

**Age Level:** Middle School & Up

**Subjects:** Science, Language Arts

**Curriculum:**  
<http://bit.ly/14B-3cBh>

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# PROGENITOR X

## Overview and Purpose

Progenitor-X is a narrative-driven, turn-based, puzzle-solving game where the player will learn about the relationships between cells, tissues, and organs. This scientific concept is a core biology science standard taught from middle school to college. By employing turn-based puzzle mechanics, Progenitor-X seeks to attract broad audiences from middle school through college, and teachers might use the game to teach everything from basic biology to advanced stem cell concepts.

Progenitor-X aims to increase public understanding of the use of non-embryonic stem cells as a new field of research in Regenerative Medicine by working with current stem cell research to promote a public discussion about Regenerative Medicine along with the educational value of video games

### Learning Objectives:

1. Students will be able to demonstrate cell reproduction, techniques to manipulate reproduction
2. Students will be able to iterate relationship between cells, tissues and organs
3. Students will be able to exemplify current and potential regenerative medicine procedures and medical device engineering

### Educational Standards

NextGen Science Standards:

MS-LS1-1  
MS-LS1-2  
MS-LS1-5  
HS-LS3-2  
HS-LS3-3

Common Core:  
CCSS.ELA-Literacy.

RI.6.7  
CCSS.ELA-Literacy.  
RI.9-10.4  
CCSS.ELA-Literacy.  
RST.9-10.3  
RST. 11-12.3  
RST. 9-10.5  
RST. 11-12.4  
RST. 9-10.7  
RST. 11-12.7  
RST. 11-12.9

### Technical Requirements

Unity Player  
(<http://bit.ly/15Oxljz>)

Internet Connection