Student Data Privacy Agreement

Quiz Showdown for Schools · PIGENAI LLC · for the Student Data Privacy Policy version 1, effective october 20, 2026

Parties

This agreement is between the school or district named in the signature block ("the School") and PIGENAI LLC, a Missouri limited liability company, provider of Quiz Showdown for Schools ("the Provider"). It applies to the Provider’s service under the School’s license and takes precedence over any conflicting term about student or school data.

Article 1. Purpose and scope

The Provider supplies live classroom quizzes made from the School’s own material, class-level results and the related school administration (Exhibit A). The Provider processes school data only to supply that service, as directed by the School.

Article 2. Data ownership and control

- All school data remains the property and under the control of the School. The Provider acts as a school official with a legitimate educational interest under FERPA, under the School’s direct control.
- The School may at any time download its class results and quizzes, and may ask the Provider to delete its data (Exhibit C).

Article 3. Duties of the School

- Use the service in line with applicable law and its own policies, and tell students not to enter a full name as a nickname.
- Keep sign-in credentials confidential and tell the Provider of any suspected unauthorized access.

Article 4. Duties of the Provider

- Collect no personal information from students. Students join with a game code and an optional nickname, which in a school game is never stored; players are stored as Player 1, Player 2 and so on (Exhibit B).
- Use school data only to provide the service. Never sell it, never use it for targeted advertising, and never use it to build a profile of a student.
- Disclose school data only to the subprocessors in Exhibit B, each bound to protect it, or where the law requires it, with notice to the School where the law allows.
- Not use school content to train AI models. The AI provider’s commercial terms prohibit training on the Provider’s content.
- Train staff with access to school data in these duties.

Article 5. Data security and breach notification

- Maintain reasonable administrative, technical and physical safeguards: encryption in transit, encrypted storage at rest by the hosting provider, two-step sign-in for all staff, separation of each school’s data, and an audit log of administrative actions.
- Notify the School without unreasonable delay, and within 72 hours of confirming unauthorized access to its data, with the facts known, the data involved, the steps taken and a contact, and cooperate with the School on any notice it must give.

Article 6. General terms

- This agreement runs for as long as the Provider holds school data for the School. Articles 2, 4 and 5 survive until the data is deleted.
- Each party complies with the student privacy laws of the School’s state. Where a state law requires more, that requirement applies.
- Changes require both parties’ written agreement. The law of the School’s state governs this agreement.

Exhibit A. Description of the service

Quiz Showdown for Schools: quizzes made from the School’s material (documents, notes, web pages, transcripts and books), live and self-paced classroom games played on student devices with no student accounts, class-level results and gradebook files made on the teacher’s device, standards tagging and reports, a shared school or district library, and school administration (teachers, seats, branding and usage).

Exhibit B. Data the service handles, and subprocessors

- Staff: name, school email, role, sign-in records, the authenticator set up, active sign-in sessions (two at a time per teacher seat), seat events, and an audit log of administrative actions.
- Content: quizzes, pictures and their descriptions, standards tags, class results and snapshots by class and question.
- Students: the game code joined, and per player a label (Player 1, Player 2 and so on) with that player’s answers, correctness, response time and points. No names, accounts, emails, network addresses or device identifiers.
- Subprocessor: Supabase. Database (United States, Ohio), sign-in, private file storage and the live game connection.
- Subprocessor: Vercel. Hosting: runs the app and serves its pages.
- Subprocessor: Anthropic. AI: writes quiz questions from the teacher’s material, suggests standards tags and picture descriptions, and translates quizzes.
- Subprocessor: Resend. Email: sends sign-in links, invitations and school notices.
- Subprocessor: Stripe. Card payments for a Pilot Pack or license, when a school pays by card; it receives the payer’s billing details, never student data.

- Subprocessor: YouTube (Google). When a teacher pastes a YouTube link, the server asks YouTube for that video’s title; nothing else is sent.
- Subprocessor: Google Classroom (Google). Optional roster import, run in the teacher’s own browser; the class list stays on the teacher’s device.

Exhibit C. Directive for disposition of data

On the School’s written request to hello@quizshowdown.live from a school administrator, the Provider deletes the School’s quizzes, games, answers, class results, snapshots, pictures, branding, school address and staff memberships, and the sign-in accounts of staff who belong to no other school, and confirms the deletion in writing. A request is completed within 30 days. The Provider keeps only a record that the deletion took place.

Signatures

The School. Organization legal name: _____ · State: _____ · Signed by (name and title): _____ · Email for notices: _____ · Date: _____

PIGENAI LLC. Signed by: Lindsay Hiebert, Founder and CEO · Email for notices: hello@quizshowdown.live · Date: _____