# EVOLUTION OF EDTECH BUSINESS MODELS

Prospective monitoring
December 2025

# Summary of the December 2025 edition

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turbo ai

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evulpo

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testwe

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Schoolbeat

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**Candli** is an educational web platform that allows students to design their own video games using drawings and images, while developing skills in programming, mathematics, etc.

# Definition of Edtech:

The acronym EdTech is short for Educational Technology. **EdTech represents the use of new technologies to facilitate and improve knowledge learning and transmission.**

For example, e-learning provides individual digital teaching as an alternative to physical attendance. These "classrooms" and MOOCs (Massive Open Online Courses) are lectures broadcast on the Internet. The LMS (Learning Management System) makes it possible to distribute educational content online, including courses. There are also educational robots that capture the attention of young people and support them in their learning.

EdTech provides tailor-made and on-demand services. It revolutionizes teaching, making it possible to **design a personalized learning path for students.**

Teachers and schools in general also benefit from these technologies, which facilitate the sharing of knowledge in collaboration with their students through participatory and pedagogical teaching. In addition, they use these technologies as **online platforms to better organize, control and monitor learning and adapt their teachings to students**. This allows them to provide more relevant and effective services.

Overall, Edtech benefits students and teachers as well as schools by **facilitating administration and communication**. They improve dialogue, education, learning and above all pedagogy.

**DISCOVER MONITORING METHODOLOGY**

# Prospective monitoring - Definition

## Overview

Prospective monitoring consists of collecting strategic information to anticipate changes in the ecosystem and respond as quickly and appropriately as possible. This provides support for the implementation of a commercial and technological strategy.

## Methodology

An effective method involves regular service developments monitoring.
The below steps were taken:

- Research, analysis and comparison of a dozen innovative offers in the field of Edtech.
- Identification and understanding of the commercial and technological benefits of these results.
- Identification of Edtech trends and innovations. Trends represent market characteristics and developments.

## Objectives

For a company or educational institution to compete sustainably it needs to be constantly aware of changes in its market, so as to either limit potential risks or benefit from these changes. This would involve the following :

- Monitor competitive products and service developments.
- Identify and distinguish innovative trends and strategies over the long term.
- Analyze and compare this information with the organization's current strategy.
- Evaluate competition and their business strategies through their innovations.
- Carry out a self-evaluation and develop a strategy.
- Find inspiration in business and technological trends.

**DISCOVER OUR EDTECH TRENDS ANALYSIS**

# Edtech trend analysis

## Main technological trends

Represent **opportunities or threats** for the various players in the sector

- Gamification
- Artificial intelligence
- Big Data
- Virtual Reality (VR)

Publication of report
"Data Governance for EdTech''

UNICEF, in partnership with UNESCO and the Global Privacy Assembly (GPA), has published a report on data governance in the field of educational technology (EdTech). This study provides a global overview of the opportunities and risks associated with the use of data and digital tools in education, with a focus on issues of child rights protection, privacy, equity, and security.

## Notable highlights

MES MyEdSpace

*MyEdSpace, a leading London-based online education platform, announced today that it has raised **EUR 12.8 million (CHF 11.9 million)** in a Series A funding round.*

we will write

*With 73% of students struggling with writing, Oslo-based company WeWillWrite raises **EUR 2 million (CHF 1.86 million)** to restore the joy of writing.*

Flint

*Flint raises **USD 15 million (CHF 13.2 million)** to make personalized education accessible without increasing teachers' workload*

Uolo

*Edtech start-up Uolo has raised **USD 7 million (CHF 6.93 million)** in a funding round led by Australian venture capital firm Five Sigma.*

# Turbo AI: Accelerate your learning

**Turbo AI** is a learning platform that helps you learn faster. It uses AI algorithms to transform your raw data into organized notes and other study materials.

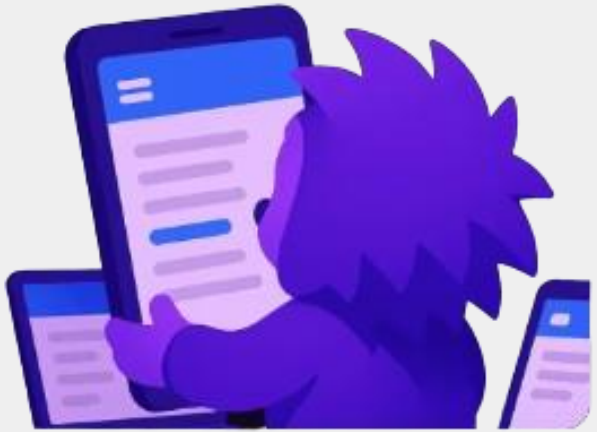
## Type
Content creation platform.

