

Jodi Asbell-Clarke

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Program/Areas of Interest

Game-Based Learning; Innovative Learning and Assessment Environments; Science Education

TERC Projects

- Martian Boneyards
- The Inquiry Project
- Targeted Research for a Serious Games NSDL Pathway
- Leveling Up
- Taking Games to School
- Revealing the Invisible
- Zoombinis Implementation Study
- Neurogaming
- Emerald Necklace Outdoor Adventures



Biographical Summary

For over 20 years, **Dr. Jodi Asbell-Clarke** has been designing and researching curriculum and professional development for STEM teachers. In 2009, she co-founded EdGE at TERC, a team of game designers, educators, and researchers studying implicit STEM learning in digital games. Jodi's background includes an MA in Math, an MSc in Astrophysics, and a PhD in Education. She was an onboard software verification analyst for IBM during the first 25 missions of the Space Shuttle and taught at the laboratory school at University of Illinois.

[Download Curriculum Vitae](#)

Selected Publications

Rowe, E., Bardar, E., & Asbell-Clarke, J., Shane-Simpson, C., & Roberts, S. (2016). Building Bridges: Teachers Leveraging Game-Based Implicit Science Learning in Physics Classrooms. In D. Russell & J. Laffey *Handbook of Research on Gaming Trends in P-12 Education*. Hershey, PA: IGI Global. doi:10.4018/978-1-4666-9629-7

Rowe, E., Asbell-Clarke, J. & Baker, R. (2015). Serious games analytics to measure implicit science learning. In C.S. Loh, Y. Sheng, & D. Ifenthaler (Eds.) *Serious Game Analytics: Methodologies for Performance Measurement, Assessment, and Improvement*. Springer Science+Business Media.

Asbell-Clarke, J., & Rowe, E. (2014). Scientific inquiry in digital games. In F. Blumberg (Ed.), *Learning by Playing: Frontiers of Video Gaming in Education* (pp. 246-260). New York: Oxford University Press.

Asbell-Clarke, J. (2014) "What Lies Below: Implicit Learning in Games" Presented at SxSWedu, Austin TX. March 2014.

Asbell-Clarke, J., Rowe, E., Edwards, T., & Larsen, J. (2013). *Leveling Up: Measuring Tacit Science Understanding Through Gameplay*. Paper presented at the 2013 NARST Annual International Conference, Rio Grande, Puerto Rico.

Asbell-Clarke, J., Rowe, E., & Sylvan, E. (2013, April). *Assessment Design for Emergent Game-Based Learning*. Paper presented at the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'13). Paris, France.

Asbell-Clarke, J., Edwards, T., Larsen, J., Rowe, E., Sylvan, E., & Hewitt, J. (2012). Martian Boneyards: Scientific Inquiry in an MMO Game. *International Journal of Game-Based Learning*, 2(1), 52-76.

Associations

International Society of the Learning Sciences, American Education Research Association, National Science Teachers Association, Astronomical Society of the Pacific