

Learning through scientific discovery

Zoran Popović

95%

IPad Mode

Rank: -

Score:



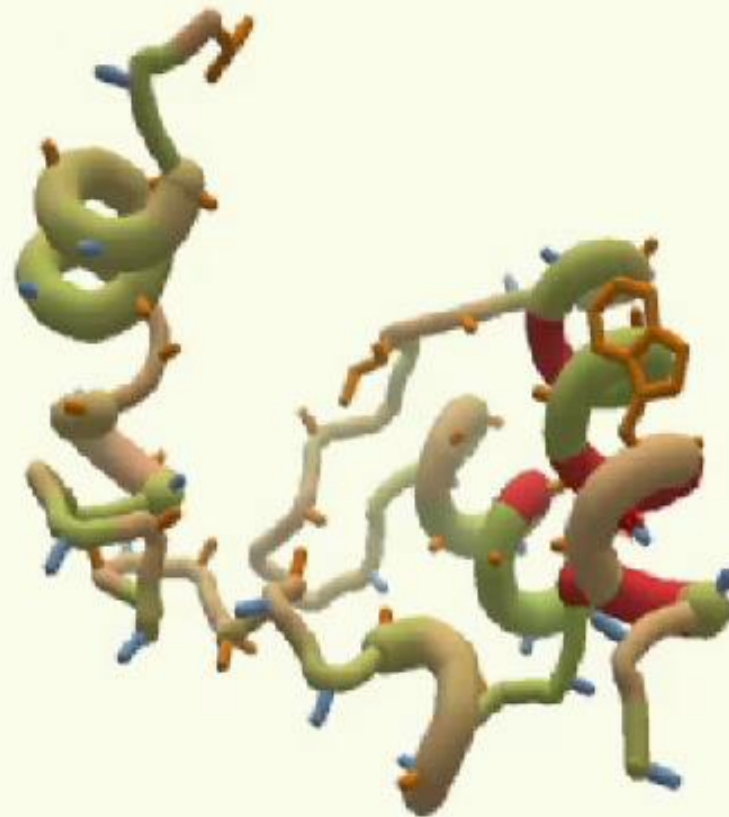
Soloist

BETA Prediction Test

No bonuses or conditions

Group Competition

Soloist Competition



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Actions Undo Modes Behavior View Menu

