



DimensionM:

Evolver **Multiplayer** Math Simulations

For Elementary, Middle and High School

The Award-Winning
DimensionM
Evolver



2008 SIIA
2008 Codie Award for
Best Educational
Game/Simulation

2008 Multimedia and
Internet @ School
'A' Product Rating

2007 Codie Award for
Education Newcomer
of the Year

2007 District
Administrator Magazine's
Top 100 Products

2006 MacWorld
Editor's Choice Award
and Mouse Award

Meet your students
where they live and learn...



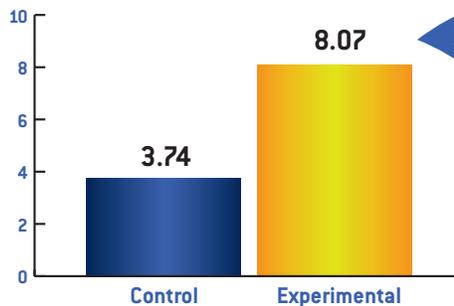
2007 NYC DimensionM Multiplayer Tournament

DimensionM Multiplayer Game Simulations provide schools with a powerful way to immediately improve student interest, motivation, and achievement in math using the latest 3-D, multiplayer video gaming technology. Students become captivated by playing and progressing in these fast-paced competitions where they quickly improve their math to improve their game.

Aligned with State and NCTM standards, Evolver Multiplayer is great for:

- In-Class Instruction
- Before/After School Programs
- Homework
- Math Clubs
- Intervention Programs
- Peer Interaction

Mean Increase in Test Scores



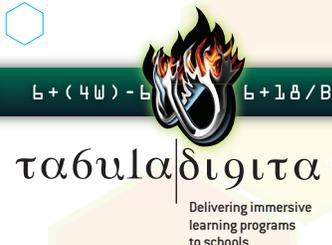
Increase in test scores more than
DOUBLED on district exams when
videogame software was used
in the classroom.

Read the dramatic results
of the UCF Study on our web site:

www.DimensionM.com

6+18 6+18/B=9; 5A, A=3; 3N>N+2; 6+(4W)-6=24 6+18/B=9; 5A, A=3; 3N>N+2; 6+(4W)-6 6+18/B=9;

Don't Wait! - Join the DimensionM Network Today!
Immerse your students in mathematics and
connect them with thousands of students nationwide!



Evolver Multiplayer Math Simulations: A Closer Look

A Small Sampling of Math Topics Covered in Evolver Multiplayer:

Elementary School

- Properties of addition and multiplication
- Fractions as part of a whole or collection
- Single-digit multiplication facts
- Compare whole number and unit fractions using $<$, $>$, $=$
- Characteristics of three-dimensional shapes

Middle School

- Properties (commutative, associative, multiplicative, distributive)
- Converting fractions, decimals, percents
- Rates and ratios
- Identifying and combining like terms
- Solving one- and two-step equations

High School Algebra

- Percent decrease/increase and discount
- Factorials, absolute values, exponentials
- Linear equations and inequalities in one variable
- Effects of changing the coefficients of a function
- Appropriate measures of central tendency



Students are able to select their own avatar for Elementary, Middle, or High School.



From the drop-down menus on the left, game parameters can be defined to accommodate learning objectives.



An example of a Middle School game launch screen



During game play, students test their knowledge of selected math topics. In this example, the student must select the equation that represents the line of best fit.



End Game Reports provide the student with a summary of correct/incorrect answers to math questions presented throughout the game. Teachers can also access online reports to understand student strengths and weaknesses.

