



**TEENS
WILL
INHERIT
THE
WORLD.**



**HOW ARE WE
PREPARING THEM?**

DIAY

BY NURTURING THEIR STRENGTHS AND
SUPPORTING THEIR LEARNING THROUGH PLAY.



The educational spaces of today need to set teens up for success by helping them harness their curiosity, desire for engagement, need for connection, and drive toward belonging.

iThrive Games helps transform learning settings for high school students, creating educational products that are memorable, transformative, and result in deep connection for all who play.



LEADERSHIP



DOROTHY BATTEN
FOUNDER &
BOARD PRESIDENT



SUSAN RIVERS, PHD
EXECUTIVE DIRECTOR &
CHIEF SCIENTIST

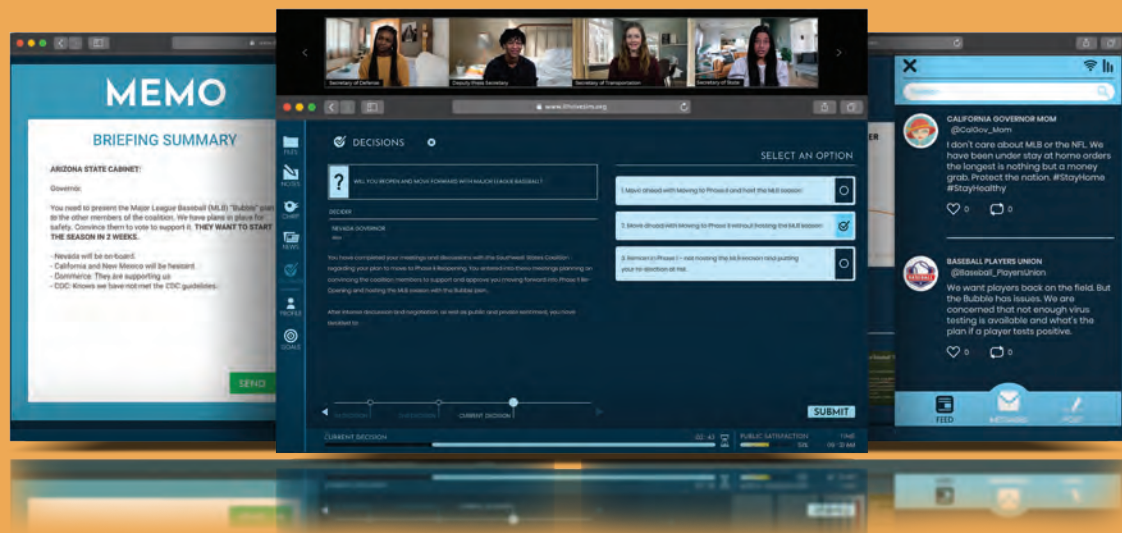


“I believe that under the right circumstances, gameplay can provide opportunities for teens to practice new skills, discover new perspectives (and new things about themselves), learn about others, exchange ideas, and collaborate. Technology and play can empower teens to thrive. I founded iThrive to discover how.”

- DOROTHY BATTEN OF THE DN BATTEN FOUNDATION

HOW WE SERVE

Engaged students, meaningful connection, and deep learning are the hallmarks of iThrive's programs. We help educators reliably create this educational environment through our game-based learning tools, which embed social and emotional learning into academic content. **We do this in three ways:**

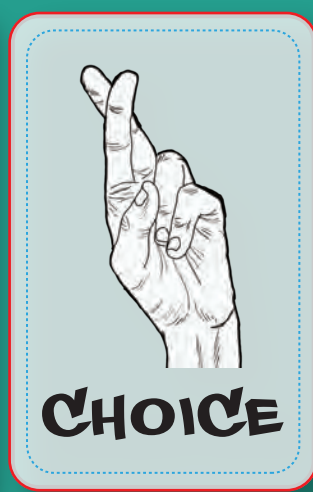
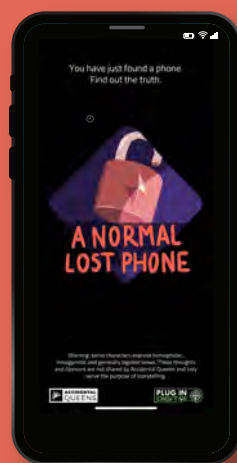


ITHRIVE SIM

Merging live action role-play, technology, and academic content, **iThrive Sim** is an immersive platform poised to transform how teens learn. Its interactive role-playing scenarios encourage student engagement in a game-based experience that makes learning come alive. Learn more about iThrive Sim [here](#).

ITHRIVE CURRICULUM

iThrive Curriculum units are designed in partnership with educators, learning scientists, and social and emotional learning experts to support high school teachers in delivering a unique shared experience that promotes teen students' social-emotional and academic development. Learn more about iThrive Curriculum [here](#).



ITHRIVE STUDIO

iThrive Studio invites high school students to come together (virtually or in person) to play and analyze games. In a co-design process with adults, teens use the systems and structures of games to reflect on their experiences and needs, and to communicate those things by building their own games. Learn more about iThrive Studio [here](#).

PRESS

The Boston Globe. [This Tabletop Game Teaches Players About the Juvenile Justice System](#)

Healthline. [Interactive Gaming Can Help Children, Teens Battle Loneliness During Pandemic, Experts Say.](#)

UNESCO Mahatma Gandhi Institute of Education for Peace and Sustainable Development. [Using Games for Transformation and Social and Emotional Learning](#)

Ed Surge. [Educators Share How Video Games Can Help Kids Build SEL Skills](#)

New York Times. [Depressed and Anxious? These Video Games Want to Help](#)

UNC News. [Game Design Studio Kicks Off on Campus for Two Weeks](#)

Ludogogy Magazine. [Imagining a Better World: Game Design with and for Teens](#)

PRESS RELEASES

Our press releases can be found in our newsroom [here](#).

MEDIA CONTACT

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