

The EdSim Challenge

ABOUT THE CHALLENGE

The EdSim Challenge calls upon the gaming, developer, and educational technology communities to design simulation prototypes that prepare America's students for a more competitive world through high-quality career and technical education.

Simulations represent an emerging class of instructional content delivery in education. Research indicates that simulation-based learning holds advantages for students in terms of information retention, engagement, skills training, and learning outcomes. Guided by the long-term vision of an ecosystem of interoperable simulations for classroom use, the U.S. Department of Education (ED) is conducting a prize competition to stimulate the marketplace for educational simulations that pair the immersive technology of commercial games with rigorous educational content and integrated assessment.

The EdSim Challenge will commence with a Call for Public Comment to shape submission specifications with the end goal of encouraging interoperability between simulations.

Following the determination of specifications, the gaming, developer, and educational technology communities will be invited to design simulation prototypes that prepare America's students for a more competitive world through high-quality career and technical education. Specifically, solutions should demonstrate the transfer of academic, technical, and employability skills, and map to defined interoperability specifications. ED is most interested in immersive and engaging simulations that will help define the next generation of applied learning.

Up to five finalist teams selected by a judging panel will advance to the Virtual Accelerator and Demo Day. From those finalists a grand prize winning prototype will be selected that best meets the objectives of the challenge.