STEMadium's Impact on STEM Knowledge and Interest

Findings from a randomized controlled trial conducted at summer baseball camps.

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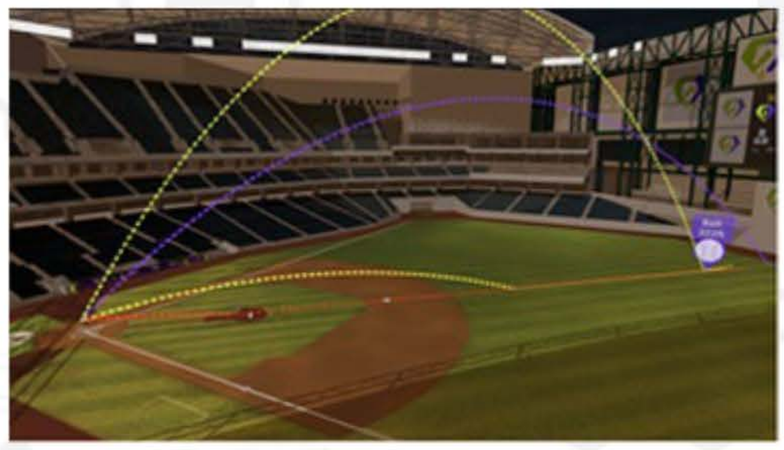
STEMadium reduced summer slide. In just two weeks the knowledge scores for those in the control group decreased by almost 7% while the knowledge scores for those in the STEMadium group increased by almost 10%--a 17% total difference in scores.

Overall impact on knowledge. During the two-week camp period, there were statistically significant differences in math and science knowledge scores at the end of the intervention between students who were in the STEMadium camp compared to those who didn't use STEMadium.

What math and science knowledge did they gain? (statistically significant improvement)

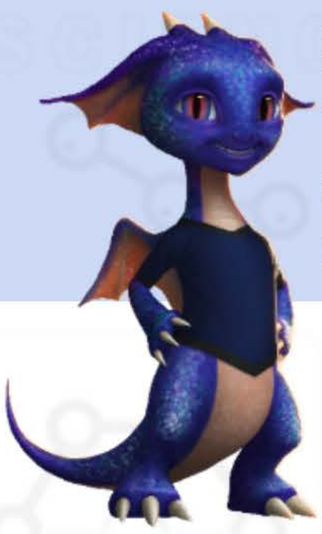
Math: Area of a triangle, Understanding impacts on trajectory including Angle and Force, Rounding to nearest 100th, and Algebraic formula calculation.
Science: How a body reacts to stimuli; and Nutrition.



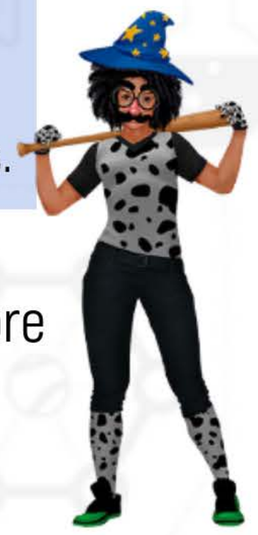
STEMadium increases kids' love of baseball. The app increased self-reported baseball knowledge and it increased wanting to **watch** baseball and softball among girls. The app increased interest in watching baseball the most among those who weren't initially interested in baseball.

Increased interest in STEM and STEM careers.

Those kids who had the least interest in STEM and those who thought it was least useful significantly changed their opinion. Their interest in STEM increased along with their perceptions of how useful it was in every day life and in the future.
Additionally, kids who were the least likely to have an interest in STEM careers at the start of the study showed significant increases in their reported interest in math-related careers.



STEM works best for those who need it most. The biggest impact from STEMadium was with kids who at the pre-test weren't good at math, didn't feel competent at math, and didn't see the utility of math/science. Those kids saw the biggest increases in knowledge, perceived competence, and perceptions of math and STEM utility and had increased interest in math-related careers.



And... Kids love it. More than 90% of youth liked STEMadium as much or more than other educational games with 70% of those liking it more than other games.

Want STEMadium for your youth?

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