



BEAMZ INTERACTIVE ANNOUNCES LAUNCH OF TWO JAM STUDIO VR APPS FOR SPRINGBOARD VR

New VR Apps enables users of all ages and abilities to have fun composing & performing compelling music in VR while receiving a wide variety of learning & therapy benefits

SAN FRANCISCO, CA – April 25, 2019 – Beamz Interactive, Inc. (OTCMKTS: BZIC), a leading developer of state-of-the-art interactive AI music technology and products, today launched Jam Studio VR and Jam Studio VR Education & Health Care Edition Apps for the Springboard VR Platform. Jam Studio VR's intuitive controls allow users to experience composing and playing extraordinary musical scores that sound great every time, enabling anyone to unleash their inner musician and play music or DJ regardless of their musical experience or abilities. In addition to a broad range of fun interactive music, the Education & Health Care Edition is also packed with an extensive variety of fun learning and therapeutic content for individuals of all ages and abilities - including those with a variety of special needs, disabilities or undergoing rehab.

Jam Studio VR (see https://www.youtube.com/watch?time_continue=1&v=2CSbatWH0lw) provides exciting individual and family fun and includes over 20 interactive songs from a host of music genres to suit all tastes. The App features 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 also includes an extensive variety of fun interactive DJ/EDM/Dance, Jazz, Rock, Metal, Country, Classical, and Pop songs as well as Guitar, Percussion, & String games..

The Jam Studio VR Education & Health Care Edition (https://youtu.be/INjsVC3_1Io) provides learning, physical, cognitive, sensory, communicative, life skill, and social/emotional therapeutic exercises, experiences, benefits, and guides for immersive engagement and use by teachers, therapist, schools, special needs organizations and classrooms, therapy and rehab facilities, families, and professionals. This includes: (a) detailed Lesson Plans, an Overview Therapy Guide, and a Professional Therapy Protocols Guide; (b) a Music Instrument Discovery, Music Appreciation, and Music Fundamentals Education Series for all ages; (c) an interactive life skill learning series; (d) a variety of interactive basic math, alphabet, and other learning songs; (e) an interactive story book series; and (f) over a dozen fun, family-oriented interactive songs across all music genres that anyone can play. This content facilitates inclusive family play and can benefit children of all ages, anyone requiring physical & cognitive therapy exercises, and individuals with a variety of special needs such as Down syndrome, Autism, Muscular Dystrophy, Cerebral Palsy, Spinal Cord Injuries, Intellectual Impairment, Physical Impairment and much more.

We believe SpringboardVR provides an excellent platform to expand our reach with individuals, families, schools, teachers, therapist, and others via their broad arcade, school, library, and other customer bases” said Charlie Mollo, Beamz Interactive’s CEO. “Our Education and Health Care Edition in particular provides a whole new category of education & health care music applications and content that take advantage of Virtual Reality and

Beamz technology and platform to bring a new learning and therapy approach for a wide range of individuals. Using our advanced triggering and synchronization technology and IP position, we're able to create a truly unique interactive music experience that makes it easy and exciting to engage people of all ages and skill levels as well as provide a broad variety of learning and therapy benefits while users are just having fun."

We're very excited to see how Jam Studio VR can help students, and those with developmental disabilities, unlock their imagination and grow their creative potential", said Jayson Paglow, Educational Specialist Springboard VR.

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 and mixed reality, music, education, therapy, special needs, & gaming applications. See www.jamstudiovr.com.

Company Contacts: Beamz Interactive, Inc.
Charlie Mollo, CEO
Phone: 505.263.9707
Info@thebeamz.com