

Teaching Genetics & Bioinformatics

with a Game
World of Models
and Dragons



Geniverse



In Geniverse's game environment, students act as scientists to solve problems involving modern genetics concepts. Students breed dragon model species, observe multi-level genetic changes, and disseminate their findings as Claims in the game's Journal of Drake Genetics, supported by evidence and reasoning.



Case log tracks student progress and achievement.



Cartoons introduce cases within a rich narrative.



Students breed drakes to uncover the inheritance of real-world genes.



Students get a view into meiosis and select gametes for breeding.

The Game

3 content strands:

- Heredity
- Meiosis
- DNA to Trait

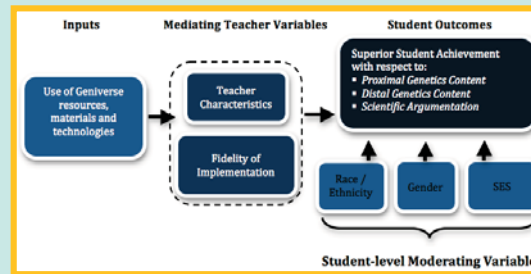
4 levels:

- Training
- Apprentice
- Journeyman
- Master

The Curriculum

- Game-like challenges
- Scientific explanation & argumentation
- Formative assessments

The Research

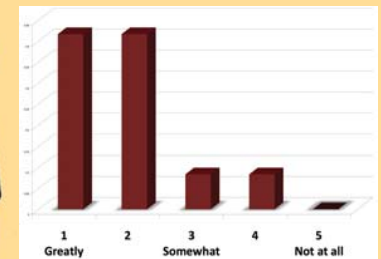


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Professional Development

"My students came away from this experience with a much more solid understanding of introductory genetics than my classes have accomplished in the past."

To what extent did Geniverse enhance your instruction of genetics?



Visit us: concord.org/geniverse



BSCS



Maine MATHEMATICS and SCIENCE Alliance



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