At the Center for Educational Technologies® we believe games can prepare people with just the right knowledge to be successful at learning. Through a grant from the National Science Foundation, we conduct research to see if this is true. Our research project, CyGaMEs, uses the Selene game to introduce players ages 9-18 to concepts about the Moon's geology. Researchers track players' gameplay to study how Selene helps players to learn about the geology of the Moon.

Teens will play an experimental game designed to teach them science while assessing the level of cognition promoted by the gameplay.

Join us in this exciting venture by becoming a recruiter for youth participants. You will be responsible for recruiting up to 20 youth between the ages of 9 and 18, obtaining parental consent, and disseminating provided information. Only a minimal time investment is required.

Help give today’s youth a head start in learning valuable scientific concepts for the betterment of tomorrow.

**INTERESTED IN BECOMING A RECRUITER?**

Learn more about becoming a recruiter by e-mailing selene@cet.edu or calling 304.243.2479. Be sure to provide all necessary contact information.

For more information visit: [http://cygames.cet.edu](http://cygames.cet.edu) and [http://selene.cet.edu](http://selene.cet.edu)