



For Immediate Release

## **CIRCLE MEDIA INC. AND DISNEY INTRODUCE CIRCLE GO™, A NEW WAY TO MANAGE SCREEN TIME IN AND OUT OF THE HOME**

New Monthly Subscription Service Lets Parents Keep Tabs on Families' Devices at Home and On-the-Go, Providing New Ways to Manage the Internet

PORTLAND, Ore., (May 23, 2016) – Today, Circle Media Inc. launched Circle Go, a new subscription-based service that helps parents manage their kids and teens' devices when they leave home. With Circle Go, parents can disable apps, limit screen time, and stay informed on how their kids spend time online in and out of their home.

Circle Go takes all of the original features from [Circle with Disney](#) at home and extends them to any other network they join, on both Wi-Fi and 4G LTE. Circle Go is available for a monthly subscription of \$9.95 and covers up to ten devices. Subscription can be purchased at [meetcircle.com](#).

Families must have a Circle with Disney in order to subscribe to Circle Go. Additionally, in order for Circle Go to be set up on the connected devices, the devices must have the MyCircle companion app installed. MyCircle gives family members notifications from Circle, as well as allows Circle Go to be set up on the device.

With Circle Go, parents can manage their family's screen time on any network they are on. Key features of Circle Go include:

**TIME LIMITS:** Parents can set daily time limits on any app or content category. With Circle Go, parents can customize how much time their kids spend on each platform and set a total online time for the day.

**FILTER:** Parents can create individual filter settings for each family member using Circle's age-level presets and customization options for platforms, apps, websites, and content categories. Parents can choose a filter that matches each kid's age and interests, filter out inappropriate content, and manage popular platforms like Snapchat, Instagram, and YouTube.

**INSIGHTS:** Parents can stay informed about where their kids spend their online time—by platform, category, and website. Circle Go allows families to see a member's total time spent online and the sites visited when they're at home and away.

**PAUSE 4G LTE:** With the press of a button, parents can pause 4G LTE and Wi-Fi, disabling Internet access for one device or all devices within the home, in the car, or on-the-go. With Circle Go, parents can extend this feature beyond the



home and apply it wherever their kids and teens travel, like during school hours or other important events.

**BEDTIME:** Parents can enable a BedTime for each family member and their Circle Go devices. Simply set a sleep time and an awake time for weekdays and weekends to avoid late night surfing.

Circle with Disney is a tool that helps parents stay informed about their kids' online activities and limit screen time on every device in the home and on-the-go, including smartphones, tablets, computers, and gaming consoles. Circle with Disney is managed through a companion iOS app and pairs with Wi-Fi and 4G LTE, giving parents the ability to filter content, set a bedtime for devices, and even completely pause the Internet. Each user's profile and settings can be completely customized based on age and parents' preferences.

Circle with Disney is available now for \$99 at Target and Best Buy retail stores nationwide and online at [Amazon.com](https://www.amazon.com), [Target.com](https://www.target.com), [BestBuy.com](https://www.bestbuy.com), [meetcircle.com](https://www.meetcircle.com) and [DisneyStore.com](https://www.disney.com). The Circle Home app can be downloaded for FREE for iOS or Android from the [Apple App Store](https://www.apple.com/app-store) or [Google Play](https://www.google.com/play).

Circle is a complete solution that helps families filter content, manage screen time, and stay informed with what their kids do online. The full suite of Circle tools includes:

**CIRCLE WITH DISNEY:** a smart network device that "talks" wirelessly with a home router and each household device continuously to filter and deliver content based on family settings. The stay-at-home device helps parents stay informed about their kids' online activities and limit screen time on every device in the home and on-the-go, including smartphones, tablets, computers, and gaming consoles.

**CIRCLE HOME APP:** the companion app for Circle with Disney gives parents the ability to filter content, set a bedtime for devices, and even completely pause the Internet. Parents can manage user profiles and settings, and completely customize them based on kids' ages and parents' preferences.

**MYCIRCLE APP:** A content dashboard for every member of the family, the MyCircle experience is tailored to each person's interest. Family members will default to MyCircle as their homepage, which will be populated with curated and exclusive content and provide information about the user's online history.

**CIRCLE GO:** Circle's cloud-based subscription service extends the Circle experience to keep all family settings active wherever the family's devices travel. Circle Go is available for a monthly subscription of \$9.95 and covers up to ten devices.



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**About Circle Media Inc.**

Founded in 2014 and with offices in Portland, Ore. and Cypress, CA, Circle Media Inc. exists to develop family-centric products that redefine how we connect. [www.meetcircle.com](http://www.meetcircle.com).

**About Disney Consumer Products and Interactive Media**

Disney Consumer Products and Interactive Media (DCPI) is the business segment of The Walt Disney Company (NYSE:DIS) that brings our Company's stories and characters to life through innovative and engaging physical products and digital experiences across more than 100 categories, from toys and t-shirts, to apps, books and console games. DCPI comprises two main lines of business: Disney Consumer Products (DCP), and Disney Interactive (DI). The combined segment is home to world class teams of app and game developers, licensing and retail experts, a leading retail business (Disney Store), artists and storytellers, and technologists who inspire imaginations around the world.

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