

# STEAM - Media

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| ID                  | 1   |
| Name/Producer       | 2Simple - 2simple.com   |
| Age/Grade Level     | Grades K - 5  |
| Academic Subject(s) | All subjects  |
| Description         | Open-ended tools and games  |
| Technology Applied  | Creates a space where children can learn while being creative, using the technology and tools they will have to use for the rest of their lives.  |
| Notable Benefits    | Promotes creative lessons through publishing, paint projects, kid-created portfolios, and step-by-step lessons to make coding simple. Takes difficult concepts and make them accessible to children of all abilities. |

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| ID                  | 2   |
| Name/Producer       | Adobe - <a href="https://adobe.com/education">adobe.com/education</a>         |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Cloud tools for software suite  |
| Technology Applied  | Collection of creative apps like Photoshop, Illustrator CC and Premier Pro CC |
| Notable Benefits    | NAGe  |

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| ID                  | 3  |
| Name/Producer       | Artec 3D - artec3D.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Professional 3D scanners   |
| Technology Applied  | Used for 3D digitizing real-world objects with complex geometry and rich texture in high resolution.   |
| Notable Benefits    | A global leader in handheld and portable 3D scanners that are high quality, yet easy to use. Has smart, user-friendly 3D software and an SDK that provides the best integration possibilities, whatever the application. |

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| ID                  | 4  |
| Name/Producer       | Afinia 3D - afinia.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | 3D printers for home or education  |
| Technology Applied  | 3 software & drivers, remote desktop support, H + 13D printer, 3D plastic filament, Depot Magician, Sliding rail kit, H800 + 3D printer, 3D scanners |
| Notable Benefits    | Brings you a better 3D printing experience.  |

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| ID                  | 5   |
| Name/Producer       | Autodesk, Inc. - <a href="https://autodesk.com/education">autodesk.com/education</a>  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | Engineering, Career and Technical Ed  |
| Description         | 3D design software and services for architecture, engineering, and construction   |
| Technology Applied  | 3D CAD software, civil engineering, drafting, manufacturing, product design; can find by industry, and industry collections       |
| Notable Benefits    | Design software and learning academy with certifications & training; access the same software used by industry leaders worldwide. |

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| ID                  | 6   |
| Name/Producer       | Aurora Mobile Immersive Solution - otinc.org  |
| Age/Grade Level     | Grades 6 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Augments traditional teaching practices   |
| Technology Applied  | Uses dynamic ambient light, sounds, wind, haze and scent ; use standalone or connect to existing presentation screens.    |
| Notable Benefits    | Uses multi-sensory technology to stimulate multiple senses, and create exciting experiences which children will remember. |

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| ID                  | 7   |
| Name/Producer       | AVID Education - <a href="http://avid.com/avid-for-education">avid.com/avid-for-education</a>   |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects, Career & Technical Ed   |
| Description         | Asset management to collect, organize, track, and maximize media  |
| Technology Applied  | Asset management, Audio (DAW), Community (social solutions), Graphics, Live sound, Media suite modules, Mediacentral platform, Newsroom management, Notation & scoring, Pro-mixing, Quality assurance, Storage, and Video (NLE) & Servers |
| Notable Benefits    | Used for educational programming, language labs, theatrical productions, sports, and more   |

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| ID                  | 8   |
| Name/Producer       | Book Creator - bookcreator.com  |
| Age/Grade Level     | Grades 9 - 12   |
| Academic Subject(s) | All subjects, English Language Arts   |
| Description         | A set of tools to create, read, and publish ebooks  |
| Technology Applied  | Use autodraw; embed all kinds of content like Goggle Maps, YouTube videos, PDFs, spreadsheets, and code creations                                   |
| Notable Benefits    | Students are more motivated when creating work for an audience beyond just their teacher; also publish on-line, share the ebook, and print the book |



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| ID                  | 9   |
| Name/Producer       | BrainPOP - brainpop.com   |
| Age/Grade Level     | Grades K - 8, Alternative/homeschool  |
| Academic Subject(s) | All subjects  |
| Description         | Curricular units, learning games, animated movies, and activities   |
| Technology Applied  | Movies, quizzes, make-a-maps, make-a-movies, creative coding, related reading, worksheets, graphic organizers, and vocabulary |
| Notable Benefits    | Visible tools that challenge students to reflect, make connections, and engage in deeper learning.                            |

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| ID                  | 10   |
| Name/Producer       | Bridgeman Education - bridgemaneducation.com   |
| Age/Grade Level     | Grades K - 12, Higher Ed   |
| Academic Subject(s) | All subjects   |
| Description         | Online image resource for education  |
| Technology Applied  | World's leading supplier of rights managed art, culture and historical images  |
| Notable Benefits    | A unique archive of digital images sourced from the world's leading museums, galleries, contemporary artists, and private collections. |

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| ID                  | 11  |
| Name/Producer       | Buncee - buncee.com   |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | All subjects  |
| Description         | Creation and communication tools for students, teachers and administrators  |
| Technology Applied  | Allows all users to easily create and share visual representations of content across grade, age, and learning levels. |
| Notable Benefits    | Interactive drag and drop interface to build media-rich lessons, reports, newsletter, presentations, and more.        |

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| ID                  | 12   |
| Name/Producer       | ByteSpeed, LLC - bytespeed.com   |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Customized computer hardware, enterprise networking solutions, and professional IT services  |
| Technology Applied  | Desktops for everyday or most demanding programs; workstations for design, video editing, VR, CAD, 3D, and laptops for the office or classroom |
| Notable Benefits    | Has industry leading warranty and free lifetime tech support; free education resources and tech software                                       |

