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

iCSI Team

Missouri
Botanical
Garden

Massachusetts
Institute of
Technology

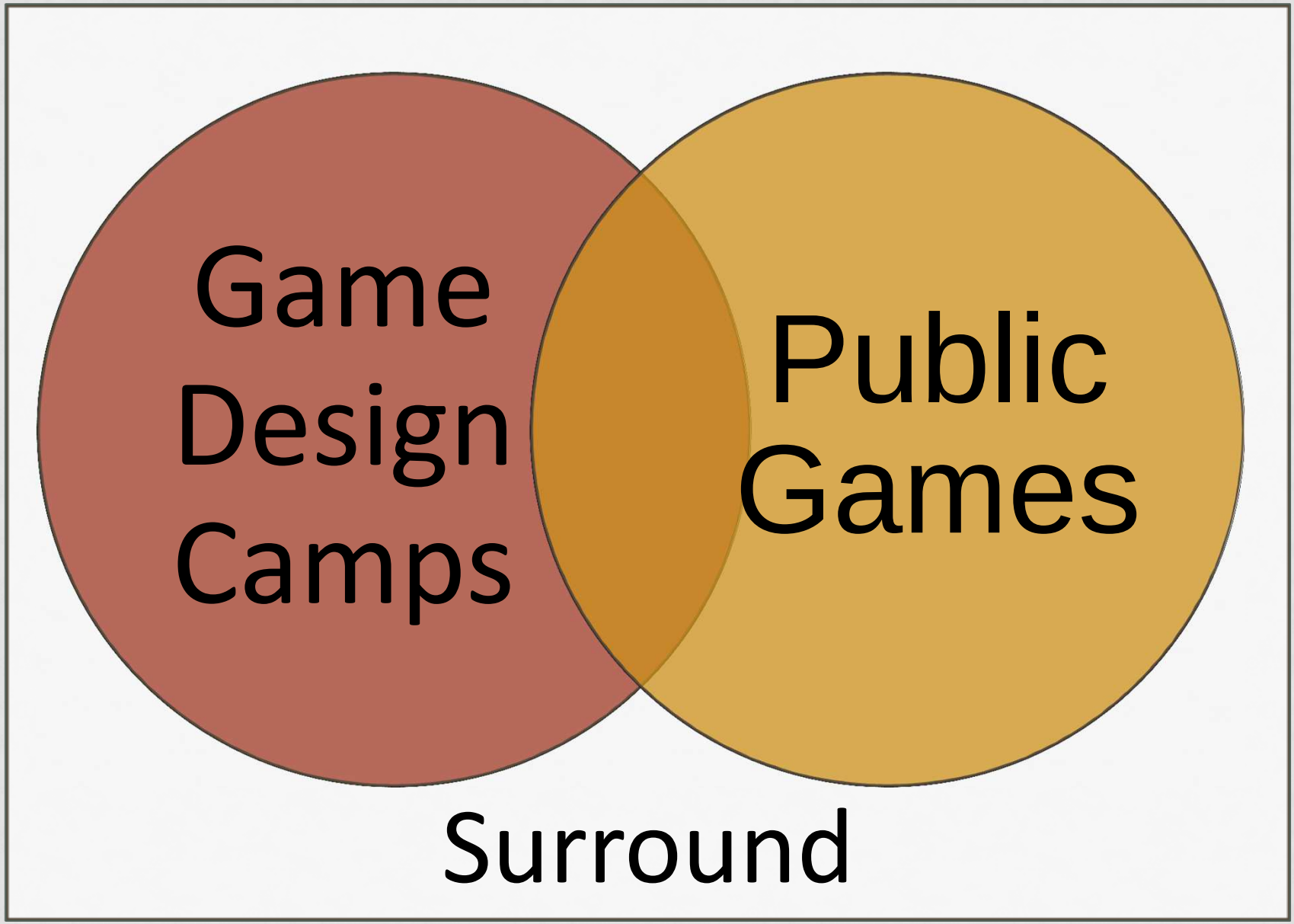
