



CYGA<sup>MES</sup>  
PRESENTS

# Selene

A Lunar Construction Game

BUILD THE MOON AND LEARN THROUGH ENGAGING GAMEPLAY

CYGA<sup>MES</sup> — 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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~ CoPIs: Charles A. Wood, Ph.D. ~ Ben A. Hitt, Ph.D. ~ Beverly Carter, Ph.D. ~  
~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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