Ravenous: Play like a bird, be the bird
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The
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Open the door... let them out.

freeman dyson
72% of kids 8 and under have used a mobile device. Time spent on these devices among kids has tripled since '11.

Tweet - Sandbox Summit 2015
“Give me a lever long enough and a fulcrum on which to place it, and I shall move the world.”

Archimedes
Ravenous - One of EdGE’s levers
Flight, energy, adaptations, ecology
Control: Tap (or click)
Objective: Survive, fly far, optimize energy use
Bridge Activities

Connecting to the outside world…

WHAT THE ROBIN KNOWS
HOW BIRDS REVEAL THE SECRETS OF THE NATURAL WORLD
JON YOUNG

[Image of a bird in flight over water]
Bridge Activities

Working with teachers to develop...
What playing the game tells us…

Research

Looking at (schools):

- Click data
- Video
- Implicit learning
- Affinity (pre/post)
- Compare classes (treatment/control)
Future of Ravenous

More birds and interactions, refine mechanics.
Ravenous...on the EdGE of science and play!

Use games (like Ravenous) and find your lever!
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