Chat - Puzzle

auto show

Chat - Global

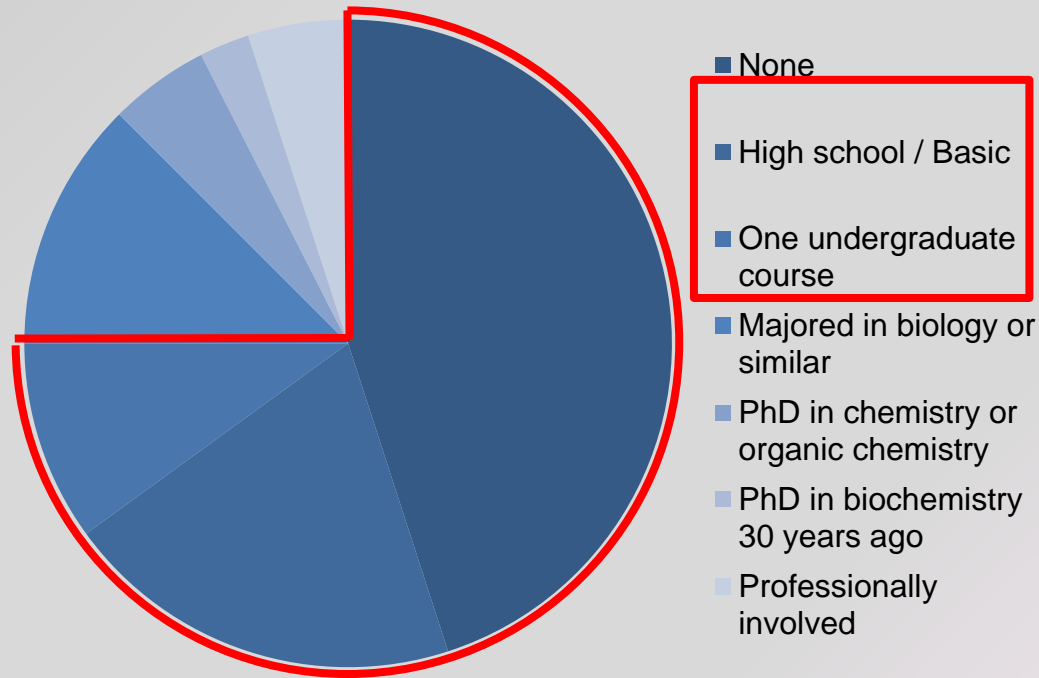
auto show

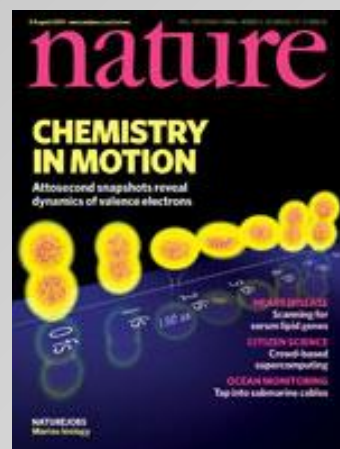
Notifications

auto show

Top 20 game-based experts

Prior knowledge of biochemistry



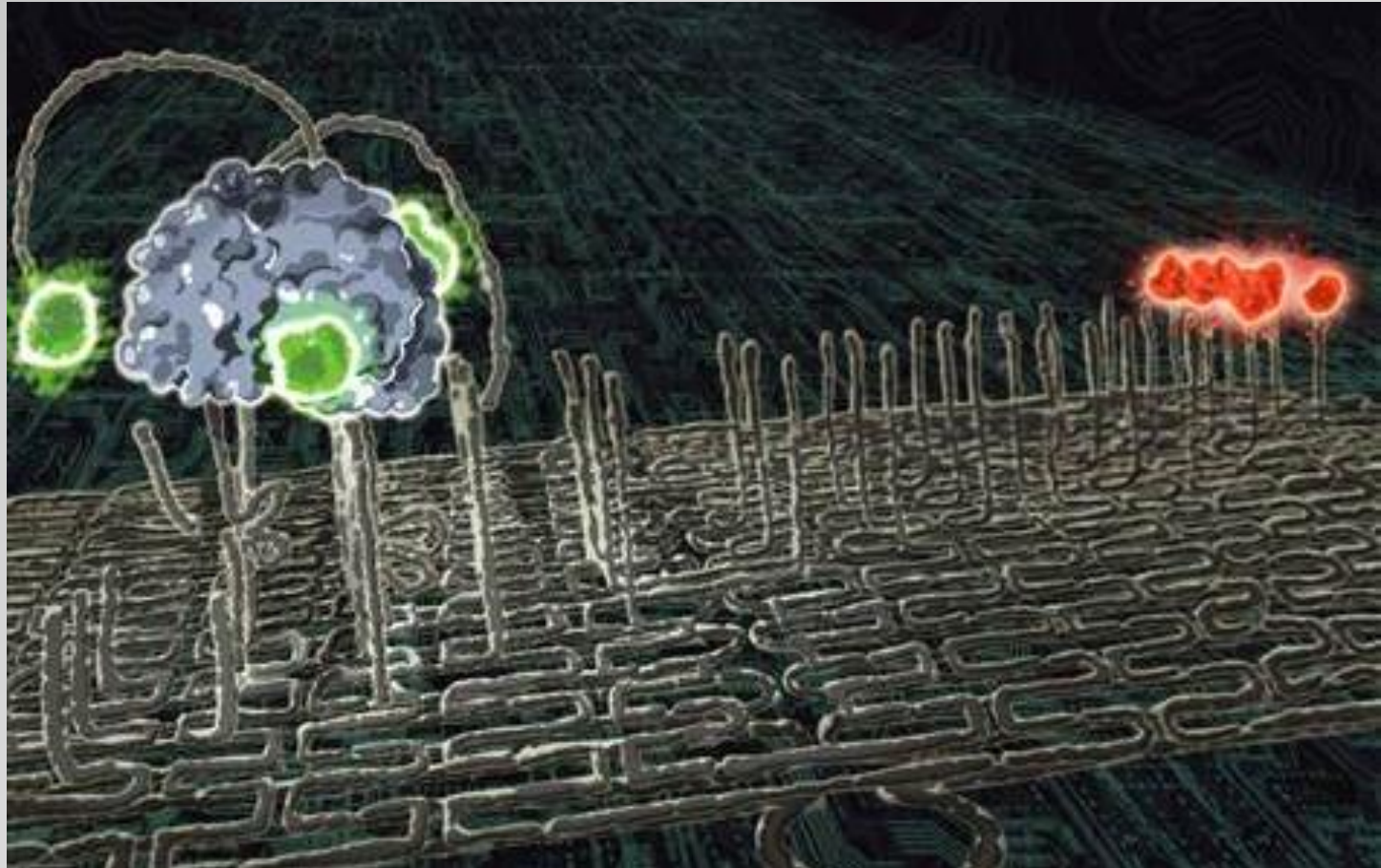


Foldit Video Gamers Join the Fight Against Ebola Virus

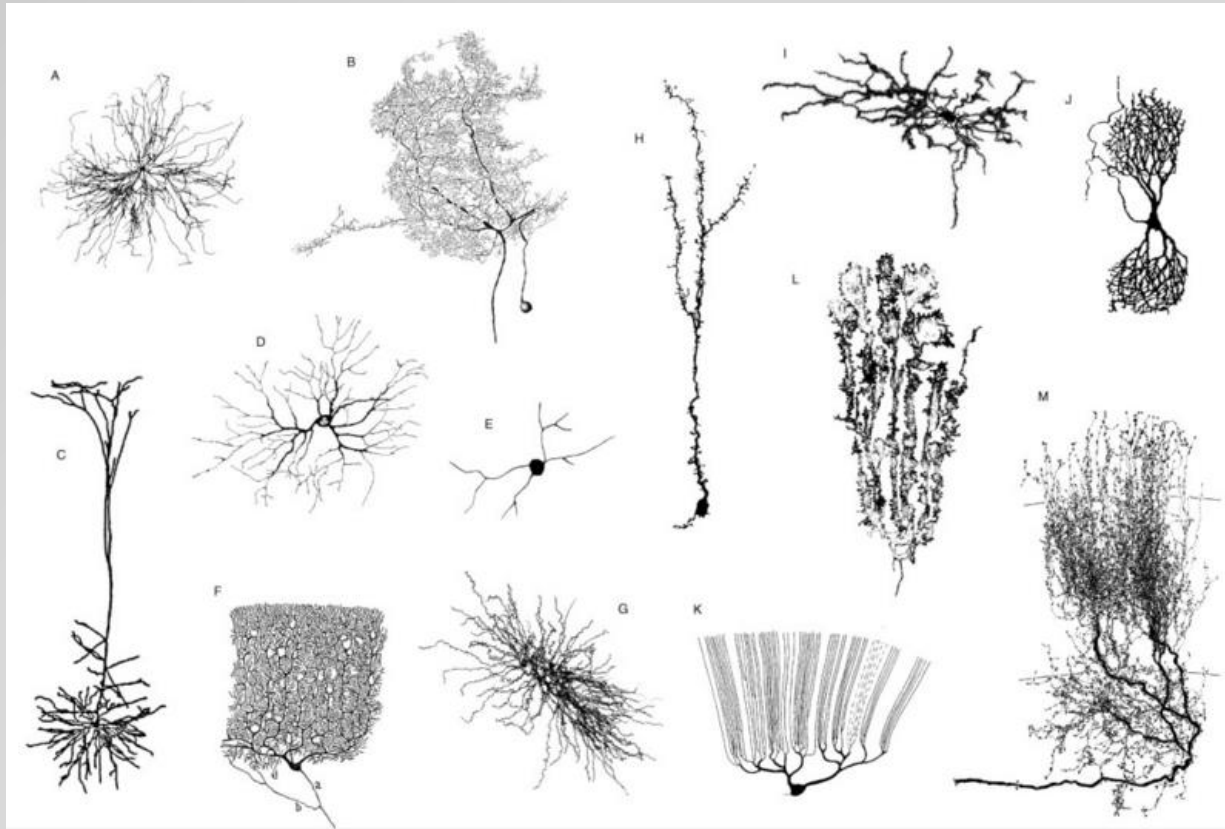
Several vaccines are already in the pipeline to counter the devastating threat posed by the Ebola virus in Africa, but game players are using a collaborative puzzle program called [Foldit](#) to help look for new treatments. The online game, which was created by University of Washington researchers in 2008, enlists players to find the best ways to twist virtual protein molecules into the desired shapes.