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| ID                  | 13  |
| Name/Producer       | C.A.R.E - <a href="https://f6s.com/coreaugmentedrealityeducationcare">f6s.com/coreaugmentedrealityeducationcare</a>                                       |
| Age/Grade Level     | Grades K - 8, Adult   |
| Academic Subject(s) | Math, English Language Arts   |
| Description         | Virtual reality to enhance student learning   |
| Technology Applied  | Common Core aligned curriculum in Mathematics and English Language Arts, and also ability to create custom content.                                       |
| Notable Benefits    | Bring stories to life through deeply immersive experiences; for example, explore the vastness of space, or perform experiments using dangerous materials. |

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| ID                  | 14  |
| Name/Producer       | Canon USA - <a href="http://usa.canon.com/educationsales">usa.canon.com/educationsales</a>                          |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Digital cameras and accessories   |
| Technology Applied  | Digital SLRs for photojournalism, and photography/video equipment for professional development and media production |
| Notable Benefits    | Enriches core courses and improves student engagement with digital video production and inquiry-based instruction.  |

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| ID                  | 15  |
| Name/Producer       | Choosito - choosito.com   |
| Age/Grade Level     | Grades K - 12, Adult  |
| Academic Subject(s) | All subjects  |
| Description         | Search engine used to analyze, search and deliver personalized digital content  |
| Technology Applied  | Powered by artificial intelligence; allows teachers to find resources that are indexed and leveled to meet standards for students.  |
| Notable Benefits    | Make, share and rate collections; track student progress, and use built-in tools. Uses models of text analysis and readability coupled with best practices in education, to create AI algorithms to find resources. |

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| ID                  | 16  |
| Name/Producer       | Compedia Ltd. - compedia.net  |
| Age/Grade Level     | Grades K - 12, Alternative/homeschool   |
| Academic Subject(s) | All subjects  |
| Description         | Virtual reality for curriculum development and LMS customization  |
| Technology Applied  | AR & VR learning, gamified learning, personalized learning, curriculum development, and deployment & monetization                     |
| Notable Benefits    | Is world leader in the development of advanced technologies, platforms and systems/products used in corporate training and education. |



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| ID                  | 17   |
| Name/Producer       | Creative Learning Systems - creativelearningsystems.com  |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects   |
| Description         | Labs to explore STEM and media through applied tech  |
| Technology Applied  | In SmartLab, learners apply a wide-range of technologies to projects ; uses authentic assessment and meaningful reflection; students create ePortfolios to document and present their learning |
| Notable Benefits    | Students explore. They problem-solve. They collaborate and create. And they learn.   |

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| ID                  | 18   |
| Name/Producer       | CrossBraining - crossbraining.com  |
| Age/Grade Level     | Grades 6 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Project-based Learning Management System   |
| Technology Applied  | GoPro STEM kit with Hero5 sessions, GoPro attachment bundle, 2-year Gold App subscription, 1,000 45-second student narrated videos, and 15 STEM lessons          |
| Notable Benefits    | Platform enables teachers to easily align STEM/PBL/MAKER education projects to standards and allow student to demonstrate proficiency through a 45-second video. |

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| ID                  | 19   |
| Name/Producer       | Dremel 3D Idea Builder - en-netservices.com  |
| Age/Grade Level     | Grades 6 - 12  |
| Academic Subject(s) | All subjects, Career & Technical Ed  |
| Description         | 3D education bundle  |
| Technology Applied  | Idea builder printer, print studio software, glass build plates, PD course, black and blue build tape sheets, STEM & 21st century lesson plans, white, black, blue and orange filament spool |
| Notable Benefits    | Has advanced motion control, enhanced cooling system , expanded build capacity and on-board software.  |

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| ID                  | 20   |
| Name/Producer       | Ed Puzzle - Edpuzzle.com   |
| Age/Grade Level     | Grades 6 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Lesson creation by using videos  |
| Technology Applied  | Self-paced learning with interactive video lessons; can add narration and questions  |
| Notable Benefits    | Choose a video, give it your magic touch and tract students comprehension; use videos from YouTube, Khan Academy, etc., or your own. |

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| ID                  | 21  |
| Name/Producer       | EducationCity - educationcity.com   |
| Age/Grade Level     | Grades K - 8  |
| Academic Subject(s) | English Language Arts, Math, Science  |
| Description         | Teaching & learning tools to support a more personalized approach to learning   |
| Technology Applied  | Plan it to group; order, assign and track learning; teach it to provide resources from topic introduction through independent practice; learn it by using storytelling, friendly characters, and rich animation to help students engage |
| Notable Benefits    | Can provide personalized learning by pinpointing the right content and delivery; promotes student agency to take learning into their own hands, and allows for learning anytime, anywhere throughout the school year.                   |

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| ID                  | 22   |
| Name/Producer       | E-Line Media - elinemedias.com   |
| Age/Grade Level     | Grades 6 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Video game developer and publisher   |
| Technology Applied  | Blended learning programs, teacher professional development, and youth competitions and showcases.   |
| Notable Benefits    | Provides consumer games that are designed to fill the imagination, catalyze curiosity, and create gateways to new ideas, themes and interests. |

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| ID                  | 23  |
| Name/Producer       | Epilog Laser - epiloglaser.com  |
| Age/Grade Level     | Grades K - 12, Higher Ed  |
| Academic Subject(s) | All subjects, Career & Technical Ed   |
| Description         | Leader in laser engraving, cutting and marking  |
| Technology Applied  | Product line is Zing 16.24 lasers, Mini 18/24 and Helix lasers, Fusion Pro 32/48 lasers, FiberMark 24, G2 Galvo lasers, and preowned machines |
| Notable Benefits    | Allows for learning about laser engraving directly onto most materials, about cutting a wide variety of materials, and about marking metal.   |

