

Cognitive Kid Releases Ansel & Clair Adventure in Africa for the iPhone

Hillsborough, CA
21 May 2012

In 2011, Cognitive Kid released its first app titled “Ansel & Clair Adventures in Africa”. Since the launch, the app has won rave reviews and excellent feedback as can be seen in the company website (www.anselandclair.com). Below are some highlights

- Featured in iTunes including “#1 Staff Favorites” and “What’s Hot”
- Installed on iPads in Apple retail store (see picture on right)
- Over 6 awards from nationally recognized agencies and reviewers
- Favorably reviewed by many national newspapers, magazine, on-line media, bloggers and app review site
- Highly rated by users with over 80% of reviewers giving it a 5-star rating



Cognitive Kid has now release this critically acclaimed app for the iPhone. As with the iPad version, the user embarks on an amazing African journey with Ansel & Clair, and explore three stunning interactive locales: the Nile Valley, Sahara Desert and the Serengeti Plains. In each place there are animals, plants, places and landmarks to explore.



In the Sahara Desert, Clair shares information about ostriches, camels, oases sand dunes and much more. Interactive activities include cooking an egg on the hood of a car without a pan, changing the scene from day to night by dragging the sun down and fixing their time changing clock, feeding a camel and even dusting off after a sand storm by wiping your finger across the screen to clear the sand.



The Serengeti is full of exciting African animals

including lions, elephants, giraffes and hippopotamuses. Activities here include the Furbulator game, which challenges users to match animals to their respective furs in a given time span. Move the clouds to switch between the wet and dry seasons, and watch the Baobab tree lose its leaves and see the Wildebeest migrate. Be sure to wipe the rain off the screen to get a good look at everything in the wet season!

In the spectacular Nile Valley, learn about pharaohs, mummies, sphinx and other ancient treasures. Feed Ansel by tapping the Date Palm, and save him from drowning in the Nile. Use the iPad's built-in accelerometer to maneuver Ansel through the Pyramid to find hidden treasure by tilting and the iPad and arrange the stages of the frog's lifecycle to learn about metamorphosis.

Cognitive Kid has developed a user interface specifically designed for the iPhone. The configuration and layout of the different buttons have been designed for the size of the iPhone screen. A key element of this new design is the zoom feature, that allows the user to zoom into different parts of the screen

“Ansel & Clair Adventures in Africa” is sure to provide children and adults with hours of fun and educate them at the same time.

About Cognitive Kid

Cognitive Kid creates engaging, immersive, and interactive educational applications for touch screen devices. The company was founded in 2010 by two parents passionate about preparing children to be successful and competitive in the 21st century. They assembled a stellar team of experienced artists, animators, music composers, game designers and programmers. The company's products combine thought-provoking educational content with engaging gameplay and thrilling interactions that keep children engaged and entertained.

