

Us OLD



The Educational Gaming Environments group (EdGE) at TERC designs and develops - challenges the assumptions - of game-based learning environments. EdGE designs 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.

More About Edge

Edge has posters [here](#).

Edge has other visual materials [here](#).

Publications

EdGE writes... Find our publications [here](#).

EdGE Bios

EdGE has people. Find out more about them:

[Jodi Asbell-Clarke](#)

[Elizabeth Rowe](#)