

EDUCATION OVERVIEW

LEVERAGE™  
OVERVIEW & PRICING

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

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# What is Leverage?

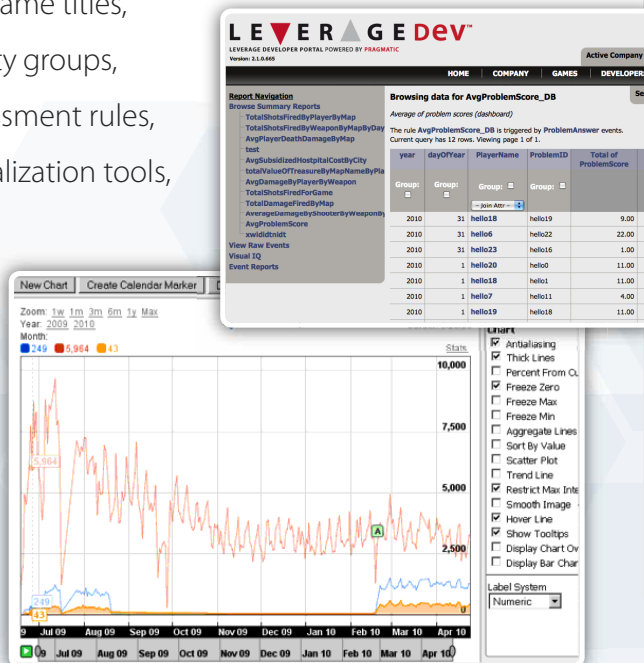


- » AUTHENTICATION
- » ASSESSMENT
- » ANALYSIS
- » ADAPTATION

## Expand your research and evolve your game-based tools into truly adaptive, data-driven learning environments with Pragmatic's Leverage SDK

Leverage is a comprehensive data collection and analysis platform, providing a complete development framework that is easy to integrate, streamlines data collection, and enables real-time assessment, analysis, and adaptation. No need for log files!

Leverage includes access to the LeverageDev developers portal to manage your development team, game titles, player accounts, community groups, statistical summaries, assessment rules, raw data events, data visualization tools, sophisticated analytic processing, and more.



## Leverage Platform features include:

- » Platform agnostic SDK with multiple interfaces, including DLLs, .Net wrappers and interfaces using http
- » Massively scalable architecture with ability to process more than 10,000 events per second and execute over 1,000 rules per second
- » Access to real time statistics and event summaries
- » Access to downloadable SDK, patches, documentation, and demos
- » Ability to generate, save, browse and share custom charts and reports, and export data
- » Advanced proprietary scripting language facilitating assessment of process and behavior over time
- » Ability to cache data locally when isolated from web connection, then upload to database later
- » Access to VisualIQ™ data visualization and statistical analysis
- » Flexible licensing for non-profits and academic
- » Optional usage of mygameIQ™ distribution client provides fully integrated, optimized solution and increased engagement

## 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 Serious Games Pricing

PRODUCT	AMOUNT
<b>Leverage Dev</b>	<b>\$3,500 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>\$1,500 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>\$500</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	\$1,000
Per incident support	\$150

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### Training

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On Site at Pragmatic location	FREE
Live at Remote Site	\$500 per day + travel

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### Consulting

*Please contact us*

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### Game Hosting & Distribution\*

*Please contact us*

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\* Available services include customization of a white label version of the mygameIQ distribution application.