

# What feeds the Seeking and Curious Mind of the Very Young



## (AR/VR/MR for Social Edification)

What, Why, When, Where Who / Whom are for asking questions in the pursuit of answers to understand the observation and the situation of daily living. They are the 5W or W5.

What if and Why Not are for digging deeper into the answers we first get and to probe into what is apparent and for firing up the imagination and the passion for further pursuit.

These are the elements of learning. It is true of all people and peoples and especially the very young.

The seeking and curious mind of the very young is a precious space and time that should be occupied with knowledge, experience, and imagination that set them in good stead in dealing with and overcoming the challenges of life as they grow,

The curious mind raises questions relative to

- observation of things physical, such as water, colors, forests, books musical instruments etc.
- observation of experiential situations such as reading a book, playing a musical instrument, a noisy environment, a walk in a forest, people greeting one another etc.
- observation of mention of abstract notions such as time, digits, subtraction, addition, imagination, cleanliness, attitude, bullying etc.

The child with such questions would love to pose them to someone they trust to provide them with good answers of explanation with facts and figures. Learning occurs when there is such interaction for Question and Answer in a dialogue.

But not all children have the opportunity to find themselves in places and situation for making the various observation due to various kinds of constraints which may be economic, geographical, cultural, political or a matter of space and time.

Such lack of opportunity can be sufficiently overcome with the use of apps and games that are purpose-designed to introduce the child to things physical, experiential situations and abstract notions with the application of

- computer animation graphics,
- augmented reality (AR) production,
- virtual reality (VR) production and even
- Mixed Reality (MR) production

to present physical objects

to portray experiential situations and

to explain and to illustrate abstract notions.

That is exactly what W5GO apps and games have attempted to do and so far they have proven to be rather good at it.

W5GO™ is a Social Project by Ecocarrier Inc. to develop AR/VR/MR-enabled apps and games that are fun, entertaining, informative and a way for learning English words and expressions by natural absorption or osmosis for preschoolers and kindergarten children.

It is a part of Ecocarrier for [Social Edification](#) a category that consists of projects for developing and engendering social good. It proposes to achieve two broad objectives, namely

- to raise the digital consciousness of the general population beginning with the very young
- to build or influence the making of a kinder, more equitable and more enlightened society

[W5GO™](#) now consists of 16 apps (episodes) and games. A few more are in the pipeline soon to be released and a lot more are in the plan for development including a series that is to be purpose-designed to cater to children living on the autistic spectrum.



All episodes are on themes that are enduringly relevant in all time in terms of facts and values for their contents.

Currently published and available for free downloads in both iOS and Android versions are episodes and games on

- [Water](#)
- [Imagination](#)
- [Noise & Hearing](#)
- [Digits & Counting](#)
- [Subtraction & Addition](#)
- [Time](#)
- [Dialogue on Cleanliness](#)
- [Dialogue on Knowledge & Experience](#)
- [Dialogue on Smiles](#)
- [Music & Musical Instruments](#)
- [Books & Reading](#)
- [Greetings](#)
- [Forests](#)
- [AR Dollhouse Games](#)
- [Applus Game](#)
- [I Spy Game](#)
- [VROOM2 games](#)

The episodes and games are evolving and improving in contents and quality in terms of technical excellence and construction and design engineering for effective and efficient propagation in/through social media. Upgrades are being releases for existing episodes and games from time to time.

W5GO Project subscribes to the WiKi notion of crowdsourcing and crowd-nurturing for the development efforts. W5GO+ or W5GO Supplements address this aspect of the W5GO Project.

W5GO+ is a service platform to be launched in Q3 2018 for fostering a community of digital graphics artists and writers of all ages but especially the youth to contribute to the enrichment of contents and promotion of existing themes of W5GO episodes of apps and

games in the form of video clips with narratives in the form of texts, voice-over and audio.

W5GO+ will engender organic growth and propagation of the W5GO project for promoting digital learning by children and youth and the yet-to-be-digital part of the population at large.

Ecocarrier Inc. seeks cooperation with specialists in childhood education and experts on special education for children for advice in the development and improvement of the W5GO episodes and games in their contents.

Please address all communication on W5GO Project to Carl KS Teo at [carl@ecocarrier.com](mailto:carl@ecocarrier.com)

About [Ecocarrier Inc.](#)

Ecocarrier is an OTT and established the business operation in wholesale carrier voice service provision providing call termination service to Tier-1 operators and Tier-2 wholesale service providers. Ecocarrier carries daily 1 million+ minutes to some 25 countries largely in Africa and the Middle East.

