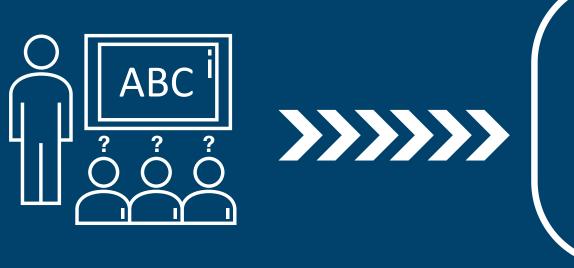
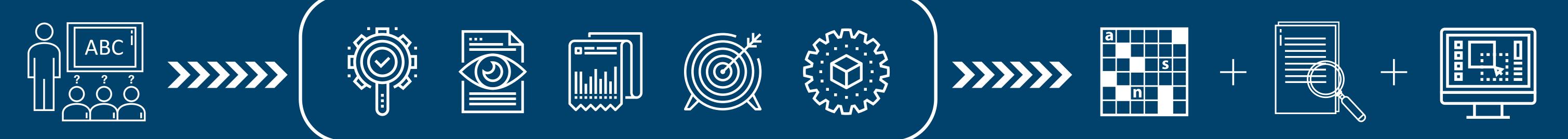
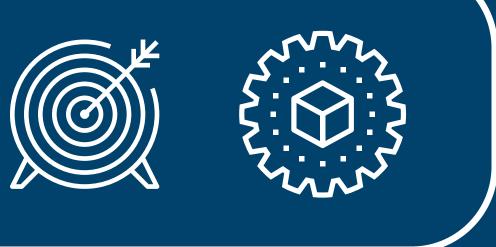
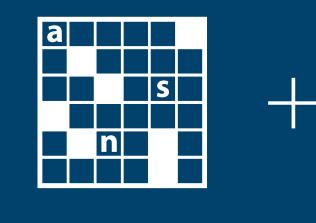
AUTOMATED STEM GAME GENERATOR

converting unstructured web data into sequenced STEM vocabulary educational games













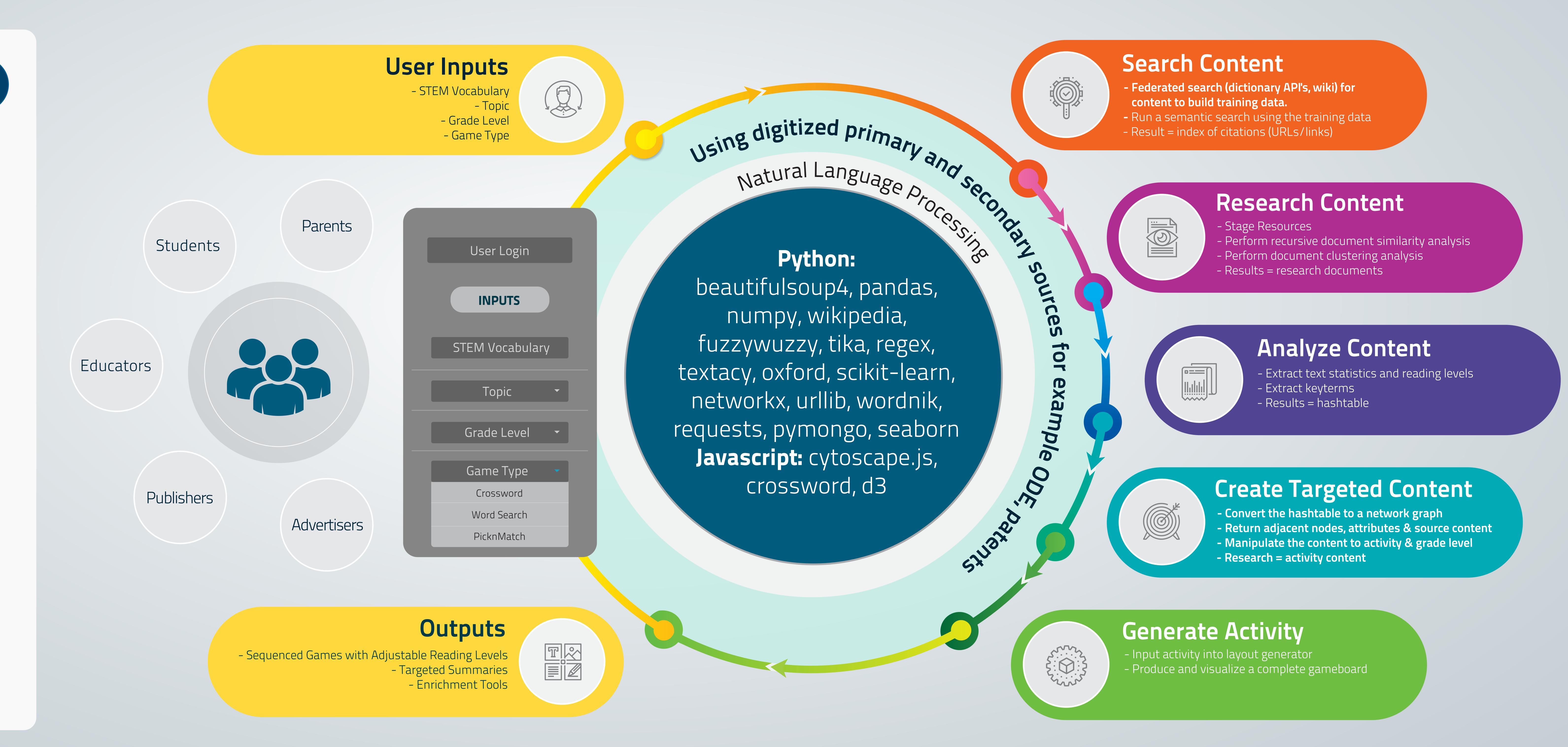
ALGORITHMIC GAME GENERATOR

MICHAEL WEHAR | CHARLES COSSE | WWW.TAPNOTION.NET | PATENT PEND. US15 / 727,586 | additional credits: aline livni, dr. robert hoffmiester, matthew pearson, ezra schwartz and the python software foundation

PURPOSE

The Automated STEM Game Generator makes it easy and inexpensive to create fun and illuminating activities that enhance reading comprehension and improve learning on topics in science, technology, engineering, and math (STEM).

The vocabulary game genenerator automates the laborious aspects of creating vocabulary-based digital activities in rapidly-changing fields where content has a short life span and is therefore expensive to produce and keep up-to-date.



POTENTIAL

Platform

- Adaptive Learning
- Platform entry points via web app, digital advertisements and social media platforms
- Cloud-based

Potential Usage

- Educators (Adult Ed, ESL, Parents)
- Classroom and Individualized STEM Unit Activity Supplements
- Digital Media Publishers can link STEM article keywords to vocabulary games
- Brands and Advertisers will be able to create content for products or brands by demographic in minutes

Development

- Developed with content provided by Oxford University Press

Fun