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3D Systems and Level Up Village Unite Kids Across the Globe Through Digital Literacy and 3D Printing

- Engages American students with students in the developing world living at or under \$2/day to learn 3D printing together
- 120 American schools and 30 developing world schools to participate in 2014
- <u>Watch</u> students in Pakistan participate in 3D printing class

ROCK HILL, South Carolina – May 19, 2014 – <u>3D Systems</u> (NYSE:DDD) announced today its partnership with <u>Level Up Village</u> (LUV) to provide students aged 8 to 12 with STEM-based enrichment and after-school classes that empower them to be global, innovation ready, change makers. LUV offers a range of afterschool as well as in-school classes that bring the global and local application of STEM to life. When students take a class in the United States, that class is given to a student living on \$2 or less per day at a LUV partner school in places such as India, Haiti, Peru, Pakistan, Rwanda, Uganda, Mali and more. Level Up Village is 3DS' newest partner in its recently announced <u>MAKE.DIGITAL</u> education initiative and online hub that catalyzes innovation and technology learning where educators can access 3D printing resources, curriculums, product bundles and trainings for the classroom.



The Global Inventors in Training package for schools includes a 3DS' Cube[®] 3D printer, a cartridge, Cubify[®] Invent Software and Global Inventors in Training After-School Class for eight students, a comprehensive teacher training and ongoing curriculum to allow students to have a real learning exchange in the United States and globally. LUV provides economic incentives for teachers to receive training, and is expected to reach over 120 schools in the United States and 30 global partner schools in 2014.

In a small group setting of eight students, kids will learn how to harness the engineering design process to create innovative solutions to real life global issues. Students in the United States collaborate with global partner schools in developing countries where students live at or under \$2 per day and include India, Haiti, Peru, Uganda, Pakistan, and Mali and more. Through video conferencing, each week students discuss the real life application of their learning, teach one another and gain a broader perspective of what it means to be an empathetic, effective global citizen.

"The only way we can prepare children for tomorrow is to teach them how to think in both global and local contexts, and enable them to innovate and adapt to changes. I think Level Up Village is doing a wonderful job at this and the program is helping us instill all these skills into our students, preparing them to be better future leaders," said Abdullah Syed, a teacher in Pakistan at the Society for International Education. "Working with young students and 3D printing is exciting. The students are exposed to new ways of thinking about objects. Many students are familiar with virtual games that simulate 3D environments in the planar environment of a screen. Now the students are able to create images that are visualized. We are able to demonstrate advanced calculus ideas of volume created with thin slices, but not tell the students that is what is being done," said Dr. Kevin R. Merges, Director of the Innovation Center at Rutgers Preparatory School. "The ability to consider the work of students on the other side of the planet is extremely valuable as we build global awareness in students everywhere."

Educators can sign up directly for Level Up Village's training programs and packages on <u>their site today</u>.

3DS invites teachers, educators, non-profits and organizations passionate about youth education to join the <u>MAKE.DIGITAL</u> initiative and provide students with tomorrow's skills today. Education inquiries can be made directly to <u>makinggood@3dsystems.com</u>.

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About 3D Systems

3D Systems is a leading provider of 3D printing centric design-to-manufacturing solutions including 3D printers, print materials and cloud sourced on-demand custom parts for professionals and consumers alike in materials including plastics, metals, ceramics and edibles. The company also provides integrated 3D scan-based design, freeform modeling and inspection tools and an integrated 3D planning and printing digital thread for personalized surgery and patient specific medical devices. Its products and services replace and complement traditional methods and reduce the time and cost of designing new products by printing real parts directly from digital input. These solutions are used to rapidly design, create, communicate, prototype or produce functional parts and assemblies, empowering customers to *manufacture the future*.

Leadership Through Innovation and Technology

•3DS invented 3D printing with its Stereolithography (SLA) printer and was the first to commercialize it in 1989.

•3DS invented Selective Laser Sintering (SLS) printing and was the first to commercialize it in 1992.

•3DS invented the Color-Jet-Printing (CJP) class of 3D printers and was the first to commercialize 3D powder-based systems in 1994.

•3DS invented Multi-Jet-Printing (MJP) printers and was the first to commercialize it in 1996.

Today its comprehensive range of 3D printers is the industry's benchmark for production-grade manufacturing in aerospace, automotive, patient specific medical device and a variety of consumer, electronic and fashion accessories.

More information on the company is available at <u>www.3DSystems.com</u>.

About Level Up Village

Level Up Village (LUV) motivates and inspires today's children, born in digital age, to both love science and harness the power of a globally connected world. LUV invites students to be inspired, curious, active and empowered learners through innovative, project based learning opportunities in STEM fields that they share with students across the world. LUV after-school STEM-based enrichment programs engage and empower children through cutting-edge, interactive technologies and virtual exchanges. Students connect with peers from around the world and together, they find solutions to real world problems.