

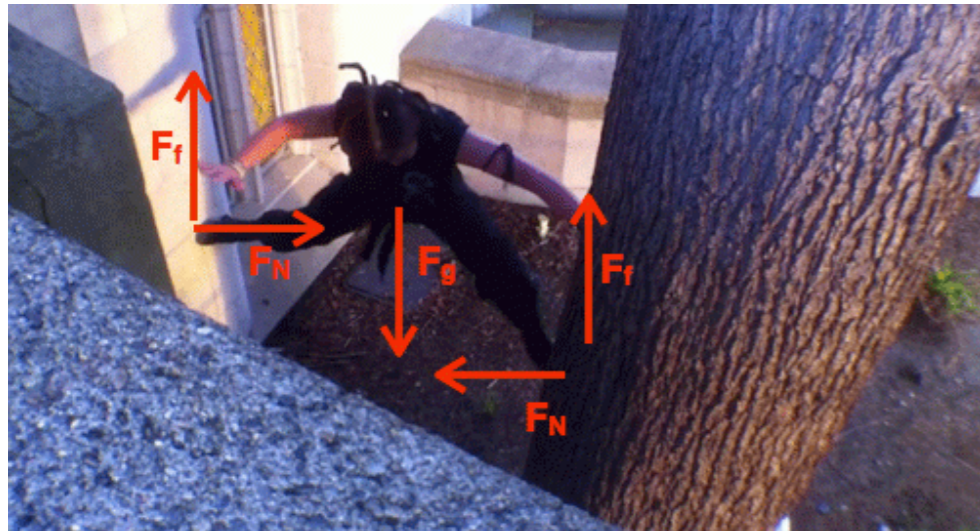


Fostering Student Motivation and Achievement:
Research to Practice
Lessons Learned from the iTEST Program
Jamie Larsen - SportsLab
Educational Gaming Environments Group (EdGE)
MA-STEM Summit
October 22, 2014

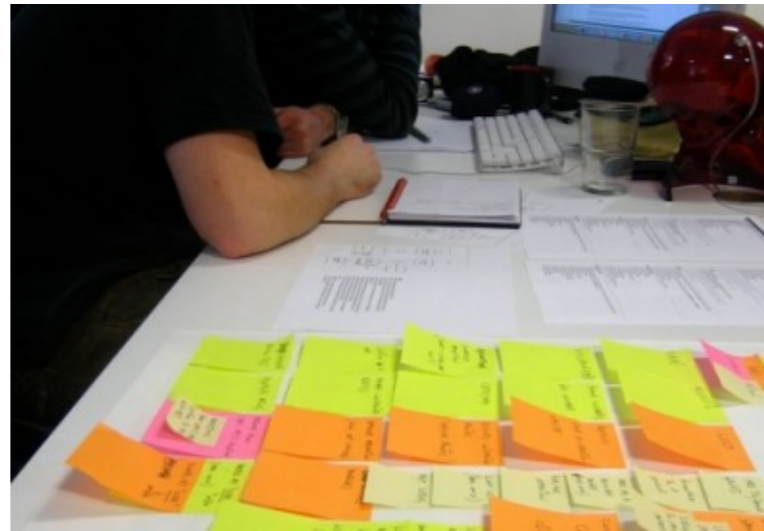




A collaborative game-based interactive environment where students (12-18) form product design teams to create and submit a concept model and pitch for a sport product design challenge. In the process they explore:



STEM concepts



21st Century Skills



STEM Careers

Through the lens of Sport Research and Sport Shoe Design





Impact - Relevant Playful Experiences
let kids try-on their future self...



Motivation - Project-based Experiences
deep engagement of the senses with passion...



Teaching - A STEM future for all
many pathways lead to STEM careers...



Barriers - Finding the Time
one more thing...



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Thanks to our partners:

