

# numedeon, inc.

## Numedeon, Inc. leads the industry in creating virtual worlds for engagement and learning.

In 1999, Numedeon launched Whyville.net, the premier educational virtual world for children and tweens ages 8 to 15. Created from 17 years of research in education and cooperative learning, Whyville has touched the lives of more than 5 million children worldwide through learning activities that range from art and science to civics and engineering. Approved by parents and educators, Whyville has won numerous awards for its educational content and Internet safety practices, including the Gold Award from the National Parenting Publications Awards in 2008.

Aside from Whyville, Numedeon has deployed four other virtual worlds using the Company's proprietary virtual world platform, the Numedeon Interactive Community Engine (NICE). Numedeon is inventing how the Internet can most effectively engage, teach and influence.

## Powered by NICE

Numedeon virtual worlds are powered by the Numedeon Interactive Community Engine (NICE), Numedeon's proprietary virtual world platform that requires no software downloads or installations. All a user needs is a standard web browser on a computer connected to the Internet with no less than a 56K modem.

NICE is uniquely designed to support multifunctional interactive communities online. It delivers a graphical virtual environment that makes navigation and interaction intuitive.

Tools include:

- customizable avatars
- bubble chat
- transcription tool
- forum & calendar systems
- event scheduling tools
- conferencing tools
- moderator tools
- document sharing tools
- shared desktop
- collaborative editing tools
- language filters
- community safety tools

## Other virtual worlds on the NICE platform include:

### NASA's Jet Propulsion Lab Virtual Field Trip

JPL Virtual Field Trip, created for NASA's Jet Propulsion Laboratories, is a virtual experience that orients young visitors to JPL prior to their real-life field trip. Visitors learn about JPL spacecrafts and missions through interactive games and activities.

### Raven Island

Raven Island is a virtual world set in a rural Alaskan village designed for children ages 7 to 10. It teaches fire safety through interactive and collaborative games and activities. Raven Island was created with support from the Department of Homeland Security in partnership with Compelling Technologies.

### UTHSCSA Virtual

UTHSCSA Virtual was designed and implemented for the University of Texas Health Science Center at San Antonio. This virtual campus connected staff and faculty of UTHSCSA who worked from five campus locations spread throughout southeastern Texas, allowing the faculty to conduct class, organize meetings, and collaborate in research projects and grant proposals virtually.

### Sportsblox

The SportsBLOX site is the first vertical interest virtual world catering to sports fans of all types. The virtual world is filled with sports-themed destinations like sports bars and arenas to facilitate interaction among sports fans. SportsBLOX is currently in the beta phase of development.

**Numedeon** welcomes your inquiries. Please feel free to contact us at [info@numedeon.com](mailto:info@numedeon.com).