More Fun and Games for Collaborative Play

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and

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http://UCGameLab.net

Overview

- **Collabora
  tive

  s
  cience learning game (SLG) environment at Discovery Science Center**
  - **DinoQuest**
  - **DinoQuest Online (DQO)**
- **C
  ol
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  a
  borative game world for semiconductor or nanotechnology fabrication**
  - **FabLab training simulator for Intel**
  - **Nanotech design environment for K-12 (pending)**
- **Collaborative
  virtual

  w
  orld for envisioning possible cultural and technological opportunities**
    - **Intel Research (w/ Linden Labs)**

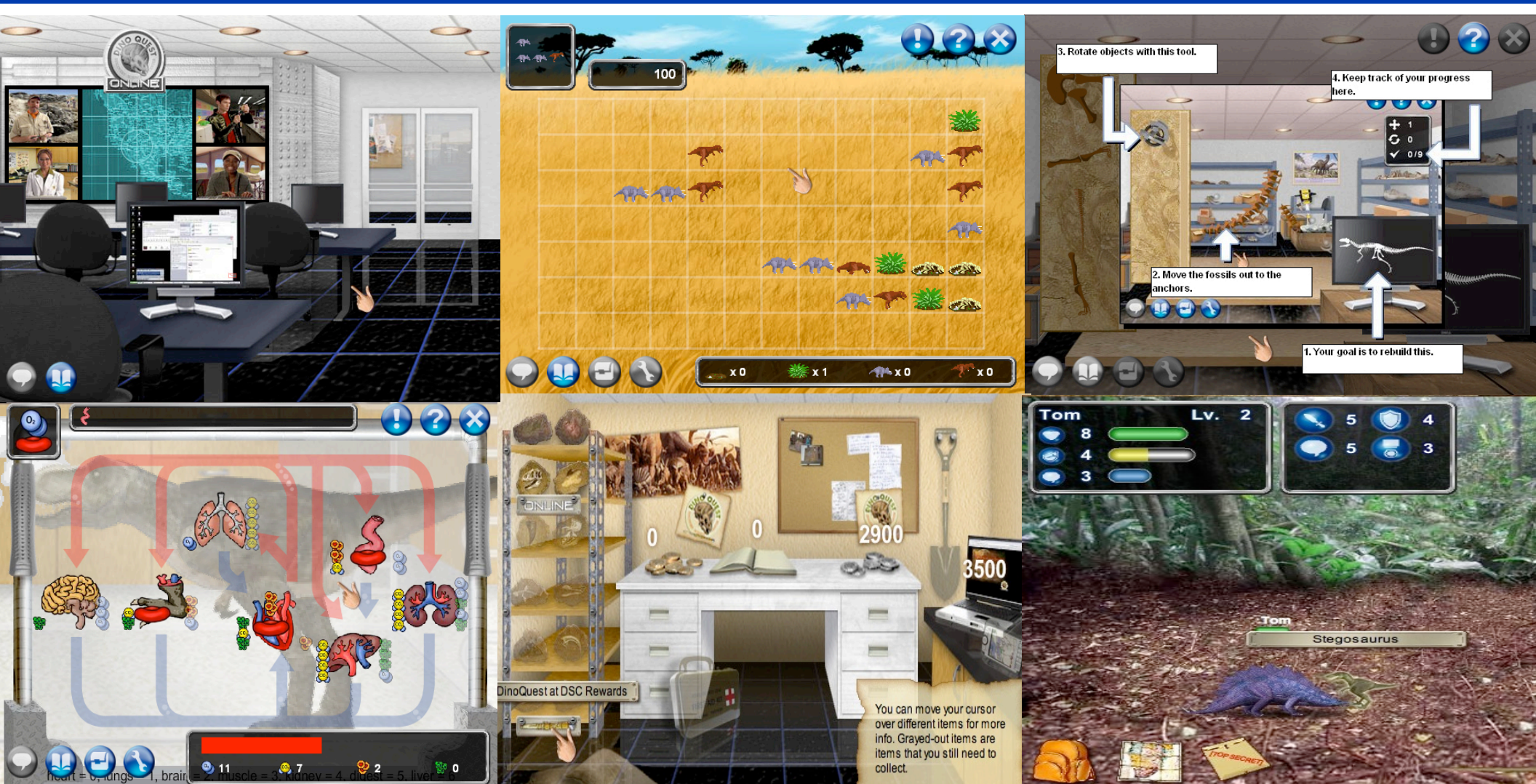# Mixed reality games for informal science education for K-6 students and families

