

Irish educational platform teaching the Arabic language is seeking games manufacturers (jigsaws single and multiple imagery, giant flashcards, matching, gamebooks with/without sound) in Europe.

## Summary

Profile type

**Business Offer**

Company's country

**Ireland**

POD reference

**BOIE20240103009**

Profile status

**PUBLISHED**

Type of partnership

**Commercial agreement**

Targeted countries

• **World**

Contact Person

**[Aleš OGOREVC](#)**

Term of validity

**10 Jan 2024**

**9 Jan 2025**

Last update

**10 Jan 2024**

## General Information

### Short summary

A leading Irish SME who designs innovative learning methodologies to teach the Arabic language through English is looking for manufacturers to produce their high quality game designs.

### Full description

This Irish company is actively pursuing games manufacturers in Europe, who share their vision for advancing language learning to children through cutting-edge and engaging experiences. Games intended include jigsaws, giant flashcards, matching, game books with/without sound.

They are looking for an experienced manufacturer to join them in reshaping the landscape of Arabic language education for children, delving into the substantial opportunities present in this dynamic market.



Advantages and innovations

- 100% Irish business
- Avant-garde teaching in unmet market
- Highly expansive market (Children learning Arabic) that only continues to grow
- Extensive range of designs and engaging content for game production

Technical specification or expertise sought

Stage of development

**Under development**

Sustainable Development goals

- **Goal 4: Quality Education**
- **Goal 9: Industry, Innovation and Infrastructure**
- **Goal 10: Reduced Inequality**
- **Goal 12: Responsible Consumption and Production**
- **Goal 11: Sustainable Cities and Communities**

IPR Status

**IPR granted**

## Partner Sought

Expected role of the partner

This Irish SME is looking for a manufacturer who is willing to work with them in making their designs come to life. Games are aimed to be powerful but simple, high quality and produce an intricate symmetry between the languages and graphics and sound if applicable.

Giant flashcards are intended to be a learning tool with pop out names, back to front use of cards and collectibles programs further increasing market capabilities. It is expected to achieve 8 flashcards (double sided) for 7 sets of distinct themes (animals for example and transport are 2 of them)

Type of partnership

Type and size of the partner



## Commercial agreement

- SME <=10
- Big company
- SME 50 - 249
- SME 11-49

## Dissemination

Technology keywords

Market keywords

- **07004008 - Other consumer products**

Targeted countries

- **World**

Sector groups involved

## Media

Images



[Giant flashcard example.](#)