NANOCRAFTER





Neuron Reconstruction



Scientific-discovery for high school

- Biochemistry
- Synthetic biology
- Neuroscience

Enlearn platform

- Infinitely variable content
- Optimal pathway discovery
 - Student groups
 - Teacher
- Optimize for mastery and engagement

Mastery

3 equations without errors with behaviors that indicate fluency

$$ax + b = \frac{c + d}{e}$$

$$\frac{abx}{bc} + c + 0 = d + yz$$

$$\frac{b - c}{x} = c + d - c$$



CHALLENGE WEEK

June 3 - 7

We did it!

EQUATIONS:

390,935

TOTAL EFFORT: 6months 28days 2hours

KIDS ARE STILL PLAYING:

EQUATIONS SOLVED:

429,053

TOTAL EFFORT:

7m 20d 07

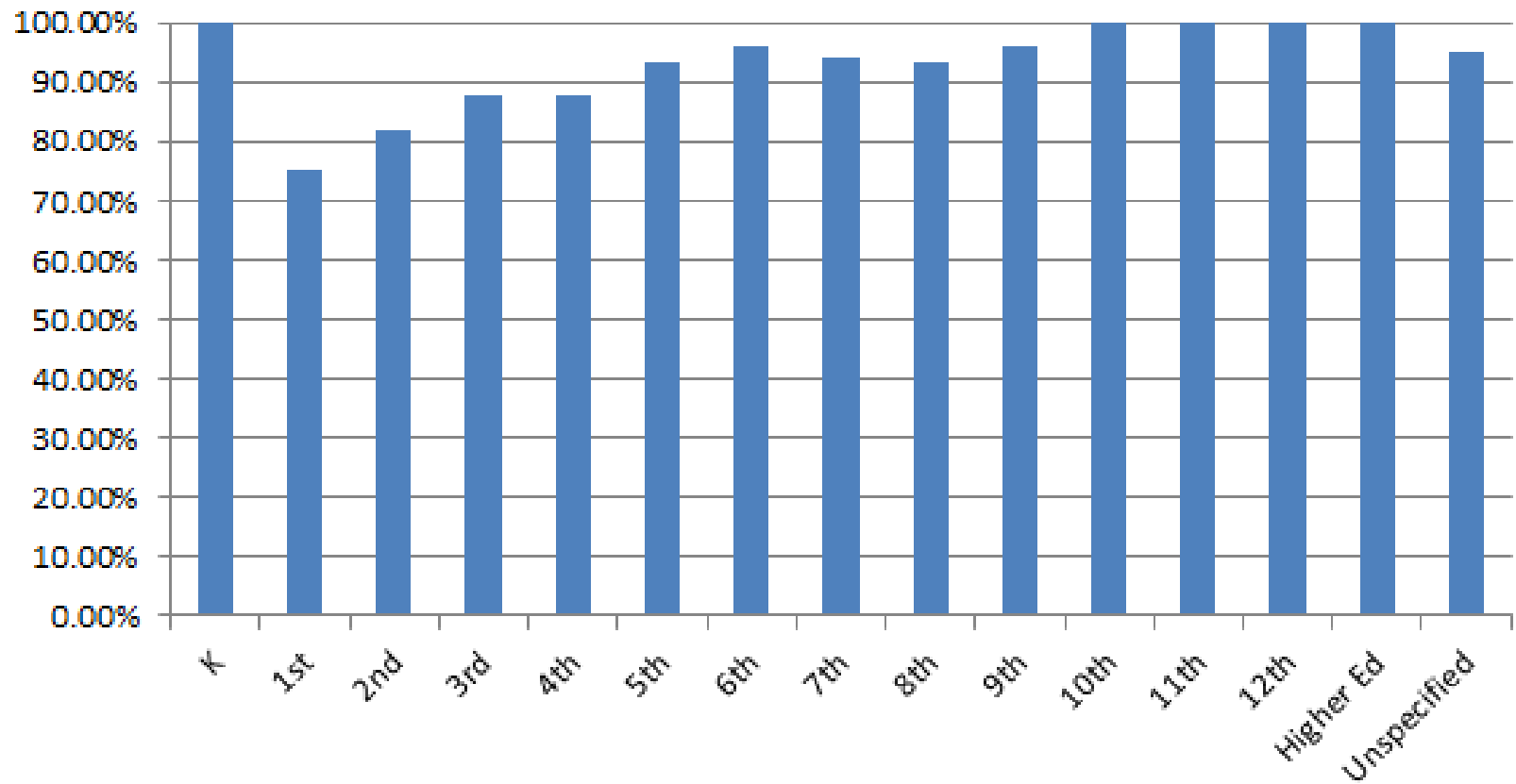


Winners Announced!

