

SERIOUS GAMES OVERVIEW

LEVERGE™  
OVERVIEW & PRICING

**pragmatic**  
without us, it's just a game™

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## Leverage Dev Module Overview

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### Authentication module

**Authentication** establishes unique identity and profile persistence among your users

- Platform agnostic interfaces allow for single sign-on across many applications
  - Security model protects against tampering and used across all modules
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### Statistics module

**Statistics** provides rule-based summarizations of events occurring within your application

OVERVIEW OF FEATURES:

- Gather, summarize and make available statistics based on in-game events
  - Generate statistical summaries using a rule-based system maintained via web application
  - Highly scalable using 'massively parallel processing' technology
  - Summaries are automatically fed into Visual IQ
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### Performance Assessment module

**Assessment** provides a rule-based engine for managing the state of player progression based on in-game events.

OVERVIEW OF FEATURES:

- True realization of a database-driven application
  - Rules are created using a powerful yet simple scripting language
  - Full set of application business rules are centralized and can be updated in real-time without changing the application
  - Uses the stream of application events to perform an automated analysis
  - Assessment events trigger the execution of rules that manage the environment's context
  - Assessment rules adjust a developer-defined set of attributes
  - Translate a series of game events to maintain the player's character attributes
  - Measure abstract attributes to hypothesize aspects of learning behavior
  - Ability to view sequence of events (paths) that lead to target goals
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## Content Delivery module

**Content Delivery** allows any game asset to be retrieved on demand post-release

### OVERVIEW OF FEATURES:

- Any game asset can be delivered at any time
  - Assets can be images, textures, video, audio, game levels, etc.
  - Content can be individualized by user context or any statistical attribute
  - Individualized content is maintained using the Leverage Dev portal
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## Game State module

**Game State** offers multiple features that provide users and programmers insight into the real-time state of applications

### OVERVIEW OF FEATURES:

- Game server may persist any attributes desired about the server or any player on the server
  - Provides a framework for a user-guided navigation experience
  - Players are provided with a sophisticated matchmaking tool for filtering attributes (ie. identifying desired servers, players, maps, etc., which is essential to supporting a multi-player game)
  - Provides a framework for in-game match-making for multi-player games
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## Access Leverage Tools and Data through the Leverage Dev Portal

**Leverage Dev** is the online portal for all Pragmatic's Leverage Developer modules.

Your team has perpetual access to all APIs, documentation, Wikis, downloadable demos, patches and upgrades and a real-time view into the state of your game.

## Leverage Analytics Module Overview

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### Visual IQ™ module

**Visual IQ™** allows stakeholders to navigate through large numbers of tracked attributes and construct charts most relevant to them for both active games and for historical data.

#### OVERVIEW OF FEATURES:

- Interactive graphing web application
  - Access to all summarized attributes
  - Ability to merge attributes
  - Scatter plots, line graphs, bar graphs, pie charts
  - Heat maps based on any image
  - Innovative data modeling including frequency maps
  - Aids in decision-making
  - Track data from active applications and/or upload historical data
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### Reporting Module

**Reporting** capabilities facilitate further socialization of the data, allowing users to export data as well as save charts and publically share them.

- Save charts to dashboard
  - Share charts by emailing a PDF
  - Export data (CVS, XML, JSON)
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## Leverage Educational Pricing

PRODUCT	AMOUNT
<b>Leverage Dev</b>	<b>\$5,000 per game title or application</b>

**INCLUDES:**

- 10 user accounts
- Authentication module
- Statistics module
- Performance Assessment module
- Game State module

<b>Leverage Analytics</b>	<b>\$2,500 per game title or application*</b>
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**INCLUDES:**

- 10 user accounts
- Analysis module
- Visual IQ
- Reporting module

*\* \$500 per additional game title or application for the purpose of loading historical data*

<b>Leverage Dev 10-pack</b>	<b>\$1,000</b>
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**INCLUDES:**

- 10 additional user accounts

<b>Data Hosting</b>	<b>Required with Leverage License</b>
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Virtual Server \$300 per month\*

Dedicated Server \$500 per month\*

*\* Up to 2,000 concurrent authenticated players*

*For information on Institutional Multi-game Licenses, please contact us.*

## Additional Services

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### Support

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3-month support contract	\$1,500
Per incident support	\$150

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### Training

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On Site at Pragmatic location	FREE
Live at Remote Site	\$1,000 per day + travel

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### Consulting

*Please contact us*

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### Game Distribution

*Please contact us*

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