Field Site
BioMech Lab
Zoology Lab
Habitat Lab

DinoQuest Research Team and Collaboratories:
Diverse Science Role Models (ethnicity, age, gender)

DISCOVERY
SCIENCE CENTER

DINO QUEST
DISCOVERY SCIENCE CENTER

http://www.DiscoveryCube.org/

Web-based science learning games for informal science education for K-6 students and families

http://www.DQOnline.org/

Semiconductor/nanotech fabrication training game
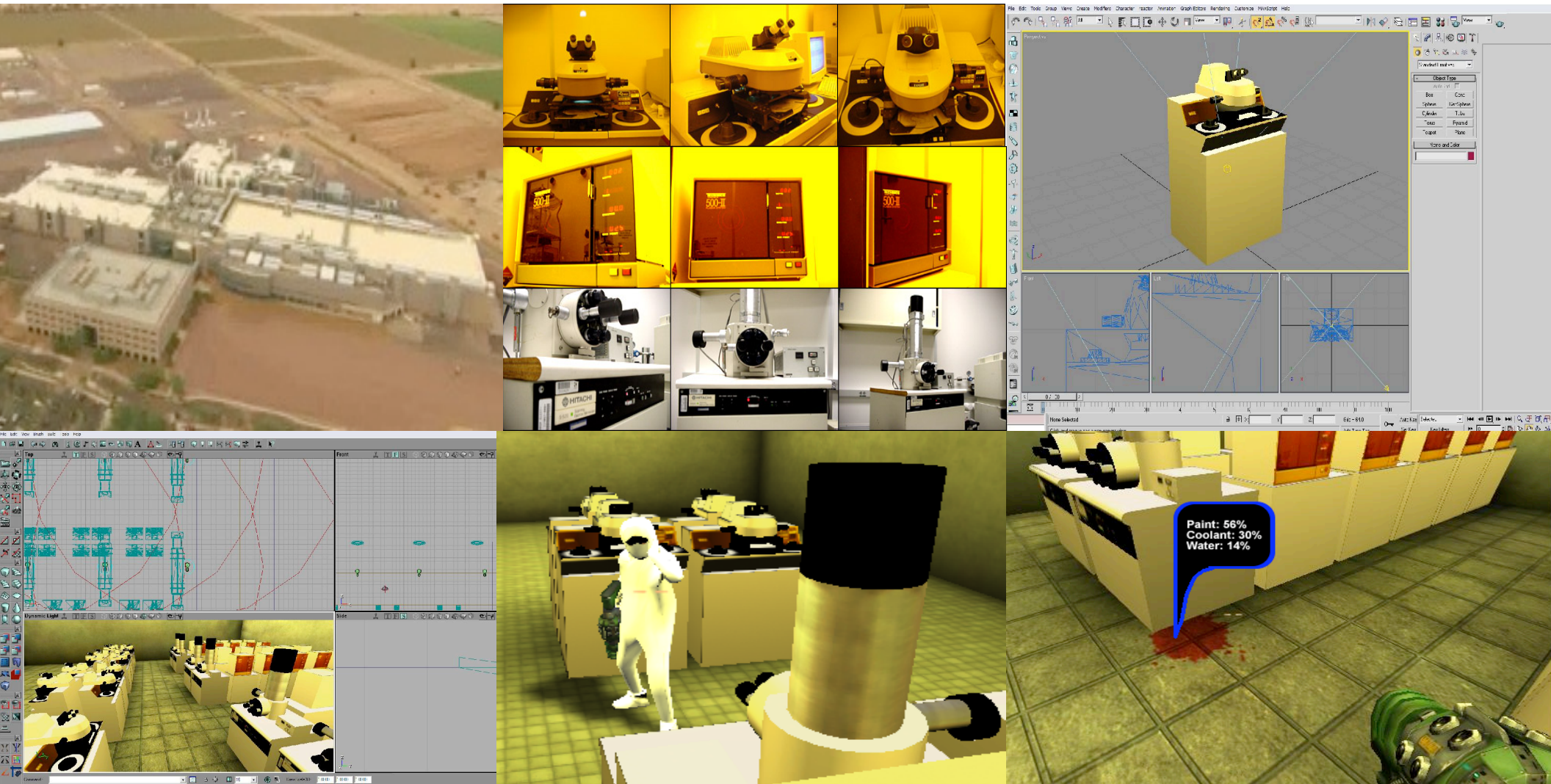
FabLab Demo Reel

