Mission
By addressing the need to support 4th and 5th grade students as they navigate online environments to share ideas with their peers, engage in meaningful discussions, and provide useful feedback, LearnAway hopes to create an online game to bridge the educational gap between students, regardless of their demographic.

Problem
Students are capable of learning new technology and tools, but need help when providing feedback to their peers in online environments. Giving feedback is a necessary skill for effective collaboration, especially as we move further into the digital age.

How it Works
- Customize Character
- Customize Restaurant
- Pick a Dish to Cook
- Categorize the Comment

User Research
Survey of 32 4th and 5th graders revealed that these characteristics were most desired in a game:
- Collaboration: 8/32
- Customization: 6/32
- Plot/Quest: 5/32

Game Dynamics
CHALLENGE
- Time constraints
- Complexity of comments

EXPRESSION
- Customization of Restaurant
- Customization of Characters

FELLOWSHIP
- Ability to get help from other players for explanation on answers
- Ability to collaborate with other players to do quests/challenges

Evaluation
A pre-test and post-test was given to evaluate the effectiveness of the game. Here are the results:

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College Education