## Competitive advantage
The tool speeds up the creation of different types of documents to accelerate the learning process.

## Price
Turbo AI offers a free version that includes note generation, flashcards, and quizzes. You can upgrade to unlock unlimited features and advanced AI capabilities. The Pro version is available for USD 3.99 per month (CHF 3.20), and the unlimited version is available for USD 8.99 per month (CHF 7.17).

## Number of users
According to the official website, the solution claims to have more than 5 million active students.

## Level of development
Turbo Ai, formerly known as Turbolearn Ai, is a recent company founded in San Francisco, USA. According to its LinkedIn page, it currently has between 2 and 10 employees. Based on its website, many students use the solution. Furthermore, the app, available on Google Play, has a rating of 4.6 with over 219,000 reviews. This suggests a good level of development.



## How does it work?
You must log in to the platform using your credentials. Then, the solution transforms various types of content, such as videos, audio files, and documents, into clear and structured content.

**Link** https://www.turbo.ai/

## Features :

- The solution involves converting a wide variety of educational materials. **Several formats are supported,** including PDF files, YouTube links, and live lectures, which can be recorded from the audio so that the content can be used later.
- Turbo AI **automatically generates flashcards to facilitate the assimilation of key concepts.** The system uses an intelligent approach based on spaced repetition, which adapts to the pace and needs of each learner.
- A **dashboard is available to identify progress** but also weaknesses.
- **Questionnaires can be adapted according to topics and chapters** with different levels of difficulty for exams. Corrections and explanations are then provided to help students understand their mistakes.
- The various documents sent can be **converted into audio files in the form of podcasts.** It is also possible to customize the level of detail, conversation style, and other settings according to user preferences.
- **The platform enables real-time collaboration between users.** Notes can be shared instantly, and changes and highlights are visible live. Artificial intelligence simultaneously assists each participant in a personalized way. Users can comment, exchange ideas, and work together online.
- **A library of books and textbooks is available** to enable learning based on high-quality content.

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| Kindergarten | ★★★ | High School | ★★★ |
| Elementary School | ★★★ | University & school | ★★★ |

# Turbo AI: Accelerate your learning

With the rise of artificial intelligence, the teaching profession is set to evolve over the coming years, particularly in terms of course material creation. It is becoming increasingly easy to design attractive and effective teaching materials. Until now, this activity has been one of the main factors contributing to teachers' workloads. This development suggests that teachers will now be able to devote more time to higher value-added tasks, in order to support students more effectively. Turbo AI is fully in line with this trend by offering revision materials, as well as potential course materials, developed from multiple sources. This approach generates several advantages for both teachers and learners.

- Teachers have multiple objectives: to stimulate a desire to learn, to develop students' critical thinking skills, and to guide them toward success and passing their exams. In this context, the solution presented is a particularly relevant tool. To generate revision materials, all that is required is to provide different types of documents, which are created or validated by the teacher. **This approach saves time and also allows for the creation of high-quality content.** In addition, the tool incorporates a level system associated with a spaced revision feature, allowing different topics to be reviewed at regular intervals to reinforce memorization. Teachers can thus focus more on creating high-quality educational content that promotes better understanding. By offering students a more fun and effective learning experience, **this solution contributes to improving academic results.**

- The ability to create a podcast from a set of documents appears to be a particularly relevant innovation in several respects. First, this approach differs from traditional learning methods and allows students to discover another way of assimilating knowledge, **thus contributing to the diversification of learning methods.** This feature can be used both online and offline, offering great flexibility: audio content can be listened to in many contexts, such as on public transportation, at the gym, or before going to sleep, when conditions are not conducive to traditional revision. Teachers can create high-quality podcasts from a variety of documents and adjust the level of detail in the content to effectively prepare students for exams.

- The solution proposes the implementation of a collaboration system that can be used in real time or asynchronously. This allows teachers to produce higher-quality documents while offering greater visibility into students' reasoning, making it easier to **adapt the course based on the difficulties encountered.** In addition, with the help of artificial intelligence, it is possible to identify and fill any gaps in the content.

