# Web Adventures

**Online Educational Games for Middle & High School Students to Learn About Health & Science**

## What is it?
- 50+ free educational game sessions/activities
- State and national science learning standards alignment
- Problem-solving and critical-thinking learning
- Broadening STEM participation as the overarching goal
- 10+ federally funded grants from 2000–2015

## Are they good?
- 10+ million student users across the globe
- Positive impact on students’ knowledge and motivation

> “…I cannot stress enough **how valuable** these labs are to classroom teachers **across the nation** in this content area.”
> 
> [a science teacher from North Carolina]

> “…Of all the things I do in my science classes, [CSI–Case 1] stands out as **inspiring kids to science**… I wanted you to know **how impacting** that program is to my students.”
> 
> [a science teacher from Washington State]

## What is going on?
- Web Adventures was developed in Flash to be played online
- Flash reached its end-of-life

> An archival website built through NSF ITEST EAGER grant in Jan 2021 as a temporary solution to play offline, which still attracted more than **140,000 users**

## What needs to be done?
- Redeveloping the games in new technologies
- Developing a uniform game engine for all games
- Updating content to align with recent learning standards
- Creating new interactive and teacher features

> “…I just wanted to go on record as saying that these are **the BEST labs** available for my high school science class … PLEASE do all you can to find an alternate player or alternate virtual labs to replace these.”
> 
> [a science teacher from North Carolina]

## What is next?
- Raising funds
  - $500K+ for technical programming development
  - $500K for science content update
  - $100K for at least two high-need school computer labs
  - $35K for annual maintenance and user help
  - $50K per a new game in other areas of STEM

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https://webadventures.rice.edu  
https://stemforall2022.videohall.com/presentations/2570