

EduApp4Syria — Antura and the Letters & Feed the Monster Boost Literacy for Syrian Refugee Children in Jordan

AI in Education · Good practice · Jordan

Quality score: 67/100

Evidence strength: Moderate

Summary

Two competition-winning mobile games — Antura and the Letters and Feed the Monster — delivered a 27-hour literacy programme to Syrian refugee children in Jordan's Azraq camp, producing large reading gains over a matched control group across both genders and age groups.

Key dimensions

Dimension	Score
Evidence of learning impact	2/3
Equity & inclusion	3/3
Transparency, ethics & data protection	2/3
Teacher capability & pedagogy	1/3
Scalability & sustainability	2/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-09-25

[Cologne Game Lab \(TH Köln\) & Apps Factory, funded by Norad / All Children Reading: A Grand Challenge for Development](#) — accessed 2026-09-25

[Cologne Game Lab impact evaluation](#) — accessed 2026-09-25

[INEE: Antura and the Letters — Impact and technical evaluation](#) — accessed 2026-09-25

[DL4D: EduApp4Syria portfolio](#) — accessed 2026-09-25

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