

ATHEMOS — A Federally Funded Organisation-Skills Videogame for Adolescents with ADHD

AI in Education · Good practice · United States of America

Quality score: 53/100

Evidence strength: Descriptive / self-reported

Summary

US researchers built ATHEMOS, a space-themed videogame teaching planning, organisation and note-taking to adolescents with ADHD; a federally funded trial found it nearly as enjoyable as recreational games but did not yet measure real-world behavioural or learning outcomes.

Key dimensions

Dimension	Score
Evidence of learning impact	0/3
Equity & inclusion	2/3
Transparency, ethics & data protection	3/3
Teacher capability & pedagogy	2/3
Scalability & sustainability	1/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-09-08

[East Carolina University and Ohio University \(Game Research and Immersive Design Laboratory\)](#) — accessed 2026-09-08

[ATHEMOS acceptability and playability study \(PLOS Digital Health\)](#) — accessed 2026-09-08

[ATHEMOS study record \(PMC\)](#) — accessed 2026-09-08

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