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ASX Release
(ASX:KNM)

KNeoMedia Facilitates Verizon Foundation \$3M Education Grant To Three NYC Public Schools

- **Verizon Foundation in support of Digital Promise has provided a \$3M grant to three public elementary-plus schools in New York City**
- **Grant to fund student classroom digital hardware and software**
- **KNeoMedia working with the schools to provide its KNeoWorld game-based learning digital software**

Online education publisher **KNeoMedia Limited** ("**KNeoMedia**" or the "**Company**") (**ASX: KNM**) is pleased to announce it will benefit from a \$3 million grant provided by the Verizon Company Foundation in support of its partnership with Digital Promise ("**Verizon-Digital Promise grant**") to provide innovative learning opportunities for US middle school students.

The Verizon-Digital Promise grant has been received on behalf of three public elementary-plus schools (elementary schools that include middle school grades 6 – 8) in New York City School District Four. It includes a donation of 1,500 Apple Air2 tablets, two years of cost-free connectivity, and three educators to administer the program. KNeoMedia, through its KNeoWorld learning product representatives, has been working with the beneficiary schools and will provide its game-based learning software on a per-seat-licence basis.

The Verizon-Digital Promise grant was secured as a direct result of the KNeoWorld Connect the Kids team efforts. The team has worked hard on bringing the digital learning gap that many students in the general education and special needs populations face in New York City's most underserved schools to the attention of Verizon Foundation representatives and facilitating their access to those school administrators. The Verizon-Digital Promise innovative learning program has national reach and already encompasses 21 middle schools in 10 school districts throughout the US.

The Verizon-Digital Promise grant is part of the continuing philanthropic funding initiative previously reported (ASX 6 April 2016), where corporate, government, and private philanthropic foundations provide funding for underserved schools to adopt educational learning programs such as the KNeoWorld Games Based Learning Portal. Considerable funding is provided in this way to the public school system in New York City and throughout the US.

Study programs using KNeoWorld game-based learning are set to launch in September 2016 in the three public schools that are beneficiaries of the Verizon-Digital Promise grant. Results of those programs and demonstrations of KNeoWorld game-based learning will be a featured presentation at the annual Leadership Conference sponsored by the Council of School Supervisors and Administrators (CSA) in November 2016. The Leadership Conference audience includes principals and educators from 2,700 New York City public schools.

The Connect the Kids team has scheduled presentations of KNeoWorld game-based learning in over 25 schools and sites throughout Manhattan and the outer boroughs. These presentations continue to create awareness of how KNeoWorld game-based learning can help close the digital learning gap.

The special needs student population in New York City is over 220,000; the general education population in grades K – 8 is over 1.25 million.

New York-based KNeoMedia Executive Director Frank Lieberman said: "I am delighted with the response from Verizon and Digital Promise and this very positive outcome. Participation by the Verizon Foundation benchmarks the KNeoWORLD Connect the Kids program not only here in New York but also other parts of the US."

The Verizon Foundation is the philanthropic arm of Verizon Communications, which ranks 13 in the US Fortune 500.

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About KNeoMedia Limited

KNeoMedia Limited is an online games publishing company that delivers world-class edutainment games to global educational and consumer markets (education + entertainment = edutainment).

KNeoMedia publishes and markets from its US-based subsidiary, KNeoWORLD Inc., and sells on a micro-subscription and Apps basis through the KNeoWORLD.com games portal, Apps Stores and via distribution agreements and education departments.

Games Based Learning is an integral part of childhood education. Growth in educational markets, combined with advances in mobile devices and connectivity, will continue to accelerate innovation, adoption, and affordability of our products around the world.

KNeoWORLD is a fun education games portal where young students play their way through a futuristic and epic world. They do this by playing compelling games that are subtly infused with validated educational content including numeracy, literacy, science and arts. KNeoWORLD Apps comply with child online protection and the parent approved simple subscription model provides KNeoWORLD with a global opportunity to quickly deploy in a product vacuum and become a market leader.

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