

## Why *Mission US*?

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### Evidence-based

Multiple research studies have shown that playing *Mission US* improves historical knowledge and skills, leads to deeper student engagement, and promotes richer classroom discussion. (Read about our [Research Studies](#).)



### Collaboratively developed

*Mission US* is created by a team that includes historian educators and scholar advisors, to ensure the games and educator materials are guided by rigorous scholarship and involves members of communities portrayed to ensure they are active participants in telling their own stories. (See our [Development Process](#).)



### Safe, ethical, and age-appropriate design

*Mission US* uses feedback from teachers, students, and an advisory board of experts in culturally responsive education, adolescent development, ethics and game design, and other relevant areas, to help make our games safe, effective, and engaging. The games are constructed so that students explore the perspectives of historical characters, make decisions, and take risks, but maintain critical distance from the situations depicted.



### Enables inclusive social studies curriculum

*Mission US* highlights the role of ordinary people in making history. It includes the experiences and perspectives of diverse Americans, especially those who have been ignored or marginalized by traditional accounts. (Learn more [About the Missions](#).)



### Accessible and easy to use (in classroom and out)

*Mission US* games are designed for a wide range of learners and instructional settings and are available online for free. The games are accompanied by the variety of curricular supports including discussion prompts, writing assignments, vocabulary and document-based activities. (See more about [Teaching with Mission US](#).)