

EdGE @ TERC

The Educational Gaming Environments group (EdGE) at TERC is a research design and development team that is investigating the possibilities—and challenging the assumptions—of game-based learning environments. EdGE is designing 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.



- *Impulse*—Propel particles, avoiding destruction as you make your way to the goal! Take it fast, take it slow, just don't crash!
- *Quantum Spectre*—Use mirrors, lenses, and more to guide laser beams through mazes to reach colored targets in this scientifically accurate and wildly cool laser game.
- *STEMLandia*—The Nature's Apprentice Geocaching Adventure begins April 2, 2014 and runs through June. Discover the world of nature at the Arnold Arboretum (Boston, MA) while you hunt for 10 hidden geocaches.
- *Ravenous*—Get from here to there, find what you need to survive, avoid predators, and hook up with that special "somebird." Coming soon to computer browsers, iPads, iPhones, and Android devices!