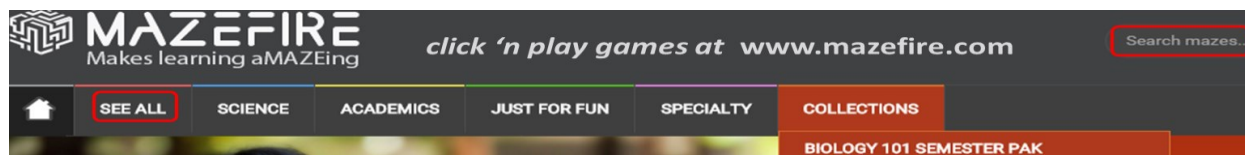


If you teach **Chemistry, Biology, Neuroscience or Physiology**, the most crucial question is this: will my students know MORE after completing a **Semester Pak**? While NO online resource will map perfectly onto your syllabus, each Semester Pak (10 mazes) samples fundamental principles that span a semester of e.g. *General Chem* or *Biology 101*, and each individual Maze focuses upon a main topic. These resources are mostly free and dead simple to use: you send a link. That's it. 75% of our Maze Games are free, including three Semester Paks (but we also offer some VIP Paks to keep the lights on). Moreover, Teachers AND Professors can get FREE VIP access to our entire MazeFire Collection (just email [contact@mazefire.com](mailto:contact@mazefire.com) with your school/department name). **But the decisive juncture is this:** after your student reads and understands all 10 Explanation Pages (in a Maze Pak), will she know more than a student who knows none of it? **So why would you NOT send a link?** Try some maze games, use the TIPS (the games are challenging even for teachers), and if you get stuck, ping us for the maze answer key: that's OK!



### Top 5 Tidbits for Professors & Teachers: Easy Access and Fun Aspects of MazeFire Games

**1. How do I find suitable games?** Our modest but growing numbers of Semester Paks are found under the **Collections** tab, while **Search Mazes** lets you see if we cover a topic. Under SEE ALL, the **All Mazes** tab lets you quickly skim our entire collection, currently more than 115 maze games.

**2. Do I need to register?** 75% of our games are free/click-n-play, but for VIP Paks players do login: includes Microbiology, Anatomy & Physiology II (\$3 ea.) and Neuro200 (\$10). *MEDscience Physiol* is free.

**3. How does it work in class?** *Easy: just project the game in class!* Play Bio101 games all semester or as a fun warm-up in upper level bio courses. Break class into groups and have them take turns whenever an answer is missed. These are also great teaching/discussion moments. Use clickers for whole-class navigation or try *volume-guided navigation* where entire class yells out answers and the loudest letter wins!

**4. Here's some Take Home Uses:** Assign for course-credit or extra-credit. Competitions: tell them you are going to assign a maze at 8:00 pm tonight-and award prizes to first 3 to send the maze exit completion code. But what is the **BEST MOTIVATOR**? Tell your students that some maze questions (or variants) will be on an upcoming exam and they will work hard to get to the maze exits and see the explanations.

**5. What if I am unhappy with the content?** Oh, you poor baby. No wait, we shouldn't say that! But seriously, if there is any ambiguity, error or typo, we'll fix it—right away! We can also improve or add to explanations (but no book-length answers—we want students to read them). Plus we can add new mazes to our collections, if you think e.g. the Biology101 Semester Park should be extended. **So please feel free to suggest new mazes!** We are also working on new collections: Bio102 (Ecology and Evolution), A&P I (bones, joints, muscles and tissues) and Genetics200. Maze Authors are welcome!

*MazeFire Games are designed to boost cognitive advancement* via principles of Synaptic Learning Theory. Our innate drive to solve mazes is amplified by such extrinsic rewards as extra-credit. By proffering thoughtful questions along with TIPS, images and resources, each maze-room engages millions of cortical neurons, leading to a *Perfect Storm of Cognitive Advancement*. AND players are doubly rewarded at the Maze Exits (explanations pages) leading to better knowledge integration and more durable memories.

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