PEER
ASSOCIATES

Red Butte Garden
THE UNIVERSITY OF UTAH

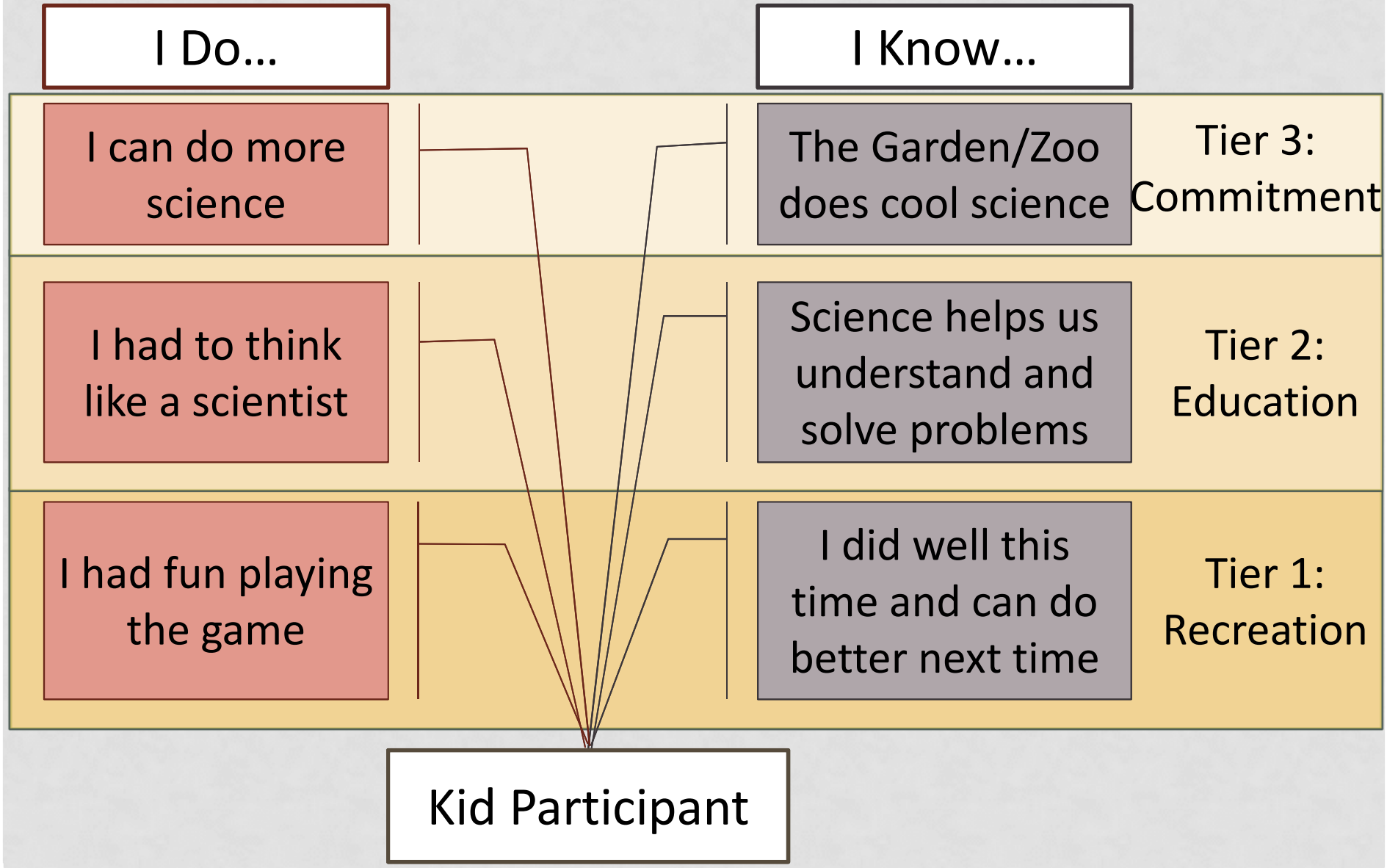
COLUMBUS
ZOO
AND AQUARIUM

SAN DIEGO
ZOO

