

Highlights

- Environmental sustainability based board game
- Based on the James River in the Chesapeake Bay Watershed
- Strategy game
- Educational tool
- Target age - 8 years +
- Players - 2 – 4
- Play time - 30 – 40 min
- Electronic version of game in development

Inventors

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Technology Summary

The technologies are two different board games entitled “River Rush” and “Crossing the James.” The games are novel, environmentally themed board games based on the James River in Virginia. These board games have been designed to be used as an educational tool to teach children about sustainability and preservation of the river system. As strategy games, they are intended to increase interest and inspire competitiveness between the players. They teach children about water conservation, pollution, recycling, and the effect of cities, farms and factories on natural resources. These games can become an effective tool in teaching children at an early age environmentally friendly practices that can be used for the rest of their lives.



Technology Status

Prototypes have been developed.

Registered copyright.

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