The Radix Endeavor, funded by the Bill and Melinda Gates Foundation, is a multiplayer online game designed to support secondary math and biology learning. Working collaboratively with teachers, we have created an immersive learning experience set in a fictional Earth-like world.

Players of The Radix Endeavor can expect:

◆ Flexible web-based play for anywhere, anytime access.
◆ 100+ quests that take place across 5 biomes rich with unique flora and fauna.
◆ Curriculum aligned with Common Core standards in math and Next Generation Science Standards, and emphasizing the development of 21st century skills. Topics include:
  ● Genetics, Ecosystems, Evolution, and Human Body Systems
  ● Algebra, Geometry, and Statistics

**Benefits of Play**

The Radix Endeavor allows exploration of concepts in a risk-free environment to develop important skills such as:

◆ Problem-Solving
◆ Modeling
◆ Data Analyzing and Argument Constructing
◆ Planning and Implementation

Students travel through the world using a customized avatar to help residents tackle a variety of challenges.

Students gather organisms and experiment with breeding for specific genetic traits.

[www.radixendeavor.org](http://www.radixendeavor.org)
The Research Pilot

For the 2014-2015 academic year, we are seeking secondary math and science teachers to use the game with their students and participate in the research pilot. To participate:

2. Review the research options listed on the website under “Teachers” section.
3. Select your research option and follow the instructions to get started.

Support for Teachers

In addition to the game, The Radix Endeavor team offers tools and support for teachers, including:

Teacher Dashboard to manage classes, create student accounts, and monitor student progress.

Quest Walkthroughs to preview how students might experience the game.

Video Tutorials to demonstrate when and how to use various tools and game mechanics.

Bridge Curriculum to connect the game to your classroom instruction.

Forums to share tips and tricks with other teachers.

Virtual PD to connect with MIT researchers and other teachers via webinars or virtual office hours.

Students practice collecting and analyzing data. Students can also collaborate and share data with classmates.

In the marketplace, students make trades to optimize their loot.

The EvoGlobe simulates how species might adapt to environmental changes over generations.