

RESEARCH PARTNERS

Inserm



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Experimental Psychology)
INSERM Research Director

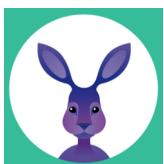
TARGETS

Children from all over the world

FORMATS



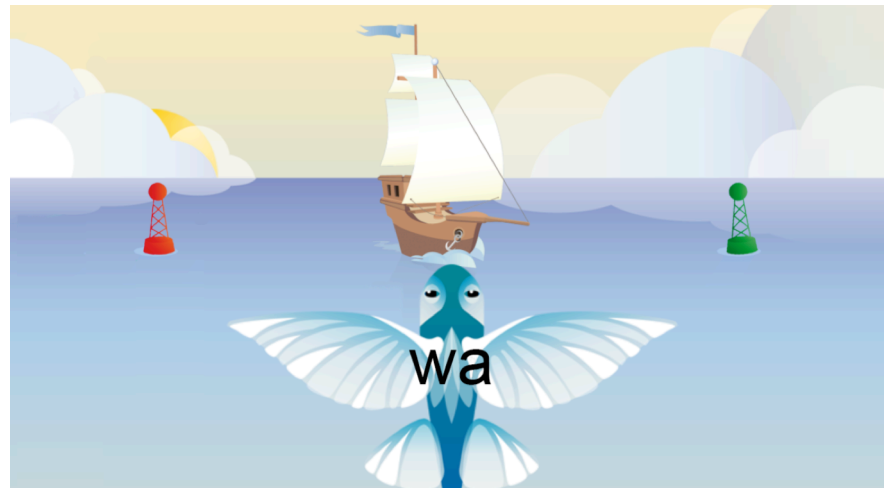
ADDITIONAL RESOURCES



<https://ludoeducation.wordpress.com/>

KALULU

A SUITE OF EDUCATIONAL GAMES



THE PROJECT

The **XPRIZE Global Learning Challenge** offers developers to create applications that will enable children all around the world to **learn how to read, write and count independently**.

In the context of its participation in the XPRIZE competition, Manzalab built a team of developers, graphic designers and applications experts. This team is led by Cassandra Potter Watkins, cognitive science research engineer under the tutelage of Professor Dehaene. She leads the **Kalulu project**, a suite of open source educational and recreational applications available in English, French and Swahili.

The project is also supported by French Ministry of Education through **LUDO project**.

PRELIMINARY TESTING

- Tanzania: September 2017
- France: September 2017

In France, Kalulu will be tested by 1000 pupils of the Nice and Poitiers educational districts.