

Press and media

Everything here is free to use in coverage of Mathroom.

hello@mathroom.fun

Boilerplate

One line

Mathroom is a free math practice program for grades 1 through 9, with no accounts, no ads, and no data collection.

Short

Mathroom is a free browser based math practice program for grades 1 through 9. It has no accounts, no advertising, no purchases, and collects no student data: progress is stored on the learner's own device. It is built and operated by Cody Snyder in Arizona.

Long

Mathroom is a free math practice program for learners in grades 1 through 9, practicing the previous school year's math, playable in any browser at mathroom.fun. Learners solve mathematics problems to progress through one of two illustrated worlds, earning in game currency and collectible companions, all of which are earned through practice and none of which can be purchased with money.

It has no accounts, no sign ups, no advertising, and no purchase mechanism of any kind. No student data is collected or transmitted; progress is stored in the browser on the learner's own device. Practised skills are mapped to Common Core State Standards codes, and the progress report prints for classroom or family use.

Mathroom is built and operated by Cody Snyder in Arizona, and is offered free of charge.

Fact sheet

Product

Mathroom

Operator

Cody Snyder, Arizona, USA; sole operator, no company

Founder

Cody Snyder

URL

mathroom.fun (<https://mathroom.fun/>)

Cost

Free to use. No purchase, no subscription, no in app purchases, and no ads.

Tracks

Choose the learner's current grade, 1 through 9, to practice math from the previous school year. Grade 1 practices kindergarten math.

Platform

Runs in a browser. Nothing to install, no extension, no admin rights.

Offline

Core play and previously loaded content work offline.

Accounts

No accounts. No email address, no password, nothing to sign up for.

Data

No student data collected. Progress is stored on the device.

Standards

Practised skills are mapped to Common Core State Standards for Mathematics codes. The report describes practice coverage of the listed standards, not a formal assessment.

Accessibility framework

WCAG 2.2 is the normative accessibility framework, and accessibility checks are part of the release gate.

Two worlds: Lacy & Pearl's Math Attic and Riff & Thunk's Math Basement. Voices are synthetic and disclosed as such.

Founder



Cody Snyder,
founder of
Mathroom.

Cody Snyder is the founder of Mathroom and the sole builder behind it.

He was in the first generation to grow up on video games, coming home from kindergarten to play video games, then every console after it. Four sons, spaced far enough apart that he never left gaming culture and watched its entire arc: from games that rewarded persistence to a market engineered to move money out of parents' accounts.

When the same patterns arrived in school software, he built the version that can't charge anyone's kid. Mathroom is free, has no accounts, collects no data, and contains no purchase mechanism of any kind, not a business model that failed, but one that was never built.

He lives in Mesa, Arizona, with four sons and two granddaughters.

Story angles

For education press.

A free math program built by one person, with no accounts or data collection and practice mapped to Common Core codes. Its progress report excludes assisted answers from mastery evidence, so a learner cannot raise a score by asking for more help.

For technology press.

One person built two worlds, nine grade selections, an arcade, a platformer, twenty radio tracks per world, and a podcast lasting 56 minutes through AI orchestration. The program collects no student data and contacts no third party.

For parenting and consumer press.

A father of four who watched video games shift from earned achievement to engineered spending, and then watched the same patterns move into school software. He built the version that can't charge anyone's kid.

For local and regional press.

An Arizona solo founder building free educational software for students nationwide, with no business model and no intention of adding one.

AI generated art, music and voices

Some coverage will lead with the fact that Mathroom's art, music, and voices are AI generated. That is true and it's disclosed everywhere in the product.

The full position, along with the specific verifiable claims behind it, is on What's the catch?. Short version: the mathematics comes from a deterministic, grade aware generator rather than free form generation; answer ordering was found to be biased, fixed, and validated across 100,000 generated boards and all 24 possible answer permutations, with existing saved records remapped rather than discarded; and the standards mapping is published in full for anyone to check.

Assets

Approved logos and founder photo for coverage of Mathroom. The mono lockup is suitable for documents and print.

Asset	Format	Download
Color lockup	SVG	Download SVG
Mono lockup	SVG	Download SVG
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Mono icon	SVG	Download SVG
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Mono wordmark	SVG	Download SVG
White lockup	SVG	Download SVG
Transparent color icon	SVG	Download SVG
Cody Snyder: founder photo	JPEG	Download JPEG
Cody Snyder: square founder photo	JPEG	Download square JPEG
This press kit	PDF	Download PDF

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If you want something not covered here, ask. The answer is usually yes.

Contact

hello@mathroom.fun

<https://mathroom.fun/press>

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Cody Snyder