Founded in 1999 based on the principles of inquiry-based, hands-on learning, Whyville has been transforming learning for children both outside and inside the classroom for 15 years. Through collaborations with more than 80 prestigious partners, Whyville offers over 100 games and activities for learning that are integrated into a communal experience within a virtual world. Whyville participants, known as Whyvillians, are citizens of a world in which they play, explore, create, and learn together. From protecting coral reefs to programming robots, they collaborate, compete, and share. Visit www.whyville.net to learn more about what Whyville has to offer!
playing in whyville

Instead of standalone games that are played alone and have no connection to a larger context, Whyville games emphasize cooperative play and are embedded within the world and community. For example, citizens create music together in the WhyTunes Studio, and everyone can play these tunes in their Whyville cars or while hanging out at South Beach. Popular tunes are featured as Whyville Top 10 Hits. Games in Whyville span a wide range of subjects:

- Charge Simulator: Solve puzzles using + and - charges
- Botball: Program a robot to compete in a ball game
- Vaccine Design: Design vaccines for viruses in Whyville
- Where’s My Shark?: Track migratory patterns of sharks
- Peak Power: Manage power from coal to nuclear power plants
- Recycling: Collaborate to cleanup and learn about recycling
- Green Build: Build houses using energy saving materials
- Reef Station: Explore Whyville’s coral reef
- W.A.N.D.: Design and solve puzzle games together
- Critter Care: Take care of lab animals
- CareerQuest: Learn about over 500 careers
- Driver’s Ed: Learn the rules of the road

... and MANY more!

partnering with whyville

EDC: PlayMath

In February of 2013, Numedeon won a Small Business Innovative Research (SBIR) Phase II grant from the National Science Foundation to create a virtual world math system (PlayMath) in collaboration with Education Development Center, Inc. (EDC). This system merges formal K-5 classroom-based math instruction with informal game-based learning and represents an exciting milestone in Numedeon’s entrée into the curriculum industry.

ACT: Career Club

With workforce development becoming a key issue and challenge for the nation, Numedeon has established a relationship with ACT, a national leader in education and career insights since 1959. The ACT Career Club in Whyville features a treasure hunt style game in which citizens explore more than 500 different occupations from actor to zoologist. Within a month of launch, Whyville citizens played over 10,000 games.

DaVinci Minds: WhyPower

Through a partnership with DaVinci Minds, Inc., funded by the Texas Workforce Commission and Next Generation Learning Challenges (NGLC), Whyville citizens learn about clean energy while managing Whyville’s virtual power supply. The program also includes curriculum developed by DaVinci Minds that is tied to the WhyPower games and cross-matched to math and science standards. The WhyPower program has been used in school districts throughout Texas.

whyville facts & stats

- 7.5 million registrants
- 1.2 million visits per month
- 30+ min average visit length
- Free to join
- COPPA compliant

JOIN us in Whyville. Ask us how!

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