

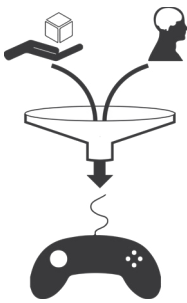


Video Games for a Better Tomorrow

Who We Are

Skyless Game Studios is the first games studio from Philadelphia to specialize in games designed for social impact. We work with social, philanthropic, and educational causes to leverage video games as a medium for impact and change. Our approach is to emphasize gameplay and fun in order to effectively engage our audience while they are learning about an important message.

We believe that video games not only have the potential to be far more than just entertainment products, but that their interactivity and richness give them the power to change the world in a way that no other medium can. They are, in many ways, the ultimate educational tool. Every game teaches the player something - even if it is just how to play the game. By directing that teaching power toward important subjects and helping the player to understand how to leverage that learning outside of the game, we can affect change and inspire action.



Our approach to game design is highly collaborative. We work closely with our clients, carefully intertwining their subject matter expertise into our game designs. This enables us to maintain intensely engaging experiences that still effectively communicate the messages of our clients. Our focus is on creating games that would be considered worthwhile playing even without the social message.

The long-term goal for Skyless Game Studios is to become a go-to resource for social, educational, and philanthropic causes for engaging audiences with games and interactive experiences. Together we can create positive change in the world.



Contact Us

For media inquiries, please email Chris Bennett at Chris@SkylessGames.com

Connect With Us

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 [@SkylessGames](https://twitter.com/SkylessGames)

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What We Do

We offer full-service game design, development, and gamification for social, educational, and philanthropic games. Our focus is on enabling socially-conscious businesses and non-profit-organizations to create games that will help them change the world for the better. Thanks to the immersion and interaction of games, we are able to consistently engage our audiences better than more conventional media.

Our Services

Our team specializes in helping non-profits, socially conscious businesses, and other agents of change to develop their ideas and causes into highly engaging games that immerse players in a meaningful experience. We believe that all games teach their players. Regardless of the content, they are always challenging users to think in different ways and problem solve. As such, we view our goal not as being to create games that teach, but rather to create games that teach the right thing. This means that we focus on creating great experiences first, then interlacing them with our intended message. The result is games that would be enjoyable to play even if you had no interest in the subject matter.

The games we create primarily fall into two categories: awareness and training. Our awareness games focus on educating the general public about an issue and inspiring them to act. Many of these games are free to play and for mobile devices. Training games focus on teaching a specific set of skills. They are intended for only a select audience and are usually targeted at Windows and/or Mac OSX.

We have a comprehensive service offering that spans all the way from game ideation to final production. We also offer gamification consulting and development. For creating games we primarily use the Unity 3D engine and develop for Windows, OSX, Android, iOS, and web.



**Game Design
Consulting**



**Game
Development**



**App
Gamification**

About Skyless Game Studios

Skyless Game Studios leverages the power of video games to support and empower social, educational, and philanthropic causes. We partner with experts on an important cause, then work with them to make a great game with a purpose.

In today's ever-connected world, engaging an audience can be a real challenge for many organizations. This is especially true for philanthropic, educational, and other social causes. Without a way to capture and hold people's attention, many great causes fade out before being able to make substantial change. This is why we created Skyless Games: to use fun and engaging video games to help give a voice to the people trying to change the world.

Skyless Game Studios' Mission



Our mission is to use video games to empower social causes to create positive change

Skyless Games' mission statement is simple: to use video games to empower social causes to create positive change. This single sentence embodies the ideals that drive us everyday at Skyless: pushing for positive change in today's world and using video games as a medium to do so. Our mission is on our minds with every decision we make: who to work with, how to design a game, what our message is. And it is with this simple mission in mind that we aim to build Skyless into an increasingly valuable resource for social causes around the world.

