



KEY LEADERSHIP

Siobhan Mullen, CEO

Steve Scully, President, Game Creator

Patrick Moore, Director of Technology

OUR NEXT STEPS



- New 3-D TiViTz is here! Upgraded game hits app stores in November.
- This fall TiViTz launches the Teacher to Teacher Challenge—a nationwide classroom-to-classroom competition.
- TiViTz will continue addressing the STEM pipeline crisis by focusing on scalable math-based programs for elementary and middle school students—with special focus on girls and young women.

KEY EVENTS / HIGHLIGHTS



- TiViTz, a math and strategy game for students, has been named the 2017 Microsoft Public Sector Education Mobility Partner of the Year.
- This spring, the TiViTz Office 365 Challenge demonstrated the combined power of the Microsoft - TiViTz partnership. During the Challenge, elementary students competed for prizes playing TiViTz online using the Office 365 Education platform.
- Case studies during the Challenge demonstrated that playing TiViTz over 3 months improved math comprehension as much as 3 letter grades.
- Over 41% of Office 365 Education logins occurred outside of school hours, quantifying the power of TiViTz to motivate kids beyond the classroom.

WORKING WITH MWM

TiViTz is working with MWM to develop turnkey mentoring activities based on TiViTz games, and is creating a nationwide peer-driven tutoring platform with an emphasis on math empowerment among girls.



“TiViTz has shown how the combination of gamification and Microsoft-based solutions can power instructional technology in schools, and Microsoft is proud to call TiViTz a partner in our shared pursuit of improving STEM education.”

-Margo Day, Vice President of U.S. Education, Microsoft