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| ID                  | 24   |
| Name/Producer       | Esri - esri.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed   |
| Academic Subject(s) | All subjects, Science, Math  |
| Description         | Mapping and spacial analytics software   |
| Technology Applied  | Platform to discover, use, make and share maps from any device; has apps to implement right mapping framework for organization |
| Notable Benefits    | Interactive maps make learning come alive in mainstream subjects-like environmental science, math, history, and literature.    |



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| ID                  | 25   |
| Name/Producer       | FableVision Learning - fablevisionlearning.com   |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects, Art  |
| Description         | Educational publishing company   |
| Technology Applied  | FabelSchool maker studio for K - 8 STEAM, Animation-ish for K - 12, cross-curricular/technology/art, words and their stories for 5 - 12 language arts, mapping the world for 5 - 12 geography, and dot day supplies (creativity books) |
| Notable Benefits    | Promotes a well-educated student with less 'test-able' skills including the 4 Cs - creativity, communication, collaboration, critical thinking, and compassion. Provides hands-on authentic learning experiences.                      |

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| ID                  | 26   |
| Name/Producer       | Filament Games, LLC - filamentgames.com  |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Game development studio  |
| Technology Applied  | Develops digital learning games for children, adolescents, adults, humanities, STEM, 21st century skills, language, learning platforms, virtual reality, multiplayer, simulation, and mobile |
| Notable Benefits    | Creates digital experiences that expand a player's way of thinking. Has created more than 100 best-in-class digital learning games across every subject and age group.                       |

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| ID                  | 27  |
| Name/Producer       | Flocabulary - flocabulary.com   |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | All subjects  |
| Description         | Educational hip-top songs   |
| Technology Applied  | A library of songs, videos and activities for K - 12 online learning.                                     |
| Notable Benefits    | Hundreds of thousands of teachers use these raps & teaching lesson plans to supplement their instruction. |

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| ID                  | 28   |
| Name/Producer       | Google Expedition - edu.google.com   |
| Age/Grade Level     | Grades K - 12, Alternative/homeschool  |
| Academic Subject(s) | All subjects   |
| Description         | Provides new ways of learning with VR & AR   |
| Technology Applied  | Guides students through collections of 360 degree scenes and 3D objects, pointing out interesting sites and artifacts along the way. |
| Notable Benefits    | Download the Expedition App to explore world virtually, and let AR bring abstract concepts to life                                   |

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| ID                  | 29  |
| Name/Producer       | GoPro - gopro.com   |
| Age/Grade Level     | Grades K - 12, Higher Ed  |
| Academic Subject(s) | All subjects  |
| Description         | Cameras and accessories   |
| Technology Applied  | Cameras, drones (for capturing video), Stabilization devices, Mounts & accessories, and Advanced systems  |
| Notable Benefits    | Make quick stories by transforming phone content to video; capture footage in the air through drone, handheld & body mounted, and re-live ultimate reality every day. |

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| ID                  | 30   |
| Name/Producer       | HoverCam, Pathway Innovations and Technologies Inc. - thehovercam.com  |
| Age/Grade Level     | Grades K - 12, Higher Ed   |
| Academic Subject(s) | All subjects   |
| Description         | Document cameras and accessories   |
| Technology Applied  | Document cameras, digital teaching stations and interactive panels; Flex 11 software to annotate, picture-in-picture, lesson recording and built-in whiteboard application; Class fusion software - one stop shop for all teaching needs |
| Notable Benefits    | Sets the stage for the 21st century classroom; used in 300,000 classrooms; keeps learning environments engaging and interactive.   |

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| ID                  | 31   |
| Name/Producer       | IBM Skills Gateway - <a href="https://ibm.com/services/learning/ites.wss">ibm.com/services/learning/ites.wss</a>   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed   |
| Academic Subject(s) | All subjects, Career & Technical Ed  |
| Description         | Self-paced courses and hands-on labs   |
| Technology Applied  | Resources to find learning, take a class, track my learning, start a learning journey, and get a badge   |
| Notable Benefits    | Explore, learn, succeed - what skills do you want to learn today: AI learning, Analytics, Cloud, Blockchain, Finance, IT Infrastructure, Mobile, Professional Skills, Security, Watson Academy (Watson health, Watson supply chain). |

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| ID                  | 32  |
| Name/Producer       | Ideal Experimental Learning (P) Ltd. - ideal.ind.in   |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | All subjects  |
| Description         | Experiential Learning applications  |
| Technology Applied  | PopKorn for Kindergarten, ExperiLearn Tabl class for 11th - 12th ExperiLearn for 11th - 12th, Click n Create for 11th-12th, and Wings for 1-9.  |
| Notable Benefits    | Learning modules reflect upon the experiences that develop a habit of applying newly learned concepts in different life scenarios, and with different initiatives for all age groups. |



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| ID                  | 33  |
| Name/Producer       | Ideamapper - ideamapper.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | A visual mind mapping tool with word processing   |
| Technology Applied  | Has Ideamapper 4kids (suitable for K - 4th grade), Ideamapper (suitable for 5 - 12th grade), Ideamapper 4college (suitable for those in college/university), and Ideamapper pro (suitable for business)                             |
| Notable Benefits    | Use to brainstorm ideas, clarify thoughts, organize/analyse information, create better written work, broaden understanding of topics, simplify communications, manage large volumes of information, and think & retain information. |

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| ID                  | 34   |
| Name/Producer       | Intel Education: the Journey Inside - <a href="http://www.intel.com/education">www.intel.com/education</a>   |
| Age/Grade Level     | Grades K - 12, Alternative/homeschool  |
| Academic Subject(s) | Science, Computer Science, Career & Technical Ed   |
| Description         | Collection of 35 interactive, online lessons for students to learn about technology, computers and society   |
| Technology Applied  | Six sections include, intro to computers, circuits & switches, digital information, microprocessors, the Internet, and technology & society  |
| Notable Benefits    | Many lessons utilize interactive, media-rich Flash activities, virtual field trips, and videos demonstrating the ideas discussed to guide students to an increased understanding of the world of technology. |

