A pop-up STEM-ed escape game for families

THE PREMISE...

1 inflatable bus

2 languages (Spanish/English)

4 fantastical venomous plants

7 wacky puzzles designed to teach concepts for reading evolutionary trees

45 minutes

Children age 8+ and their families



"We absolutely loved it! It was great family fun!! Thank you!!"



THE OUTCOMES...

- Ridiculous amounts of fun
- STEM learning for all ages
- Positive family interactions about science during the game
- Extended interactions with science concepts after the game

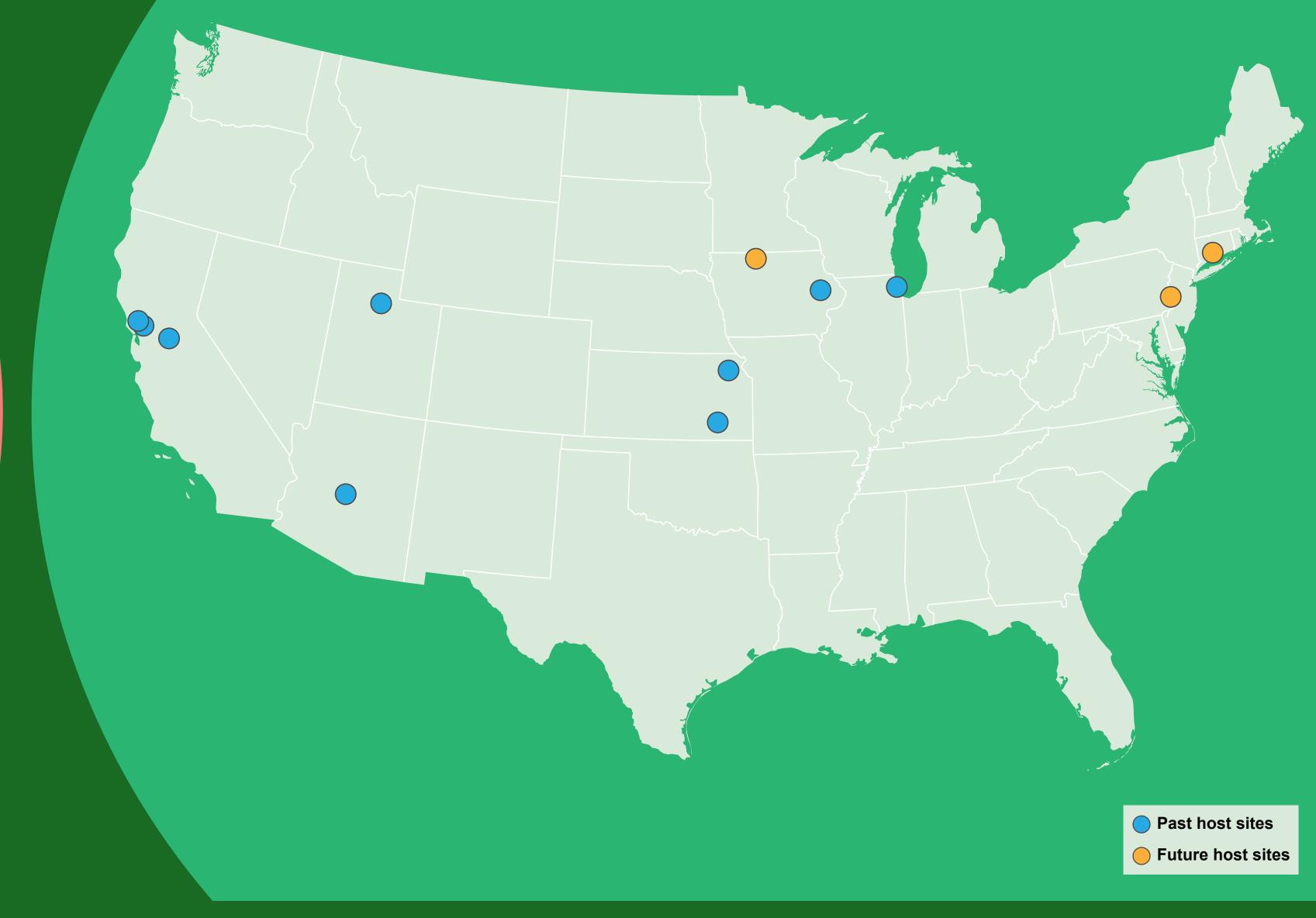
GAME STATS

Current tour: 5 museums, 4 public libraries, 3 conferences

"Wow!" moments in the game: 7 # of Players: 1200 and counting!

Success rate: ~98%

Average review rating: 5 stars Top time: 10 minutes



THE PROCESS...



