

## **This game system converts struggles about schoolwork into valuable moments between parent and child**

**The Dutch Start-up Luqo developed a games system, allowing parents to support their children with schoolwork in a relaxed way. Children can play educational games as a team, together or with a parent. The start-up wants to prevent children from being isolated behind a screen and therefore focuses on discussion and collaboration. Playing together initiates extraordinary conversations and creates valuable moments between the players.**

The game system consists of push buttons and more than 50 games. These are available for pre-schoolers until the age of 12, and have been developed together with teachers and educational experts. As a result, the games are in line with the methods of the elementary school. As parents, you no longer have to immerse yourself in the learning methods of school. Even if you don't know anything about a topic yourself, you can help your child by exploring the games together.

Examples of games are: Telling time, Verb conjugation, Algorithms, Fractions and Vocabulary (English). A bundle of games specifically targeting social development will be launched soon. This bundle contains games like: Eat your vegetables, How was your day and Bedtime stories.

The games are played on your own tablet or laptop. They are controlled with push buttons, which are just like the buttons of game shows on TV. Each player is responsible for their own button and must hit the button at the right time. Therefore, good discussion and collaboration are crucial. Luqo has currently been used in Dutch elementary schools, but is also coming to homes now via [Kickstarter crowdfunding](#).

### **Response to the effects of covid school closures**

The game system is an answer to the painful effects of worldwide lockdowns on children's development. For example, the findings of Oxford's Leverhulme Centre for Demographic Science, concluding that [primary-age school pupils have made no progress last year, and the school closures have led to serious learning losses](#). Luqo wants to motivate children and parents to catch up on those learning losses. It has already been shown that Luqo is a good way to practice more with learning material at school, that is why the company wants to release a version for homes right now.

By offering games at an individual level and for each subject, Luqo challenges children at their own level. This may mean that they practice extra with the basic skills, or already work on the material for the next year. Because all games require collaboration, children automatically work on social skills, regardless of the game.

### **The role of parent**

Luqo believes that the problems in educational systems can not only be solved through investments or more teachers. They want to actively involve parents in the education of their child. That is why they make accessible games and controllers that do not require any manual. Parents can choose to play the games themselves with their child, but they can also be played with another family member or friend.

Interviews with test users showed that Luqo initiates extraordinary conversations. About schoolwork, but also beyond. Parents learned new things about their children and vice versa. It creates those "twinkle moments" between parent and child. Therefore, the company decides to no longer develop exclusively educational games, but will soon also launch games that focus solely on creating valuable conversations between parent and child.

## **Worldwide recognition**

The Dutch start-up is highly appreciated for the game system. In their own country, they won the [Cinekid & Mediawijzer.net Golden Guppy](#) in 2018 for the best digital toddler & pre-school product. The game system has also already been used in elementary schools throughout The Netherlands. In the second week of April, [it was announced that Luqo is a finalist](#) of the international [Future Play Design Challenge](#), where the investment department of LEGO is part of the jury.

To get the home edition of Luqo on the market quickly, the start-up launched [a Kickstarter crowdfunding](#) this month. In the first week, 40% of the target amount was immediately collected. Luqo for home (and school) is available exclusively on Kickstarter with a discount until May 12th. If you want one for yourself, you must be quick!

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If you have any questions or want to request an interview, please contact:

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## **More information & Images**

Link to the Luqo press page, including images: <https://playluqo.com/press/>

Link to the Kickstarter page: <https://www.kickstarter.com/projects/luqo/luqo-home-the-first-game-system-for-collaborative-learning>

Link to article in Dutch newspaper AD: <https://www.ad.nl/utrecht/interactief-utrechts-knoppenspel-moet-leerlingen-samen-laten-werken~a74e37c4/>

Link to article of Meester Sander about Luqo at school:  
<https://meestersander.nl/2021/04/23/dit-moet-je-hebben-in-de-klas-luqo-voor-samenwerkend-leren-met-de-ipad/>