

PI: Lisa Hardy (Concord Consortium),

lhardy@concord.org

Co-PIs: Jennifer Kahn (University of Miami), Gary Goldberger (FableVision)

concord.org/ilkmaar

Project Description

Our project aims to develop a social, game-based approach to informal data science education. We will develop a multiplayer, data-rich virtual world to support data science learning in casual gameplay and facilitated online clubs.

Key Achievements

- co-design of “The Isles of Ilkmaar” game through surveys and interviews
- *storytelling* is a fruitful co-design method; identified key themes like *balance* and *community-building* that resonated with participants

Audience & Settings

Audience: general public, learning scientists, data science educators, educational game designers

Disciplinary area: data science

Learning environment: online multiplayer games

Access and Inclusion

Our research engages underrepresented middle school girls and gender expansive youth in co-design of an educational game.



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Data Science Learning Experiences for Middle School-aged Girls in Informal Gaming Clubs | 2214516

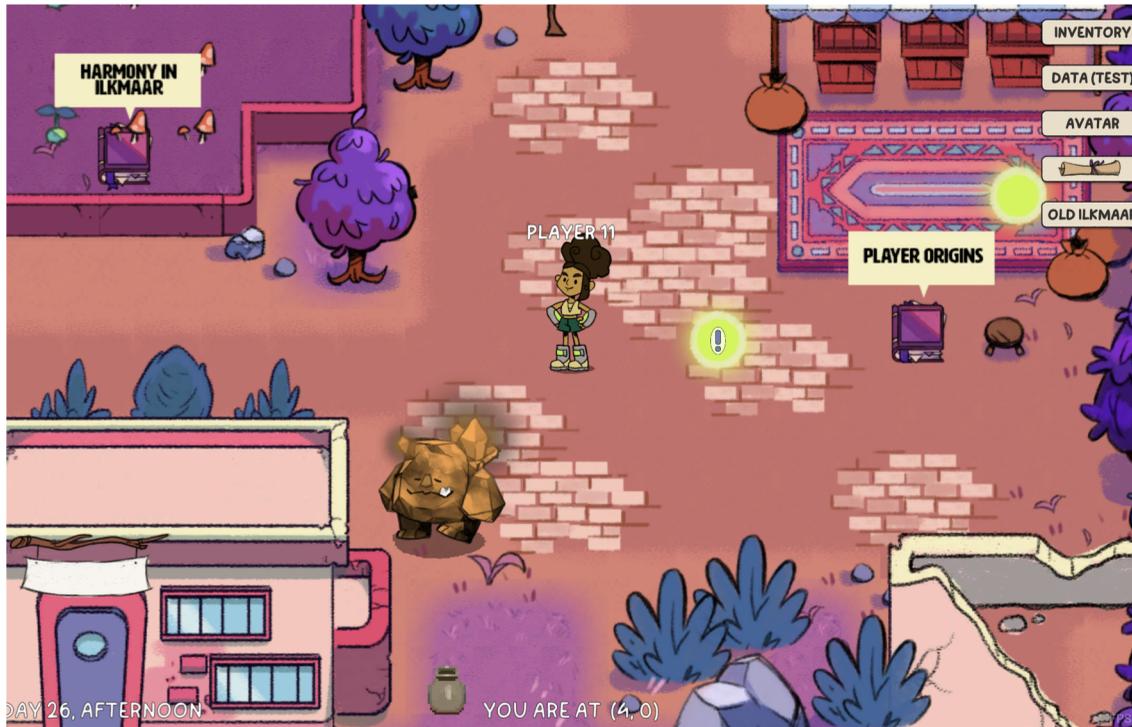


Fig 1. Game screenshot.

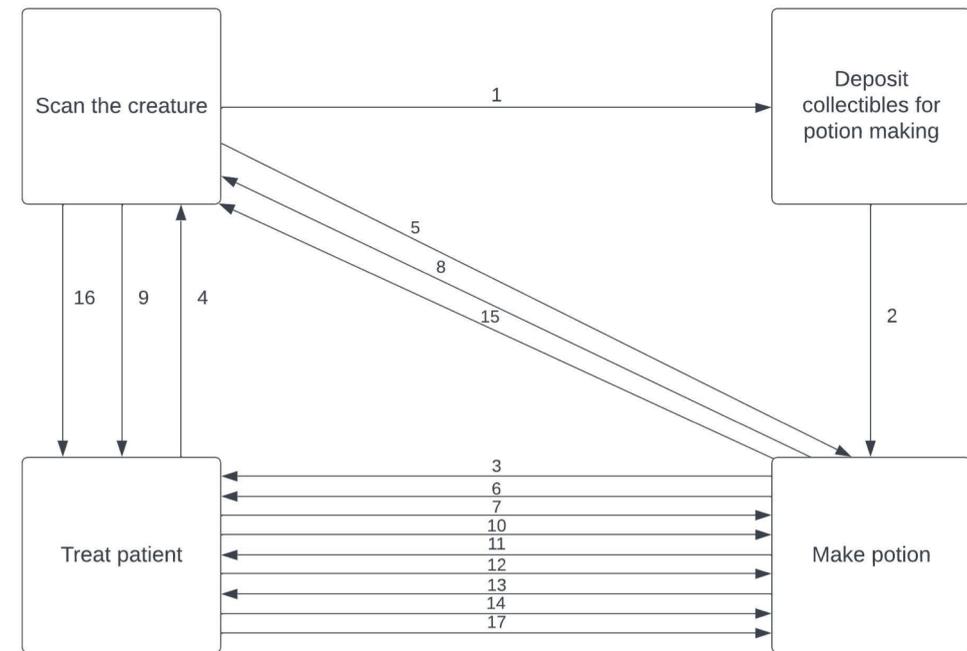


Fig 2. Visualizing player activity.