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| ID                  | 35   |
| Name/Producer       | Invention Land - inventionland.com   |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects, Career & Technical Ed  |
| Description         | Project-based learning for grades K - 12   |
| Technology Applied  | Courseware K - 12, Innovation Labs, Professional Development, and Reacher Resources  |
| Notable Benefits    | Works in 16 themed sets, such as shipwrecked pirate ship, faux cave, treehouse, pet shack, giant shoe, cupcake kitchen, giant robot, and castle. Red carpet leads to state of art design studio and full manufacturing capabilities to promote innovation. |

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| ID                  | 36  |
| Name/Producer       | Journey Ed - journeyed.com  |
| Age/Grade Level     | Grades K - 12, Higher Ed  |
| Academic Subject(s) | All subjects, Science, Engineering, Art, Music  |
| Description         | EDU techstore of products and services  |
| Technology Applied  | Office & productivity, computers & tablets, antivirus & security, CAD & engineering, graphics, art & design, music & video, OS & utilities, educational tools, and electronic accessories |
| Notable Benefits    | Educational software includes STEM/STEAM, rrt & music, critical thinking, graphing, language arts, social studies, typing; also has classroom electronics, and classroom learning aids.   |

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| ID                  | 37  |
| Name/Producer       | Kai's Clan - kaisclan.ai/   |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | All subjects, Computer Science  |
| Description         | Products to inspire young minds to collaborate & code   |
| Technology Applied  | Has Kai's Clan Packs and Adventure Maps to promote multiplayer collaborative coding, augmented and virtual reality, and Internet of Things (IoT)                          |
| Notable Benefits    | Get inspired with projects & lessons, personal development & training, and brand ambassadors; envisions a future where there is universal and equitable access to coding. |

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| ID                  | 38   |
| Name/Producer       | Kami - kami.com  |
| Age/Grade Level     | Grades K - 8   |
| Academic Subject(s) | All subjects   |
| Description         | Tools to help transition to paperless work   |
| Technology Applied  | Annotation tools (highlight, add text, draw shapes, insert images, and more), Stylus (freehand drawing), Integrations (Goggle classroom and others), Accessibility (dictionary, text to speech), and other tools (support for Microsoft & Appleworks and images) |
| Notable Benefits    | Provides users with esstential tools to create an engaging and collaborative learning enviornment with digital pens & paper, so teachers and students can achieve more together.   |

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| ID                  | 39  |
| Name/Producer       | KneoWorld Inc. - kneoworld.com  |
| Age/Grade Level     | Grades K - 8, Alternative/homeschool  |
| Academic Subject(s) | All subjects  |
| Description         | Platform to build on the practical use of storytelling as an instructional tool   |
| Technology Applied  | Complete package of stories, games, & lessons plans to support existing curriculum; mapped & measured to current standard; reinforce specific skills and concepts for 21st century education; use in whole group, small group, individual or out of school      |
| Notable Benefits    | Take your students on an epic journey of discovery; one day they are learning math in an ancient temple, and the next they are in a spaceship learning about the solar system; engages and reinforces skills while integrating math, social studies, science an |

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| ID                  | 40   |
| Name/Producer       | Leading Technology Micro. Inc. - LTMicro.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects, Career & Technical Ed  |
| Description         | World's leading graphics and video technology provider   |
| Technology Applied  | Used for 3D flight simulators, movie animation studios, video editing equipment for professionals, CAD/CAM user products, and high performance computing labs                            |
| Notable Benefits    | Satisfies the ever-changing needs of customers with value-added products and services, emphasizes ongoing processes for education, communications, evaluation, and constant improvement. |



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| ID                  | 41   |
| Name/Producer       | Leap Motion, Inc. - leapmotion.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Software and hardware platform that brings bare hands directly into virtual and augmented reality  |
| Technology Applied  | With VR developer kit, can use for apps such as drawing in the air, shooting targets in outer space, or bending the rules of reality.                  |
| Notable Benefits    | Latest hand tracking brings AR/VR to next level; hands initialize faster and track better against complex backgrounds and extreme lighting conditions. |

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| ID                  | 42  |
| Name/Producer       | Lego Education - educationlego.com  |
| Age/Grade Level     | Grades K - 5  |
| Academic Subject(s) | All subjects  |
| Description         | Lego accessories & parts to create best learning experience                                   |
| Technology Applied  | Opens up the world of math, science & language skills for children.                           |
| Notable Benefits    | Enhance curiosity, has standards alignments, increase classroom run, and learn to code build. |

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| ID                  | 43  |
| Name/Producer       | Lucid for Education - lucidforeducation.com   |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Mind mapping and flowcharting software  |
| Technology Applied  | Has Lucidchart for flowcharting to explain complex processes, demonstrate learning with timelines, mind maps, and Venn diagrams; also has Lucidpress for brochures, flyers, gift certificates, letterhead, magazine, newsletters, posters, print banners, socia |
| Notable Benefits    | Allows for 21st century learning in the classroom; is a collaborative platform that makes classroom activities resemble the real world, and brings big ideas to life.   |

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| ID                  | 44  |
| Name/Producer       | Lulzbot 3D Printers - lulzbot.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects, Career & Technical Ed   |
| Description         | Professional 3D printers & accessories  |
| Technology Applied  | 3D printers, tool heads, filament, and accessories for rapid 3D prototyping                       |
| Notable Benefits    | Iterate faster, reduce lead times, build custom fixtures & tooling, and manufacture just-in-time. |

