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## **GCF Labs Showcases the Best and Most Unique Content from GCFLearnFree.org**

(Raleigh, NC) – GCF Labs was recently unveiled as a way to exhibit some of the more interesting and experimental projects being designed and produced by GCFLearnFree.org. Including both existing and original content, all of the tutorials, mobile apps, interactives, games, and videos found at GCF Labs have been deemed especially unique or potentially thought-provoking by GCFLearnFree staff.

The projects currently found at GCF Labs include: Grammar Videos, the *Good at Math* game, a Mouse tutorial, the Everyday Life program, GCF Quiz mobile app, and GCFLearnFree.org's Typing Tutorial. More tutorials, mobile apps, interactives, and videos will be added in the coming months. Staff will also share designs and works-in-progress through GCF Labs. Like all content at GCFLearnFree.org, all of the content found at GCF Labs is free and accessible to anyone, anywhere.

### **Grammar Videos**

GCFLearnFree.org launched a popular Reading program in 2010, at which time users immediately began requesting grammar lessons. These grammar videos illustrate the differences between commonly confused words in a concise, memorable way using stop-motion animation and absurd humor.

### ***Good at Math***

In the *Good at Math* game, players are drilled in basic math skills while following the story of a little girl's battle with math nightmares. *Good at Math* was the first stand-alone game created by GCFLearnFree.org and was published February 2012.

### **Mouse and Typing Tutorials**

As one of the very first interactives created for GCFLearnFree.org, the Mouse tutorial was recently updated with playful details like dancing robots and swimming snails. To add to the technology curriculum, the GCFLearnFree.org Typing Tutorial was made available in October 2013 after years of learner requests.

### **Everyday Life Program**

First made available in 2007, the Everyday Life project helps adults develop functional literacy through a series of engaging interactives. Illustrated by in-house artists, these situation-based lessons provide users with the opportunity to test their knowledge of real-world situations.

### **GCF Answers**

GCF Answers mobile app is the first in a series of apps designed to be learner tools. Meant to help learners find answers to Microsoft Office questions quickly, the app has a minimal and expressive aesthetic.

“Our team is comprised of individuals who were trained in a variety of disciplines, including education, gaming, technology, and art. With this diversity and creativity at our fingertips, the content we create can sometimes be a bit peculiar or offbeat. These projects are the most exciting and interesting to us and we wanted a place to showcase this creativity,” stated Matt Robinson, Coordinator of Distance Learning.

Visit GCF Labs at: <http://www.GCFLearnFree.org/Labs/>

### **GCFLearnFree.org**

Since 1999, GCFLearnFree.org has created and provided quality, innovative learning opportunities to anyone who wants to improve the technology, literacy, and math skills needed to be successful in both work and life. By delivering over 1,000 different lessons to millions of people in over 200 countries ABSOLUTELY FREE, GCFLearnFree.org is a worldwide leader in online education.

A program of the Goodwill Community Foundation® and Goodwill Industries of Eastern NC, Inc. (GIENC), all GCFLearnFree.org® educational content is designed and produced in the GCF Global Learning® building in Downtown Raleigh.

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