



Autodesk Project Ignite Brings Innovation, Creativity and Maker-Based Learning to the Classroom

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SAN FRANCISCO--(BUSINESS WIRE)--Jun. 15, 2015-- Responding to the President's call to action to create a Nation of Makers, and as part of a White House event kicking off the National Week of Making, [Autodesk, Inc.](#) (NASDAQ:ADSK) is announcing [Autodesk Project Ignite](#), a free* and open learning platform that builds the skill and confidence of young learners through creative, hands-on design experiences focused on the latest technology trends like 3D printing and electronics.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20150615005564/en/>

Targeting K-12 schools, Project Ignite encompasses the end-to-end design experience, from idea to digital modeling to physical fabrication. It brings together free* and custom design software, step-by-step projects and for-purchase hardware options. Autodesk's Project Ignite, Tinkercad and 123D Circuits web sites are COPPA safe-harbor certified by [CARU Kid's Privacy Safe Harbor Program](#).

With Autodesk's long history in education, it understands first-hand how young learners have the potential to change the world when given the right tools and inspiration. The Project Ignite learning platform adds to Autodesk's comprehensive free* [offerings in education](#) by delivering a unique package of technology, learning content and services created specifically to bring the Maker Movement into the classroom.

"The ability to take risks, learn from failure and solve problems is critical to prepare students for the challenges ahead," said Samir Hanna, vice president and general manager, Autodesk Consumer and 3D Printing. "When learning includes making, designing and creativity, students have the freedom to explore different ways of engaging with content and each other. Project Ignite provides the collaborative and hands-on environment needed to energize educators, increase student engagement and inspire design thinking in a simple and fun way."

With support from companies including [Microsoft](#), [MakerBot](#), and [Electroninks Writeables](#), the Project Ignite learning platform additionally offers classroom bundles, which include hardware such as 3D printers and electronics kits along with professional development and training services, to help educators get up and running quickly.

"Project Ignite has been a wonderful addition to the classroom and I love what it does for my students' excitement, engagement and overall interest with design and 3D printing technology," said Kim Coyle, educator, Middle School of Plainville in Plainville, CT. "Our goal is to inspire and prepare the students to be the next generation of innovators, so we're expanding Project Ignite into other grade levels and looking into creating a makerspace next year to provide an environment that nurtures the students' curiosity and creativity."

Autodesk aims to bring innovative technology on common platforms to offer a better end user experience. Just as [Spark](#), Autodesk's open 3D printing platform, aims to accelerate innovation in 3D printing, Project Ignite extends this concept into education by empowering the next generation of innovators and will be available in English for educators and students in the U.S. and abroad.

- **For educators** – Project Ignite brings together free* Autodesk design software, including [Tinkercad](#) and [123D Circuits](#), and offers step-by-step lessons within these apps to encourage design thinking and hands-on problem solving skills. It also provides for-purchase hardware options such as 3D printers from [MakerBot](#) and Circuit Scribe pens and modules from [Electroninks Writeables](#). Educators can also login for free* to access Project Ignite content whether or not they wish to purchase hardware.
- **For schools** – Administrators may choose from various package solutions comprised of free* software and for-purchase hardware options, educator training and support, all from a single place to introduce the Maker Movement into the classroom.
- **For educational partners** – Project Ignite is open to educators, publishers, education technology and hardware providers looking for unique opportunities to help drive the next education revolution that will inspire students to further their STEAM (Science, Technology, Engineering, Art and Math) education and provide educators access to emerging technology trends quickly.
- **For families or parents** – Project Ignite is a great way to learn technology basics together in a moderated environment that extends to engaging and fun weekend projects.

To learn more about the Project Ignite learning platform, visit <https://projectignite.autodesk.com>.

More on Autodesk in Education

Autodesk provides young learners, educators and schools across the education continuum with access to its portfolio of free* professional 3D design software and creative applications, as well as project-based learning content to help inspire and prepare the next generation of makers, creators and innovators. This includes:

- Building proficiency with young learners from elementary school and up to support STEAM related subjects to solve real world challenges.
- Imparting industry-relevant knowledge and 3D design skills to give students a competitive edge to achieve their personal goals today, and career success in the future.
- Helping educators to inspire creativity and innovation amongst their students, and facilitate a multidisciplinary approach to

education that reflect today's business realities.

In December 2014, Autodesk [announced](#) a multi-million dollar commitment to make its free* 3D design software and creativity applications available to schools, educators and students worldwide to support future global economies and drive innovation.

To request free access to Autodesk software for schools, please visit www.autodesk.com/academic.

About Autodesk

Autodesk helps people imagine, design and create a better world. Everyone—from design professionals, engineers and architects to digital artists, students and hobbyists—uses Autodesk software to unlock their creativity and solve important challenges. For more information visit autodesk.com or follow @autodesk.

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