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| ID                  | 45  |
| Name/Producer       | LUV Pioneering Global Steam - levelupvillage.com  |
| Age/Grade Level     | Grades K - 9  |
| Academic Subject(s) | All subjects  |
| Description         | Globalizes the classroom  |
| Technology Applied  | Connects students with peers in other countries with videos, letters, and collaboration on projects.  |
| Notable Benefits    | Facilitates seamless collaboration between students from around the world. Also offers Steam courses to be offered in school, after school, or during the summer. |

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| ID                  | 46  |
| Name/Producer       | Maker Maven - makermaven.net  |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | Computer Science, Engineering, Art, Career & Technical Ed   |
| Description         | Brings maker education into your space  |
| Technology Applied  | Makerspace kits, 3D arts & crafts, art & mindfulness, programming & circuitry, engineering & digital engineering, robotics, and VR & AR                       |
| Notable Benefits    | Turn a vision into a well designed, thriving learning experience; unbox and start making with the latest STEAM activities & resources for makers of all ages. |

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| ID                  | 47   |
| Name/Producer       | MackinMaker - mackin.com/mackinmaker   |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects   |
| Description         | Classic & premium kits   |
| Technology Applied  | Choose: 21st Century Science, 3D Printing, Animation, Virtual Augmented Reality, Coding \$ Comptuers for kids, General Supplies, Integrated Circuits for Kids, Low-Tech Engineering, and Robotics & Technical Design |
| Notable Benefits    | Build a collection as individual as the students you serve.  |

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|---------------------|---|
| ID                  | 48  |
| Name/Producer       | MakerBot Industries - makerbot.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed  |
| Academic Subject(s) | Career & Technical Ed   |
| Description         | Classroom 3D printing solution and manufacturing workstation  |
| Technology Applied  | An automated, tinker-free industrial printing system. Prints real, production-grade ABS with 100C heated chamber; also manufactures ready-made materials including real ABS, PETG, TOUGH, and more. |
| Notable Benefits    | Tackle problems at any grade level; use "Thingiverse Education" to access a community rich in content and tools, and use guidebooks, innovation centers, certification programs and more.           |



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| ID                  | 49  |
| Name/Producer       | MatchWare, Inc. - matchware.com   |
| Age/Grade Level     | Grades 6 - 12, Higher Ed  |
| Academic Subject(s) | All subjects  |
| Description         | Professional mind-mapping software  |
| Technology Applied  | Optimize brainstorming sessions, and organize and develop ideas; also use for historical timelines, visual action plans, outlined reports, and streamlined decision making.         |
| Notable Benefits    | Based on proven mind mapping theory that enhances creativity, clarifies thinking and improves understanding. Use ready-to-use templates or your own, and integrate with MS Office . |

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| ID                  | 50   |
| Name/Producer       | MERGE - merge.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | Science, Career & Technical Ed   |
| Description         | Innovative artificial intelligence, enterprise imaging, and interoperability solutions   |
| Technology Applied  | Learn through Merge U, and obtain certification to ONC/CMS programs. Can view white papers, case studies, webinar replays and more |
| Notable Benefits    | Based on IBM's Watson's Health to provide clear paths to view industry-leading products, consulting services and training.         |

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| ID                  | 51   |
| Name/Producer       | MSI Computer Corporation - us.msi.com  |
| Age/Grade Level     | Grades 9 - 12  |
| Academic Subject(s) | All subjects, Career & Technical Ed  |
| Description         | Gaming and eSports provider  |
| Technology Applied  | Crafts top-notch notebook PCs, graphics cards, motherboards, and desktop PCs                                     |
| Notable Benefits    | Provides cloud servers, tailor-made IPCs, intelligent robotic appliances, and human-centric vehicle electronics. |

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| ID                  | 52  |
| Name/Producer       | NoteAffect - noteaffect.com   |
| Age/Grade Level     | Grades 9 - 12, Alternative/homeschool, Adult  |
| Academic Subject(s) | All subjects  |
| Description         | Technology that encourages students to interact with content  |
| Technology Applied  | Contains built-in polling & quizzes, and makes taking notes and annotating presentation a breeze; also has powerful analytics to make data-driven decisions to improve student satisfaction |
| Notable Benefits    | Allows for integration of online components, optimization and integration with LMS, lecture capture, and insight into student learning.   |

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| ID                  | 53  |
| Name/Producer       | Osmo for Schools - schools.playosmo.com   |
| Age/Grade Level     | Grades K - 8, Alternative/homeschool  |
| Academic Subject(s) | Math, Computer Science, English Language Arts, Music  |
| Description         | Kits to merge tactile exploration with technology for engaging students   |
| Technology Applied  | Starter kits are for ages 3 - 5 with reading, storytelling, and fine motor development. Kits for ages 6 - 10 have problem solving, spelling, puzzles, and math, and kits for ages 5 - 12 has coding, drawing & creativity. Also has a variety of gaming apps. |
| Notable Benefits    | Create a hands-on learning experience; change the way kids collaborate, create, think critically, and communicate.  |

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| ID                  | 54   |
| Name/Producer       | Padcaster - padcaster.com  |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects   |
| Description         | Provides audio visual products and accessories to attach to mobile devices -- primarily iPads and Phones   |
| Technology Applied  | One snap secures iPad into frame; frame slides into portable Tripod/Monopad; add any range of lenses to make unique sounds & vision  |
| Notable Benefits    | Enables users of mobile devices to create professional produced content ; has hardware and software solutions to enable users to shoot, edit, and share professionally produced content. |

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| ID                  | 55  |
| Name/Producer       | Plasq LLC - plasq.com   |
| Age/Grade Level     | Grades K - 12, Adult  |
| Academic Subject(s) | English Language Arts   |
| Description         | Digital comic creation and publishing app   |
| Technology Applied  | Designed for Apple's iPad Pro and Pencil  |
| Notable Benefits    | A comprehensive suite of comic drawing tools, fast and easy script editing/lettering and an integrated comic publishing platform. |