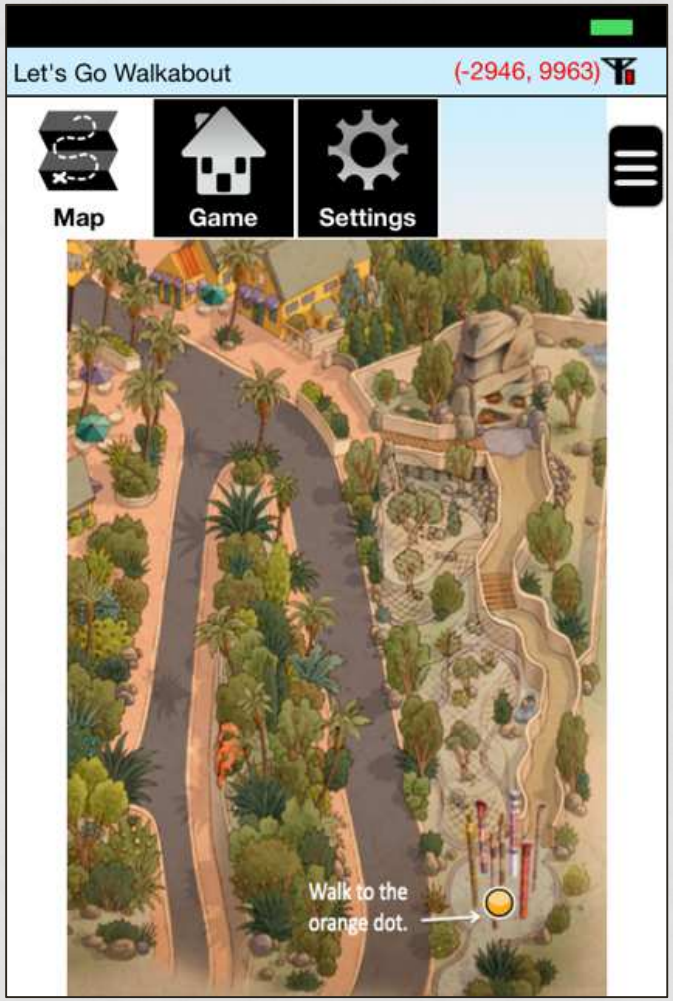
iCSI Program



Participant Outcomes



What Is a Location-Based Game?

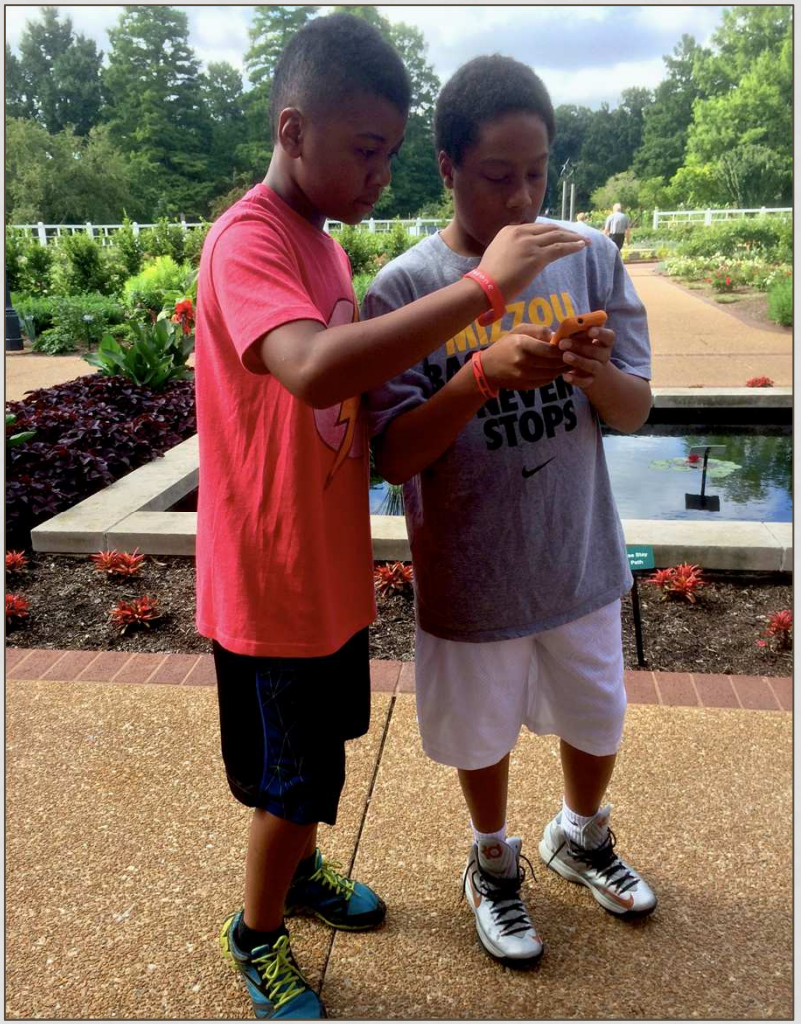


Why Location-Based Games?

