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Teaching, Learning and Gaming in Web 3D!

October 19, 2013

Oakville, ON- Canadian educators Peter Cameron and Mark Wu know all too well the challenges teachers face when trying to find the right fit for technology in the classroom. Having been on the edtech frontlines for many years, their experience has taught them that the transition from 'teaching students' to 'cultivating digital citizens' has been an uphill battle, to say the least.

"We have all struggled with what has become a paradox of choice," says Mark. "With so many different online resources and tools to choose from, today's educators also often struggle to find the skills, direction and support they need to make informed decisions on which ones to use. Ultimately this new frontier in education has led to a fragmented student experience." Inspired by the question of how technology can empower students to get the most out of their modern education, Mark and Peter decided to trade in the classroom for the life of an edtech startup, and co-founded Nexed.

"We all need to rediscover what educating and learning really means to us now in the 21st century," says Peter. "If the Internet has given us anything, it's the ability to communicate and work together on a scale we never imagined. This is the essence of both teaching and learning. What we've built is a platform for social collaboration of all kinds."

Launching into open beta at Web Summit 2013 in Dublin, Nexed's new software is called *Answerables*; social collaboration and learning management inside a 3D game. And with a unified, single-source educational tool being the end goal, getting there meant finding a balanced combination of tools and resources while providing teachers the freedom to choose what works best for them. *Answerables* needed to be functional; with secure and easy access to shared spaces, where educators and students can organize, share and build knowledge together. But it also needed to be immersive and engaging - the 'fun factor'. The result: a customizable 3D virtual learning environment, linked into a quest based multiplayer game and social network. Social collaboration for modern learning.

"Teachers sometimes say that kids aren't working up to their potential. Well, we kind of think that right now education isn't working up to its potential," says Mark. "People will say the system is 'broken'; well, it's not quite broken, but it could and should be so much more. Just look at your kids on their tablets and smartphones. They're already leading the charge. We have to keep up!"

For more information on how *Answerables* is taking learning to the Nexed level, visit <http://nexed.com>.

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