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| ID                  | 56  |
| Name/Producer       | PlayShifu - playshifu.com   |
| Age/Grade Level     | Grades K - 8  |
| Academic Subject(s) | Engineering   |
| Description         | Educational toys and games that combine screen with hands-on activities   |
| Technology Applied  | Products include Shifu cards (safari, space, travel), Shifu mingling (animals, monsters), Shifu orboot (educational AR globe), and Shifu Plugo (educational AR gaming system) |
| Notable Benefits    | Classic physical consoles meet new-age digital games to make learning hands -on; educates and entertains simultaneously.  |



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| ID                  | 57   |
| Name/Producer       | PTZOptics - ptzoptics.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Home for 3G HD-SDI, HDMI, IP streaming and USB live streaming cameras  |
| Technology Applied  | Products & tools for PTZoptics, SDI models, USB models, NDI models, IP camera controllers, Zcams, and support  |
| Notable Benefits    | Provides knowledge base of instructions and video for camera quick start, control, tools, streaming, USB extension, 3rd-party integration, camera issues, other products, and general; also has a community forum. |

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| ID                  | 58  |
| Name/Producer       | Rasptopia - rasptopia.com   |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | All subjects  |
| Description         | App-enabled educational kits and project modules                        |
| Technology Applied  | Designed for children of all ages to learn Internet of Things and STEAM |
| Notable Benefits    | Play and create with technology, and is a makers paradise.              |

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| ID                  | 59  |
| Name/Producer       | Reallusion, Inc. - reallusion.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | 2D and 3D animation software and content developer  |
| Technology Applied  | Pro-character animation, facial and body mocap, and voice lipsync solutions for real-time filmmaking  |
| Notable Benefits    | Provides realtime cinematic animation, virtual production, and motion capture tools that connect professional 3D animation technologies to creators from indie to studio. |

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| ID                  | 60   |
| Name/Producer       | Rocketbook - getrocketbook.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Best digital notebooks   |
| Technology Applied  | Rocketbook smart reusable notebooks - with dotted grid, 4 pens & pen stations; has one subject or multiple subjects, calendar, to-do lists, and eco-friendly   |
| Notable Benefits    | Connects traditional handwriting surfaces with the power of the cloud; allows for a traditional handwriting experience, which actually makes you smarter; has futuristic technology with authentic pen & paper feel. |

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| ID                  | 61   |
| Name/Producer       | SAFARI Montage - safarimontage.com   |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects   |
| Description         | Digital learning object repository   |
| Technology Applied  | Digital repository consisting of video streaming library, IPTV & live media streaming provider   |
| Notable Benefits    | The system provides a foundation for a digital learning ecosystem to access procured, created and curated educational digital resources, create playlists, and integrate items into their LMS. |

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| ID                  | 62   |
| Name/Producer       | Screencast-O-matic - screencast-o-matic.com  |
| Age/Grade Level     | Grades 9 - 12, Adult   |
| Academic Subject(s) | All subjects   |
| Description         | Tools to record, edit and share video  |
| Technology Applied  | Use for flipped or blended learning; engages students with video conversations or allows them to record their ideas. Also can connect and build relationships for mentoring and authentic two-way connections. |
| Notable Benefits    | Also use for student projects and assignments, and to share updates and announcements to parents and community   |

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| ID                  | 63  |
| Name/Producer       | Screenleap - screenleap.com   |
| Age/Grade Level     | Grades 9 - 12, Adult  |
| Academic Subject(s) | All subjects  |
| Description         | Shares your screen instantly to any device with a browser   |
| Technology Applied  | Has quick & easy sharing, installation-free viewing, and frictionless collaboration. Share from all your devices, share with one or thousands, give great webinars, and integrate with your website |
| Notable Benefits    | Very easy to use; share your screen now!  |

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| ID                  | 64   |
| Name/Producer       | Seesaw - seesaw.me   |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects   |
| Description         | Student-driven digital portfolios  |
| Technology Applied  | See student progress year over year; have real-time insights into schoolwide learning, and have centralized setup and management |
| Notable Benefits    | Works on any device; students are more engaged in learning and take more ownership of their work.                                |



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| ID                  | 65   |
| Name/Producer       | SnapStream - snapstream.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | TV monitoring, logging, recording & searching  |
| Technology Applied  | A TV software company that monitors TVs for compliance; allows for recording, searching & clipping, and posting to Twitter & Facebook. Can distribute IPTV over the LAN.           |
| Notable Benefits    | A software company that writes software for TV workflows of hundreds of organizations; supports customers like The Daily Show, Last Week Tonight, Samantha Bee or the U.S. Senate. |

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| ID                  | 66  |
| Name/Producer       | Soundtrap - soundtrap.com   |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Allows for creative sound recording in all subjects, ages & ability levels  |
| Technology Applied  | Integrates with LMS systems including assignments, lesson plans and more; connects to own microphone, guitar or other instrument; has 4,000 high quality beats and presets; allows for making own beats in easy way |
| Notable Benefits    | Transforms spoken word into text, and edits like a text document; allows for multiple people to collaborate; takes workflow to the next level with game-changing interactive transcript.                            |

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| ID                  | 67  |
| Name/Producer       | Soundzabound Royalty - soundzabound.com   |
| Age/Grade Level     | Grades K - 12, Higher Ed  |
| Academic Subject(s) | All subjects, Free Resource   |
| Description         | Online free digital music library   |
| Technology Applied  | Music, audio themes, and sound effects  |
| Notable Benefits    | Perfect for podcasts, PowerPoint, videos, news, shows, video yearbooks, digital storytelling, presentations, TV broadcasts, web design, and more. |

