

## **KazuTime™ Introduces Social Sharing Feature**

*Upgrade to visual time platform gives parents, caregivers, and teachers the ability to share tasks children complete through social media*

**San Francisco—September 14, 2016:** KazuTime™, an educational app that helps children understand the passing of time while motivating them to perform tasks within specific timeframes, today announced a new social sharing feature available on iOS and Android. Parents, caregivers and even teachers now have the ability to proudly share snapshots of tasks children complete on Facebook, Twitter and Instagram with the help of virtual time companions, Kazu and friends. Posts may include personal messages, pictures, task duration, and other information that helps KazuTime users to connect and share experiences.

KazuTime is the first visual platform that helps children understand the passing of time – while turning the completion of tasks into an entertaining game. According to an [article from The Guardian](#) quoting Professor Sylvie Droit-Volet at the Social and Cognitive Psychology Laboratory (Lapsco) at Blaise Pascal University, “children are only able to estimate time correctly if they are made to pay attention to it, experiencing time in terms of how long it takes to do something.” KazuTime’s distinctive “beginning,” “time elapsing” and “end of task” features allow children to pace themselves and help gauge the time needed to perform a task. Children choose their very own puppy – Faby, Milly or Sammy – to run alongside Kazu and finish their activity, be it homework, walking their puppy, helping clear the table, music practice, getting ready for bed, or dressing for school in the morning.

“I had my daughter and friend use this for their homework time and they loved it! They were excited about which friend to choose, and it helped get them to refocus on their task throughout the 20 min in which they were supposed to complete it,” said Tasha B., who is parent to a 6 year old.

Instead of relying on caregivers to push kids to get through a task, KazuTime uses a playful approach and reward system to motivate and empower kids to complete tasks more independently and in a timely manner. The tool helps minimize, if not eliminate, the need for verbal warnings that often end up angering adults and upsetting children. When children meet or even beat the titular husky puppy Kazu to the “finish line,” they are rewarded with points and shooting stars. These points may be traded in for real life treats such as coloring sheets, KazuTime toys, and more.

For children about to enter pre-school, kindergarten or even elementary school where they must constantly deal with set times for tasks, KazuTime is a great way to practice keeping track of time in a playful setting. Intended for kids between three and eight years old, the app utilizes multi-sensory cues so children not only see time passing on the screen, but also hear and feel it in an intuitive way.

KazuTime may be purchased for \$2.99 in the App Store for both iPhone and iPad versions as well as Android through Google Play and the Amazon App Store. Those who have already downloaded the app will be able to upgrade to the latest version for free. KazuTime is available in the following languages: English, Spanish, French and German. To learn more about KazuTime and/or view educational resources on our website, please visit [www.kazutime.com](http://www.kazutime.com). Follow [@KazuTimeapp](https://twitter.com/KazuTimeapp) and like us on [Facebook](https://www.facebook.com/KazuTimeapp).

### **About KazuTime**

KazuTime™ was created by professional educators and therapists seeking ways to increase the focus and concentration needed for optimum learning in children. It is produced by Broad Innovation Tek, Inc., which focuses on developing intelligent and intuitive mobile applications that relate to the fields of health, education and productivity as well as related products.