

"The only game platform I will let my kids have"
Seth Raphael, Senior Designer of the Future at Google

"Another hit from Jay and the team"
Limor "Ladyada" Fried, Founder & Engineer at Adafruit Industries

"Simple yet revolutionary. It's like Apple TV meets Scratch meets AR."
Andrés Monroy-Hernández Lead research scientist at Snapchat

"GameBender opens new possibilities for tinkering with code: play, experiment, modify, remix."
Professor Mitch Resnick, Founder of Scratch

"Finally a learning platform for kids that they actually want!"
Sherry Huss, Co-Founder of Maker Faire

"If you can bend and break the game, that's a true maker's game."
Dale Dougherty, Founder / CEO of Make: Magazine / Maker Faire

*"Brings the magic of coding to kids in a totally new way."
"It's awesomesauce!"*
Andrew Sliwinski, Co-Director of Scratch

"An immersive tool that lets students sit in the seat of a videogame designer."
Colleen Graves, Creative Educational Director at JoyLabz

*"Creativity can lead to power"
"Crazy fun because we could play, break the game, and code."
"My friend zombified a game <laughter>"*
Students in workshop

"The ease with which a learner can remix a game and understand how that is working is genius."
Kevin Jarrett K-12 Professional Educational Strategist, Google Innovator & Trainer

"Gaming, coding, and inventing all mixed into one blender."
Darcy Grimes, Teacher of the Year in NC

"Unlocking creativity in kids, every step of the way with their permission and full engagement!"
Sherry Huss, Co-Founder of Maker Faire

"A digital sandbox for code literacy and creative play."
Todd Eddie, VP of Products at Makey Makey and GameBender

"Learning is creating — whether its forming a new synapse or glitching your first game, GameBender will change your mind"
Sean Montgomery, Neuroscientist, JoyLabz New Product Research & Development

"We're excited to fund companies like GameBender, helping to launch their creative ideas into innovative products for kids with the potential to make a substantial positive impact on society and the world."
Rajesh Mehta, National Science Foundation Program Director