



2020 mEducation Alliance Symposia Event: ***Play Every Day*** **Draft Agenda**

Monday, September 14, 2020

Time (EDT)	Event Details
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8:00 - 9:00 am	Welcome! The platform is now open for you to join in. Feel free to explore, network, and visit our sponsor booths in the Expo.
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9:00 - 9:25 am	Welcoming Remarks: Anthony Bloome, Executive Director, mEducation Alliance , and Dr. Bo Stjerne Thomsen, Vice-President and Chair of Learning through Play, LEGO Foundation
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9:30 - 10:45 am	<p>Session A: Measuring Skills Acquired Through Technology and Play</p> <ul style="list-style-type: none"> • <i>Gamified Assessment</i>, Haroon Yasin, Strategist, Taleemabad • Family Engagement in the Digital Age, Sashwati Banerjee, Entrepreneur in Residence with the Central Square Foundation, Top Parent App • <i>CurrantMobile</i>, Carmen Strigel, Director, Technology for Education and Training, RTI International • <i>Educational Initiatives for Personalised Adaptive Solutions to Accelerate Learning</i>, Pranav Kothari, VP of Large Scale Education Programs, Educational Initiatives • <i>Leveraging mobile games and libraries to continue learning: Field experiments in rural and urban settings</i>, Victor Orozco, Senior Economist, The World Bank
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Session B: Adapting Games for Offline Learning (Part 1)

- *Learning to Learn in 160 Characters*, Annapoorni P.C., Senior Manager, **Pratham Education Foundation**

- *Social Learning with 3D Science Models*, Nkosana Masuku, Founder and CEO, **Phenomenon Technologies**
- *Learning with Kitkit School*, Sooinn Lee, CEO, **Enuma, Inc.**
- *Creation of a free and ephemeral Educational Television against COVID-19*, Boukary Bako Mamane Maitouraré, National Coordinator, **Ong Kawtal**

Session C: Play, Games, and Tech for Education during a Crisis (Part 1)

- *Playful Parenting Daily Workout through Edtech*, Megan McGrath, Technical Advisor, Education; Alodia Santos, Senior Technical Advisor, **World Vision**, Stephen Meyer, Director of Strategic Partnerships, **Viamo**, Wendy Smith, Director of Education Programs, **World Reader**
- *KarMuqabla*, Aamer Ahmed Khan, CEO, **Houndbyte Technologies**
- *'Can't Wait to Learn' at Home - Responding to the Emerging Education Needs of Conflict Affected Children Through Home-based e-learning Games*, Judith Flick, Programme Director Can't Wait to Learn, **Can't Wait to Learn (CWTL)/War Child Holland**
- *The Socially Responsible Behavior Through Embodied Thinking (SORBET) Project: A Case Study from Singapore Schools*, Kenneth Y. T. Lim, Research Scientist, **National Institute of Education, Singapore**

11:00 am - 12:15 pm

Session A: Tinkering around the World (LEGO Hosted)

- Chris Rogers, Professor of Mechanical Engineering, **Tufts University**
- Dipeshwor Man Shrestha, Doctoral Student in Education, **Tufts University**
- Sara Willner-Giwerc, Doctoral Student in Mechanical Engineering, **Tufts University**
- Deanne Gelosi, Museum Educator, **Exploratorium**
- Sebastian Martin, Tinkering Specialist, **Exploratorium**

Session B: Social Emotional Learning and Early Years Learning (Part 1)

- *Gamification of Life Skills Approaches*, Melanie Worrall, Director of Learning Technology Consulting, **Inclusiv Education**
- *Disruptive Mobile Learning Tool for English Literacy*, Surinder Sharma, CEO, **Smart Kidz Club Inc.**
- *SEL Kernels of Practice in Northeast Nigeria*, Jonah Bautista, Data Advisor, **International Rescue Committee**, and Natasha Raisch, Research Assistant, **EASEL Lab at Harvard University**
- *Tiny Totos Kenya*, Emma Caddy, Founder and CEO, **Tiny Totos**

Session C: Play-based Learning for Math and Science (Part 1)

- *Building Blocks - It All Adds Up*, Ashok Kamath, Chair, **Akshara Foundation**
- *High Quality Educational Gaming*, Dr. Joseph Adetunji Adegbesan, Founder & CEO, **Gidi Mobile & Papadi Games**
- *Mathika*, Eyal Dessoutzafir, CEO and Co-Founder, **iImagine Machine Israel Ltd**

12:30 - 1:30 pm

Expo Booths and Networking

Visit our sponsor booths and make new acquaintances

1:30 - 2:30 pm

mEducation Alliance e-Cafe: Dialoguing with mEducation Alliance members

2:30 - 3:00 pm

Formal Program: Day Closing Remarks and Reflections

3:00 - 4:30 pm

mEducation Alliance e-Cafe: Networking and Other Fun

Tuesday, September 15, 2020

Time (EDT)

Event Details

8:00 - 9:00 am

Welcome! The platform is now open for you to join in. Feel free to explore, network, and visit our sponsor booths in the Expo.

