

December 1, 2017

To Whom It May Concern:

I am writing to recommend Betabox as a viable learning experience for students in the state of South Carolina. We had the benefit of offering Betabox to the 8<sup>th</sup> grade students of Dr. Phinnize J. Fisher Middle School the week of November 20<sup>th</sup>, and it was received with high regard from teachers and students alike. Betabox offered students an opportunity that was engaging, unique, and inspirational for our developing learners that have multiple opportunities to engage in STEAM and Project Based Learning opportunities on a daily basis.

Thanks to the evolution of technology and the ability to access information instantaneously, impressing and engaging young teens has become a much more difficult task than in prior years. The “Wow Factor” is often unattainable due to this access, but Betabox met that challenge and exceeded expectations. Students were eager to interact with 3D printers, create their own virtual reality goggles, and could not stop talking about the way a laser could cut shapes in a precise, efficient manner. Students were easily engaged for the entirety of the 45-minute lesson and left desiring more of the unique experience, which captured the students’ attention with their first glimpse of the Betabox.

A 10,000-pound trailer sitting on any school campus will draw attention, but when the container contains state of the art technology and hands on experiences, the excitement connected to it only increases. Such was the case with our recent experience with Betabox. We were able to offer a “Field Trip” without impeding student and school schedules and staying on campus! In the world of education, where scheduling is everything, this alone made Betabox a wonderful experience for the staff and students of Dr. Phinnize J. Fisher Middle School. Beyond this ease of access, the inspiration it provided our students was immediately visible as well. For an adolescent student trying to find their way in the world, answering the question of, “What good is this to me?” determines whether an experience presents any value to said student. Betabox not only brought an engaging and unique experience but one that demonstrated to students how the technology at their fingertips is changing lives and defining careers they can enter in the future. Betabox allowed students to learn about careers in technology from various fields and allowed them to see how the concept of Virtual Reality, usually seen as a way to entertain one’s self, is changing the way doctors assist and save the lives of others.

As our students continue to grow, so does the challenge of finding unique opportunities that will engage their present minds and inspire their future. We, at Dr. Phinnize J. Fisher Middle, feel fortunate that we not only found a solution to this challenge but also could bring it to our eighth grade students. I would be happy to speak in further detail about the program and its impact should you desire. You can reach me by phone at (864) 452-0805 or email at [mcritell@greenville.k12.sc.us](mailto:mcritell@greenville.k12.sc.us).

Sincerely,

Matthew Critell

Program Director

Dr. Phinnize J. Fisher Middle School