



FOR IMMEDIATE RELEASE

Agents of Discovery and Bad Elf Announce Partnership
Bringing Accessibility of GPS Receivers to Agents of Discovery Customers

Kelowna, BC -- February 21, 2017 -- [Agents of Discovery](#), the educational platform and mobile game that gets kids outdoors, moving, and learning, today announced their partnership with [Bad Elf](#), a provider of affordable external GPS solutions.

Leveraging the latest in augmented reality, Agents of Discovery helps partners like the U.S. Forest Service, the National Parks Service, and the City of LA create localized, educational video game experiences. Kids assume the exciting role of a secret agent on a Mission as they learn about the flora, fauna, and culturally significant features of a site. The Challenges (questions) are geo-triggered, so as kids explore, questions that range from multiple choice to identifying sounds to filling in the blanks will pop up, encouraging young learners to engage with the park or cultural site.

Bad Elf provides Agents of Discovery's partners a discount program for their state-of-the-art GPS receivers; enabling kids to complete Missions on a wider array of devices. Bad Elf's Bluetooth models facilitate connection sharing of up to 5 different devices at the same time. The receivers are lightweight, portable, and provide a battery life of twenty-four hours for a full day of operation.

"Our partnership with Bad Elf will help remove a key barrier to access for parents, teachers, and kids," said Mary Clark, CEO, Agents of Discovery. "That means more kids moving, learning, and exploring the world around them."

Once a company, organization, or school signs up for one or more of Agents of Discovery's [packages](#), they will automatically be given a link to purchase their Bad Elf product with a 30% discount from the manufacturer's suggested retail price (MSRP) when purchased directly from Bad Elf's online store ([link](#)).

“It feels good to be part of a solution that helps kids learn and get active,” said Larry Fox, VP Marketing and Business Development, Bad Elf. “With our GPS receivers, kids can easily use tablets or phones without a built-in GPS to complete a Mission.”

Agents of Discovery can be played at over 150 locations in North America. Download the free app on [Google Play](#) or the [App Store](#) to find a Mission near you. Once downloaded, the app does not use any data or WiFi to run.

About Agents of Discovery:

Agents of Discovery, winner of the 2016 Best App-Based Game at the European Conference on Game Based Learning, is an innovative educational tech platform that utilizes web, mobile and the latest in augmented reality technologies to get kids active and learning about the world around them. Agents of Discovery provides educators with a unique way to gamify information, incentivizing kids to be active while learning and exploring. The easy-to-use Mission Maker allows educators to pull challenges from their extensive Agency Library or to create customized content specific to their site. Educators can then easily publish Missions for kids to complete on tablets or their own smart devices. For more information, please visit www.agentsofdiscovery.com.

About Bad Elf:

Based in Tariffville, Connecticut, Bad Elf is the leading provider of GPS accessories for Apple’s iOS platforms. Bad Elf GPS receivers provide fast and accurate GPS readings for all GPS-enabled apps available in the App Store. Their products include the Bad Elf GPS for Lightning Connector and, the Bluetooth® Bad Elf GPS Pro, GPS Pro+, and GNSS Surveyor. The Bad Elf team mixes decades of experience and expertise in embedded hardware, firmware, middleware, and application software.

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