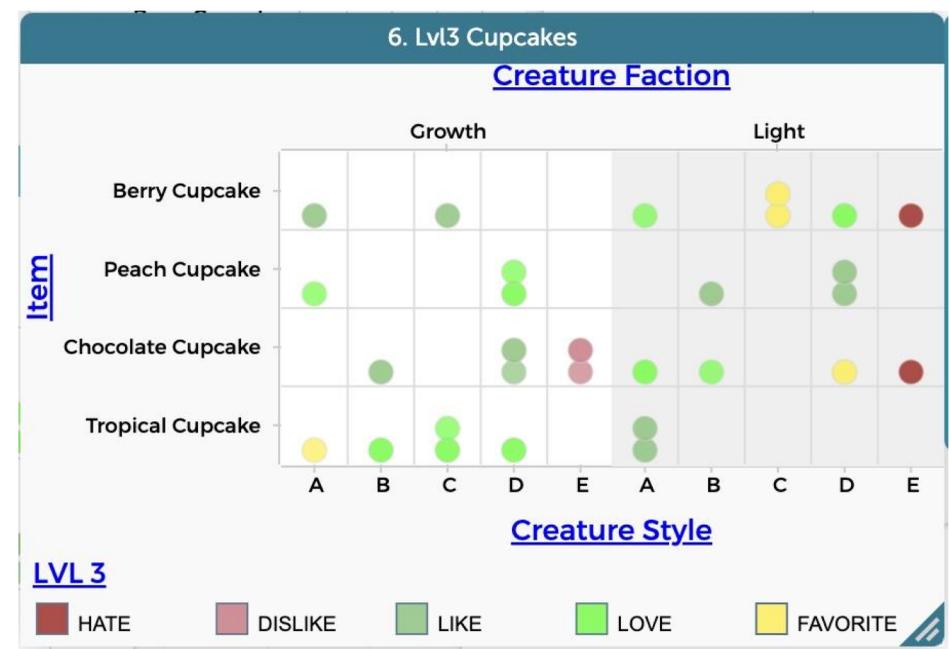
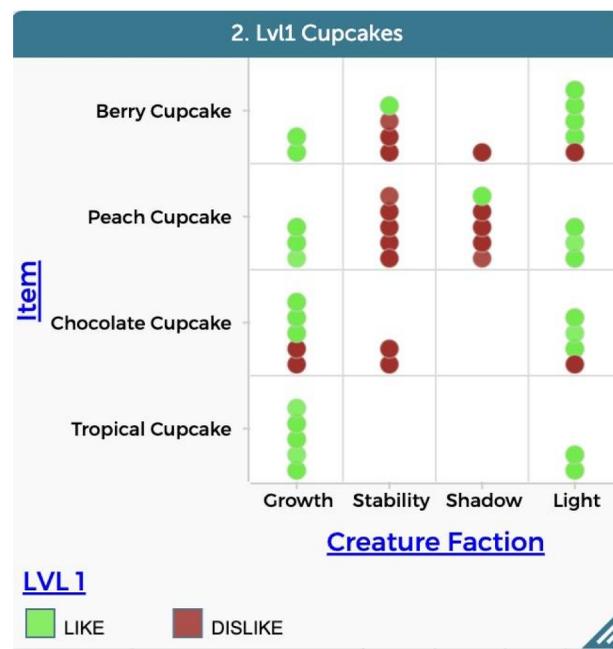
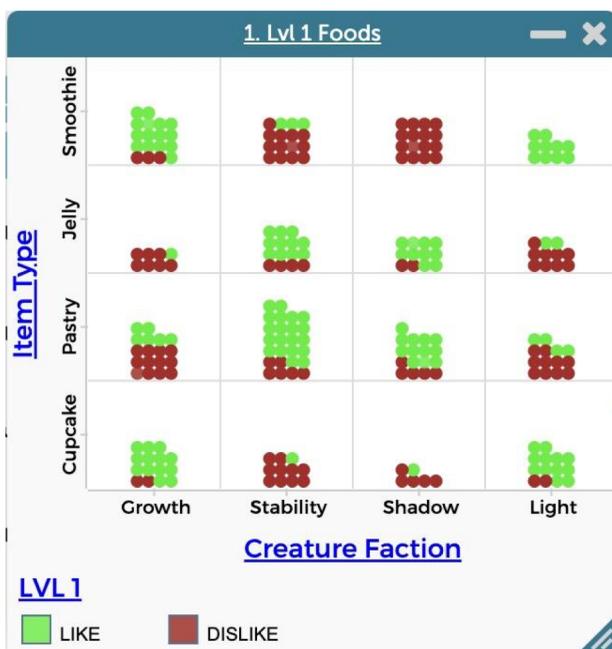


Fig 3. Data visualizations generated through gameplay.