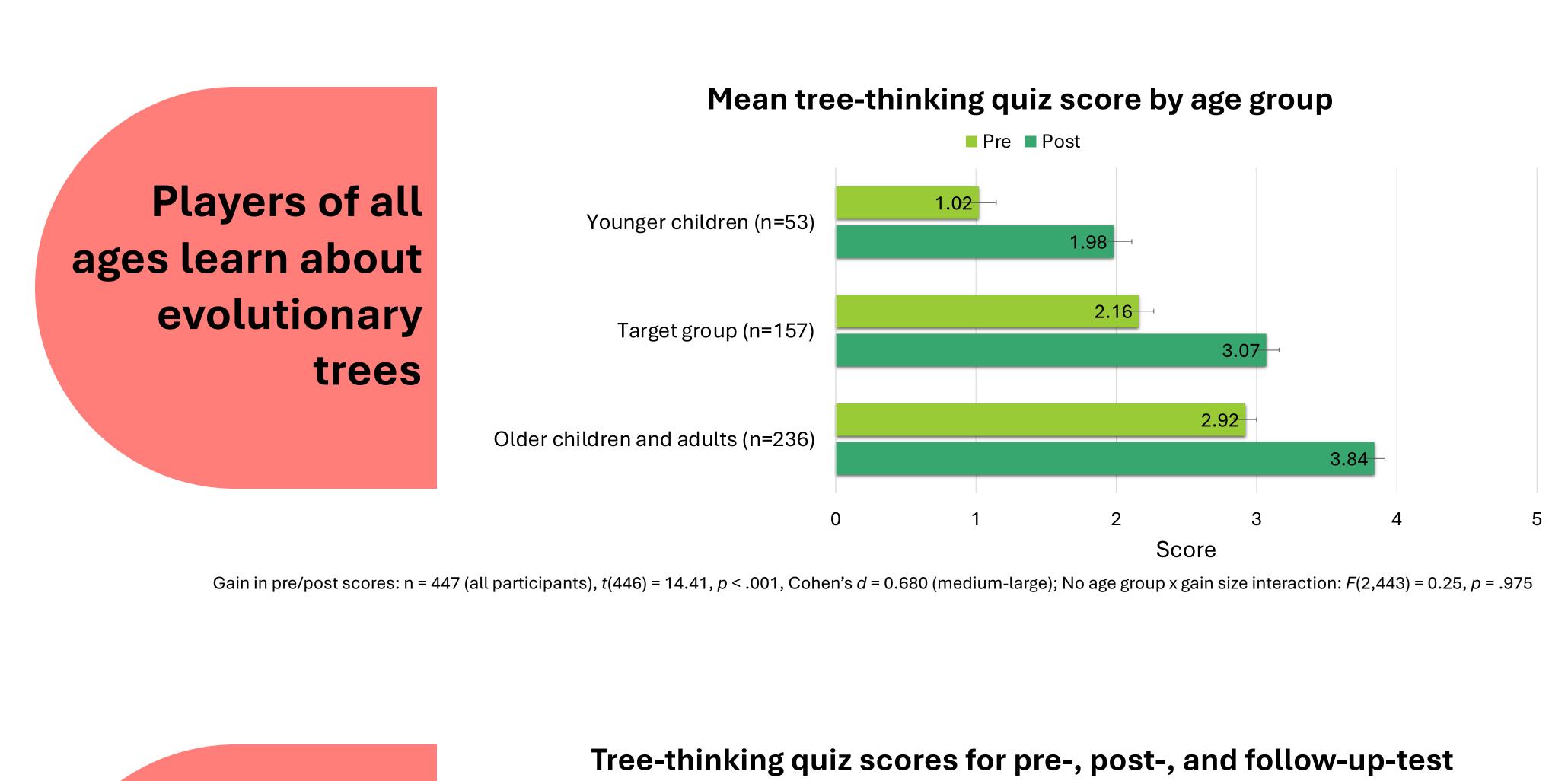




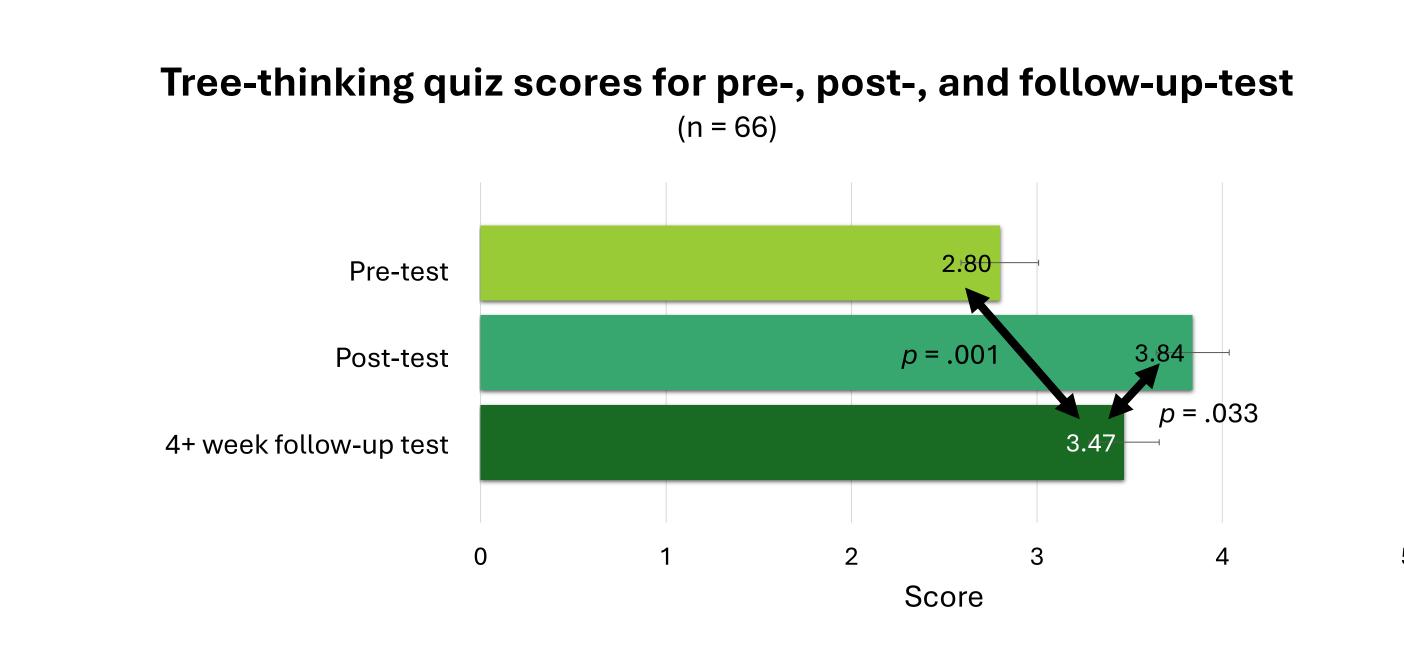




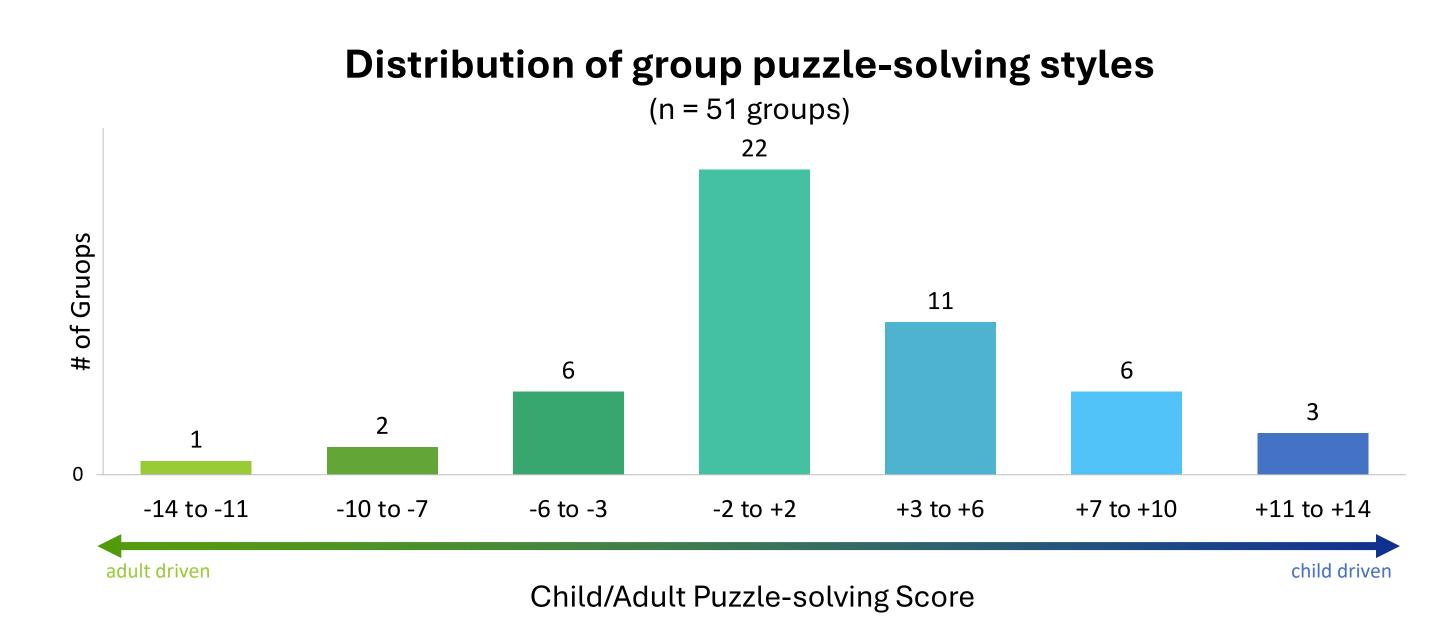
LEARNING



Players retain most of this knowledge gain 4+ weeks later

