

Edutainment Game

As video games become increasingly more common, teachers and parents are increasingly using them to supplement their children's educations in a fun way. Educational games may improve student engagement and incentivize learning. In the past, games such as *the Oregon Trail*, *Number Munchers*, *SimCity*, the *Dr. Brain* series, and *Mavis Beacon Teaches Typing* have all been used to either teach or reinforce ideas.

Your team will design and prototype a new educational video game. This game must be suitable for students between 4th to 6th grade (late elementary school or early middle school). You may choose to narrow the target age range. The target demographic will likely have an effect on the text, concepts, and mechanics that you want to use; Young children may not have the reading, motor, or analytical skills required for some designs.

The game must have an educational component. The Massachusetts Department of Education and Common Core standards can give some suggestions for topics that are appropriate for different age levels.

This project is open-ended. You have freedom to choose the language, engine, genre, and topic for your game.