

## Section 2

### Chapter 6 - Educational Videogames: An overview

# Exemplary case 5

Title: **Tyto Online**

Description:

[Tyto Online](#) is an educational life science role-playing game that combines an immersive 3D virtual environment with an engaging sci-fi storyline, relevant to Earth's current environmental problems. A student takes the role of an Earth evacuee that has just woken up from four years of cryosleep. After a dangerous journey to the planet of Ovo, Earth evacuees join Tyto Academy. Their mission is to help the scientists learn everything about their new planet. Students can wander freely around the virtual world, interact with various characters and play the quests that they have selected. Students earn points and awards for completing different tasks, which usually involve content review, observation, or working with hypotheses and evidence.

There are various features available, such as a mini-map, an inventory showing points and rewards earned, a Biodex that records the different plant and animal species as well as progress trackers for the various quests and assignments. Guidelines and additional content for teachers is also available.

Currently, there are three modules available for middle school life science: Ecology, Growth & Genetics, whereas the Cells & Organisms is under construction to be released, most probably, on August 2019.

The game must be installed onto the computer and cannot be played online. However, web access is needed to save progress. It is purchasable but offers a free trial version. It is available on Windows and Mac.