This year's Washington State Algebra Challenge was a fantastic success. Not only did we exceed our original goal of 250,000 equations, but we had participation from a total of 4,192 students representing public and private schools, home school programs, and after school groups. Check out the winners by clicking the button below!

[VIEW WINNERS!](#)

1.5 Hours of Play / Percent Acheived Mastery





7 700 000
Likninger løst

DET HENDTE:

13. - 17. Januar 2014

36 110 elever løste likninger sammen

1711 klasser deltok i utfordringen

93% oppnådde "mestring" innen 1½ time

En uforglemmelig matematikktime!

Fra 13. til 17. Januar 2014 ble en tilpasset versjon av [DragonBox](#) gjort gratis tilgjengelig for alle skoler i Norge. Les om [hvordan det gikk her](#).





We did it!

EQUATIONS:

644,936

TOTAL EFFORT: **9 months 29 days 22 hours**

KIDS ARE STILL PLAYING:

EQUATIONS SOLVED:

697,292

TOTAL EFFORT:

10m 25d 13

Congratulations!

Over 6000 students completed over 600,000 equations – most of those during the first 5 days! Total student playing time reached almost 10 full months (24 hour per day)!! An amazing effort by all. Quite a few classrooms achieved over 95% mastery and all the students were exposed to (and hopefully excited by) the conceptual ideas involved in solving algebraic equations. Thanks to all who participated.



Word Problem Solving

Introduction 1-1

The aliens are having a contest. 134 Martians
and 119 Zephelopds played at the gathering.
How many Aliens played at the gathering?



