JAM STUDIO VR ANNOUNCES COMPATIBILITY WITH HTC VIVE, OCULUS RIFT, & WINDOWS MR ON STEAM

Also Announces Inclusion of Additional EDM/DJ/Dance & Music Education Content

SAN FRANCISCO, CA – April 18, 2018 – Beamz Interactive, Inc. (OTCMKTS: BZIC), a leading developer of state-of-the-art interactive music technology and products, today announced the inclusion of expanded compatibility and content with Jam Studio VR (www.jamstudiovr.com) – the leading edge interactive AI virtual music App that allows anyone, at any age, to release their inner musician and create and perform great music or play like a DJ, regardless of their musical experience or abilities.

Effective immediately, Jam Studio VR will be compatible with the HTC Vive on Viveport, the global VR app store, as well as with the HTC Vive, the Oculus Rift, and Windows MR on Steam. In addition, three great new EDM/DJ/Dance songs will be included with all purchases of Jam Studio VR, as well as new music appreciation and music fundamentals educational songs. Thus, the App's library now includes; (1) 23 interactive songs from a host of music genres to suit all tastes, featuring songs from superstar artists Miley Cyrus, The Jonas Brothers, and Flo Rida, Grammy-nominated guitarist Craig Chaquico, acclaimed jazz saxophonist Euge Groove, and legendary Megadeth bassist David Ellefson; and (2) 3 music instrument games, one music appreciation song, one music fundamentals song, 4 life skill & learning games, 5 life skill & learning tutorial songs, and one fun story book song. All of this content provides an exciting range of choices for music enthusiasts, individuals and families, and education & health care organizations serving a variety of learning, therapeutic, and special needs requirements.

In addition to the expanded broad content that is included with the purchase of Jam Studio VR, numerous additional downloadable music content bundles are also now available for the App as follows: Disney Stars Bundle, Disney Camp Rock Bundle, Disney Phineas and Ferb Bundle, Craig Chaquico's "Fingerprints in the Sky" Bundle, David Ellefson's "Metal Factory" Bundle, Euge Groove's "Groove on This" Bundle, original Rock, Latin/Jazz, Classical, and Hip Hop/Reggae Bundles. Available downloadable education and learning content for the App now includes Gigglebellies and The Learning Station Early Learning Bundles, and shortly will include a Music Appreciation Learning Bundle, and a Music Fundamentals Learning Bundle.

"This rich new content provides individuals and families with a wide range of music and choices that can allow them to have fun and be fully immersed in Jam Studio VR for extended periods of time - experiencing music like never before!" said Charles Mollo, Beamz Interactive's CEO.

To celebrate this event Jam Studio VR will offer a special 60% off promotion between April 19 and April 30, 2018.

About Beamz Interactive, Inc.

Beamz has developed state-of-the-art interactive AI music technology and products that can be used by anyone in a wide variety of virtual, augmented, and mixed reality, music, education, healthcare, special needs, & gaming applications. See www.virtualmusicvr.com .

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