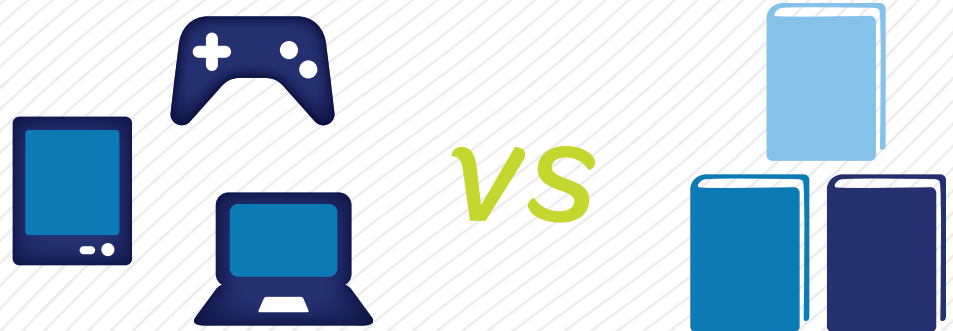


AT&T, GameDesk Collaborating to Connect with Students Everywhere

1

The Problem

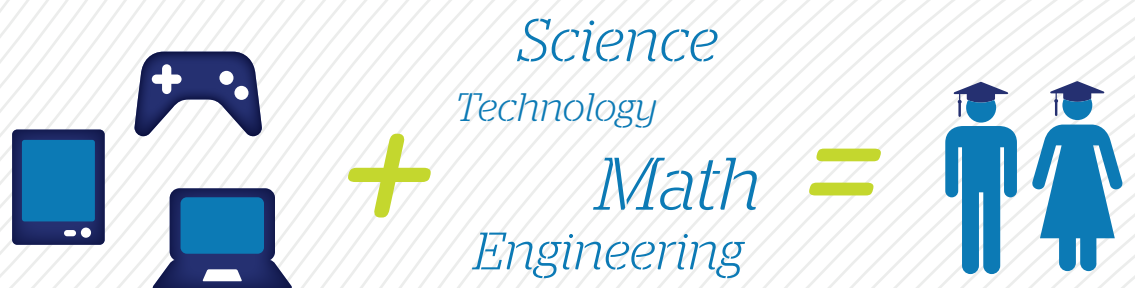
Kids are engaged by interactive digital games and experiences. Yet those experiences aren't utilized to their full potential in classrooms to engage students in learning.



2

The Solution

GameDesk revolutionizes the way students learn by embedding academic content and assessment into fun and interactive digital games and learning technologies.

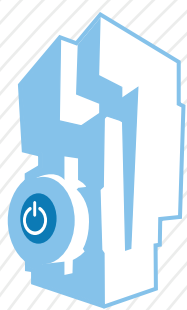


3

The Plan

With AT&T's support, GameDesk plans to make compelling digital games and learning technologies available nationwide, equalizing access to high quality digital learning tools proven to help improve high schools success.

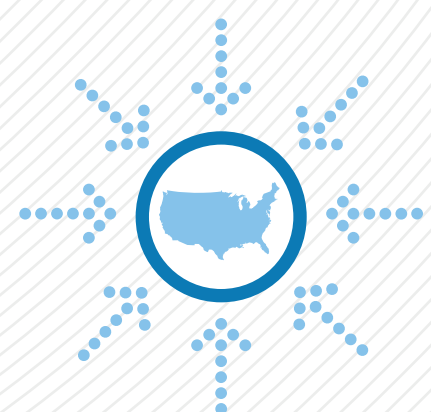
With AT&T's support, GameDesk plans to:



••••• Create a living, learning laboratory. There, new digital games and learning technologies will be developed, and resources developed by others will be evaluated. The lab will include a "classroom of the future" where students and teachers will help evaluate new tools.



••••• Provide free access to an online portal featuring a large, intuitive library of quality digital learning content and support for teaching and classroom integration.



••••• Create a community of parents, students and educators who use these tools and practices to help ensure that our country's future workforce will have the STEM skills we need to remain competitive in the digital, global economy.

