



<https://plasma.games>

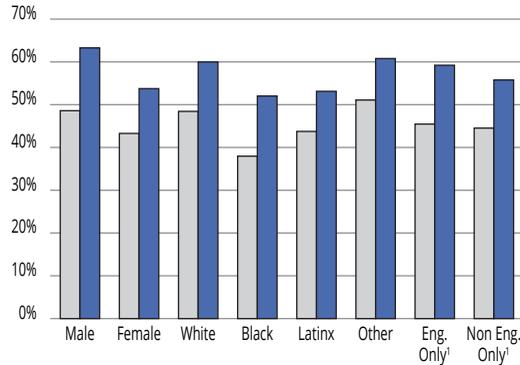
Plasma Games' educational game for chemistry was shown to be an effective and enjoyable learning tool that boosts students' self-efficacy for all genders, races, and socioeconomic status. This is based on pre-/post-testing with ~1200 students from across North Carolina during Spring 2019, and validated by an independent research team from North Carolina State University.

99.9%

Confidence level that students learn North Carolina high school chemistry standards with Plasma Games.

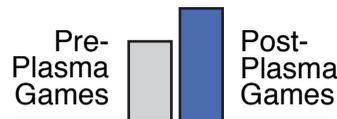


Chemistry Knowledge



+26%

Average boost in correct responses to questions on North Carolina high school chemistry tests after just 30 minutes of playing Plasma Games.



100%

Of **teachers** want to use Plasma Games in their classroom

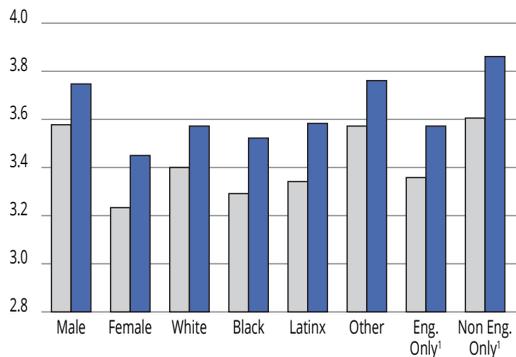
80%

Of **students** want to use Plasma Games in their classroom

“Sci-Ops is going to pull in those kids who never thought they had an interest or ability in Chemistry. This is an area of need in our schools that can directly impact our communities for the future.”

- Donna Cotton, Director of Accountability and High School Curriculum in Wilkes County, NC

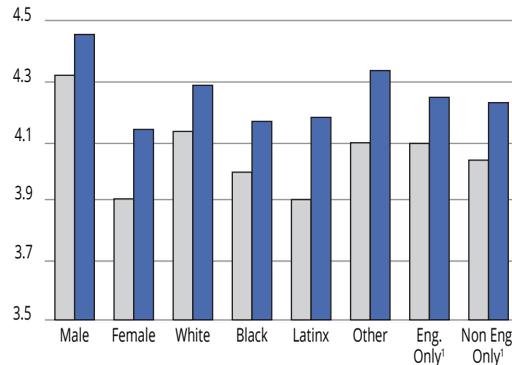
STEM Career Interest²



99.9%

Confidence level that Plasma Games boosts student self-efficacy. Also boosts STEM career interest.

Student Self-Efficacy²



“I think for the kids this is just a way they learn and they're comfortable learning and not necessarily recognizing what's happening. But with teachers, we can see how their skills are being built in the activities they have to go through in the program.”

- Kathy Glasheen, Instructional Coach in Union County, NC

¹ Students who live in a household where English is - or is not - the primary spoken language.

² Based on a 0 (low) to 6 (high) scale of answers to survey questions.