

Educational Outreach, Whyville Style

Whyville.net is the leading educational virtual world for children ages 8 to 15. Whyville represents a truly unique delivery mechanism for educational outreach, using simple games & educational activities to help kids learn in a hands-on, interactive environment.

Whyville was founded in 1999 by a group of Caltech scientists as part of the Caltech Pre-College Science Initiative (CAPSI). CAPSI's studies showed that when children are genuinely engaged, they are particularly receptive to learning, and these studies formed the foundation of Whyville. Armed with this knowledge, Numedeon continues to develop virtual worlds that focus on engagement and learning. The learning itself takes many forms, from academics (formal and informal education) and training (corporate and military) to advertising and educational outreach.



Quick Stats

- Over 5 million registered members
- 2 million unique visitors monthly
- members average 30+ minutes per visit
- 60,000+ new registrants every month



Some of Our Sponsors

NASA sponsors a series of simulation-based educational games on Whyville, one of which teaches the principles behind ion engines, the next generation technology for long distance space travel. More than a million games were played in less than three months on Whyville, setting an all-time NASA record for the use of a web-based education.

The John P. Getty Trust sponsors the Getty Museum on Whyville. Rather than passively looking at art, citizens of Whyville learn about art composition & travel around the "world" and backwards in time to search for artwork. Citizens build an appreciation for the art and develop an understanding for the context and origins of the artwork and the artists.



To promote its new suite of digital photography software to tweens, Adobe Systems sponsored a series of digital photography contests. The winning entries were published in Whyville's weekly town newspaper and on Adobe's corporate website.

The University of Missouri contracted with Numedeon to create a virtual hot-air balloon race on Whyville. In this simulation game, the user steers a hot-air balloon to its destination by controlling its altitude, learning about vectors along the way.

