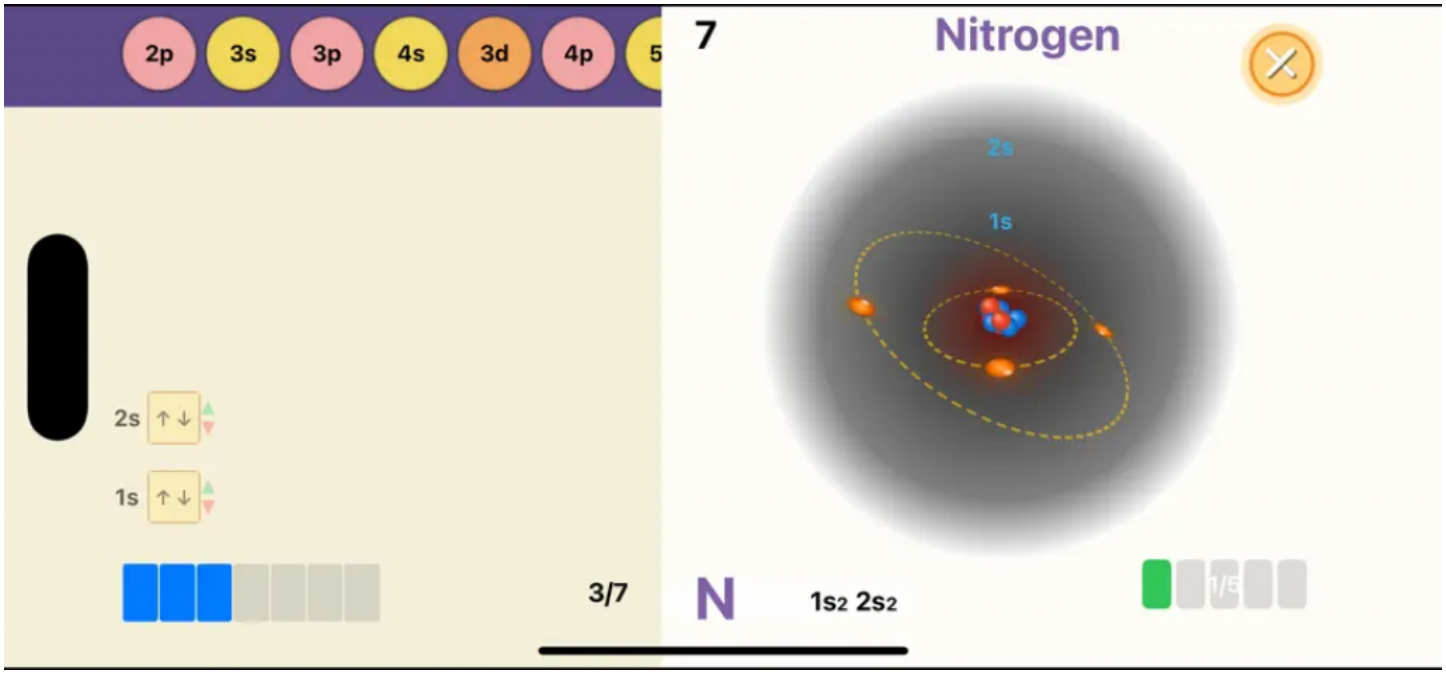
UK Educational Game “Kemistri” Replaces Static Textbooks and Passive Screens with Playful Science Learning

EdBetter Limited launches Kemistri — a mobile chemistry game that lets children learn science by playing, not by reading static text or scrolling through reference apps



Sheffield, South Yorkshire Mar 9, 2026 (Issuewire.com) - As concerns grow worldwide about the amount of time children spend on screens, UK-based educational technology company EdBetter Limited is taking a different approach: instead of fighting screen time, it aims to transform it into meaningful learning.

EdBetter Limited has developed Kemistri, a mobile game that teaches chemistry through hands-on puzzles, colourful visual exploration, and playful interactive challenges — a deliberate departure from the static periodic-table reference apps, digital textbooks, and non-interactive screens that dominate the education category today.

Unlike conventional chemistry apps that simply digitise textbook pages or present information as read-only lists and diagrams, Kemistri puts children in control. Players tap, drag, and combine molecules in a game world where every interaction reinforces a real science concept. The result is an experience that feels like play but works like a lesson.

“Most chemistry apps today are just digital versions of a textbook — you read, you scroll, you forget,” said Kapil Siddharth, founder of EdBetter Limited. “We built Kemistri so children actually play with chemistry.”

Where traditional educational tools rely on memorisation and passive reading, Kemistri uses game mechanics — level progression, rewards, and real-time feedback — to keep children engaged. Players solve chemistry puzzles, explore the periodic table through interactive play, and unlock new scientific concepts as they advance. Every screen is designed to be touched, explored, and experimented with,

turning what would otherwise be a static lesson into an active, playful adventure.

The app has already reached hundreds of thousands of downloads across mobile platforms, attracting students, parents, and teachers interested in making science more accessible and interactive.

The broader vision behind Kemistri is to prove that educational apps do not have to look or feel like digital textbooks. EdBetter is building a new generation of learning games where entertainment and STEM education are inseparable — currently expanding the platform with additional playful experiences focused on mathematics, chemistry, and foundational science concepts.

As conversations about digital wellbeing and children's technology use continue globally, Kemistri represents a growing movement to replace passive, non-interactive screen experiences with tools that spark genuine curiosity, creativity, and hands-on learning.

Kemistri is currently available on mobile platforms, with ongoing development focused on expanding educational content and interactive learning features.

Download Kemistri:

Google Play: Download Kemistri

Apple App Store: Download Kemistri

About EdBetter Limited

EdBetter Limited is a UK-based educational technology company focused on developing interactive learning experiences through games. Its mission is to make science and STEM subjects engaging, accessible, and enjoyable for the next generation of learners.

Website: Edbetter

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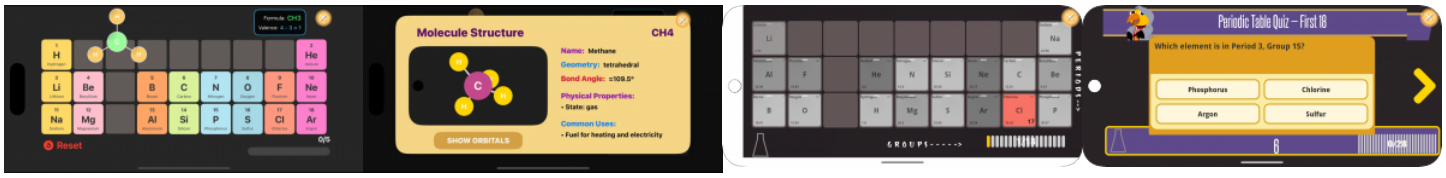

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