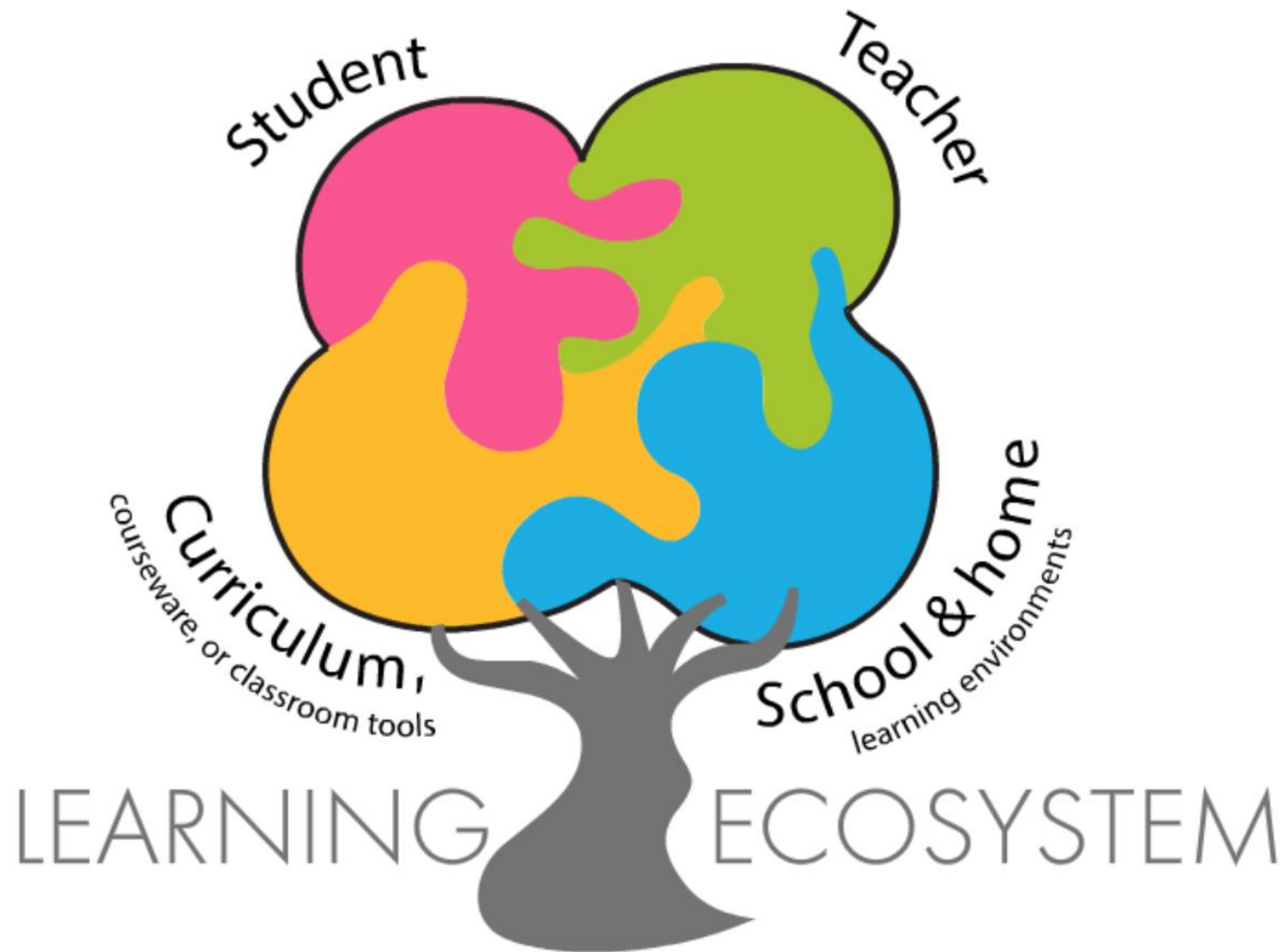
NEW



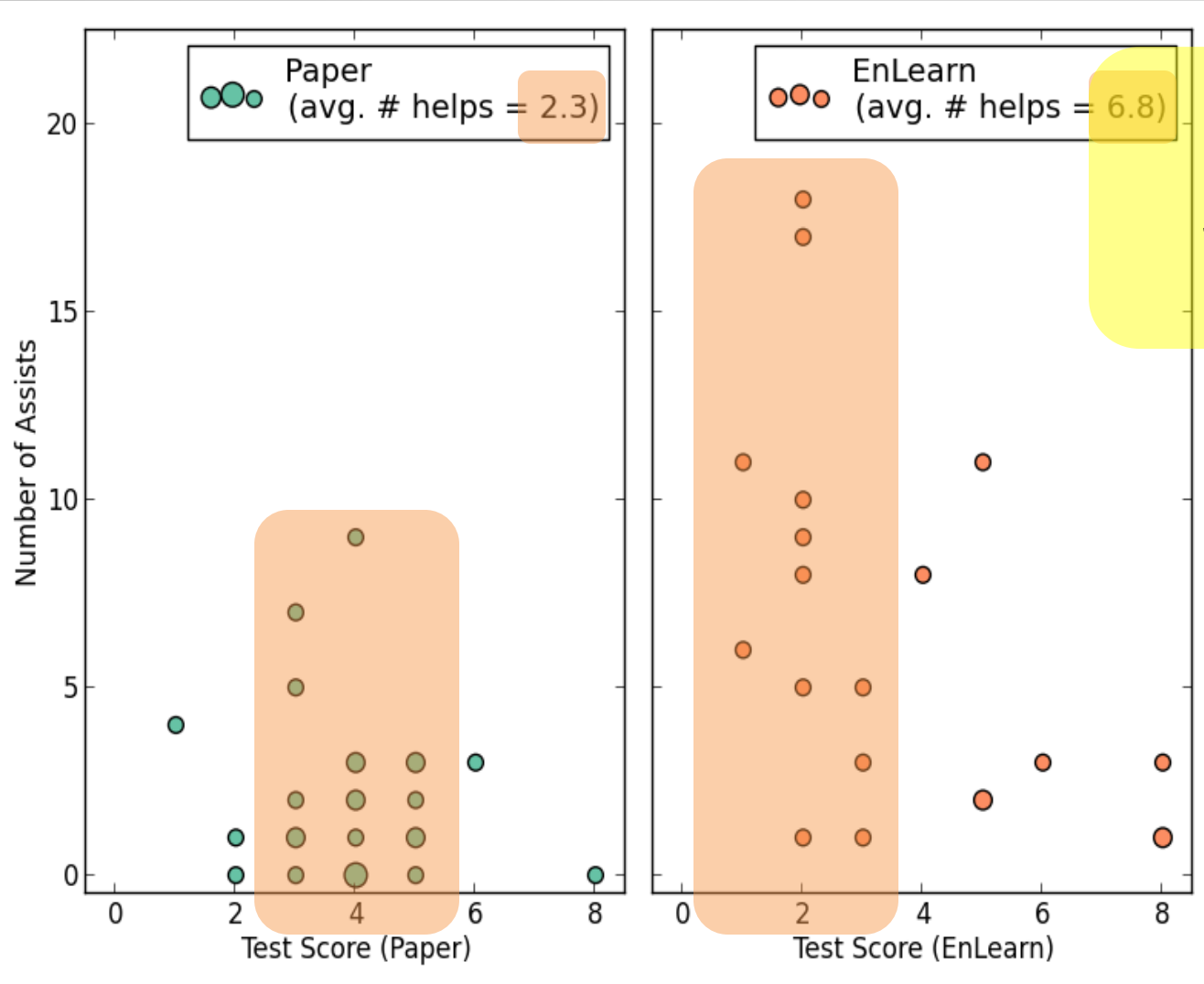
Options

