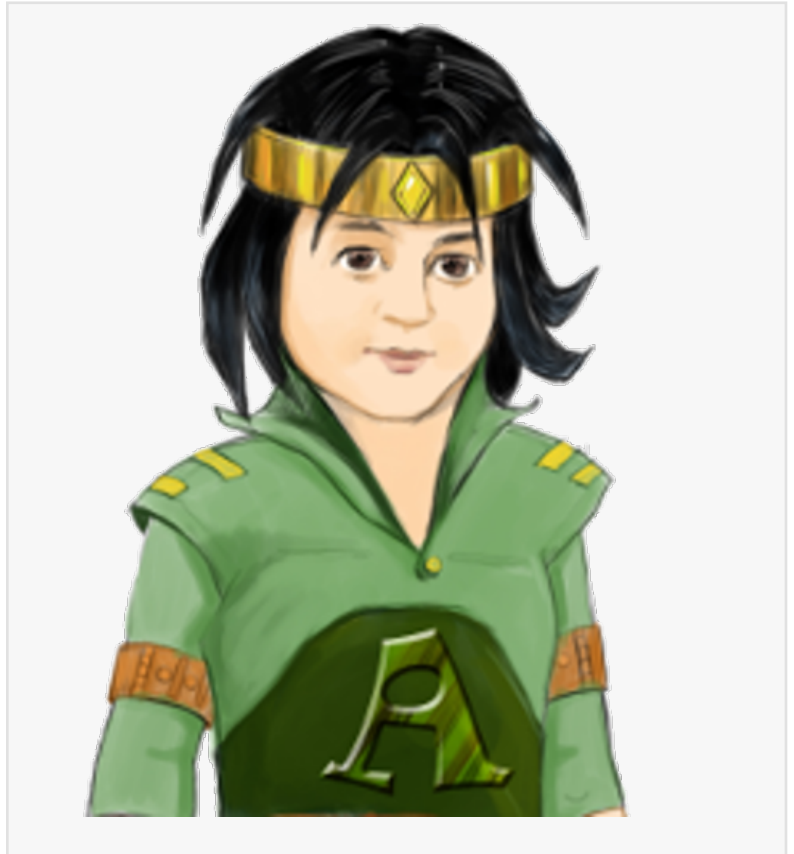


# Aklavya -Inching Ahead To Game Based Learning

*A new online learning game for children Aklavya, released their first playable prototype, but watch out for this is an educational game with a difference.*

KOLKATA, WEST BENGAL, INDIA, April 15, 2016 /EINPresswire.com/ -- The makers of [Aklavya](#) have recently launched the playable prototype of their [educational game for kids](#) - Aklavya. This game can be played by anyone with an internet connection and a computer with windows operating system. This is the very first version of the game which is the fruit of prolonged endeavor by team Aklavya, especially the maker of the game Vivek Chakraverty an independent game developer with an aim to promote children's education and development. This prototype has been available for a try run for keen gamers with finer tastes in video games that also work out the brain muscle. It is live on the website from 15th April, 2016 onwards.



The game as per the developers is still under making and like all forms of art has the ambition to achieve the greatest level of perfection. The players will be required to answer mental math and other IQ related questions to qualify the initial starting levels of the game. The concept of the game is inspired from the old time favorite of Vikram and Betaal, the mythological tale inspired from Betaal Pachisi which was aimed at promoting children's learning through teaching valuable life lessons. The tale is about the protagonist King Vikramaditya and the ghost Betaal somewhat similar to the western concept of a vampire. The young king would have to overcome obstacles on the way while answering moral questions asked by the ghost. Here in this game Aklavya is a similar character comparable to young king Vikramaditya on a journey to achieve an enticing end reward. The game also aims at teaching English language to young kids through an innovative interactive platform. The prototype of the game begins in a picturesque green setting on a meadow from a child's dream; the player is greeted by the main character Aklavya and guided towards a green ghost, Krptaal. Kryptaal then asks Aklavya mental math questions which increase in difficulty with every right answer. Most questions require the player to answer within 30 seconds of time. Some of the questions can be really tricky and require sharp thinking. Every right answer is accompanied by triumphant adulation with cheer and claps, which will encourage motivation amongst young players to keep trying to answer all the questions. Once Kryptaal is done with his questions, he guides the player to Tretaal, the ghost in red. Tretaal also asks questions somewhat trickier than Kryptaal and then gives a proposition to double the score with an interesting one. Answering this one correct fetches you a

greater score as this is the marker to reach the standard IQ of a 9-year old. Although meant for 9-year olds, some math questions really require brain workouts and that too fast to keep playing, which a few adults may find challenging.

The game promises through the [means of play](#), several other wow factors, with different player classes, with new features that will promote learning, decision-making skills, to enhance the attention span of young kids and bettering motor skills.

About the developer:

A critical thinker, video game enthusiast, poet, philosopher, writer, polymath and an extraordinaire, Vivekcharya (Vivek Chakerverty) of Aklavya, dreams of building a space-city some day! Aklavya is the crop of his boyhood dreams of revolutionizing the mundane education system for kids with interactive educational methods. He believes that the act of gathering knowledge should not be constrained to boxes and books only. It should be an act thoroughly enjoyed by children, who would be hooked to drink from this stream to emerge out enlightened in its truest sense.

To catch up on the latest blogs, videos and gaming trivia on Aklavya, try the game to learn, play and collaborate! This is a game that both teachers and students will love to play. Check out the game prototype at their website <http://aklavya.org>.



Suchitra is one of the avatars which children may learn.



Rana is a Non-Playing Character

Vivek Chakraverty  
Aklavya  
+91-9674082640  
email us here

---

This press release can be viewed online at: <http://www.einpresswire.com>

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist you with your inquiry. EIN Presswire disclaims any content contained in these releases.

© 1995-2016 IPD Group, Inc. All Right Reserved.





