

About the game

Nano Legends™ is an innovative new video game about the science of cells and cancer. Nano Legends™ breaks down the barriers in producing educational gaming for middle school age students. Classroom testing shows that players double their comprehension of National Science Education Standard content after playing Nano Legends™ just once.

As the game begins, Aerin the nano-sized adventurer and her shipmates are attacked by a white blood cell while they are patrolling in the lungs. Soon, Aerin finds herself alone on the surface of a lung cell that is becoming cancerous. The next nine levels of the game find Aerin running, jumping, driving, fighting, and scheming her way through the organelles of the cell in order to stop the cancer. Passive and active transport, cell structure, cell division, the functions of organelles, cell respiration, DNA, mRNA, protein synthesis, and cause/effect of cancer are integral concepts the player learns and uses to win the game.

Nano Legends™ will engage, educate, and entertain each student who experiences this fascinating cellular adventure.



Students engage in field testing Nano Legends™.

"It was awesome. It's cool how you go inside the body. I would love to buy it."

KATIE, 8TH GRADE

"It's really unique and a lot of fun to play."

LYDIA, 8TH GRADE

"Our son loved it because it is fun, and we loved it because it is educational."

MARTY AND JODI, 8TH GRADE PARENTS

"Great tool that works well with classroom learning. Students can't wait to play Nano Legends™."

8TH GRADE TEACHER

"My students were excited about concepts like cell structure and organelle function, especially students who normally aren't so involved in the classroom."

8TH GRADE TEACHER



Purchase online at:
www.canadascience.com

or

www.nanolegends.com

For more information,
call toll free:

1.866.422.7310

Produced by



Nano Legends™

Engage. Educate. Entertain.



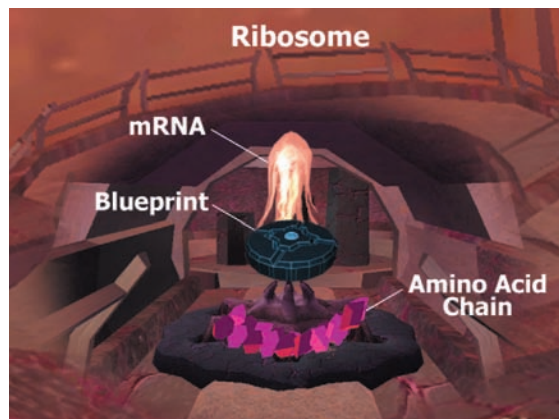
A real video game based on real science

Engage

- ▶ Nano Legends™ takes place in a 3D cellular world where a nano-sized adventurer experiences sub-cellular phenomena.
- ▶ Player becomes part of the storyline and actively participates in the fascinating cellular adventure.
- ▶ Player learns new science concepts while overcoming video game challenges, and then applies and builds on those concepts to win the game.
- ▶ Engaging for both ethnic and gender diverse audiences.
- ▶ Design guided by three student advisory boards.

“It is an awesome game. Most educational games are really boring, but this one ruled.”

Joel, 8th grade



First of three protein synthesis briefings

Educate

- ▶ Science content is based on National Science Education Standards for middle school students.
- ▶ Educational approach and content development were guided by nationally recognized secondary science professionals, classroom science teachers, and cancer research physicians.
- ▶ Storyline and setting create a clear model for understanding cell and cancer science.
- ▶ Supported by the National Institutes of Health as an innovative approach to teaching the science underlying cancer.



Aerin inside mitochondrion.

Classroom Testing Results

- ▶ Students doubled their knowledge of National Standard cell science after playing Nano Legends™ once.
- ▶ 90% of students rated Nano Legends™ to be comparable to or better than the video games that they play for entertainment.
- ▶ The mean rating for Nano Legends™ was “much better” than other educational games.



Aerin navigates between organelles.

Entertain

- ▶ Developed with same animation and gaming tools used to create popular video game titles.
- ▶ Compelling storyline and characters with likeable and engaging personalities.
- ▶ Cinematic quality of original music score, graphics, and animation provide a real video gaming experience.
- ▶ Challenges both novice and experienced gamers as they combat proteins and carcinogens.
- ▶ Four difficulty levels promote fresh, ongoing gaming experiences even after being played multiple times.