

# 17-year-old develops gaming app to teach poor kids

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**GURGAON:** With a mission to educate underprivileged children, a 17-year-old Gurgaon resident is raising money from a mobile phone application he developed.

Ranvijay Singh, a resident of South City 1, has developed a mobile-based adventure game-Rope Dash. The application is available on both android and iOS systems. Through the money earned from the gaming application, Singh buys station-

ary and books for children living in the slums around his residence and school in Sector 53.

"While travelling to the school every day, I see a number of children wasting time playing games on the roadsides. I wanted to educate them and help them live a good life. Though I and my school friends used to teach the children during our free time, we needed books and other stationary. It was during this time that the idea of earning money came to my mind," said Ranvijay Singh, a student of Suncity

School.

The gaming application, an endless adventure video game in which the players have to cross different hurdles by swinging on a rope, was launched in July. The application, with a free and paid version, has been downloaded hundreds of times on both the platforms. The earnings from the game have already helped Singh buy stationary for the children.

"I have received a 25% return on my investments. The plan earlier was to procure the total amount but I think that can wait.

It is important that the children are educated first," he said.

Singh, a commerce student, said his friends, family and teachers have supported him in the initiative.

"A lot of people have helped me in getting closer to my aim. We used to have long brainstorming sessions to figure out the revenue model, promotion techniques and also teach the children," he said.

Coming from the army background, Singh said he wants to be an entrepreneur.



■ Ranvijay Singh.

<http://www.hindustantimes.com/gurgaon/17-yr-old-in-gurgaon-develops-gaming-app-to-raise-money-for-educating-underprivileged/story-nzHeNhDgH1cLAZjgLOhfUM.html>

## Gurgaon boy develops gaming app to raise funds for teaching poor kids



Ranvijay Singh, a resident of South City 1, has developed a mobile-based adventure game- Rope Dash. (HT Photo) With a mission to educate underprivileged children, a 17-year-old Gurgaon resident is raising money from a mobile phone application developed by him.

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Coming from the army background, Singh said he wants to be an entrepreneur and maximise his reach to the uneducated children of the city.

<http://www.htsyndication.com/htsportal/article/Gurgaon-boy-develops-gaming-app-to-raise-funds-for-teaching-poor-kids/15675859>

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