Future challenges

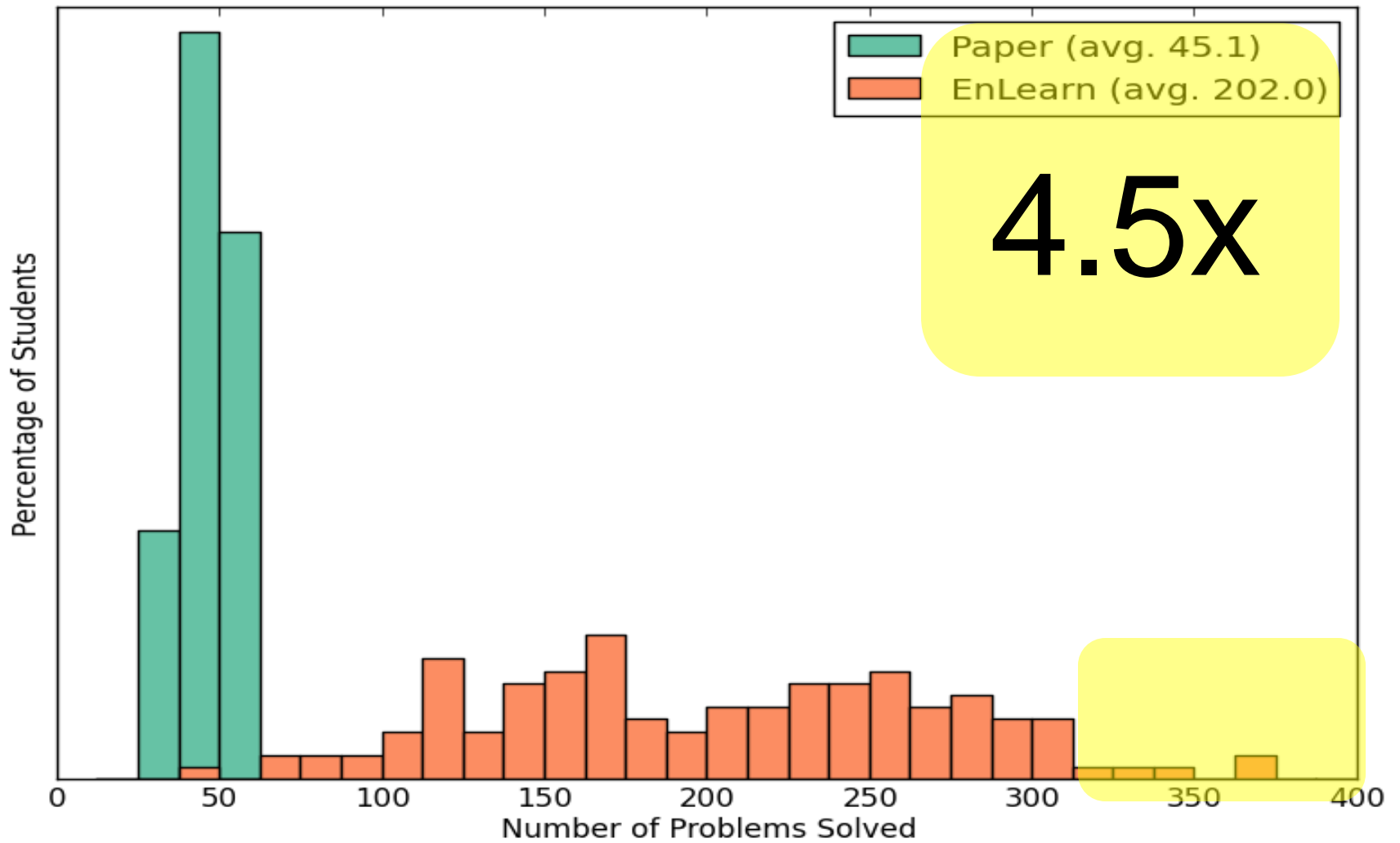
- Word problem solving challenges
- National event

