

Evo Launches First Game for Elementary Students

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Evo engages elementary students to learn by having fun.

Middletown, CT - EVO announces today that their educational videogame is now live on their website *learnwithevo.org*. The game is geared towards students between 2nd and 5th grades.

The first version of the game is free, but will be soon priced at a \$8 monthly subscription. For educators there will be a free version for classroom use. *Evo* is an immersive game where learning evolution is a product of having fun.

Evo was described by John Ferrero, the director of Science at McDonough school, as “both engaging and educational. I asked a student what the game was about he was able to tell me that you needed to evolve. He explained to me in some detail the strategy and why. In my opinion, this game would complement a science unit on evolution nicely and help create interest and motivation for students that sometimes struggle with both” (Ferrero, 2019).

Evo's research has shown that 80% of learners are more productive when their learning is more game-like. Right now there is a void for educational games based in science, and *Evo* is here to fill that gap.

Contact:

Evo

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