

## Minnesota Researchers Awarded \$1M Grant for Educational Mobile Apps

Adventium Labs and the University of Minnesota (UMN) today announced that they were awarded a \$1 million Phase 2 Small Business Innovation Research (SBIR) grant from the National Institute of Mental Health (NIMH) to continue development of the iNeuron® teaching application.

iNeuron is a mobile device-based application that teaches neuroscience to high school students through individual and patent-pending collaborative group play. In Phase 1 we developed a design framework that enables straight-forward adaptation to multiple subjects, including neuroscience, providing an effective platform for teaching STEM topics on mobile devices. After being used in different classrooms by over 300 students, the application received uniform endorsement from their teachers. iNeuron, and other games built using the design framework, can be developed to support the Next Generation Science Standards (NGSS) (as well as other education standards) while providing an engaging experience to students. Thanks to a 2013 Kickstarter effort, an early version of iNeuron is available on iTunes; a Spanish language version is expected by the start of the school year.

In Phase 2, we will develop an easy-to-use, teacher-customizable guidebook that enables teachers to tailor lessons and content for their students to meet standards such as NGSS and to track student progress. Through this grant and the continued development of iNeuron, we aim to establish a standard for harnessing new technologies to promote problem-solving skills in formal education settings.

During the Phase 1 SBIR that developed iNeuron and the SEPA-funded BrainU workshops for science teacher professional development, UMN scientists made great strides in improving K-12 neuroscience education. Their continued research in Phase 2 will attempt to further improve students' understanding of the human brain by studying effective methods for neuroscience content creation and presentation. Scientists and usability experts at Adventium provide the needed deep experience for creating and producing advanced technology, and Adventium has created a division, Andamio Games, to commercialize the results of this effort. As the newest member of the team, MentorMate provides a depth of experience in the strategy, design and development of industry strength and customer-ready mobile applications.

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Further information about iNeuron is available at [www.andamiogames.com](http://www.andamiogames.com).



National Institute  
of Mental Health

