

# E X P L O R E

**eXplore Studio is an international start-up company in the computer game industry.**

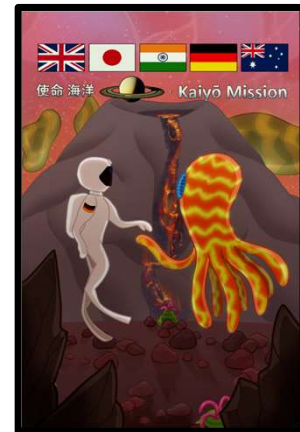
'eXplore Studio' is an international start-up that aims to provide innovative solutions to entertain, educate, research, and inspire – using books and games as the primary vehicle. eXplore Studio is committed to advance, by their products, the awareness and knowledge of sustainability with a strong focus on human rights and the environmental protection of our planet and all that lives on it. eXplore Studio is building and maintaining a positive working relationship with their freelance partners that allows them to do for work what they can do best and enjoy most, to maintain a good work-life-balance, and have fun – whilst enabling them to develop their own potential and find their way...



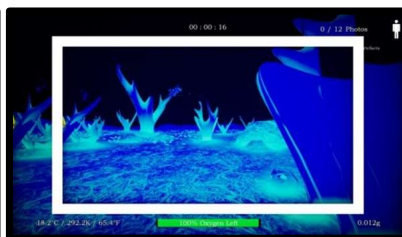
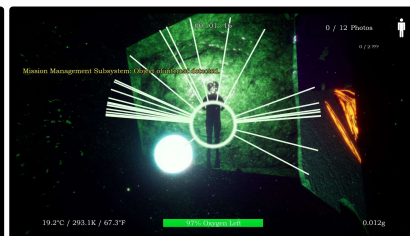
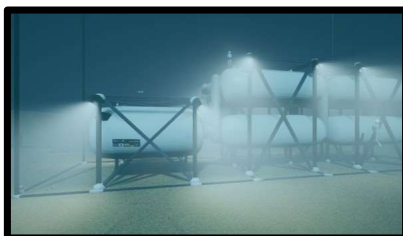
eXplore Studio is a virtual company built up by an international network of freelancers from the UK, Germany, Cameroon, France, USA, Poland, Italy, Sudan, China, Türkiye, Brazil, Zambia and Kenya, who provide on demand services and deliverables. There are two types of freelance involvement, continuous with a nominal number of hours per week, and one-off. All free-lancers are contracted by means of Purchase Orders that are Agile contracts. All work is carried out remotely from anywhere in the world with access to the internet, at the place and time most suitable to each freelancer. Usually, there are two weekly online meetings to synchronise within the core development team, a scrum meeting and a technical meeting, during which specific topics can be addressed in more detail.

eXplore Studio applies an Agile way of working including an incremental development process that is based on the Agile principles. Guided by the wish to ensure the wellbeing and individual development of each team member, fostering their happiness and work-life-balance, the working environment must be free from negative and destructive stress.

eXplore Studio is committed to work in cooperation with external partners (schools, universities, charities, clubs...) and to offer practical stages for students in various business areas (e.g., in the fields of audio and video design, in-game art, localisation or independent reviews of any of the many existing languages in the game, programming/coding, 3D modelling, and marketing & sales). There may also be freelance opportunities for particularly gifted individuals, and Alpha- and Beta-testing sessions of our next games with a partnering secondary school.



**'eXplore Studio' is currently developing 'The Kaiyo Mission', a peaceful, casual, deep-space, underwater exploration game set on alien ocean worlds. It is based on a hard science-fiction adventure that is inspired by actual research.**



## Links:

Website - <https://explorestudiogames.com>

Steam - [https://store.steampowered.com/app/2248280/The\\_Kaiyo\\_Mission](https://store.steampowered.com/app/2248280/The_Kaiyo_Mission)

Itch.io - <https://thekaiyomission.itch.io>

YouTube - <https://www.youtube.com/@thekaiyomission>

**Permission/Disclaimer:** eXplore Studio gives permission to the media to use all of this content for commercial use, at their own risk.