Our History

We formed Skyless Game Studios on June 10th, 2012 in a conference room in Drexel's Baiada Center, an entrepreneurship incubator run by the university. We had recently finished working on a small app and were trying to figure out what to do next. Our idea: combine philanthropy and video games. After a little research we realized that we weren't the first to think of this; but in large part the "serious games" currently available were small and could barely be called games. So we set out to make Project Empathy, a game that would explore the psychology of violent extremism and radicalization, through a rich story set in an immersive world. However, we quickly came to realize that we didn't have the resources to complete such an ambitious project.

It was on January 25th, 2013, while we were puzzling over how to make Project Empathy a reality, that we were introduced to Jack Smith and Tom Lasich from Repatriation Group International. They wanted to work with us to build a video game about corruption. Although it would mean that our pet project would have to take a back seat, we all quickly recognized the potential of working together. We immediately began designing this game, now called Follow the Money; and by April 1st we brought on a team of co-op students and were actively developing the game.

This relationship with Repatriation Group International was the inspiration for the current form of our business. We found that there are many organizations that want to promote their messages using games. So we set out to work with groups and individuals who are trying to make real difference in the world. The rest, as they say, is history.

The Executive Team



Chris Bennett

Director of Marketing

As Director of Marketing, Chris Bennett is principally involved with coordinating all of the company's marketing communications and overseeing sales activities. Additionally, he works with the product development team acting as liaison for clients and a source of market insight particularly during the game design phase.

Chris is a specialist in small business marketing, especially copy-writing and digital marketing. He has provided writing and consulting services to a variety of small to medium size businesses. Additionally, he has previously worked on several of his own entrepreneurial ventures including a website hosting and design service and a productivity application company that he founded with Mr. Levchenko. Chris also formerly worked in sales and marketing for J.P. Morgan Chase and Intellicomm, a telecommunications firm.

Chris graduated Summa Cum Laude and with Honors from Drexel University with a B.S. in Marketing and Entrepreneurship.



Arad Malhotra

Director of Technology

Arad Malhotra is the Director of Technology at Skyless Game Studios and is primarily responsible for leading the creative design and production of all projects in addition to directly managing the development team.

Arad is a social entrepreneur whose core expertise is bridging the gap between business requirements, effective design and technical product development. Previously, Arad worked for Siemens Corporate Research (in Munich, Germany and New Jersey, U.S.A) for over 2 years as a Software Developer and Architect, and is currently an advisor to multiple disruptive early stage startups including GlideWith.us, Mixotype and the recently funded drone advertising firm Dronecast.

Arad graduated from Drexel University as a part of the National Computer Science Honors Society (Upsilon Pi Epsilon) with a B.S. in Computer Science, concentrations in Video Game Development and Human Computer Interaction and a minor in Information Systems.



Oleks Levchenko

Director of Finance

As Director of Finance, Oleks Levchenko oversees all aspects of the company's finances, from budgeting and resource management, to new market financial analyses. Oleks also assists with new product ideation and legal matters.

Oleks has a background in entrepreneurship and private equity financial analysis. Having acted as both a founder and financial advisor to a number of start-ups, Oleks has extensive experience in both fundraising and new venture financial management. Most notably, he has recently been working with one technology start-up helping them with financial projections and valuation for a \$750,000 round of equity funding.

Oleks graduated from Drexel University with a B.S. in Entrepreneurship and Finance and a minor in Psychology. While at Drexel, he was an instrumental member of the re-founding of the University's Pi Kappa Phi chapter.

Our Development Team



Dilan Alpay

Lead Game Designer

As Lead Designer, Dilan's main job is to devise, document, and develop new game concepts for the company, as well as communicate these ideas to the development team. In addition, he also work as a programmer on certain projects and helps bridge any communication gaps between the artists and the programmers during the development process.

Dilan is a student at Drexel University going for a B.A. in Computer Science, specializing in Human-Computer Interaction and Game Design and Development. He has worked with Skyless Game Studios as a programmer since 2013 and as Lead Game Designer as of January of 2014. He also teaches game design with the Drexel University Computing Academy during the summer, where he helps groups of high school students complete team projects using the Unity3D game engine.



