As part of the final project for the Theory to Practice course of Winter Semester 2016-17 the team of José Cuida, Mansi Sethi, and Miguel Angel Rejón presented “The Brew Lab”, a prototype of a learning environment based on inquiry learning with the objective of teaching about the scientific experimentation process as well as the industrial process of brewing.

The prototype can be run as a software (PC and MacOS), on web, and on Android. Touch inputs and joysticks are supported as well.

+Characteristics currently present on The Brew Lab:

-Game-based elements i.e. an agent, a narrative, and achievements

-Content directed at both subprocesses of the working memory

-A post-task assessment section

-Innovative scaffolding tools on certain task phases

-Original interface and art design

+Additionally, other features can be implemented:

-Functional pre and post assessments of the learning tasks

-Progressive difficulty (model progression)

The first level of TBL can be played following this [link.]