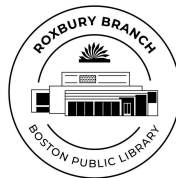




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## Groundbreaking VR Program Delivers Measurable Improvement in Math for Roxbury Youth



September 26, 2025

Last month, the nonprofit ShepherdXR and the Shaw-Roxbury branch of the Boston Public Library hosted a free VR math intervention camp for middle-schoolers in the community. Over 4 weeks, more than 20 students mastered pre-algebra fundamentals using cutting-edge virtual reality technology that brought math to life.

Thirteen of the students had their results included in a research study led by Northeastern University's Godfrey Yang. The study observed a 45% jump in median test scores after just three two-hour sessions of MathStar with each student.

### Community Impact

- 100+ hours of free educational programming provided to Roxbury youth—valued at more than \$3,100 in tutoring
- 45% improvement in math scores (based on median score on a Common Core-benchmarked test taken before and after the intervention)
- Students rated the program an average 4.4 out of 5 for both learning and engagement

### Community feedback

One Roxbury parent reported: "My son came to me yesterday at home and said, 'Mom, math is my favorite subject now.'"

A middle-schooler who completed the program shared with instructors: "I would invest in this. I'd put 200 dollars into it. I'd take it from my mum's wallet and replace it with monopoly money. Monopoly money looks so real."

Femi Fadugba, founder of ShepherdXR, said: "A lot of people don't learn math well in the traditional way. Many kids are visual learners, others are auditory or more hands-on learners. That means they need an intervention that will teach them math by meeting them where they are, so they can finally get it. And love it."

Renée Gaillard, teen librarian at the Shaw-Roxbury library branch, added: "I'm deeply appreciative that our teens got to engage with the ShepherdXR program and be introduced to a new transformative, creative, and adaptable way of learning math."

### About ShepherdXR

ShepherdXR is an education nonprofit on a mission to unearth the unexpected Einsteins of tomorrow.

Our 8-hour virtual reality math intervention, MathStar, helps middle-schoolers go from stuck-in-arithmetic to loving algebra.

Built for diverse learners - especially students on IEPs - it supports kids with ADHD, ADD, deafness and English learners. And it's a bridge that students actually want to cross because of how immersive and fun the journey is.

Want a demo or pilot for your classroom or after-school program? Email [femi@shepherdxr.org](mailto:femi@shepherdxr.org).