

Company Information

- Organization Structure:** Gridmedia® Technologies AS (Norway)
Geelix® Foundation (USA)
Geelix® Corporation (USA)
- Founder:** Ole-Ivar Holthe, Ph.D. Candidate, NTNU/Telematics
- Vision:** Preaching the gospel of Jesus Christ through serious games and edutainment.
Enabling serious games and edutainment with education and new technologies.
Protecting young people and children from harmful experiences on the Internet.
- Mission:** Gridmedia Technologies AS offers computer game technologies.
Geelix Foundation is a School of Serious Games and Edutainment with an on-campus non-denominational Christian church.
Geelix Corporation offers Serious Games for Education and Christian Values.
- History:** Gridmedia Technologies AS was founded in Agdenes in Norway in 1996. We are a Christian company based on Christian goals and values. We have received research funding consisting of three SkatteFunn projects, grants from Innovation Norway, and miscellaneous others. We are currently engaged in our SkatteFunn project "Biblical Edutainment Sharing System (BLESS)" from January 1, 2010, to December 31, 2012. We have been on average 4 people working full-time on research and development since 2003. Geelix Foundation and Corporation were established in San Francisco in 2008. All companies are fully owned by Ole-Ivar Holthe. Geelix Foundation is a non-profit organization, which is tax exempt in California.
- Research:** 1 PhD thesis, 9 master thesis', 7 other thesis', 11 papers, and 3 patent applications.
- Products:** **Geelix® Desktop™** offers end-user desktop computer game management.
Geelix® Remote Play™ offers end-user remote play of computer games.
Geelix® Web Plug-In™ offers end-user Web 3.0 game experiences.
Geelix® Game Engine Components™ offer components for games.
Geelix® Custom GameDev OS™ offers corporate game education and tools.
Geelix® GameDev OS™ Service™ offers game education to general students.
Geelix® LiveGames™ Service™ offers serious games to the general public.
Geelix® InGame™ Service™ offers social media tools for serious games.
- Customers:** NRK and NextGenTel.

