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

  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
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- 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.)