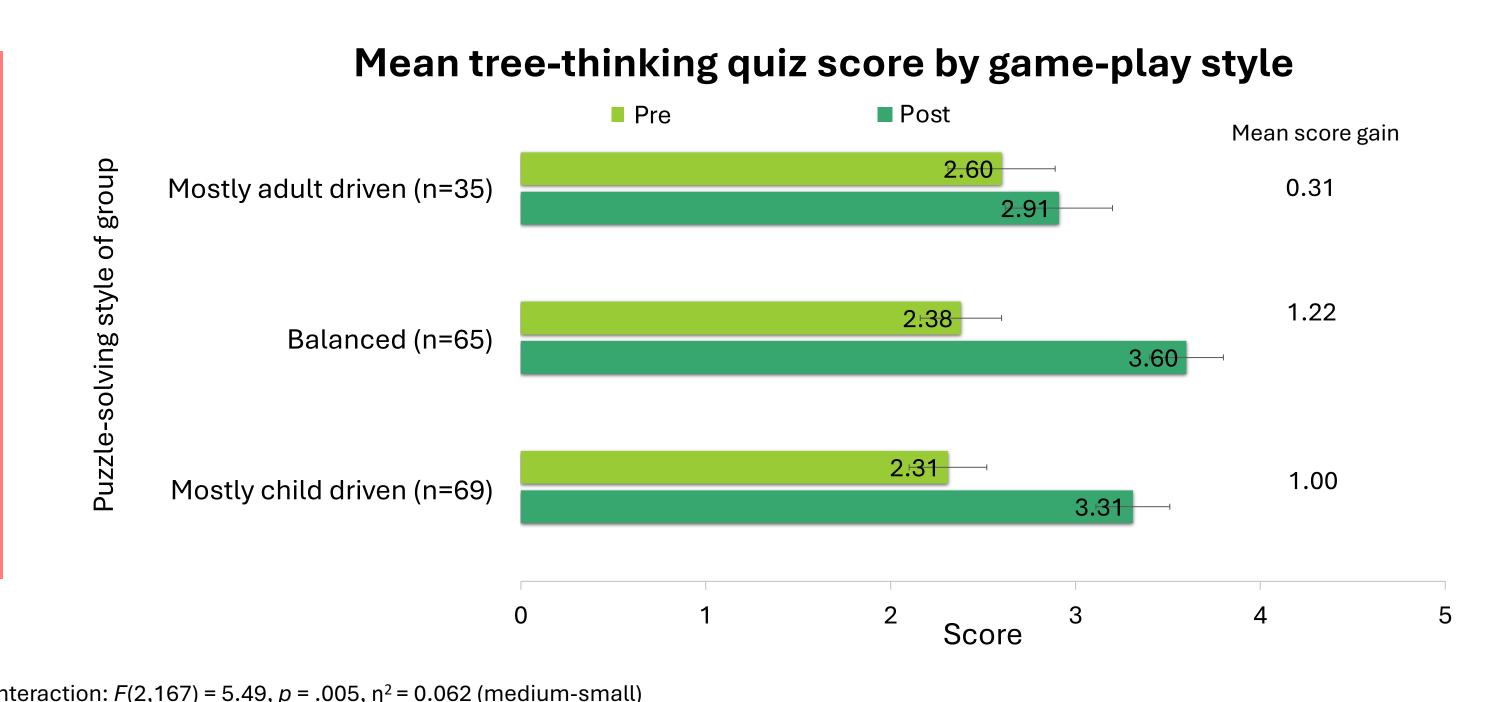


Most families work together, balancing childand adult-led collaboration



puzzles for a minimum score of -14 and max of +14

Child-led or balanced game play is associated with the largest learning gains



FUN AND ENGAGEMENT



METHODS

PHASE 1 Quantitative and qualitative mixed methods

- (n=174 people in 51 groups): Pre/post tree-thinking skills test
- Follow-up test at 4 weeks (n=66) Post-survey asking about experience playing
- Observation protocol during game play
- Written reflection banner and interview

