Mission to Europa Prime
A Virtual Reality (VR) STEM Mystery Game

Check out the [trailer video](#) for EdGE’s prototype VR STEM Mystery game!

As part of the NSF project *UniVRsal Access*, we are developing and researching a full version of the game to broaden participation in STEM learning. We also continue to seek additional collaborators and support.
Technology in the Classroom
Jodi Asbell-Clarke (TERC), with Doug Clark (Vanderbilt University) and Kathy Perkins (University of Colorado, Boulder), shares how technology can support students and assessment in the classroom.