

Research



[EdGE](#) is researching how players of *Zoombinis* build knowledge about computational thinking, the process of formulating a problem and expressing a solution in a way a computer—human or machine—could carry out. Players practice **problem decomposition, pattern recognition, abstraction, and algorithm design.**

We're just wrapping up a year of data collection... check back later for updates and next steps.

If you are an administrator or teacher with specific questions, please contact [Kelly Paulson](#).

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