



Watershed Explorers: Designing a Virtual Reality Game to Promote Local Watershed Literacy

Scan with your camera or use Google Lens to watch this game's advertisement video.



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This work-in-progress overviews the development of a multidisciplinary place-based virtual reality learning game to increase learners' watershed literacy by playing guided exploration of the Lehigh River watershed's historical and environmental issues. This desktop VR game aligns to the National Geography Standards to support schools' adopted curricula. Its design is informed by digital game-based and situated learning theories focusing on place-based and gaming features that support learning. "Watershed Explorers" may assist learners' emotional connection to their region through authentic and relevant learning experiences that might inspire them to support their local community welfare. The usability studies with the prototype version showed that players were engaged, felt immersed, and experienced a sense of presence.

Game Features

Game Avatars
The Watershed Explorers assist you during gameplay.

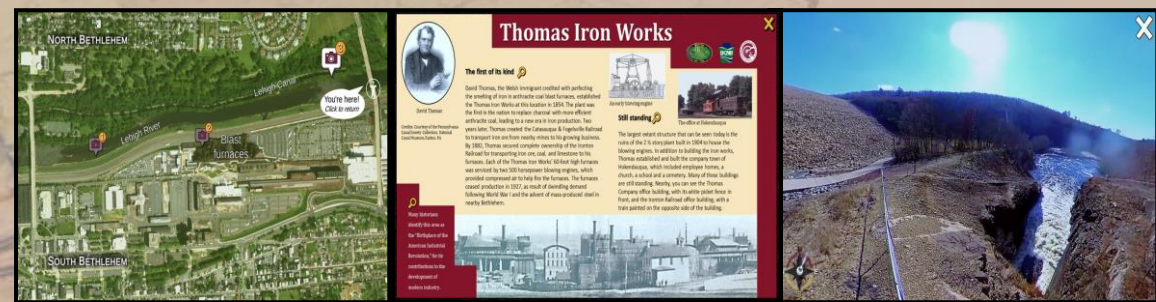
In **Della Informs**, I help you by keeping track of your progress and inform how much you have traveled during the expedition.



Explorer Logs
in center area of progress panel, they keep track of:
- notes in the **Journal**,
- historical photos in the **Gallery**,
- **keywords** in the **Glossary**.

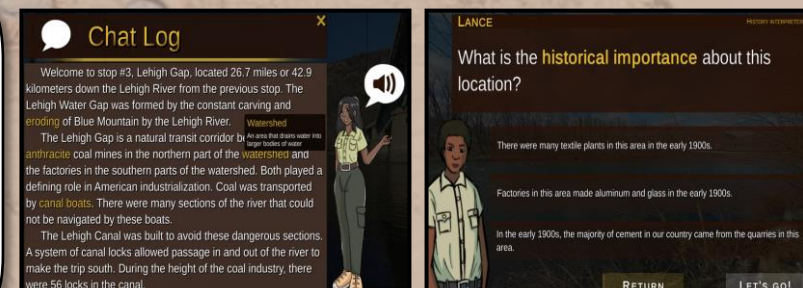
Game Controls
illustrate and explain the basic actions needed to play the game.

