RESEARCH QUEST

CREATIVE WORKS

Online, problem-based instructional tool that incorporates actual museum objects and research. Conforms to curriculum standards and supports the development of critical thinking skills in middle school students.

TECHNOLOGY TYPE
Education Technology
Software
Curriculum
K-12 Science

STAGE OF DEVELOPMENT
- Three completed modules.

- Over 120 active users.

- More than 40k student logins.

IP PROTECTION
Copyright Registration in Progress

FUNDING TO DATE
$1.5M over five years.
Funded through June 2018.

LEARN MORE
For more information on Research Quest, please visit
http://researchquest.org/

Reference Number: U-6248

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TECHNOLOGY SUMMARY
Teachers face increasing demand to incorporate applied learning in lesson plans, but lack resources to provide these experiences. Research Quest is an instructional tool created by the Natural History Museum of Utah that offers inquiry-based science modules using interactive digital models. It leverages the museum's research and collections to support development of critical thinking, collaboration, and communication skills throughout K-12 education. These investigations support both learning and assessment. Students work in groups to analyze evidence and answer questions. Videos from scientists, reference photos, and other instructional material help guide students through the modules. Research Quest provides teacher support materials, such as instructional strategies and lesson objectives, to assist with successful facilitation of the tool. Current modules target 6th, 7th, and 8th grade science teachers, with tools in development for other grades.

FEATURES AND BENEFITS
- Meets next generation science standards.
- Improves critical thinking skills by requiring students to evaluate evidence and create informed hypotheses.
- Engages students in science practices and disciplinary core ideas.
- Provides students exposure to museum research objects, and scientists.

RECENT PUBLICATIONS
Butcher, K.R., Hudson, M., and Runburg, M. (2017). *Using digitized objects to promote critical thinking and engagement in classrooms.* Library HiTech News. 34. 00-00. 10.1108/LHTN-06-2017-0039.
Butcher, K.R., Runburg, M., and Altizer, R. (2016). *Dino Lab: Designing and Developing an Educational Game for Critical Thinking*. In R. Zheng (ed.), Handbook of Research on Serious Games for Educational Applications.

INVENTORS
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