



## Our Story

In today's world, the practice of Scripture memorization (or any memorization) is not exactly on the rise, and the reason for this is simple: Why take the time to memorize something that your smartphone could tell you in a matter of seconds? As it turns out, memorizing Scripture does much more than give us quick access to bits of information. It actually changes us—from the inside out.

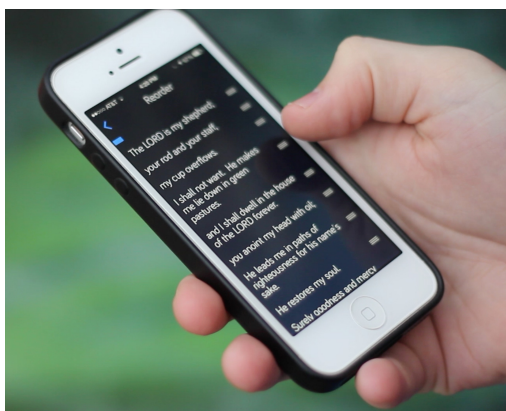
The problem that Verses co-founders Brock Klein and Zach Welchel encountered was not a lack of memorization tools, but a lack of tools that took full advantage of the amazing technology and design at our fingertips and put it to good use.

Many have realized—believers and nonbelievers alike—that our electronic devices can pose a serious threat to our focus, particularly on the things that matter most. Verses was conceived as an answer to this threat.

We wanted to make an app that not only functioned well, but one whose aesthetic design and user experience were specifically and unabashedly engineered to keep us coming back for more. To borrow from John Piper, we wanted to [fight fire with fire](#).

After a few years of tinkering with the idea, Verses launched on November 21st, 2014. Within two months the app had already helped people perfectly recall over 30,000 passages by playing over 200,000 memorization games, and had made itself comfortable among the top-5 reference apps in the App Store. And those numbers are growing by the minute.

**Learn more Scripture.**



## How It Works

Verses helps you easily start memorizing Scripture through a series of simple yet engaging memorization games, and keeps you memorizing with a one-of-a-kind progress and memory health tracking interface. The tracker shows you how well you know each verse, chapter or book.

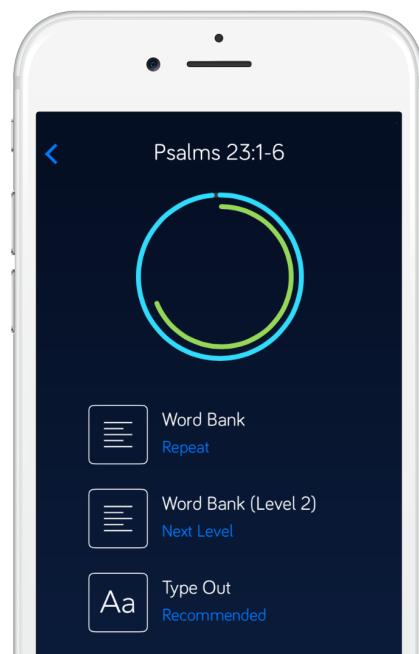
The memorization games are divided into three escalating stages: **absorb**, **memorize** and **recall**.

**Absorb** games help you internalize the passage that you want to memorize. These games do not require any feedback or answers from you, they just help you listen.

**Memorize** games start teaching the passage. As words are removed or phrases scrambled, you start working towards mastery of a passage. Verses then automatically recommends the next game you should try as you progress toward full memorization.

**Recall** games allow you to test yourself and confirm that you have learned a passage.

Verses currently includes five games, with more in development. Our system is designed to be entirely modular so that we can continue to create effective learning tools to help memorize Scripture.



To start memorizing, simply download Verses, create an account, and select your first passage.

## What's New

In version 2.0 (due out the week February 14th, 2015), you can create collections of passages and invite friends to join you. As you work together to learn the passages you are able to observe your friends' progress and help encourage them as they learn with you. You can create collections of Verses around a particular topic, group, or activity. These are useful for category based memorization, working through topical lists, or simply organizing your personal learning. We have also added the highly requested King

James Version to the currently supported ESV and NLT, with more versions on the way.



## What's Ahead

We are committed to continuing to make Verses the most effective Scripture memory tool available by adding as many widely accepted Bible translations as possible. Verses will be launching an Android app

soon too, along with new memory games and advanced memorization planning. Follow us on Facebook or Twitter to stay updated on new developments and improvements.