- In theory, the artificial intelligence-based solution is not limited by language or discipline. Highly adaptable, **it can be deployed across the entire institution, reducing training and implementation costs.** This flexibility also applies to devices, as the solution is accessible on computers, tablets, and smartphones via a dedicated app.

However, this type of tool has a negative aspect:

- Revising solely with this type of tool may highlight only certain key concepts and overlook others that are considered less important. **This can therefore limit the development of critical thinking.**

# Evulpo: Encouraging students to learn of their own accord

**Evulpo** offers students a world of digital learning with explanatory videos, summaries, and exercises on all important school subjects.

## Type
Learning platform.

## Competitive advantage
The solution combines videos, summaries, and interactive exercises aligned with Swiss school curricula (Lehrplan 21), covering the entire school system from 3rd grade through the end of compulsory education.

## Price
Evulpo offers a 14-day free trial of the Unlimited plan, allowing users to test all of the platform's features. At the end of this period, the account is automatically converted to the free Basic plan, with no billing or commitment. For educational institutions, the offer is available by quote only and depends in particular on the number of students involved.

## Number of users
Launched in 2022, it is now available in seven countries and used by thousands of families and around 100 schools in Switzerland.

## Level of development
Founded in Zurich in 2020 by Christian Marty and Jonas Fehlmann, Evulpo is developing a digital teaching and learning platform.
The company raised CHF 8.8 million in a Series A funding round, mainly for product development and international expansion, with around 70% earmarked for research and development.

**Link** https://evulpo.com/fr/ch

## How does it work?
Students create an account, select their country and level, then access lessons structured by subject and theme, including a short video, a written summary, and interactive exercises that are automatically corrected. The platform tracks progress and offers personalized recommendations, notably via Vulpy, an AI tutor that guides students and suggests the next activities.

# Evulpo: Encouraging students to learn of their own accord

## Features :

- Online access via a web browser, **without software installation.**
- Offers educational content structured by **subject and theme,** covering several years of schooling.
- Institutional alignment with the **Plan d'études romand (PER)** and Swiss national curricula.
- The **learning path is interactive,** consisting of short, progressive, and structured sequences.
- **A gamification system is integrated with rewards,** levels, and progress indicators.
- **Educational dashboards** providing statistics on progress, learning time, and exercises completed. Teachers can also **send short messages** and even invite students to participate in lighthearted learning games such as "classroom challenges."
- It is possible to **set up parental access** to view students' progress and performance.

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| Kindergarten ★★★ | High School ★★★ |
| Elementary School ★★★ | University & school ★★★ |

# Evulpo: Encouraging students to learn of their own accord

Today's education systems face several structural challenges. These include the growing heterogeneity of learning speeds and levels within classrooms, the increased workload for teachers associated with lesson preparation, assessment marking, and individualized student monitoring, as well as inequalities in access to academic support outside the institutional framework. In this context, digital solutions are becoming increasingly important, particularly in meeting the needs for differentiated teaching and personalized learning paths. Evulpo is part of this digital transformation of education by offering an online learning platform designed to support students throughout their schooling, while providing teachers and schools with monitoring and educational support tools tailored to these challenges.

- The solution offers educational content aligned with official curricula, combined with interactive exercises and various digital teaching mechanisms. This approach aims to **support student autonomy and engagement,** while facilitating understanding of the concepts covered and providing operational support to teachers in their daily practice. The learning experience is designed to be personalized, adapting to the pace, level, and needs of each learner in order to promote more targeted and effective progress. The platform is thus positioned as a digital educational infrastructure designed to support learning, **optimize educational monitoring, and improve access to educational resources through the use of digital technology.** The content complies with the educational standards of the various countries covered and adapts to the user's language. This flexibility is also reflected in terms of school levels and subjects: the solution is aimed at students aged 10 to 18 and covers several subjects, including mathematics, English, and history, among others. This multi-level, multi-subject approach allows schools to **share costs within a single platform.**

- The integration of classroom management features is a central element of the solution. These features allow teachers to create and organize groups of students according to various educational criteria, **thereby contributing to a more structured and interactive use of the tool.** By drawing on available tracking data (progress, proficiency levels, learning pace), it becomes possible to form groups of similar ability in order to offer differentiated activities tailored to students' specific needs. Conversely, the creation of deliberately heterogeneous groups can be used **to promote cooperation, mutual assistance, and the development of cross-disciplinary skills such as communication, creativity, and collaborative work.** This flexibility in educational organization gives teachers additional leverage to diversify their practices, adapt learning methods to the objectives pursued, and better respond to the heterogeneity of classes, while maintaining an overview of collective and individual dynamics.