Interactive Immersive Content

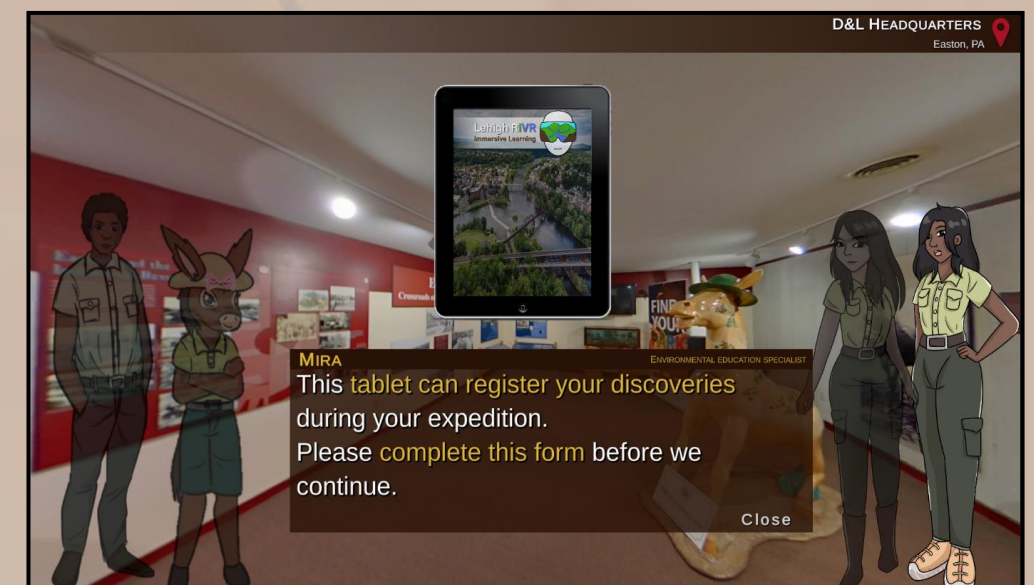
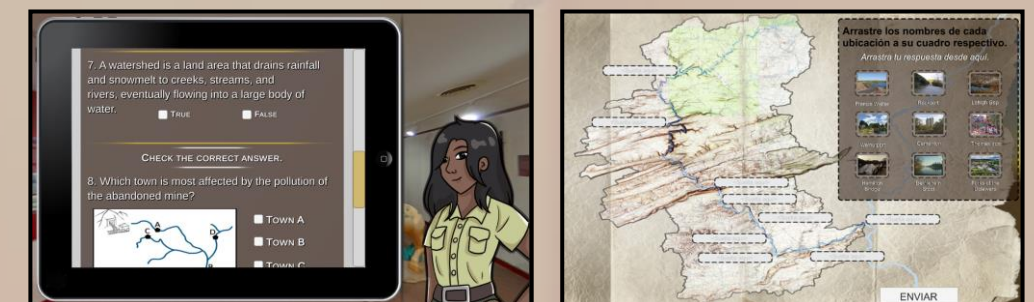


Built-in assistance
On-screen assistive features (e.g., tooltips, highlights, reminders) and just-in-time feedback.

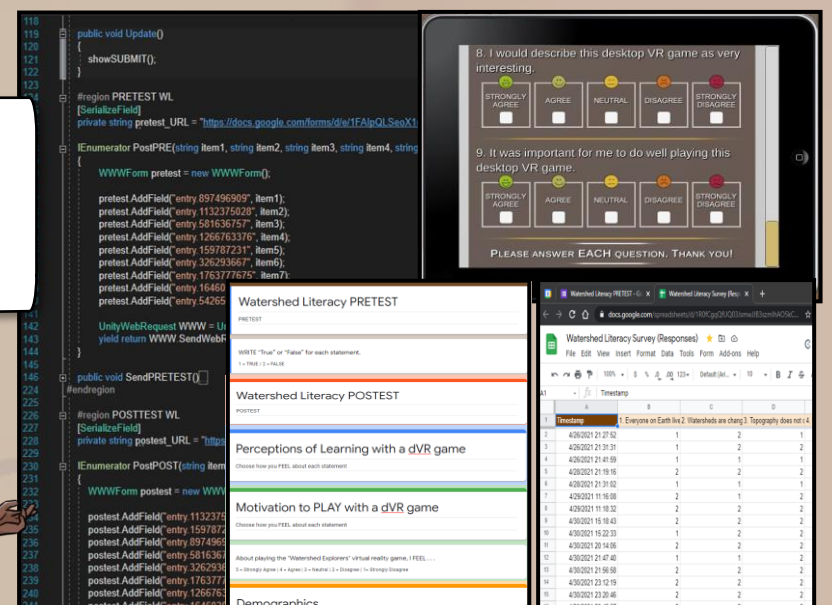
Localization
Gameplay and Content in English and Spanish.



Immersive Data Collection



Built-in data collection
via Unity, C#, Google Forms, and Google Spreadsheet.



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