Educational Gaming

The following list includes all active projects.

You may also access past projects.

Page: Leveling Up —

**Principal Investigator:** Jodi Asbell-Clarke  
**Funders:** National Science Foundation  
**Website:** [http://edge.terc.edu/](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 »](http://edge.terc.edu/)

Page: SportsLab 2020 —

**Principal Investigators:** Jamie Larsen and Jodi Asbell-Clarke  
**Funders:** National Science Foundation  
**Website:** [http://edge.terc.edu/](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 »](http://edge.terc.edu/)

Page: 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/](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 »](http://edge.terc.edu/)

Page: 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://edgeatterc.com/edge/about/projects/](http://edgeatterc.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 »](http://edgeatterc.com/edge/about/projects/)