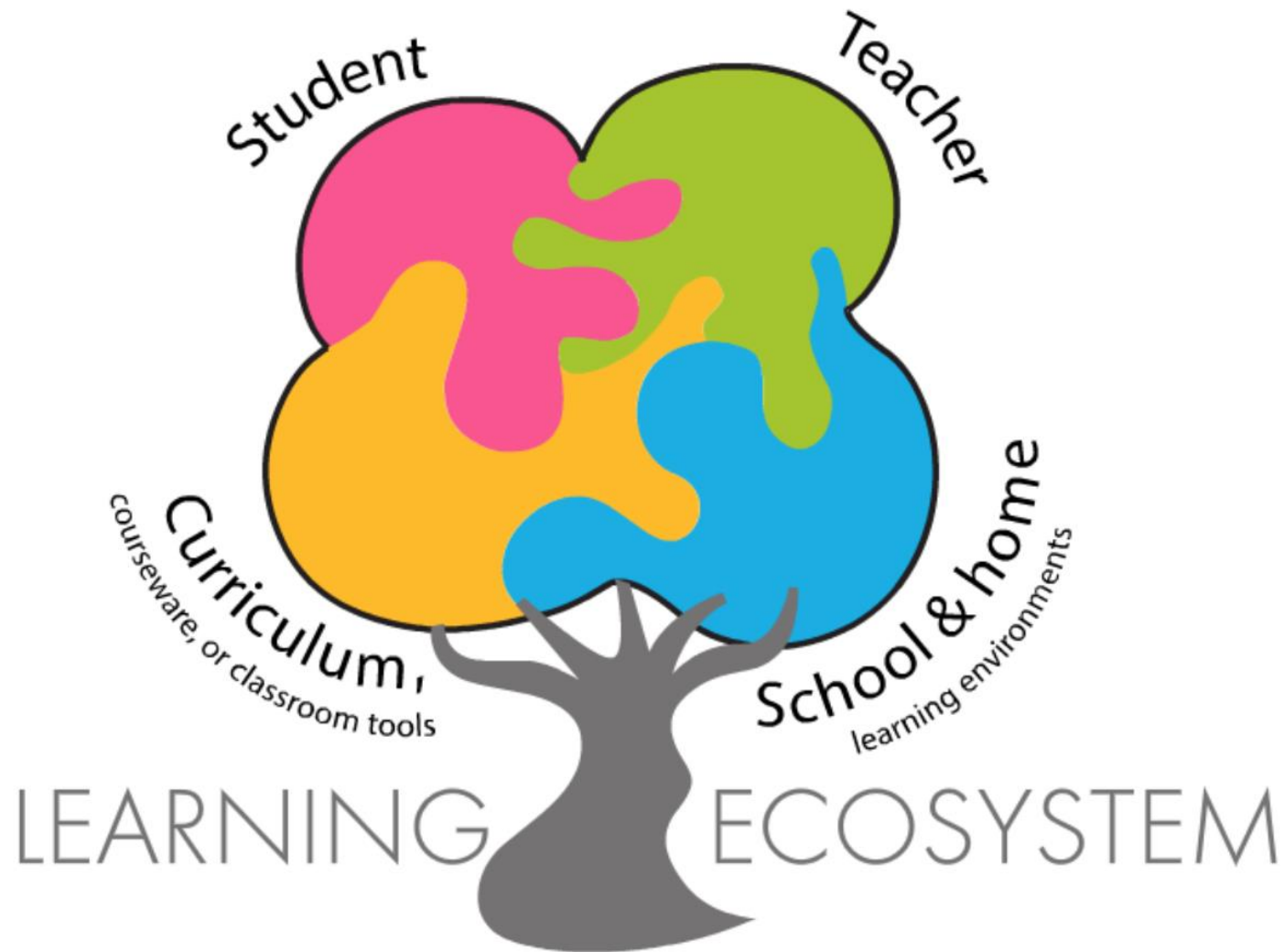


Teacher Effects



Student Effects





95%