Envisioning collaborative virtual worlds 2010-2012

Virtual Life Demo Reel

# 2D, side-scrolling, WoW-inspired, role-playing game and open source game engine

Aoedipus.net

2D, side-scrolling, extensible role-playing game (engine)

- *WTF?!* released about two weeks ago
  - 1
    00
    0
    +
    linked postings already indexed by Google (viral marketing)
  - Global players
    - US, UK, Netherlands, Austria,
      Turkey,

      F
      inland, Australia, Germany, Hungary, Greece, Latvia, etc.
  - Recommendation/review sites
    - Digg, WoW Forums, Onet News, Reddit, BoingBoing, PlayThisThing, MSN India, WIRED Blog
      Network,

      F
      orTheHorde (WoW Social Networking), NewGrounds, etc.

Goal: Develop cyberinfrastructure for networked SLG-based science centers

MMOSLG Web 3.0 System

Tier 1   Tier 2   Tier 3   Tier 4   Tier 5
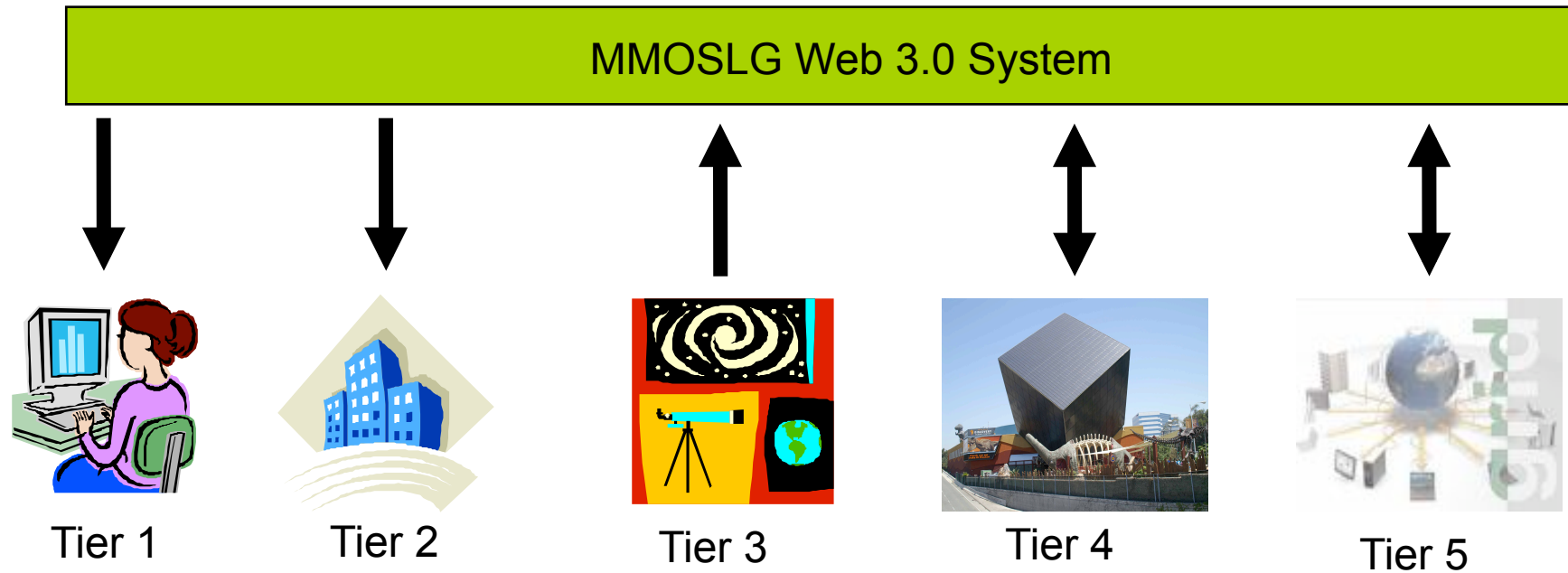
Tier 1:   Individual player connection: your Internet connection at home.
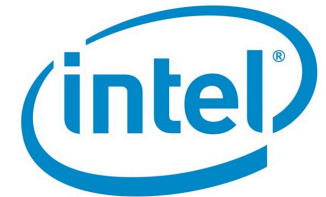
Tier 2:   Local institutional connection: library, science center, school.

Tier 3:   Regional science center provides local exhibit content connected online.

Tier 4:   "Gateway" science centers provide open interfaces and extensible content.

Tier 5:   Science Center Grid: **Massive Multiplayer Online Science Learning Games and collaboration infrastructure** for informal K-12 science education

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