- 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

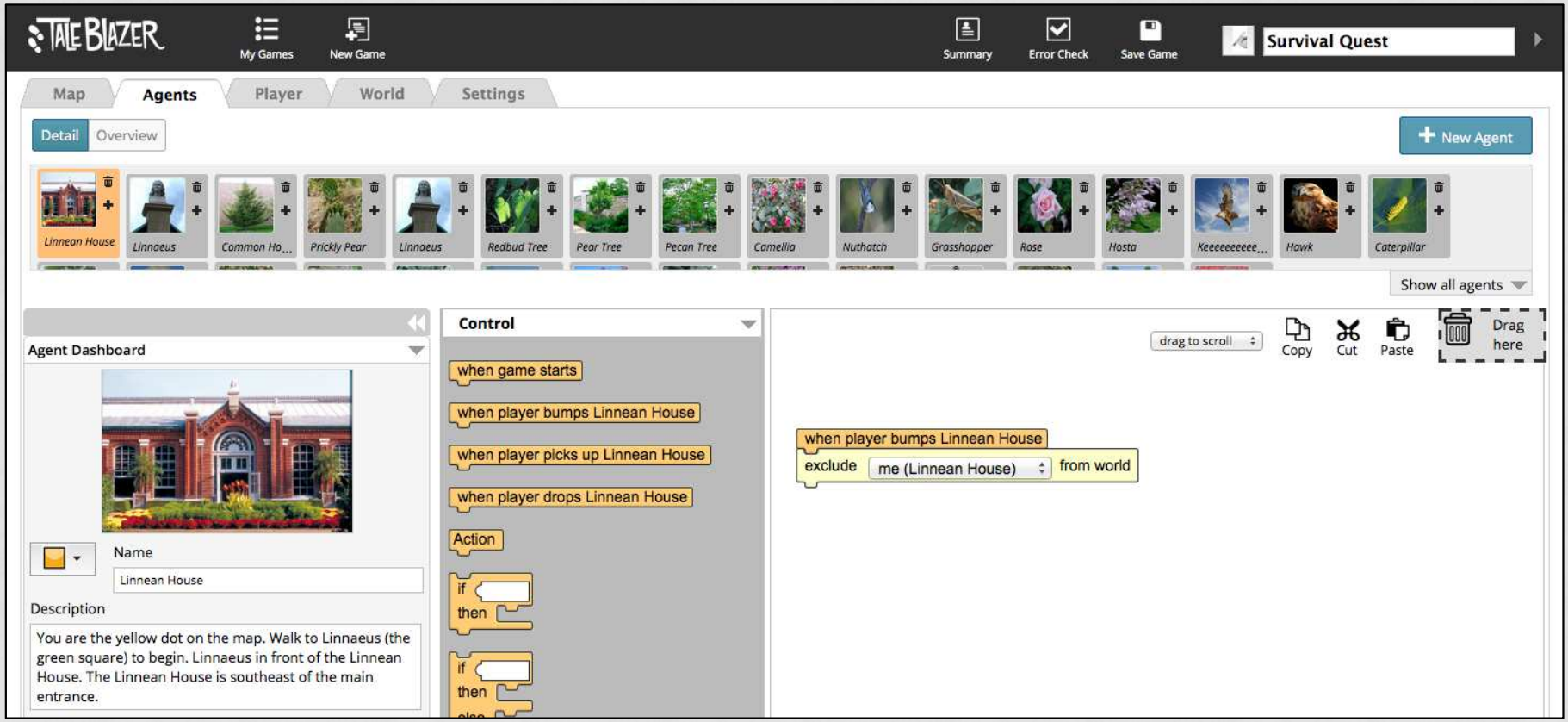


Successes

- Fun!
- Better games
- Summer camps
  - A lot of interest
  - Fun and learning
  - Retention

TaleBlazer

www.taleblazer.org



Thank You!

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References

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