

Our Research



Inquiring Minds Want To Know

EdGE studies how scientific inquiry naturally occurs, how it can be supported, and how it can be measured in digital games.

Specific research questions include:

- How do we support and measure science learning in free-choice games?
- How can valid assessments be built into free-choice games?
- How can free-choice games support integrated STEM and even STEAM learning?
- How can we leverage gamers' behaviors and identity to support learning?
- How do we use the emerging social gaming culture to bridge informal and formal education?