Increasing Youth Environmental Engagement Through Location-based Mobile Games

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Complex global challenges require good scientific thought.
Years 10-13 are important for developing identity
We are connected and mobile
Informal Community Science Investigators (iCSI)

- Location-based mobile games
- Informal learning institutions
- Ages 10-13
- Science learning and positive community involvement
I had fun playing the game
I had to think like a scientist
I did well this time and can do better next time
Science helps us understand and solve problems
I can do more science
The Garden/Zoo does cool science
I did well this time and can do better next time
Science helps us understand and solve problems
The Garden/Zoo does cool science
What Is a Location-Based Game?

The white oak is a large and stately plant, used by many animals as a home and food source. High in tannin.

Do you want to eat the leaves, fruit, or bark of the white oak?

- Leaves
- Fruit
- Bark
Why Location-Based Games?

• Games can be useful teaching tools
• More interactive than a tour
• Kids report noticing and learning new things
• Encourage interaction with the physical environment
Challenges

- Software development
- New paradigm for games
- “Do” stage—moving from games to action
- Finding visitors aged 10-13
Successes

- Fun!
- Better games
- Summer camps
  - A lot of interest
  - Fun and learning
  - Retention
www.taleblazer.org
Thank You!

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References


