Emoji School

Free to play iOS puzzle game.

The school that teaches inductive reasoning.

An asynchronous multiplayer game with user generated puzzles.

Emoji School is a game where one player hosts a game (the teacher) and creates a puzzle for other players (the students) to solve. The puzzle is a rule that the students are trying to find, the rule being based on the number, type and position of emoji characters in a row.

The rule is created by the teacher and can be anything they like. An example might be...

“There are no yellow emoji.”

Players are encouraged to make their rule interesting and not too hard to find. Rule creation is automated, but the best rules are going to be ones players think of.

After the teacher has created a rule they create two example sets of emoji. One that obeys the rule and one that doesn't. When ready they submit their rule for students to find, and they can also invite friends to their game.

Student's can then search for and join the game simply by adding some emoji. The search is random but favours newer games with fewer students. Once a player has found a game they can see all the other student's contributions though they will not be able to see the teacher's rule.
If they guess right they're awarded gold stars which can be spent to unlock emoji. If they guess wrong they use up a light bulb. Run out of light bulbs and you won't be able to make any more guesses and will have to host a game to get more gold stars.

Teachers then mark the students' emoji correct or incorrect based on the rule. Students are notified when their emoji have been marked, and they will then be allowed to submit more emoji.

When students think they have found a pattern they can guess the rule, or test their hypothesis more, but risk another player guessing the rule first.

Gold stars are awarded to students based on the number of players participating in the game. Teachers are awarded stars based on how good the winning student thought the rule was.

Emoji School is a game of competitive puzzle solving. It has its roots in inductive reasoning board and card games, and attempts to bring those types of games to the mobile platform. Those games are interesting because they have an educational aspect to them, they are not only fun to play, but also teach us how to problem solve in a way that has much in common with real science. Find out for yourself...