



MOBILE QUEST

Mobile Quest is an application toolkit for creating immersive learning experiences. Individuals or groups of friends or classmates playing as a team can sign up for any number of quests taking place in their communities. Quests are problem-solving challenges that can be used for any kind of formal, structured learning program or for informal edutainment.

Popular with homeschoolers, pop-up school groups, and peer learning networks, Mobile Quest creates compelling “need to know” learning episodes that create flexible pathways through a curriculum. To gain points, special powers, character status, and currency in the Mobile Quest world, players must successfully complete quests by meeting requirements such as creating an audio cast about their challenge strategy, sharing how the data they've collected solves the quest problem, or creating a team to collaborate on designing a solution. Often, quests are linked to local service activities and non-profit organizations that allow player-learners to donate their points for cash or services and provide tangible benefits to groups such as elder-hoods, impoverished communities, or aid organizations.

Parents can view the Quest Player Dossier to see their children's work. In addition, learning agents, other subject experts, professionals, and even potential employers can play along as “in-world” experts to assess learners' performance and provide real-time feedback. Players earn badges that communicate specific skill mastery, ranging from subject matter expertise to communication and compassion skills to collaboration, team building, and innovation skills.

Each Mobile Quest player has a profile listing her history of quests played, team memberships, badges earned, and badges in progress. Quest Profiles are an important way for players to become self-motivated learners and to find out what kinds of skills are useful for solving complex problems.