



ON-LINE GAMES For Middle School Science

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Project Summary

Children spend a lot of time playing computer games. We believe we can design games that children will *choose to engage* in during their free time *outside of school or institutional settings* and that *encourage science learning*. We propose the design, development, and free distribution of five on-line, science-related games for middle school students. A combination of animated movie clips and interactive, real-world activities, the games will draw on different scientific disciplines and employ active learning strategies. User-centered, iterative design/development, involving repeated evaluation and revision, will ensure entertainment and educational values, and the accuracy and usefulness of the science content.