Promoting Interest in STEM fields among Teen Girls through the Development of Educational Video Games

Our project has taken us through the development of several video games that will promote interest and involvement in the STEM fields among teen girls. A set of surveys are designed to solicit ideas and opinions from: teen girls between 13-18 years old; their parents or guardians.

Other Focuses:
- Video games compared to other media
- Video game genres
- Video game ratings
- Video game addiction

A. “Surviving College”, targeting high school teens
The purpose of this game is to simulate a college environment and engage players in the various scenarios and possibilities of college life and guide them through its many pathways. This game has high playability and achieves the following goals:
- a. introducing players to the real-life challenges of college life
- b. setting positive role models
- c. teaching players about responsibility
- d. teaching players about STEM majors and their rewarding career options
- e. helping players practice STEM related skills and logical thinking

B. Build My Petting Zoo
B. “Build My Petting Zoo”, targeting teen girls age 13-16
The purpose of this game is to simulate a petting zoo environment and engage players in the maintaining and caring of the petting zoo, the employees, the visitors and its animals. The players will:
- a. accumulate knowledge about various animals
- b. practice basic STEM related skills and logical thinking
- c. learn about the importance of responsibility

C. “Manhattan Life”, targeting high school teens
The purpose of this game is to simulate real post-college life and engage players in daily-life tasks, including finding a job, building a career, managing personal finance, investment, finding a place to live, dating, daily chores, etc. This game has high playability and variety and will:
- a. introduce players to real-life challenges
- b. set positive role models
- c. teach players about responsibility
- d. teach players about STEM related career options and its positive impact on a person’s daily life
- e. help players practice STEM related skills and logical thinking