

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](#).

The project "Zoombinis: The Full Development Implementation Research Study of a Computational Thinking Game for Upper Elementary and Middle School Learners" is funded by the National Science Foundation under grant NSF #1502882. Any opinions, findings, and conclusions or recommendations expressed on this site and related resources are those of the authors and users and do not necessarily reflect the views of the National Science Foundation.