

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://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 »](#)