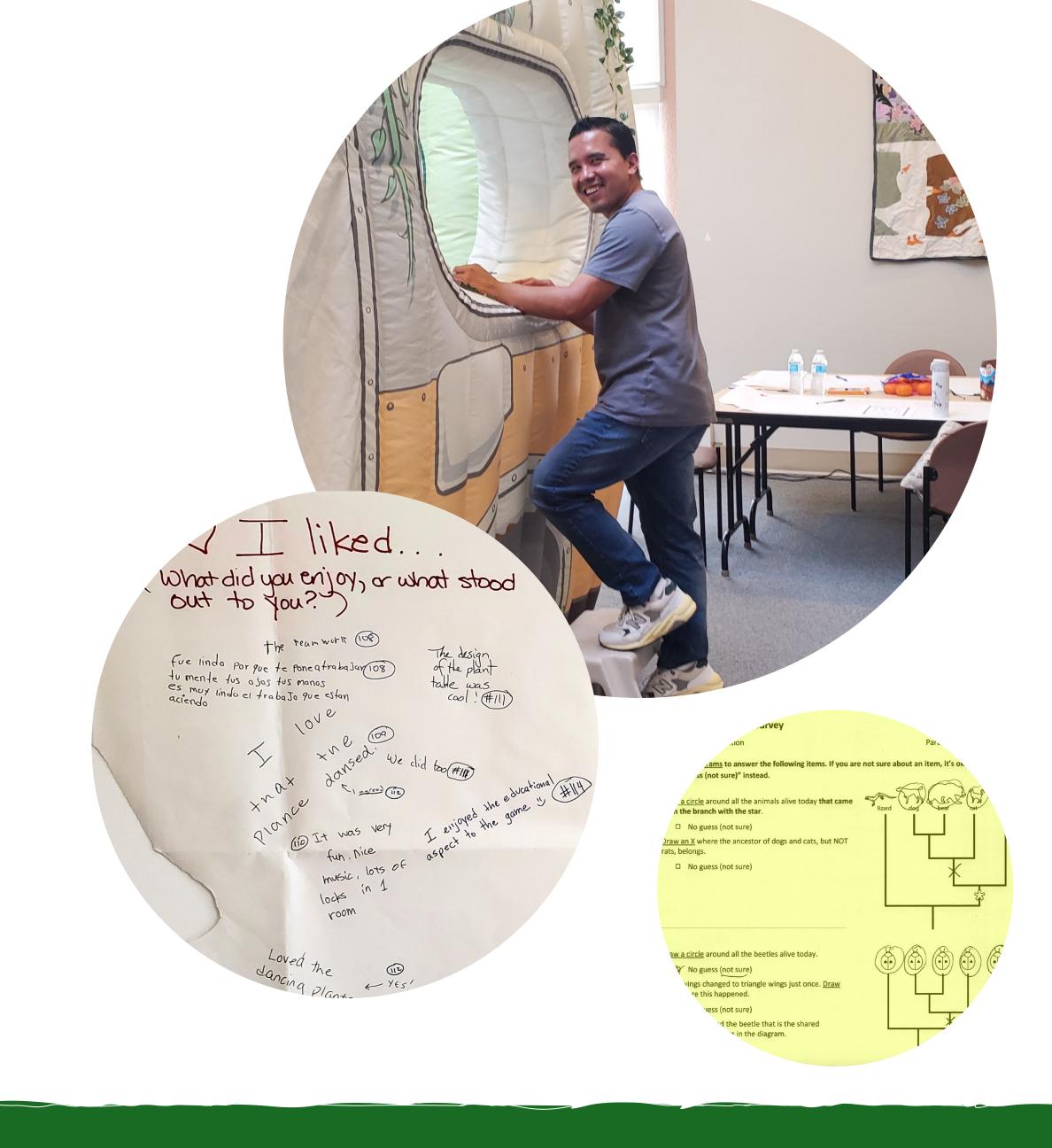
PHASE 2

Quantitative, survey-based (n=292 people in 84 groups):

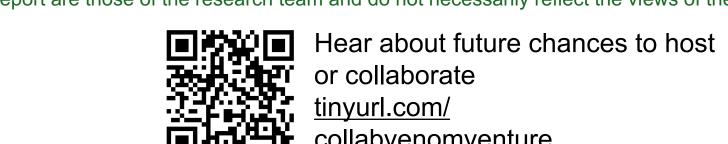
Sign up to play

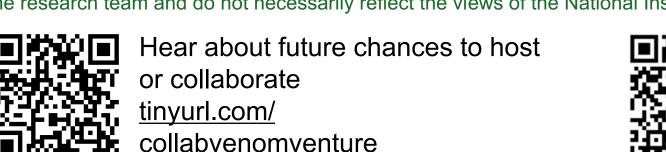
tinyurl.com/
playvenomventure

- Pre/post tree-thinking skills test Post-survey asking about experience playing
- the game



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