Alex Hollander

Lead Programmer

Alex is the Lead Programmer at Skyless Game Studios. His duties are to design and oversee implementation of all code into any given project, as well as to come up with unique solutions to any technical challenge a project may give. He also works closely with Dilan Alpay on implementing new game design initiatives.

Alex Hollander is currently a senior at Drexel University pursuing a B.A. in Computer Science with specializations in Human-Computer Interaction and Game Development. He has worked at Skyless Game Studios as a programmer since 2013 and as Lead Programmer since January of 2014. Outside of Skyless Game Studios, he works on many projects ranging from audio visualization to writing software for music programs, as well as other interactive media.



The Skyless Game Studios Team

Our Games

FOLLOW THE MONEY

Genre: Point and Click, Investigation, Training Game

Platform(s): Windows and Mac OS

Release Date: 2016

Follow the Money is an anti-corruption, law enforcement training video game. Follow the Money teaches users how to detect, investigate, and prosecute financial crimes in the public sector. Training participants will investigate a virtual corruption case that rapidly evolves to reveal a number of different crimes and schemes.

Follow the Money is focused on problem-solving and active learning. And because it closely simulates real-life investigative practices, Follow the Money prevents “guess and check”, instead emphasizing conceptual understanding and critical thinking.



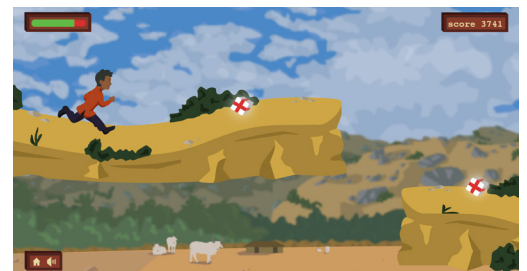
LIFE LEAP

Genre: Infinite Runner, Platformer, Casual

Platform(s): Android and iOS

Release Date: Spring 2015

LifeLeap is an infinite runner game with a twist. In this platformer, the player isn't just trying to the highest score possible, he or she is also struggling to stay healthy. LifeLeap includes a system of continuously declining health that must be replenished by picking up medical supplies in order to continue not only playing but also aging! As the player survives longer and longer, the character will gradually grow up. But this game goes beyond just the digital world: any in-game purchases will go directly towards helping to buy vaccines for young people in developing areas of the world.



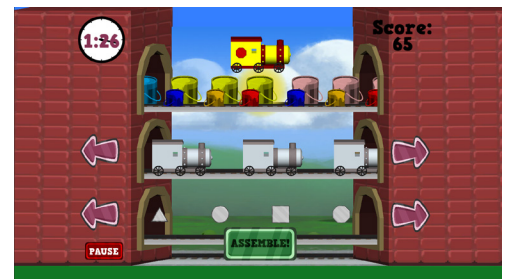


AssembleIt is a turn-based, two-player, puzzle game for families with one or more children diagnosed with an autism spectrum disorder (ASD). The aim of AssembleIt is to use play, teamwork, and cooperative problem solving to build strong, cohesive connections between the players – something children with ASD typically find difficult during everyday interactions. The two players will be challenged to work together to complete a variety of puzzles that become increasingly difficult as they advance through the game.

Genre: Two-player, Therapeutic Game, Turn-Based Puzzle Game

Platform(s): Android, iOS, Windows Phone

Release Date: TBA



City Hall is a city management game that exposes players to the intricacies of managing the cities they live in. Using data pulled from real operating budgets, this game will present players with the very real situation of having to balance a broad variety of public interests with only a limited amount of resources. As in real city management, there are more issues to address than time or money to address them with. Choosing to invest more into education may mean having to reduce the road maintenance budget. Investing in enhanced public safety may mean being able to offer less recreational activities. Let the balancing act begin. Do you have what it takes?

Genre: City Builder, Management Simulation

Platform(s): Android and iOS

Release Date: Summer 2015

