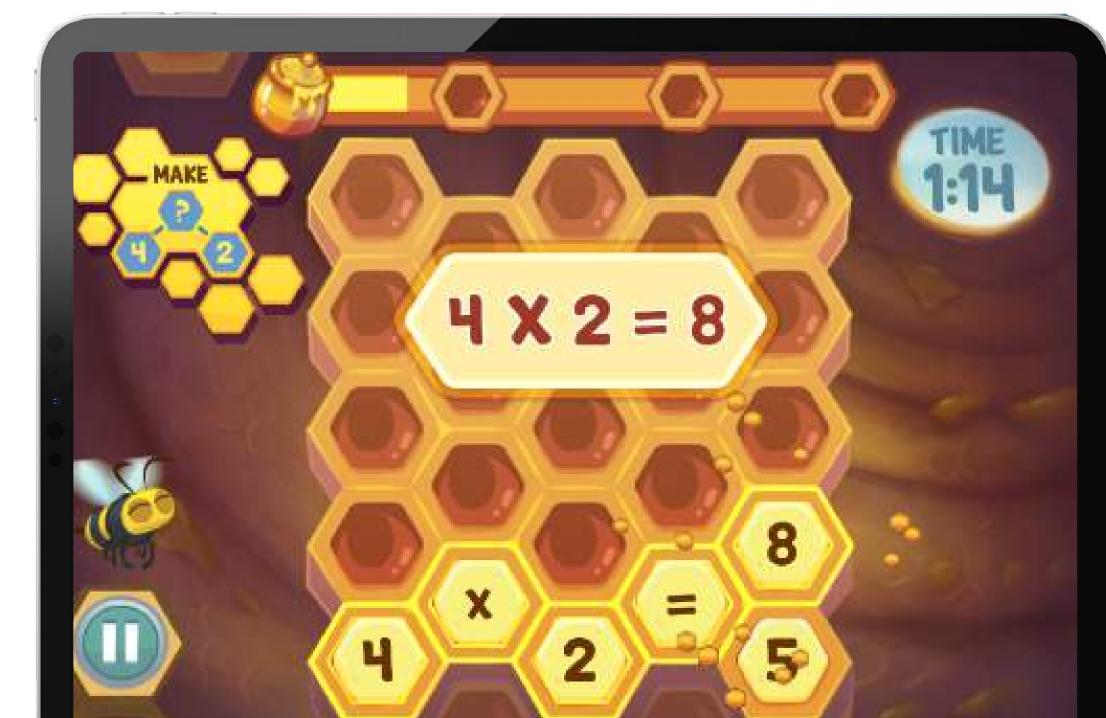
Development

- With a substantial investment over the past three years comparable with those made in other premier (or "AAA") online games, Age of Learning assembled a world-class team of curriculum and instructional design experts, master teachers, game designers, artists, animators, and engineers to build *Adventure Academy* with the quality and engagement features of an AAA game.

- Developed and produced by a team of over 60 professionals, featuring top talent in the video game industry, including:

  - Kevin Beardslee, one of the original creators of *World of Warcraft*.

  - Alex Galvagni, former General Manager of leading game studio Turbine, creators of *The Lord of the Rings Online*, *Batman: Arkham Underworld*, *Dungeons and Dragons Online*, and *Game of Thrones Conquest*.

- Design features include:

  - 3D virtual world with graphics and visual effects that push the boundaries of mobile gaming.

  - A fully featured MMO experience with a 24/7 presence on smartphones, tablets and computers.

Roadmap

- New features and content are regularly added including:

  - New learning activities, quests, and items.

  - Seasonal content with themed environments, quests, and rewards.

  - Multiplayer questing, games, and leaderboards.

  - Regular updates of new zones, increased level-caps, activities, and rewards.

Contact your local library to find out how to access Adventure Academy!

Age of Learning®