Educational Gaming

The following list includes all active projects.

You may also access past projects.

- **Leveling Up**
  
  **Principal Investigator:** Jodi Asbell-Clarke
  
  **Funders:** National Science Foundation
  
  **Website:** http://edge.terc.edu/

  EdGE and its commercial game design partner, GameGurus, are creating Leveling Up, a series of games on multiple media platforms. The Leveling Up games will use cutting-edge digital tools such as augmented reality and data collection apps on mobile handhelds (e.g., iPhones), creating a transmedia experience that supports and measures standards-based high school science. More »

- **SportsLab 2020**
  
  **Principal Investigators:** Jamie Larsen and Jodi Asbell-Clarke
  
  **Funders:** National Science Foundation
  
  **Website:** http://edge.terc.edu/

  This project is developing and testing a collaborative game-based interactive environment where students, ages 12-18 form a product design team to create a concept model and pitch for a sport product design challenge. Participants, sport researchers, and product experts determine the best pitches with awards for top designs. SportsLab:2020 brings together More »

- **Taking Games to School: Exploratory Study to Support Game-Based Teaching and Learning in High School Science Classes**

  **Principal Investigator:** Jodi Asbell-Clarke
  
  **Funder:** The National Science Foundation
  
  **Website:** http://edge.terc.edu/

  This project aims to study how teachers can be involved in making science learning games more effective, and how educational science games can better support good teaching. More »

- **Zoombinis: The Full Development Implementation Research Study of a Computational Thinking Game for Upper Elementary and Middle School Learners**

  **Principal Investigator:** Jodi Asbell-Clarke
  
  **Funder:** The National Science Foundation
  
  **Website:** http://edge.terc.com/edge/about/projects/

  This Full Design and Development project for the Implementation Research Strand of DRK12 is studying the educational impact of the re-release of the award-winning educational computer game: The Logical Journey of the Zoombinis. More »