Educational Gaming Research


  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 >>


- 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

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- The Computer Clubhouse Village: An Intranet For Sharing and Connecting — Elisabeth Sylvan ; Kylie A. Peppler, Yasmin B. Kafai, and Robbin N. Chapman (eds.)