NCSU researchers, Virtual Heroes land $1.5M grant to get serious about games in high schools

The idea of a GRADUATE could take on a different meaning at North Carolina high schools in the near future if a project now under way proves successful.

Researchers at North Carolina State University are partnering with Research Triangle-based Virtual Heroes to develop a video game they believe will boost science and information technology skills among North Carolina high school students.

Funded by $1.5 million from the National Science Foundation, Virtual Heroes, NCSU's College of Education and NCSU's Kenan Institute are developing a videogame program called “Games Requiring Advanced Developmental Understanding and Achievement in Technological Endeavors.” Led at NCSU by Len Annetta, DGRC faculty member and associate professor of Math and Science Education, the GRADUATE project takes Virtual Heroes and the NCSU team into virtual reality and video gaming in an attempt to spark more interest in subjects that led to another acronym – STEM. That's short for science, technology, engineering and math.

Read more about the project [here](#).