





















→ Distribution partners

You can find Smart4Mobile products online on these and other websites:

arvato mobile		AOL	
E-Plus		Comedy Central	
Jamba		Debitel	
kabel eins		freenet.de	
PRO7		Lycos	
RTL2		MTV	
SAT1		O2-Online	
T-Mobile		Simyo	
T-Online		Talkline	
Vodafone		viva.tv	

Premium partners:



Research partners:



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→ entertainment
→ edutainment
→ e-health



mobile application development

→ About smart4mobile

Smart4Mobile is a young technologically leading company, producing high quality puzzle, logic and knowledge games with self developed software.

Today's mobile games target a rather young audience. Smart4Mobile also approaches a more mature audience with its intelligent entertainment products, offering ways to preserve the mental fitness.

Based on our self developed Smart4Mobile DEV System we can create and test multilingual applications for a wide base of handsets in very short time. Top-class partners from industry and research ensure entertainment on a high level and with scientifically optimized learning success.

- fast and efficient creation of mobile applications with self developed smart4mobile DEV System
- content creation, visual design, sound and coding - all from one hand
- covering of a wide range of JAVA enabled mobile phones of all renowned brands
- solid high quality brand for intelligent mobile games
- preservation of mental fitness
- innovative packet service with automatic control of success



→ Entertainment Puzzle, Logic and Knowledge Games

All games are designed for entertaining pastime in the first place but furthermore have a claim of quality. In the series 'Puzzle Classics' such popular and timeless classics as crossword puzzle, number pyramid or sudoku are now available in mobile versions. In addition to these classics Smart4Mobile is creating new and unique games that will offer new challenges to every sophisticated puzzle enthusiast.

All puzzle and game data is created with generator software by experienced professionals and is extensively tested on logical unambiguousness. All games can be played on different levels of difficulty, depending on the player's current skills.

→ Edutainment Trainer and Courseware e.g. for language learning

Knowledge can be imparted in a playful way so the 'player' does not become aware of the actual learning process. The learning contents can be transferred both as stand alone applications (as single games) and in the context of a packet service. Within the second possibility, if desired, all progresses of the learner can be traced. This way they can be accessed by the player on a password protected website. Furthermore the whole learning process can be automatically controlled by a server; new tasks will be generated according to the learner's standard of knowledge and transferred to his mobile phone.

→ eHealth medical and geriatric applications

In cooperation with partners from medical research and rehabilitation Smart4Mobile is developing software applications for the diagnosis and stimulation of cognitive abilities. Using easy-to-use senior friendly handsets such as tablet PCs, allocation or memory exercises can be performed to train the memory and assess the cognitive condition of patients.

→ S4M Development System

Smart4Mobile DEV is an innovative system for the development, maintenance and release of applications for mobile platforms. It combines the advantages of a Rapid Development Environment with the maintenance and administration features of a Content Management System (CMS). Using the S4M DEV System mobile applications can be created quickly and budget-oriented according to the customer's needs.



→ Application Branding

You wish to have a game featuring your corporate logo and graphics? The S4M DEV System allows the quick adaptation of (almost) any customer's request. Simply ask us for more information. Branded games are a unique way to promote trademarks, products, events and more!