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| ID                  | 68   |
| Name/Producer       | Storyboard That - storyboardthat.com   |
| Age/Grade Level     | Grades 6 - 12  |
| Academic Subject(s) | All subjects   |
| Description         | Browser-based storyboard creator   |
| Technology Applied  | Creates storyboards, graphic organizers, comics, and powerful visual assets  |
| Notable Benefits    | Includes many layouts and hundreds of characters, scenes, and search items; can display content through presentation software, post to social media, or embed on a blog. |

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| ID                  | 69  |
| Name/Producer       | STEAM Kids - steamkids.com  |
| Age/Grade Level     | Grades Pre - K, K - 6, Alternative Homeschool   |
| Academic Subject(s) | All subjects  |
| Description         | Online STEAM projects to order  |
| Technology Applied  | Explore Outdoor, Model Building, STEM Toys, Art & Creativity, Craft & Make, Play & Learn, Games, Puzzles, School Supplies, Homewares, and Books |
| Notable Benefits    | Free shipping for orders over \$100.00  |

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| ID                  | 70  |
| Name/Producer       | STEAM - store.steampowered.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Ultimate destination for playing, discussing and creating games   |
| Technology Applied  | Access games instantly; join the community; experience Steam hardware, and release your game                            |
| Notable Benefits    | The set of tools and services that help game developers and publishers get the most out of distributing games on STEAM. |

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| ID                  | 71  |
| Name/Producer       | STEAMthatsLit - #STEAMthatsLit  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Educational approach to Learning that uses STEAM  |
| Technology Applied  | Involves literature of books to bring about emotions, create memories, and stimulate thinking |
| Notable Benefits    | Uses STEAM as access points for guiding student inquiry, dialogue, and critical thinking.     |

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| ID                  | 72   |
| Name/Producer       | Stratasys - Stratasys.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects, Engineering, Computer Science, Career & Technical Ed   |
| Description         | 3D Printers and materials  |
| Technology Applied  | Continuous build 3D-Printers, Frotus 380 Carbon Fiber, Poly Jet, tooling, modeling, testing, resources, and support  |
| Notable Benefits    | World's leading 3D printing company; empowering global businesses to reimagine the way they design and manufacture products; industry-leading hardware, widest range of materials on the market, and intuitive software. |



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| ID                  | 73   |
| Name/Producer       | Teach 4 Learning - teach4learning.com  |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects   |
| Description         | Software that provides students with essential 21st century skills   |
| Technology Applied  | Works with schools to transform classrooms where students are engaged through tech and project-based learning                |
| Notable Benefits    | Provides articles and lessons to foster creativity and integrate tech into the classroom; provides professional development. |

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| ID                  | 74  |
| Name/Producer       | TechSmith Corporation - <a href="http://techsmith.com/education">techsmith.com/education</a>  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Ed tech to record lectures, create online videos, or flip entire classes  |
| Technology Applied  | Online learning, flipped and blended learning, and lecture capture by making personalized videos  |
| Notable Benefits    | Bring a human element to teaching, even when not face-to-face. Make interactive content to enhance classroom teaching and reach a new generation of learners. |

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| ID                  | 75   |
| Name/Producer       | Teq - it's all about learning - teq.com  |
| Age/Grade Level     | Grades K - 12  |
| Academic Subject(s) | All subjects, Engineering, Computer Science  |
| Description         | STEM products & things, and professional development   |
| Technology Applied  | PD platforms, Instructional software, STEM devices, Robotics kits, AR/VR supplies, 3D printers, makerspace supplies, and sight & sound devices |
| Notable Benefits    | Delivers products and services to the ed environment; dedicated to providing dynamic professional development and instructional support.       |

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| ID                  | 76  |
| Name/Producer       | Thinglink - thinglink.com/edu   |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult   |
| Academic Subject(s) | English Language Arts, English Language Learning                              |
| Description         | Visual storytelling with interactive media                                    |
| Technology Applied  | Images, video & 360 editors for single person or multiple person use          |
| Notable Benefits    | Create unique experiences with interactive images, videos & 360 degree media. |

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| ID                  | 77  |
| Name/Producer       | Tiny Labs - tinylabs.org  |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | All subjects  |
| Description         | Teacher created content aligned to 21st Century skills  |
| Technology Applied  | Electronics kits, pocket microscope, space kit, and techie microscope                                     |
| Notable Benefits    | Also has teacher created content; if you have an idea or product you can join the team of teacher makers. |

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| ID                  | 78   |
| Name/Producer       | Toon Boon - toonboon.com   |
| Age/Grade Level     | Grades 9 - 12, Adult   |
| Academic Subject(s) | All subjects   |
| Description         | Animation software   |
| Technology Applied  | Use to produce movies, TV shows, games, explainer videos and advertisements  |
| Notable Benefits    | The best animation studios in the world use Toon Boon software; makes production process much more efficient and less stressful. |

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| ID                  | 79   |
| Name/Producer       | Triad Interactive Media, Inc. - triadinteractivemedia.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Builds interactive media   |
| Technology Applied  | Use to design and develop learning, training, and promotional media, serious games, and interactive tools  |
| Notable Benefits    | Provides technology to build next-generation products because of the transformative power of technology-enhanced media and interactive tools to engage and motivate users. |

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| ID                  | 80  |
| Name/Producer       | VariQuest Visual Learning Toos - variquest.com  |
| Age/Grade Level     | Grades K - 12   |
| Academic Subject(s) | All subjects  |
| Description         | Visual and kinesthetic learning tools   |
| Technology Applied  | Design Center 2300 & software for touch-enabled workstations, Trifecta 800 & STEM IT for 3D lesson plans, and Perfecta 2400STP for instant poster and banner designing.   |
| Notable Benefits    | Has tools and resources to transform the classroom, and has academic tools that provide ongoing professional development, curriculum resources, and educational insights. |



