



CYGAMES™
PRESENTS

Selene

A Lunar Construction Game

BUILD THE MOON AND LEARN THROUGH ENGAGING GAMEPLAY

CYGAMES™ — A FORMULA FOR CYBERLEARNING AND ASSESSMENT

FREE
24/7 online

Learners age 9 and up play *Selene* (requires parent/guardian permission through an approved recruiter).

Game-based learning and assessment for academic success.

Empirical research shows *Selene* prepares learners to achieve state and national education standards.

CyGaMEs offers your state:

FREE Service

- *Selene* Instructional game – web-based, 24/7

Fee-based Services

- Assessment reports and content management
- *Selene* curricular unit
- Professional development
 - Game-based learning and assessment integration
 - *Selene* science and unit deployment
- Consultation
 - Use the CyGaMEs approach to produce instructional games for targeted standards.
- Match state and local standards to *Selene*

Selene players
construct the
Earth's Moon,
then **pepper** it
with impact craters
and flood it
with **lava flows.**

Bonus: Includes almost 15 minutes of inspirational video instruction by acclaimed lunar scientist Dr. Charles A. Wood

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~with Andrew Harrison; Lisa McFarland; Cassie Lightfritz; Ralph J. Seward; Barbara Tabachnick,
Ph.D.; Larry V. Hedges, Ph.D.; Virginia A. Diehl, Ph.D.; and~
Selene II developed by Second Avenue Software

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