- Dashboards provide statistical overviews at different levels, both for the class as a whole and for individual students. This feature allows teachers to understand the overall level of the group, identify concepts that have been less well understood, and adapt their teaching accordingly, particularly by reinforcing certain content. **Monitoring over time also makes it possible to observe changes in performance, whether progress or potential decline.** Finally, this methodology can be applied at the individual level to identify students experiencing difficulties and focus educational support on their specific needs.

However, this solution poses a danger:

- Beyond the issue of screen exposure, a highly personalized approach to learning can contribute to widening the gap between students. Those who already have a good academic foundation and are comfortable with digital tools are likely to progress more quickly, while students who are struggling may encounter more obstacles. It is therefore up to the teacher to regulate these dynamics, support the most vulnerable students, and **ensure that a pedagogical balance is maintained within the classroom.**

**Testwe** is an online assessment design tool that offers great flexibility for creating customized exams in a variety of formats, while allowing for monitoring of controls.

## Type
Assessment creation tool.

## Competitive advantage
Provides different types of assessment to make questioning more comprehensive.

## Price
The price is not listed directly on the website, as the company requires a quote to be requested. However, according to various websites, the price is approximately USD 24 for one year.

## Number of users
According to the website, there are more than 130,000 users in 2024 and more than 300,000 corrected copies.

## Level of development
TestWe is a company founded in Paris in 2014. According to LinkedIn, it has more than 25 employees. It appears to have ties to the French government, notably through a guide available on a government website. In addition, several institutions use this tool, such as World Athletics, the French Civil Aviation Authority, and computer science schools. All of these factors point to a good level of development and a high degree of trust.

## How does it work?
The teacher can create questions manually or generate them automatically by specifying a subject or importing documents. They can then customize the options and send out invitations. Exams are monitored and then graded automatically.

**Link** https://testwe.eu/fr/

## Features :

- The solution offers the ability to **create single-choice, multiple-choice, or fill-in-the-blank assessments with advanced** customization options to meet your specific needs. For example, you can integrate multimedia content (images, videos, graphics), adjust the difficulty level, allocate time, etc.
- TestWe enables more interactive assessments, where candidates and students can **answer questions by recording themselves.**
- Candidates can be **assessed on their skills using other tools** such as Excel spreadsheets.
- Questionnaires **can be created from various documents such as PDFs or DocX files.** The assessment can then be modified to better customize it.
- During the exam, the tool implements a set of **measures designed to prevent cheating.** These include identity verification and asynchronous monitoring, which allows recordings to be viewed and evidence to be retrieved for quality control purposes. Finally, if desired, advanced algorithms can be used to **detect any attempts at cheating related to the use of ChatGPT or other generative AI.**
- For multiple-choice questions, **correction is automatic.** There is also an assisted correction system available using an AI assistant. It is possible to select which questions are corrected automatically and which are not.

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| Kindergarten ★★★ | High School ★★★ |
| Elementary School ★★★ | University & school ★★★ |

Artificial intelligence is playing an increasingly important role in many fields, particularly education. It offers numerous benefits, such as saving teachers time, enabling the creation of higher-quality content, and allowing for greater personalization of learning. In this context, its widespread adoption seems inevitable. It is therefore essential to also develop new methods of assessment. With this in mind, TestWe seeks to offer exams that are in line with current challenges.

- The main advantage of this tool is that it allows you to design a variety of exams, both in terms of format and assessment methods. It makes it easy to create multiple-choice questionnaires, open-ended assessments, and even exams that include voice responses. The latter format stands out for its innovative nature, making the exam more interactive. **It also offers greater freedom in responses, avoiding an overly standardized framework, which encourages student creativity and allows for a better assessment of their overall understanding of a topic.** In addition, this type of response limits the penalization of students who have difficulty with written expression.

- Exams can also be generated from various documents using an AI-based wizard, **which saves teachers a considerable amount of time.** However, teachers retain complete control over the content, as they can modify, adjust, and customize all questions. In addition, the tool supports several types of media, including spreadsheets such as Excel. This feature is particularly suitable for assessments in the fields of finance, economics, and accounting, where the manipulation of numerical data is essential.

