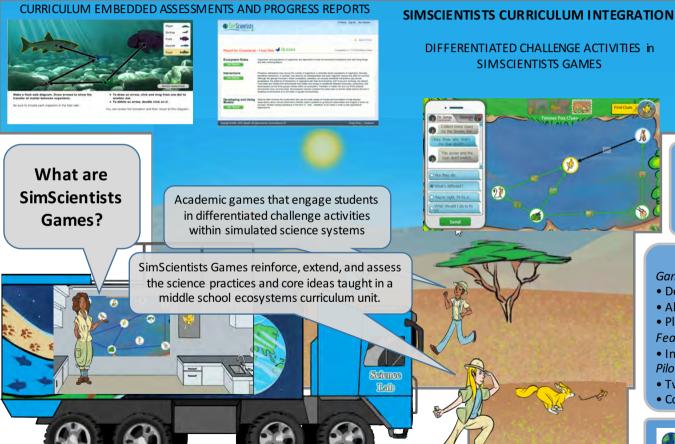
# **SimScientists Games**

Development of Simulation-Based Game Designs to Enhance Formative Assessment and Deep Science Learning in Middle School PI: Edys Quellmalz, Co-PIs: Daniel Brenner, Andrew Grillo-Hill, Matt Silberglitt (WestEd)

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#### SUMMATIVE ASSESSMENT AND REPORT





### **Project Goals**

- Create games that assess and promote student learning
- Document effectiveness, feasibility, and utility
- Explore potential to measure and support collaboration
- Document design principles for additional science systems

## Research Design

### Game Development (2015–16)

- Design and develop two 45-minute games
- Alignment to learning performances and assessment targets
- Play testing, focus groups, think-aloud studies; revisions
   To rail illin Testing (2016, 17).

# Feasibility Testing (2016–17) • Integrate into instruction in the classrooms of s

- Integrate into instruction in the classrooms of six teachers *Pilot Testing (2017–19)*
- Two rounds of revision and subsequent pilot testing
- Comparison group using SimScientists without the games





