



Sonu Jose

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My research investigates the viability of using digital interactive games for disseminating complex scientific concepts to K-16 and lay audiences. We plan to build a series of casual games that require the vocabulary of climate change research to play and win. We will then evaluate the gain in players' understanding of climate change concepts. Using games as the lure, we hope to make the understanding of complex systems more interactive, more competitive, and more fun.



This material is based upon work supported by the National Science Foundation under Grant No. IIA-1301726. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation.