

# Barbara MacEachern

*Research & Development Specialist*  
*Director of Outreach, EdGE at TERC*  
617-873-9634  
barb\_maceachern@terc.edu



## Program/Areas of Interest

Game-based learning; Informal Education; Nature-based learning; Group functioning and Community Building

## TERC Projects

### Current

- [SportsLab: 2020](#)
- [Leveling Up](#)
- Let's Get This Project Kickstarted!
- Return to STEMLandia

### Past

- [Mixing in Math](#)
- [Kids' Survey Network](#)
- [Canaries in a Coalmine](#)
- STEMLandia

## Biographical Summary

In nearly 10 years at TERC, **Barb MacEachern** has been involved in many curriculum design and development as well as education research projects. She is currently the Director of Outreach for the Educational Gaming Environments group (EdGE) at TERC, focusing on ways to connect EdGE's work to the outside world! This world includes teachers, students, gamers, academics, parents, game designers ... anyone with an interest in how Game-based learning can open doors that allow engagement with the science that is all around us. Barb is deeply interested in how play can act as a sturdy bridge that leads to deeper knowledge building.

Barb has a background in informal education and group/community development.

## Selected Publications

- Rowe, E., Asbell-Clarke, J., Bardar, E., Kasman, E., & MacEachern, B. (2014). Crossing the bridge: Connecting game-based implicit science learning to the classroom. Paper presented at the 10<sup>th</sup> annual Games+Learning+Society conference in Madison, WI, June 11-13.
- Larsen, J., Minner, D., Rowe, E., Edwards, T., Asbell-Clarke, J., Bardar, E., & MacEachern, B. (2014, June). STEMLandia—The Nature's Apprentice Geocaching Adventure Opening the Door for STEM Learning Through Outside Games. In *World Conference on Educational Multimedia, Hypermedia and Telecommunications* (Vol. 2014, No. 1, pp. 2198-2202).

## Associations

National Science Teachers Association (NSTA), International Society for Technology in Education (ISTE)