



Cogent Education

About Cogent Education

In 2008, a research team at the University of Georgia received a Science Education Partnership Award (SEPA) grant from NIH that partnered scientists with high school teachers, game designers, digital artists, computer programmers and science education researchers. The team developed “interactive case studies” that allow students to solve real world problems by applying the scientific method. As students work through a case, their performance on critical thinking tasks is sent to teachers in real time, enabling them to immediately identify students that may need help.

This is how Cogent Education was formed – as a partnership between professionals dedicated to improving science education. Research with more than 3,000 students, over 4 years, concluded that the effect of the products on student learning was “staggering,” and Cogent Education is now working with teachers to apply this new approach to all science subjects, at all grade levels. Cogent Education is committed to making products with teachers, not for teachers.

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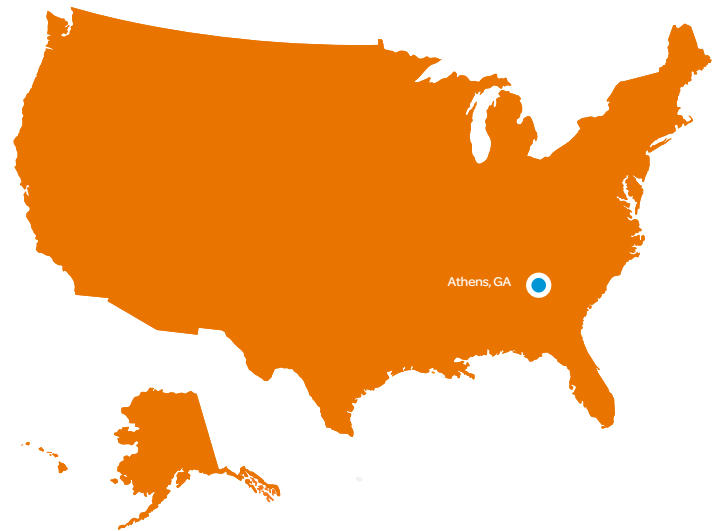
Team Members

- Tom Robertson, PhD., Co-Founder & CEO
- Tyler Gerhart Wood, President & CMO
- David Ducrest, Head of Production & CTO

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Athens, GA



“More than 70% of students say that their classes are not relevant and that they have no interest in science careers. We aim to reach all learners with our Interactive Cases that enable students to experience various scientific careers as they apply critical thinking to solve real world problems. We believe that any student regardless of their socioeconomic status can aspire to become a scientist if they are given the opportunity, and we aim to help give them this opportunity.”

Tom Robertson, PhD
Co-Founder & CEO, Cogent Education