Educational Gaming Research

Building Bridges: Teachers Leveraging Game-Based Implicit Science Learning in Physics Classrooms —

Elizabeth Rowe, Erin Bardar, Jodi Asbell-Clarke, Christina Shane-Simpson, and Su-Jen Roberts

Challenging Games Help Students Learn: An Empirical Study on Engagement, Flow and Immersion in Game-based Learning —
Juho Hamari, David J. Shernoff, Elizabeth Rowe, Brianno Coller, Jodi Asbell-Clarke, Teon Edwards

Game Design to Learn about Climate Change: Middle School Girls’ Experiences with Systems Thinking —
Computing has been a foundational tool in the development of scientific understanding of current and future impacts of climate change, the most important socio-scientific issue facing society today. More >>

Measuring Implicit Science Learning Using Networks of Player-Game Interactions —
Michael Eagle, Elizabeth Rowe, Drew Hicks, Rebecca Brown, Tiffany Barnes, Jodi Asbell-Clarke, and Teon Edwards

Opting in and Creating Demand: Why Young People Choose to Teach Mathematics to Each Other —
Eli Tucker-Raymond, Naama Lewis, Maisha Moses, & Chad Milner

Playing with Science: Using Electronic Games to Foster Inquiry —
Rebecca Vieyra, Teon Edwards, Elizabeth Rowe, & Jodi Asbell-Clarke
—The Science Teacher, 82(5)

Serious Games Analytics to Measure Implicit Science Learning —
Elizabeth Rowe, Jodi Asbell-Clarke, & Ryan Baker
—Serious Game Analytics: Springer International Publishing

The Blue Mars Science Center —
Jodi Asbell-Clarke
(2009)

The Computer Clubhouse Village: An Intranet For Sharing and Connecting —

Elisabeth Sylvan ; Kylie A. Peppler, Yasmin B. Kafai, and Robbin N. Chapman (eds.)