Digital Initiatives in STEM Education

- **1850**: STEM jobs have doubled as a proportion of all jobs since the Industrial Revolution.
- **2013**: 62% of Americans use digital games, but not in everyone's hands.
- **2011**: 130,000 Americans are projected to be in computing-related jobs.
- **2013**: The Mid-1990s to Today: 4 out of 5 Americans use the Internet as an integral part of their daily lives.
- **2011**: 4 out of 5 American adults who have a cell phone use it as a phone.
- **2011**: 84% of teachers use digital games in their classrooms.
- **2013**: Over half of teachers of upper and upper-middle income students own an e-reader.
- **2011**: 15.68 million students own a smartphone.
- **2014**: 170 million Americans have access to broadband Internet at home.
- **2011**: 28-year legacy.
- **2013**: 81% of teens have a tablet.
- **2013**: Teachers use digital games to help teach a variety of subjects.
- **2011**: 95% of teachers use digital games to teach the range of students.
- **2013**: 56% of teachers report that games make it easier to effectively teach the range of students.
- **2011**: 56% of teachers agree that using digital games increases student engagement.
- **2011**: 56% of teachers say digital games increase their ability to craft tools and teach the range of students.
- **2011**: 56% of teachers agree that using digital games helps them to contribute to society by motivating learners with challenges and rapid feedback.
- **2011**: 56% of teachers say digital games are integral part of their teaching.
- **2011**: 56% of teachers say digital games help them to contribute to society by motivating learners with challenges and rapid feedback.
- **2011**: 56% of teachers say digital games are an effective tool for gathering plants.
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