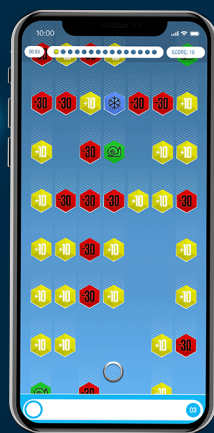


TOTAL RECALL



MENTAL BLOCKS



SPACE BLOCKS



WHAT'S NEW ON GENIE

Introducing... our biggest ever Genie update!

Genie is the world's most advanced gamified and game-based content authoring tool – and it's just got even better! With two brand new gaming templates, a new template skin and a variety of user experience enhancements, creating engaging content has never been easier. Let's look at what's new.

TOTAL RECALL

[VIEW VIDEO](#)

How good is your memory? Put it to the test with 'Total Recall', Growth Engineering's latest learning game template. To succeed, you'll need to memorise sequences of lights and sounds and recreate them by tapping the relevant sections of the screen.

To master the game, you'll need to hone your focus and centre as much information as you can in your mind's eye. It's a simple but effective way to improve your memory that becomes increasingly challenging as you progress.

MENTAL BLOCKS

[VIEW VIDEO](#)

Overcome all obstacles, leap over all hurdles and survive all setbacks with Growth Engineering's 'Mental Blocks'. Navigate left and right to collect as many positive blocks as possible whilst they rain down the screen.

But, be careful to avoid the negative blocks, which are capable of decreasing your score, slowing you down or even reversing your controls. One thing's for sure - you'll want to avoid the black skull, otherwise it's an instant game over.

SPACE BLOCKS

This space-themed variant of 'Mental Blocks' is astronomically fun. With 'Space Blocks', learners will need to guide their rocket through the cosmic abyss, collecting score-boosters and avoiding space debris as they go.

Colliding with this detritus can impact your overall score and inflict any number of impediments on your best made efforts. To master this game, you'll need focus, dexterity and a small slice of luck. Succeed, however, and you'll feel over the moon!

GENIE UPDATES:

- After previewing a unit, it is now possible to restart the preview directly, or return back to editing without having to do so via the Quest listings page.
- There's now a clearer distinction between badges contained within specific slides and those awarded upon the completion of a Quest in its entirety.
- Previously, when reordering content slides, the drag and drop function didn't autoscroll, making it tricky to make changes. This has now been fixed. When a slide is 'picked up', other slides will move accordingly.
- When a new Quest is created, we now include prompt text on the artboard encouraging users to create a slide. This was introduced based on user feedback that suggested content creators weren't sure what should happen next.
- Up until now, Genie has been embedded within too many scrollbars, resulting in a sub-optimal user experience. This has now been fixed.
- On the Quest listings page, when 'Export' was selected, the labelling didn't make it clear that '1.2' and '2004' relate to SCORM packages. This has now been fixed.
- Genie pop-up boxes could be closed by clicking anywhere outside of the window. This would often result in unsaved data being lost. Now users have to select 'close' to collapse the pop-up.
- Previously, when uploading assets, users would have to go back to the library to select them. This has now been fixed. Once an asset has been uploaded to a specific folder, it's possible to insert it directly into content from there.
- The slide management area of Genie has now been extended. This additional space makes managing slides and making alterations considerably easier.
- Offline questions were previously an option. This was a legacy feature which was never activated. As such, it's been removed.
- Genie now remembers the last folder you created. As such, when you upload new assets, this folder will act as the default location.
- The size of the windows within the question creation modal has increased, making the user experience more efficient.
- We've added an edit icon to the slide management tiles that allows a user to edit a question directly from within the Quest, rather than having to navigate to it through the library.

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