



App Fact Sheet

by KidzHack™



An interactive augmented reality game and associated curriculum that immerses middle school students in activities designed to build relationship skills, empathy, and responsible decision-making.

FUSE fills a critical gap by supporting social-emotional growth and providing insights to tailor interventions. Our research-based strategies and human-centered design deliver measurable impact.



Why FUSE

With over 25 years in human-centered technology, the FUSE team brings the power of data to support the whole child. As a women and minority owned small business, we are committed to uplifting students by creating flexible, easy-to-use solutions.



Target Users

- Students grades 4-8
- Parents
- Educators
- Counselors



Key Features

- Culturally-relevant, user-generated scenarios content that evolves with users
- Cross-platform, multiplayer access
- Customizable gaming "arena"
- Plug-and-play implementation for teachers/facilitators
- Ongoing assessment of student skill development



Clients we Work with

- Behavioral Health Units
- Youth Mental Health Services
- School-Based Health Services
- Trauma Support Services

KidzHack™

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Test Drive FUSE in Your Classroom!

Want to see firsthand how FUSE can benefit your students? We'll provide access for select schools to pilot the platform at a discounted rate. Receive customized implementation support and share valuable feedback that will help shape FUSE user experience. This is an exclusive opportunity to experience the platform before our official launch. Contact us now to discuss a potential trial partnership.

Angry

Pout

Tired

Confused

Happy

Smug