

FUN: A Finland-U.S. Network for Engagement and STEM Learning in Games

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Funders: [National Science Foundation](#)

Website: <http://edge.terc.edu/>

The Finnish-US Network (FUN) is blending methods and test beds from both countries to get a broader picture of how engagement and learning are entwined in the growing field of game-based learning. As part of an NSF-funded Science Across Virtual Institutes (SAVI) effort, teams from the [Educational Gaming Environments group \(EdGE\) at TERC](#), WGBH and Northern Illinois University are partnering with Finnish researchers from University of Tampere and University of Aalto. Together these groups have an extensive set of research-grounded games encompassing science, technology, engineering, and mathematics topics, for audiences from pre-K through postsecondary/undergraduate. Each team in this consortium is examining engagement in game-based learning in a different yet complementary way—methodologies across the research team include a variety of surveys, video analysis techniques, experience sampling methods, and educational data mining. The FUN researchers are conducting cross-team studies to look for similarities and differences arising in different cultures and different gaming environments. This research begins in spring 2013 with large national surveys of youth 14-18 in both countries to examine the relationships among game experience, gamer identity, science identity, and understanding of the nature of science.