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| ID                  | 81   |
| Name/Producer       | VBrick Systems Inc. - vbrick.com   |
| Age/Grade Level     | Grades K - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Cloud-based enterprise video platform  |
| Technology Applied  | Brings reliable live webcasting, video recording, video-on-demand and mass audience viewing to any device.   |
| Notable Benefits    | Performs three video essentials exceedingly well -- capture, manage, and distribute so anyone, anywhere can watch, webcast, collaborate, train, educate, and innovate. |

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| ID                  | 82  |
| Name/Producer       | Veative USA - veative.com   |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | Augments human capacity with immersive technology solutions   |
| Technology Applied  | K - 12 STEM, History & culture, Language learning, Higher Education, Interactive mobile VR device, Standalone VR device, Storage solutions, (VR), School labs, University labs, Industrial labs, Mobile labs, Asset library, SDKs/APIs, and an Apps marketplace |
| Notable Benefits    | Immersive tech solutions have shown an incredible ability to educate, train, and solve real-world problems; engages learners with abstract concepts to bridge the gap between knowledge and understanding and by providing better engagement & retention of inf |

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| ID                  | 83   |
| Name/Producer       | Verkada - verkada.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Manages cameras from an easy-to-use platform   |
| Technology Applied  | Allows for accessing footage remotely. Has a free 30-day trial, and is built for durability & enterprise-grade security. |
| Notable Benefits    | View webinars to learn about product; get a live demo of a sleek, modern security camera system.                         |

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| ID                  | 84  |
| Name/Producer       | Wacom Technology - wacom.com  |
| Age/Grade Level     | Grades Pre - K, K - 12  |
| Academic Subject(s) | All subjects  |
| Description         | Stylus used for drawing and editing   |
| Technology Applied  | Pen computers, pen displays, pen tablets, and smart pads  |
| Notable Benefits    | Digital pen with a range of sophisticated and intuitive features; is designed to help take your creativity further on screen. Whatever you're annotating, drawing or sketching. |

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| ID                  | 85   |
| Name/Producer       | Wakelet - wakelet.com  |
| Age/Grade Level     | Grades 6 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Saves, organizes & shares content from the web                                     |
| Technology Applied  | Save articles, videos, images, Tweets and more.                                    |
| Notable Benefits    | Organize content into stunning collections, and revisit them anywhere and anytime. |

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| ID                  | 86  |
| Name/Producer       | Wanhao 3D Printers - wanhao3dprinter.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult   |
| Academic Subject(s) | All subjects  |
| Description         | 3D printers and accessories   |
| Technology Applied  | Models include: GRI, D6 GR2, D7 Plus, D7 V1.5, i3V2.1, i3 Plus, i3 Mini Dg/Enclosure kit, D6 Plus, MK2, D45, D55 Mini, D55 D9/300, D9/44, D9/500, i3/V2.0 |
| Notable Benefits    | Has a learner center with list of beginner to advanced CAD programs. Is the ultimate 3D printing store that provides customers with a total investment.   |

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| ID                  | 87   |
| Name/Producer       | WeVideo, Inc. - wevideo.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Online video editor software   |
| Technology Applied  | Capture, create, view and share movies at up to 4K resolution for stunning playback anywhere.  |
| Notable Benefits    | Use on any device, and students can collaborate with classmates on any video project; this is the only video product selected for inclusion in Google's Creative Bundle for Chromebooks. |

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| ID                  | 88   |
| Name/Producer       | Xante Corporation - xante.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Multimedia, digital printing press   |
| Technology Applied  | En/press, Envite, Impressia, X-32 UV printer, HWC heavyweight champion, EXCELAGRAPHIX 4800, workflow solutions, and consumables & supplies |
| Notable Benefits    | Helps print shops eliminate costly errors and inefficiencies while simultaneously increasing print options and quality.                    |



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| ID                  | 89   |
| Name/Producer       | XYZprinting, Inc. -  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | Engineering, Career & Technical Ed   |
| Description         | Cost-effective 3D printing for personnel & businesses  |
| Technology Applied  | Explorer nano series, mini series, 3D pen series & add ons; Educator original series, Jr. series & add-ons; Professional color series, Pro series, Nobel series, 3D scanner series & add-ons |
| Notable Benefits    | Teach your first 3D printing lessons; 3D education program curriculum comes free, including lesson plans, free projects, My STEAM and redeem lessons.  |

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| ID                  | 90   |
| Name/Producer       | Zoom Video Communications - gotomeeting.com  |
| Age/Grade Level     | Grades 9 - 12, Higher Ed, Adult  |
| Academic Subject(s) | All subjects   |
| Description         | Allows for hosting & attending online meetings   |
| Technology Applied  | Promotes online collaboration and is mobile friendly. Has meet face-to-face, share your screen, calendar integration, meeting app, screen sharing, video conferencing, and conference call |
| Notable Benefits    | Try it for free; millions of people worldwide trust GoTo Meeting for online collaboration.   |

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| ID                  | 91   |
| Name/Producer       | Zspace Inc. - zspace.com   |
| Age/Grade Level     | Grades 6 - 12, Adult   |
| Academic Subject(s) | All subjects   |
| Description         | Creates AR/VR experiences  |
| Technology Applied  | All-in-one computers with laptops with AR and VR capabilities, learning apps, and educational content                          |
| Notable Benefits    | Worlds first AR/VR laptop. Creates engagement through exploration and experiential learning in a student-centered environment. |

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| ID                  | 92   |
| Name/Producer       | Zulogic - zu3d.com   |
| Age/Grade Level     | Grades 6 - 12, Adult   |
| Academic Subject(s) | All subjects   |
| Description         | Creates stop-motion animation  |
| Technology Applied  | Create animations on PC, Mac or iPad; use a webcam, smartphone or tablet for the camera, and has fully featured software         |
| Notable Benefits    | Animate anything, and bring stories to life through stop-motion animation. Create films. If you can imagine it, you can make it. |