

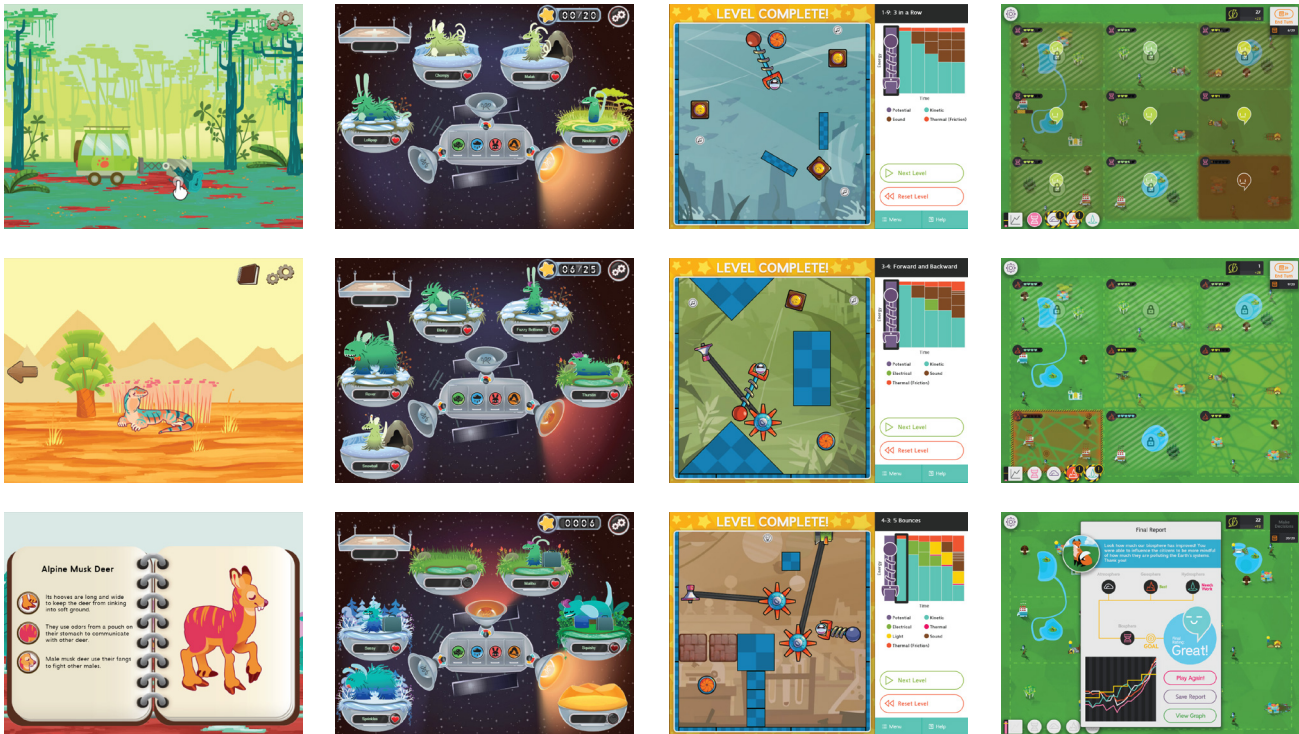
★ SUCCESS STORY: MCGRAW-HILL EDUCATION

✓ 4 GAMES BUILT IN HTML5

✓ FOCUS ON STEM

✓ INTEGRATED INTO DIGITAL CORE CURRICULUM

Inspire Science includes a suite of four forward-facing HTML5 science games developed by Filament Games. These games were designed to help teachers engage students and improve results in STEM education, paving the way to a future where students excited about STEM aspire to STEM professions. Inspire Science games are designed to meet Next Generation Science Standards and build 21st century skills, and serve as the interactive core offering within the larger Inspire Science digital curriculum.



Need for Solution

McGraw-Hill Education wanted to help teachers motivate students to become curious, creative problem solvers and improve STEM-related student results. They also saw the need to expand their portfolio with digital offerings that enable and empower the technology-driven changes happening in K-12 classrooms newly equipped with modern mobile devices and mandates to develop 21st century skills. As a part of their new digital curriculum plan, McGraw-Hill wanted to leverage the power of game-based learning to engage students in an entirely new way.

Decision Process




McGraw-Hill selected Filament after being exposed to the quality learning games content Filament has made for other clients. On investigation they found that Filament's design approach to game-based learning — an approach that includes very clear learning objectives driving the gameplay experience — resonated deeply with their own understanding of game-based learning best practices. Having had negative experiences with other developers whose game experiences were shallow and poorly designed, McGraw-Hill chose Filament for their capacity to create something more immersive with an approach aligned to McGraw-Hill's goals for building understanding of science concepts.

Working with Filament









“ Not only have we been very happy with the outcome of the games and the student experiences, but we have also really enjoyed the partnership in collaborating on educating the market on the power of game-based learning. With the PD events we've partnered on and the exchange of information on efficacy, we see Filament as a partner in really advancing the conversation around the particular impact of game-based learning for elementary students.

CHARLOTTE O'NEAL
PRODUCT MARKETING MANAGER - ELEMENTARY SCIENCE, MCGRAW-HILL EDUCATION

Solution in Action

-  *Inspire Science currently enjoys strong adoption and is on track to reach millions of students around the country.*
-  *Inspire Science represents a fully digital core curriculum, which is unique - most current digital curriculum offerings are supplemental, whereas Inspire Science is more holistic in its approach.*
-  *The Inspire Science games are closely integrated with curriculum content, offering a turnkey approach to game-based learning that's complementary with educators' classroom content.*

Filament Games is an award-winning game production studio that focuses exclusively on digital learning.

-  Immersive games and simulations
-  High in efficacy and engagement
-  Over 100 projects globally
-  Any subject area and age group
-  Data-driven insights and assessments
-  LMS Integration
-  For PC, Tablets, Smart Phones, AR, VR
-  Clients retain full IP rights