

Whyville 101

For ten years, Whyville has successfully walked the fine line between education and entertainment. Inside Whyville, “citizens” learn, play, socialize, create, govern, earn, write, design, eat, dance, and much more. It’s unlike anything on the web.



Our Community

Education Daily calls Whyville “one of educational gaming’s biggest successes.”

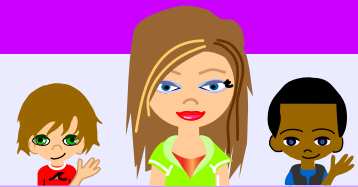
Commitment to Safety

On top of language filters, chat monitoring and a penalty system to discourage any bad behavior, Whyville’s citizens are proactive about protecting the community using a variety of safety tools. Most important is the 911-report tool that notifies Whyville’s professional staff of experienced City Managers of inappropriate or dangerous behavior.

Parents trust Whyville to engage their children in a safe, COPPA compliant environment, and Whyville has won numerous awards, including the 2008 Gold Award at the Nation Parenting Publication’s Awards (NAPPA) Children’s Products Competition.

Although the town is virtual, the Whyville experience is very real. Citizens attend live Senate Debates in the Greek Theatre, vote in polls, and make petitions. The town’s weekly newspaper, The Whyville Times, contains articles written by Whyvillians on town issues as well as “real world” events. Citizens even get sick!

These and countless other community-based activities foster a sense of identity, ownership and involvement that is unmatched anywhere on the Web.



Education as Fun

Whyville makes learning social and engaging, and Whyville leads the industry in its ability to reach tweens (especially girls) with its award-winning games and activities.

Using both stealth and social gameplay, citizens fly hot-air balloons to learn vector arithmetic, program robots with basic coding, explore the species that live in a coral reef, investigate infectious diseases using simulation, and even eat -- learning about nutrition and consequences of poor diet -- all while having fun.

Named one of the three best sites for youths by the International Academy of Digital Arts & Sciences.