

# National Park Science Challenge | AWARD #1713319

Community Partners: 5 National Parks (Golden Gate, National Mall, Saguaro, Everglades, Boston Harbor Islands)

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## Project Description

This project investigates how augmented reality games in partnership with urban national parks can more broadly appeal to and engage young adults who do not already identify as possessing STEM capital,

nor traditionally participate in STEM activities.

## Key Achievements

- Co-created geo-located AR game with youth advisors and NPS advisory board and implemented in urban National Parks.
- Conducted and shared evaluation and research findings.

## Audience & Settings

**Audience:** Young adults living near urban National Parks

**Disciplinary area:** Primarily biodiversity, phenology, and meteorology

**Learning environment:** Mobile augmented reality game implemented in outdoor settings.

## Access and Inclusion

The project was co-designed with a diverse cohort of youth, to appeal to young adults living in near urban National Parks.



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