

Educational Gaming Environments Group

The Educational Gaming Environments group (EdGE) at TERC is a research design and development team that is investigating the possibilities—and challenging the assumptions—of game-based learning environments. EdGE is designing compelling game experiences that gamers like to play where the game mechanics are embedded in fundamental science education concepts. EdGE works at the forefront of the 'Games for Good' and 'Serious Games' movements—supporting and measuring engagement in productive scientific collaboration, public science learning, and crowdsourcing in games.



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EdGE at TERC website: <http://edgeatterc.com>

Center Projects

[Current Projects](#)

[Closed Projects](#)

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