OZARIA

Computer Science that Captivates

Download assets

View Brand Guidelines

FACTSHEET

Developer: CodeCombat Inc; Based in San Francisco, California

Platforms: PC, Mac, Chromebook (4GB of RAM recommended). Browser-based (www.ozaria.com): Chrome, Safari, Firefox, or Edge.

Release Date: 2020 (Full Launch)

Price: Cost customized based on use case.

Languages: English, Spanish, Chinese

For beta access or press inquiries:

Brehan Maul – brehan@codecombat.com
Daniela Lao – daniela@codecombat.com

What is Ozaria?

Ozaria is a new computer science program, an adventure game, and a fantasy story from the makers of CodeCombat, built for students to master computer science concepts through immersive gameplay, an epic story, and creative capstones.

History

The light of fantasy and discovery in Ozaria began as a spark of magic and adventure in October 2013 when the CodeCombat beta launched. Just a day later, co-founders, Nick Winter and George Saines were then able to secure funding to grow CodeCombat into one of the fastest-growing open-source projects ever.

In 2016, CodeCombat formally launched its classroom curriculum, crafted from the feedback and support of thousands of educators, students, and volunteers. Over the last six years, over twelve million people across the world have learned to write Python and JavaScript using CodeCombat, making it one of the most popular coding games in history. Now, we are excited to launch Ozaria and expand on our commitment to inspire a new generation of students to learn computer science.

The Story of Ozaria

When students customize their hero in Ozaria, they enter a vast world filled with the echoes of a rich history - one with many rulers and kingdoms, myths of ancient magic, and legends of a darkness long defeated

The Hero lives in a small and peaceful town named River's End with their mother, Astra, and a dog named Mouse. Soon, something begins to change as winters become longer and crops start to die. The Hero awakens to find their mother has disappeared, leaving only a letter and map to Sky Mountain. Now, with the help of an ancient device called the Acodus, their mother's assistant, Vega, and their companion, Mouse, students will discover that only through the lost magic of coding and the development of their programming skills can they trap the darkness and save their world.

FEATURES

Instruction that Captivates:
Students will be introduced to computer science concepts via a variety of content types that includes game levels, character dialogue, cutscenes, formative assessments, a custom soundtrack, and more. Ozaria is designed from the ground up to effectively educate, captivate, and cultivate a love of learning.

Play to Build Real Skills:
As students level up their heroes in Ozaria, they also level up their own learning - they type Python or JavaScript, problem-solve using computational thinking, and build 21st-century skills like critical thinking, initiative, confidence, and more.

Unleash Creativity:
Students will showcase their creative identity with capstone projects, which will range from choose-your-own-adventure stories to games, build a portfolio of their work within the game, and be able to share these games.
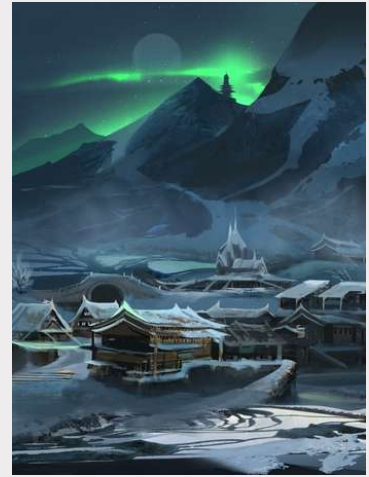
Teach with Support:
No previous computer science experience is required to teach Ozaria. Teachers will have access to data on student progress and resources like implementation guides, lesson plans, and rubrics.

IMAGES

LOGOS

OZARIA

OZARIA

TEAM

TEAM

Production & Design

Matt Lott - Co-founder, CTO
Robin Yang - Senior Product Manager
Maya McCoy - Senior Curriculum Developer
Shasha Du - Product and Visual Designer
Brian Freyermuth - Writer & Lead Game Designer

Valentin Bryukhanov - Gameplay Developer
Bobby Lockhart - Game Designer

Shubhangi Gupta - Senior Software Engineer
Matias Forbord - Senior Software Engineer
Andrew Jakubowcz - Software Engineer
Joe Mifsud - Senior Software Engineer

Stephanie Rockett - Quality Assurance / Support
Ryan Bousquet - Quality Assurance / Support

Ashley Stoddard - Lead Artist
Aletta Wenas - Concept Artist
Salinee Goldenberg - Video and Motion Graphics
Jim Dooley - Composer
Noveen Crumbie - Voice of Vega

Pavel Konstantinov - Illustration
Oleg Ulyanickiy - Illustration

Marketing & PR

David Chase - Marketing Lead
Daniela Lao - Marketing Manager

Business Operations

Nick Winter - Co-founder, CEO
Chelsea Johnson - Operations Manager
Claire Armstrong - Executive Assistant

Sales

Jonathan Timmons - Director of Inside Sales
Sean McNulty - Senior Account Executive
Liz Coluni - Senior Account Executive
Jane Park - Account Executive
Lawrence Kotovets - Customer Success Manager
Rob Arevalo - Sales Development Representative

China

Bill Wang - General Manager
Run Chen - Head of Operations
Shan Liu - Business Development Lead
Zhiran Chen - Curriculum Developer
Lance Wu - Software Engineer
Yuqiang Tong - Engineering Intern
Fuzuo Zhang - Curriculum Developer Intern
Lazydog - Engineering Intern

Brand

Special thanks to the Fuzzco team - Josh Nissenboim, Kate Powell, Ann DeOtte Kaufman, and Colin Pinegar

CONTACT

Press: brehan@codecombat.com, daniela@codecombat.com
General Inquiries: team@codecombat.com

SOCIAL

Instagram: @playozaria
Youtube: Ozaria
Twitter: @playozaria
Facebook: facebook.com/playozaria

Terms of Service   Privacy