- The implementation of a monitoring system aims to **limit attempts at cheating during exams.** To do this, the software can deploy various control mechanisms on the student's computer to restrict behavior that could constitute cheating. It also incorporates algorithms capable of detecting the use of generative artificial intelligence tools during assessments. According to the official website, all of **these measures comply with current** personal data protection standards, in particular the GDPR.

- Depending on the type of assessment chosen, the tool allows for automatic correction of multiple-choice questions, as well as AI-assisted correction for open-ended questions. Once again, this represents **a significant time saving for teachers, while promoting greater objectivity in grading.** It is well known that the order in which papers are corrected can influence the grader's leniency, with the first and last papers not always being evaluated equally. Partial automation of the correction process can therefore reduce this type of bias, even if new biases related to the algorithm may arise.

This solution should be taken with caution:

- However, this solution must be used with caution. In 2022, the Montreuil Administrative Court suspended the use of TestWe by Paris VIII University following an appeal filed by students. The students criticized the system as excessively intrusive in monitoring candidates' behavior on their computers. Although the solution complies with GDPR standards, such a level of control **raises ethical questions,** particularly with regard to student privacy.

# Schoolbeat: digital technology promoting well-being

**Schoolbeat** (formerly Moozoom) is an interactive and innovative platform that helps students improve their mental health with the help of videos based on real-life issues, from which they can choose their own story.

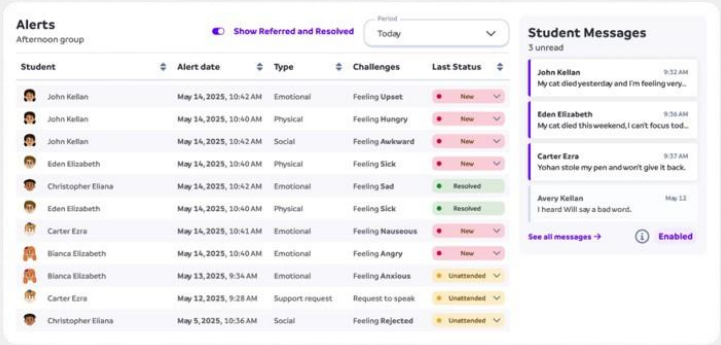
## Type
Social and emotional learning platform.

## Competitive advantage
The solution significantly reduces SEL lesson planning time, while improving student engagement and reducing conflicts.

## Price
Access to the tool begins with a free library and, where applicable, a 30-day premium trial period providing access to all content and advanced features. At the end of this period, a paid Premium subscription is offered, with several types of licenses available (including individual and educational licenses). Prices are provided on request in the form of a quote and may vary depending on the volume subscribed and the promotional conditions in effect.

## Number of users
Moozoom is used by approximately 1,000 schools and more than 200,000 active students in Canada and the United States.

## Level of development
Moozoom was founded between 2018 and 2020 by Jean-Philippe Turgeon in Montreal. The company was created in response to growing concern about mental health issues among children. Now operating under the Schoolbeat brand, it has around 30 to 40 employees and is active in the field of primary and secondary education.




## How does it work?
Teachers spend about ten minutes with their students on an interactive mini-video lesson, selecting a theme and showing content that depicts everyday situations. The viewing, which may include scenario choices, is followed by a guided discussion using ready-to-use teaching sheets and, where appropriate, complementary activities such as reflection journals or quizzes to reinforce learning.

**Link** https://schoolbeat.io/

# Schoolbeat: digital technology promoting well-being

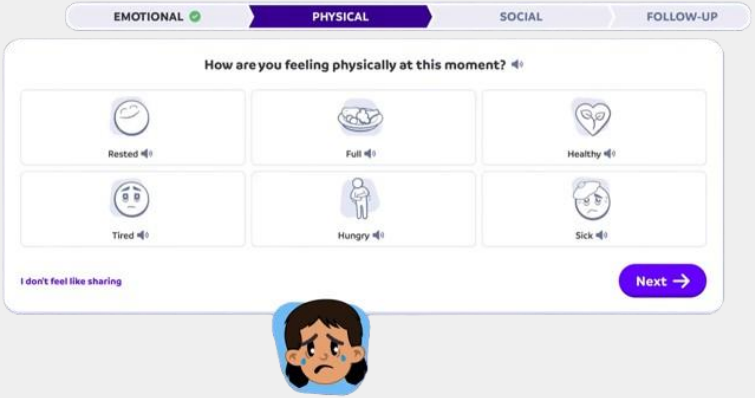
## Features :

- The educational content for students is based on interactive mini-films of the "choose your own adventure" type, focusing on everyday situations such as conflicts, managing emotions, bullying, and social relationships. This content is supplemented by **integrated follow-up activities,** including guided discussions, activity sheets, reflective journals, quizzes, and self-learning modules that allow students to progress at their own pace.

