Product Video Demonstrations

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Institute of Education Sciences
U.S. Department of Education
Small Business Innovation Research Program

This document provides short video demonstrations and information on education technology products that were developed with funding from the Small Business Innovation Research (SBIR) program in the Institute of Education Sciences (IES) within the U.S. Department of Education (ED). The videos showcase the features and components of the products, and describe their application in schools and classrooms with students and teachers. For more information, click on the product to be linked to the project abstracts.

> Notes:
> • *IES/ED does not promote or endorse any non-Government or commercial content appearing on the page.*
> • *Products appear in alphabetical order by the names of the small businesses.*
> • *This document will be updated as new product demos are made available.*
> • *Any questions about the program or the projects listed in this document can be emailed to the IES/ED SBIR Program Manager Edward Metz at Edward.Metz@ed.gov.*

3-C Institute for Social Development
Demo: http://www.youtube.com/watch?feature=player_embedded&v=Vfyax3F3_ck
Zoo U is an online interactive adventure for students and an assessment tool for educators. ZooU evaluates students' social skills in six key areas and provides real-time reporting at the classroom, school, and district levels.

Agile Mind, Inc.
Demo: http://www.youtube.com/watch?v=oCrJyc6A2gc
Agile Mind's web-based biology course supports students' learning of biological concepts through interactive and engaging simulations and visualizations.

Children's Progress, Inc.
Demo: http://www.youtube.com/watch?v=9nUSw5JtoBg
The *Children's Progress Adaptive Assessment (CPAA)* assesses concepts in early literacy and mathematics for students in pre-kindergarten through grade 3 and facilitates student learning through animated interactive scaffolding procedures and instructional activities.

Empirical Education, Inc.
Demo: http://youtu.be/pV-hDQqpKcc
MeasureResults is a web-based solution for K-12 school district leaders who want to determine the need for, and evaluate the effectiveness of, products and services aimed at improving student results.

Filament Games
Demo: http://www.youtube.com/watch?v=0Wo38iMb4ds
Games-Based Interactive Life Sciences (GILS) is a series of web-based high-impact games intended to facilitate conceptual understanding of the science inquiry process in middle school students, especially struggling learners.

Fluidity Software, Inc.
Demo: http://www.youtube.com/fluidmath#p/c/0/VCvxE7YgI6o
FluidMath is a software program for math teachers that recognizes handwritten math formulae and sketches drawn on the screen of a pen-enabled computer, and then generate solutions, graphs, and dynamic animations.

G8four
Demo: http://www.youtube.com/watch?v=FbY9bbDYq-0
OASIS is a web-based multimedia and social networking platform that supports teachers as they learn to facilitate hands-on math and science lessons in the classroom

Handhold Adaptive, LLC
Demo: http://www.youtube.com/watch?v=RFonvRP9wGc
The *iPrompt* software allows teachers and caregivers to customize and present different visual supports in supporting students with Autism Spectrum Disorder.

Insight Learning Technologies, Inc.
Demo: http://www.youtube.com/watch?v=VyUKoOkp7ZA
Algebra Insight is a web-based formative assessment software product that promotes mathematics learning by supporting students in visualizing and manipulating algebraic equations.

Mindset Works, Inc.
Demo: http://youtu.be/mrs0XSXg5Pc

The *Growth Mindset Learning Platform* is a web-based multi-media platform designed to help schools prepare students to succeed in school by learning how the brain learns and changes with effort, and how to use effective study skills to increase learning.

Molysym, Inc.
Demo: http://www.youtube.com/watch?v=CfbeDqadU-o&feature=youtu.be
The *Hypermodeler* is a hardware and software product for use in Advanced Placement chemistry courses. The tool enables students to manipulate a hand-held ball and stick molecular modeling kit and interact with chemistry software in real-time.

Mtelegence Corporation
Demo: http://www.youtube.com/readorium
Readorium is a web-based product for middle school students designed to support improved reading comprehension of science content through guided lessons that scaffold reading and understanding.

One Planet Education Network, LLC
Demo: http://www.youtube.com/watch?v=7_cYeHPAcS4
The *Traveler's Oath* product is a web-based gaming platform through which students' visit virtual recreations of national parks to engage in content across a multidisciplinary set of areas.

Polyhedron Learning Media, Inc.
Demo: http://www.youtube.com/watch?v=xN1UQX7TqzU
The *Virtual Physics Laboratory* is a set of web-based labs that can fully replace—or be used as a supplement for—hands-on equipment in a typical introductory college physics course.

Quantum Simulations, Inc.
Demo: http://www.youtube.com/watch?v=5-VpZd_1yWM
Quantum Tutors use artificial intelligence (AI) software delivered over the Internet to create a personalized and adaptive learning experience in mathematics and science.

Seward, Inc.
Demo: http://www.youtube.com/watch?v=KwK085bF8ZQ
The First 4,000 Words product is a web-based system for assessing and supporting students in knowing the meanings of the 4,000 most frequently used English words.

Seward, Inc.
Demo: http://www.youtube.com/watch?v=dXBCLACTn6g
Word Learning Strategies is a multimedia website that provides teachers a comprehensive

program to support grade 4 and 5 students as they learn strategies for inferring the meanings of unknown words encountered during reading.

Sokikom (*previously Virtual Learning Technologies*)
Demo: http://www.youtube.com/watch?v=oYwCdmhzQUc
Sokikom's online social learning game is designed to motivate students in grades 1 through 6 to engage in and learn math.

thereNow (*formerly Spectrum Education*)
Demo: http://www.youtube.com/user/21stCenTeacher#p/a/u/0/93qLfJDsZ1A
The *IRIS Connect* is a camera system and software program that enables remote classroom observation, and can be used to facilitate teacher induction, teacher professional development, and observational research.

Triad Interactive Media, Inc. (*formerly Triad Digital Media, Inc.*)
Demo: http://www.youtube.com/watch?v=e-xS2tblmG4&feature=youtu.be
Math Mystery Monster (M3) is a series of 23 web-based mini games that formatively assess fourth graders' mathematical understanding and provide immediate feedback to teachers for instructional practice.