



## Simulate Real World Problem Solving



Gamify Learning



Inspire Collaboration



Create Problem Solvers

An Immersive  
K-12 Classroom  
Experience

## Standards-Aligned Enrichment for Summer and After School

### Subscription Components



QUEST is a classroom subscription that uses gaming concepts familiar to students, while developing their ability to think critically and solve problems.

#### Physical

200+ game items  
7 Episode Boxes  
1 Teacher Box

#### Digital

40+ animated videos  
20+ hours game time  
10+ tutorial videos

Subscriptions include email support and professional development

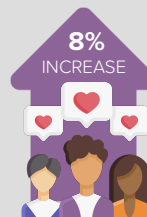
### Program Outcomes



52%  
INCREASE

#### Student Engagement

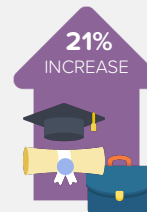
Incorporate gaming concepts to spark student interest in school, ignite a passion for learning, and empower student voice.



8%  
INCREASE

#### Social/Emotional Wellbeing

Students thrive in an ongoing experience that simulates the real world, improving their ability to work in teams, make tough decisions, and become more self-aware.



21%  
INCREASE

#### Career Readiness

Students practice their creativity, communication, collaboration, and critical thinking skills while solving difficult challenges as a team.

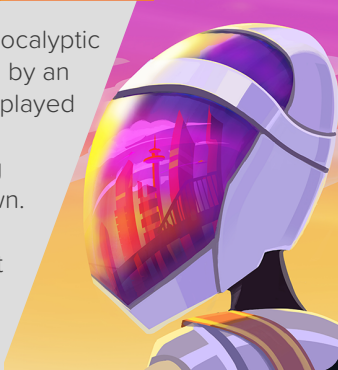
View the case study online at <https://qrco.de/questcs>



## QUEST Overview

### Season 1 Storyline

Students wake up in a post-apocalyptic world, where they are greeted by an artificial intelligence robot roleplayed by the teacher. All adults have mysteriously vanished, leaving students to survive on their own. Students will form teams and make choices that define what kind of survivors they will be, and what the future holds.



### Program Schedule



1-2 week  
summer program



20-40 week  
afterschool program

Can also be built into the academic day

K-12th Grade

15-30 Students

20-80 hours

## QUEST Academy Content Strands

QUEST Academy expands the core gameplay and storyline with strands focused on specific standards.

### QUEST Trials



#### Health and Fitness

QUEST Trials presents a gamified approach to physical fitness and activity. Through a series of mental and physical challenges, students develop a value for staying active, hone their coordination and physical skills and develop an appreciation for health, self-expression and social interaction.

### QUEST Creators



#### Project-Based Learning

QUEST Creators blends project-based art and creative writing activities. Through SEL and literacy skill-building, it stimulates self-expression and boosts self-esteem. Students create culminating projects and presentations that showcase their understanding of storytelling and of themselves.

### QUEST Technology



#### Digital Literacy

QUEST Technology is an ISTE-aligned technology experience that promotes digital literacy and citizenship. With an emphasis on problem solving, students employ the find, filter and apply method to locate, validate and communicate information both accurately and effectively.



#### More Information

[info@prosolve.com](mailto:info@prosolve.com)  
[questboxes.com](http://questboxes.com)

← Watch QUEST Academy in action

#### Aligned To Standards

Quality Standards for Expanded Learning in CA,  
CA ELA/ELD Framework, ELPAC, VAPA,  
CCSS ELA/Literacy, CASEL FRAMEWORK, ISTE