- The tools provided to teachers enable them to **quickly select and deliver mini-lessons on specific topics** using ready-to-use discussion sheets, as well as manage classes and students (create classes, add students, customize avatars, and track learning progress).

- The **dashboards provide tracking data at different levels:** the teacher dashboard offers an overview of tool usage, progress through the modules, the social-emotional skills covered, and the students' "emotion of the day," while the **administrator dashboard aggregates usage data,** behavioral incidents, and indicators related to the school climate.

- Features designed for schools and districts include a structured SEL curriculum aligned with standards, **accompanied by implementation resources** (implementation guide, teacher support, communication with parents). They also include **management tools for administrators,** enabling them to monitor adoption by teachers and observe impact indicators.

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| Kindergarten ★★★ | High School ★★★ |
| Elementary School ★★★ | University & school ★★★ |

# Schoolbeat: digital technology promoting well-being

The current educational context is marked by persistent, even growing difficulties for some students, particularly among the youngest. Several education systems are seeing a slowdown in academic progress, particularly in reading, text comprehension, and the development of emotional regulation skills. These developments are often accompanied by a decline in academic motivation and an increase in behavioral problems, which can reinforce inequalities and increase pressure on teaching staff. In addition, increased exposure to screens and social media influences children's attentional and emotional development, while reducing the time spent on structured activities such as reading, physical activity, or face-to-face interactions. In this context, Schoolbeat positions itself as a response aimed at supporting the development of social-emotional skills and offering structured resources integrated into the school setting.

- Schoolbeat offers a digital tool focused on well-being and the development of social-emotional skills, with the aim of transforming screen time into structured, scripted, and reflective learning time. The approach aims not only to help prevent behavioral incidents, **but also to strengthen attention, emotion management, cooperation, and social understanding skills.** These skills play a central role in academic learning and long-term civic participation. In the medium and long term, this type of initiative can promote the acquisition of increasingly sought-after cross-disciplinary skills, while contributing to a more supportive classroom environment and the overall well-being of students.

- Measuring certain behaviors remains complex in the school setting. As a general rule, student engagement is assessed using periodic mechanisms, such as meetings held at the end of each term. However, behavioral incidents are more difficult to objectively assess and monitor systematically, as they are often isolated, contextual, and not formalized in traditional assessment tools. The tool aims to address this difficulty **by seeking to quantify certain behavioral indicators in order to make them observable and usable in the form of statistics,** particularly through the use of dashboards. Issues such as bullying are a good illustration of this type of situation, as they involve complex behavioral dynamics that are rarely included in traditional assessment mechanisms. From this perspective, behavior could be considered as an object of observation in its own right, capable of being monitored over time and, in certain very specific contexts, integrated into more formalized assessment systems. Depending on the methods used, such an approach **could increase the focus on expected behaviors and encourage the adoption of practices that promote a positive school climate,** while raising important issues of fairness, weighting, and the educational use of data.

- Conducting short surveys helps teachers gauge students' attitudes, both individually and collectively. This information provides teachers with useful **guidance for adjusting the structure and content of their lessons** based on the overall dynamics and level of the class.

However, it is important to remain vigilant:

- Despite its advantages, certain precautions should be taken when using Schoolbeat. Particular attention should be paid to screen time management, especially for younger students. Digital sessions would benefit from being limited in duration and integrated into a more comprehensive educational approach, combining physical activities, reading, handwriting, and face-to-face interactions. From this perspective, digital technology is a tool **to support learning and cannot replace other teaching methods.**

# Candli: create, program, and play

**Candli** is an educational web platform that allows students to design their own video games using drawings and images, while developing programming, math, and logic skills in a fun and creative way.

## Type
Educational web platform.

## Competitive advantage
Candli seamlessly integrates STEM disciplines and the arts within an accessible and inclusive creative environment.

## Price
The solution offers a free version with limited features. Access to more advanced features, such as creating more complex games, programming blocks, classroom management, and dashboards, requires a paid subscription. This is available at a rate of USD 90 per year or USD 7.50 per month for a classroom.

