**Adaptive Chemistry Game.**The video game industry has continued to grow dramatically over the past decade.Educational games, have the daunting--but exciting--challenge of teaching, while remaining fun**.** Much research is done about the different learning techniques used for learning. However, a lot of the educational games are not based on these best techniques and are not tested on efficiency towards learning. I developed a chemistry game based on evidence-based learning techniques that also adapts to the knowledge of the player. I compared this version of the game with another version without adaptation to answer the question: “Will a game teaching chemistry (molecule structure and names) with an adaptive learning algorithm improve learning compared to the same game without an adaptive learning algorithm?”