Ecocarrier Digital is a division of Ecocarrier in the digital service business,

Ecocarrier's main focus in B2B and B2B2C space is in offering AR/VR/MR solutions as cloud-based managed services and the apps relative to the services in the following commerce and market space:

- Mobile Digital Advertising and Promotion Campaigns [www.pizzzAR.com](http://www.pizzzAR.com)
- Real Estate [www.view2visit.com](http://www.view2visit.com)
- Travel and Tourism [www.view2tour.com](http://www.view2tour.com)
- Cultural and Historic Exhibition [www.aristory.com](http://www.aristory.com)
- Architecture, Building and Construction [www.ardifice.com](http://www.ardifice.com)
- Business and Services involving interactions among parties who are geographically dispersed such as Remote Collaboration,

TeleMedicine, TeleHealth, Online Distance Learning,  
TeleConference, TeleMeetUp etc. [www.mresence.com](http://www.mresence.com)

Ecocarrier for Social Edification's main focus in the CSR (Corporate Social Responsibility) space is in offering apps and games that are purpose-designed

(A) to raise the digital consciousness of the general public with apps and games for

pre-schoolers of all ethnicity and people of all ages whose first language is not English with W5GO apps (episodes) and games [www.w5go.com](http://www.w5go.com)

[PPIXELLS](http://PPIXELLS.com) and DIY AR/VR Production [www.vive-ar.com](http://www.vive-ar.com) and [www.qiiq-vr.com](http://www.qiiq-vr.com)

(B) to build or influence the making of a kinder, more equitable and more enlightened society through

(i) the promotion of [MRESENCE](http://MRESENCE.com) as a cloud-based service platform for the provision of services to the general public across the world for

- o Remote Collaboration
- o TeleMedicine
- o TeleHealth
- o Online Distance Learning
- o TeleConference
- o TeleMeetUp etc.

(ii) The promotion of PizzzAR as a cloud-based service platform for Mobile Digital Advertising and Promotion Campaigns as a Bridge from the Traditional Print Media mode of advertising business operation to a Mobile Digital mode of advertising operation.



The Bridge enables the Traditional Print Media Businesses to provide Mobile Digital Media advertising and promotion services to their advertisers without any additional investment in capital expenditure nor operation expenditure.

Such a lifeline saves the Traditional Print Media Businesses from imminent demise due to the loss of advertising revenue to the competitions offering On-line Advertising and Mobile Digital Advertising.

The corollary to such an outcome is that the people who are currently employed in the Traditional Print Media Businesses will have continued employment and be able to maintain a reasonably fulfilling livelihood.

(C) to address many (10+) of the 17 UN SDG (Sustainable Development Goals)

Ecoacrier for [Social Edification](#) projects severally address various UN SDGs or goals:

[W5GO](#) apps and games address Quality Education, Gender Equality, Peace Justice and Strong Institutions

[PPIXELLS](#) addresses Quality Education, Good Health & Well Being, Gender Equality

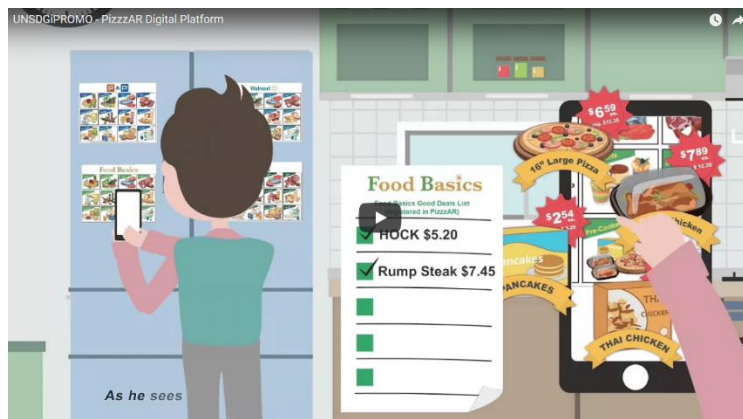
[MRESENCE](#) addresses Good Health & Well Being, Decent Work & Economic Growth, Industry Innovation & Infrastructure, Sustainable Cities & Communities, Climate Change, Life on Land and Life Under Water.

[PizzAR](#) addresses Poverty, Climate Change, Decent Work & Economic Growth, and also Clean Water & Sanitation

W5GO episodes/apps and games and PPIXELLS services raise the digital consciousness of the general population starting with the very young. PPIXELLS serves as a recreation centre for people of all

ages for digital education and entertainment for Good Health & Well-being

[PizzzAR](#) provides a bridge from the Traditional Media business to Mobile Digital Media business and in so doing saves jobs/employment positions and foster economic growth. It greatly reduces the use of paper, saves trees and greatly reduces the use of inks and thus help preserves clean water and sanitation.



[MRESENCE](#) in its application in TeleMedicine and Collaboration operation in Mixed Reality greatly reduces the need of travel (air as well as over-land) and thus significantly reduce the burning of hydrocarbon and thereby reduces the production of Carbon Dioxide that contributes to climate change and the production of Carbonic Acid that goes into the seas and oceans and causes the pH level of the water in them to fall below 7 and the resultant acidic condition that kills the corals and creatures in the sea and ocean.





The Social Edification projects are being propagated through a network of strategic partners as master resellers, distributors in countries worldwide. This mode of business organization addresses the UN SDG " Partnerships for the goals". It is crowdsourcing, for distribution and propagation in a sharing economy.