## Number of users
There are no official overall figures available for the number of users to date. However, Candli has been integrated and tested in several Swiss schools through EdTech programs.

## Level of development
The tool is based on research conducted by Stéphane Magnenat and his colleagues at ETH Zurich, Disney Research Zurich, and EPFL. Candli extends the principles of visual programming developed around the Thymio robot (VPL), combining them with image capture and artificial intelligence techniques. An alpha version was released in fall 2020. These elements demonstrate that the project is based on solid scientific and research foundations.

## How does it work?
Teachers and students access Candli via a web browser, without any prior installation. Students create or import visual elements that serve as characters, objects, and scenery, then define the game's behaviors using visual programming without text-based code.

**Link** https://cand.li/index-de.html

## Features :

- **The solution allows students to create video games from drawings or imported images,** which form the characters, objects, and settings of the game. The platform is based on a visual programming system without text code, allowing rules, behaviors, and interactions between elements to be defined.
- Candli offers **classroom management features for teachers,** including the creation of student groups, tracking project progress, and viewing completed work.
- The platform incorporates mechanisms for testing and iterative modification of games, **with real-time operation.** It also includes elements related to basic mathematics and physics, such as the management of movement, collisions, speeds, and proportions.
- **Various tutorials are available to assist with game creation,** some of which are based on features that incorporate artificial intelligence.
- The solution is fully accessible via a browser, **compatible with computers and tablets,** and requires no installation, making it easy to integrate into existing school environments.
- The platform is **available in several languages,** including English, German, French, and Portuguese.

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| Kindergarten | ★★☆ | High School | ★☆☆ |
| Elementary School | ★★★ | University & school | ☆☆☆ |

In the school setting, certain subjects may be perceived by students as abstract or unengaging, particularly when the content relates to programming, mathematics, or logic, disciplines often associated with a high level of complexity. This perception can limit motivation and understanding, even though these STEM subjects play a central role in developing the scientific, technological, and analytical skills needed in many professional fields. From the teachers' point of view, implementing more creative and interactive teaching approaches that are likely to engage students while respecting the objectives and constraints of school curricula can represent a significant investment in terms of time, preparation, and resources. This is where Candli comes in, offering an alternative teaching approach based on students creating video games. This approach aims to address technical and logical concepts through design and visual programming activities integrated into a structured educational framework.

- Candli offers an educational approach that transforms learning into a creative and interactive activity, giving students the opportunity to design their own games based on drawings they have created themselves or imported images. Students then define how these games work using a visual programming system, which allows them to structure rules, behaviors, and interactions without resorting to textual code language. This approach **promotes active knowledge acquisition, as students are directly involved in the construction of concrete projects.** Rather than simply consuming educational content, they experiment, test, and adjust their creations, which helps to give meaning to the concepts covered. Concepts related to logic, mathematics, and simple physics principles, such as movement, speed, and collisions, thus gradually become observable and manipulable. Learning is based on experimentation and iteration, allowing students to **understand the links between their programming choices and the behaviors observed in the game.**

- The platform offers tracking tools for teachers, allowing them to manage classes, access student projects, and monitor their progress. These features **provide useful visibility to identify potential difficulties and adjust teaching support.** Furthermore, when students work independently on their projects, teachers can devote more time to individualized support while maintaining the collective dynamic of the class.

- The game-based and creative approach also contributes to the development of cross-curricular skills such as problem solving, creativity, collaboration, and autonomy. Students are encouraged to test, correct, and improve their work through successive trials, which promotes learning from mistakes and reinforces perseverance. **This process also contributes to the development of critical thinking skills by encouraging students to analyze their own mistakes,** understand the causes of any problems they encounter, and make appropriate adjustments.

- In addition, the platform is accessible directly via a web browser, without any specific installation, and works on computers and tablets already available within schools. This ease of access makes it easy to use for students, teachers, and, to a certain extent, parents. Designed to adapt to different school subjects (math, science, languages, history, geography, etc.), **it can be used across the board and is consistent with educational programs,** thus helping to make the tool accessible and relevant to as many people as possible.

Despite the advantages listed, there is one point to be aware of:

- It should be emphasized that learning cannot rely exclusively on this type of tool. Its use appears relevant for stimulating interest and strengthening student engagement, but more traditional teaching methods remain the benchmark. From this perspective, **it is a complementary solution, intended to enrich existing teaching practices,** rather than a substitute.