9:00 - 9:25 am

Welcoming Remarks: Scott Isbrandt, Director, Strategic Initiatives, **mEducation Alliance**

9:30 - 10:45 am

Session A: Supporting Schools with Creative Learning at Home (LEGO Hosted)

- Rupal Jain, Learning Partnerships Manager, **MIT Media Lab**
- Leo Burd, **Brazilian Creative Learning Network**
- Dr. Carolina Rodeghiero, **Brazilian Creative Learning Network**

Session B: Games and Play for Inclusive Education

- *GraphoGame: How An App Can Fight the COVID Slide in Literacy?*, Jesper Ryyänen, Co-founder, **Grapho Group**
- *E-Learning for Equity*, Edward Winter, Senior Technical Advisor for Social Inclusion, Alisa Phillips, Senior Education Advisor, and Brisida Jahaj, Education and Youth Technical Advisor, **World Vision**
- *Supporting International Deaf Communities*, Stephen Jacobs, Professor, **RIT MAGIC Center**, and Professor Chris Kurz, **National Technical Institute for the Deaf**
- *A Digital Learning Revolution Approach Using Lessons from the Chess Game Engine*, Cavin Mugarura, CEO, **Node Media Systems**

Session C: Play-based Learning for Math and Science (Part 2)

- *Problem-based Adventure*, Vidya Raman, CEO, **RoundEd Learning Inc.**
- *Trigonik: World's First Trigonometry Based Educational Board Game*, Nikhil

11:00 am - 12:15 pm

Session A: Play, Games and Tech for Education during a Crisis (Part 2)

- *Home- and Center-based Tablet Learning Intervention*, Jennifer Welsh, Partner, **Imagine Worldwide**
- *Uniting Parents, Children, and Community Members in Learning*, Jazib Zahir, Chief Operations Officer, **Tintash (Pvt) Ltd**
- *Curious Learning: Creating, Localizing and Distributing Mobile Apps That Let Kids Teach Themselves To Read*, Stephanie Gottwald, Co-Founder and Director of Content, **Curious Learning**
- *Free App to Overcome Stress of COVID-19*, Camilla Lodi, Psycho Social Support and Social Emotional Learning Advisor, **Norwegian Refugee Council**

Session B: Workshop: High-Tech, Low-Tech, No-Tech - Playful Education Practices (LEGO Hosted)

- AnnMarie Thomas, Director, Playful Learning Lab, **University of St. Thomas**
- Brent Hutcheson, Director, **Care for Education**
- Oliver Bray, Initiatives Lead, Global Programs, **LEGO Foundation**

Session C: Social Emotional Learning and Early Years Learning (Part 2)

- Moderator: Helen Hadani, **Brookings**
- *Sun Books*, Maria del Pilar Rojas Quimbay, Program Manager, **World Literacy Foundation**
- *Alpha Tiles: What kind of Literacy App Could be Scaled Up to Serve Thousands of Minority Languages?*, Aaron Hemphill, Alpha Tiles Project Manager, **SIL Mexico**

12:30 - 1:30 p.m.

Hands-On Educational Games

- *Improving Mathematics Learning with Matica*, Mugaga Julius, Assistant lecturer and Researcher, **Makerere University**
- *Building physical playground games for online school during COVID*, Chloe Varelidi, Founder, **humans who play**, and Kay Liang, Educator and Creator, **Tinytown**
- *The Joy of Mathematics: Activities From the Julia Robinson Mathematics Festival*, Mark Saul, Senior Scientist, and Daniel Kline, Director of Activities, **Julia Robinson Mathematics Festival**
- *Exploding Dots: A Global Phenomenon*, James Tanton, Founder, **Global Math Project**

1:30- 2:30 pm	Formal Program: Day Closing Remarks and Reflections
2:30 - 4:00 pm	mEducation Alliance e-cafe: USG-Funded ED Game Developer/Kid Conversations Moderator: Ed Metz, SBIR Program Manager, US Dept of Ed
4:00 - 4:30 pm	Interview and Math Concert, Muzology

Wednesday, September 16, 2020

Time (EDT)	Event Details
8:00 - 9:00 am	Welcome! The platform is now open for you to join in. Feel free to explore, network, and visit our sponsor booths in the Expo.
9:00 - 9:25 am	Welcoming Remarks: Nicole Carney, Director, Communications, mEducation Alliance and Oliver Bray, Initiative Leads, Global Programs, LEGO Foundation

9:30 - 10:45 am	<p>Session A: Game Development in Low-Resource Settings</p> <ul style="list-style-type: none"> • <i>Education Relief Kit</i>, Mr. Nagarthik Mp, Founder, Sauramandala Foundation • <i>Promoting Educational Play at Home during COVID-19 in Cambodia</i>, Kerri Agee and Kosal Sean, Education Specialist, Catholic Relief Services • <i>No Room for Escape Rooms? Different Formats for Educational Escape Games in the Classroom</i>, Scott Nicholson, Professor and Director, Game Design and Development, Wilfrid Laurier University • Julia Frazier, Senior Technical Advisor, International Rescue Committee <p>Session B: Adapting Games for Offline Learning (Part 2)</p> <ul style="list-style-type: none"> • <i>Reaching Underprivileged Children through Eskwelang Pamilya</i>, Beena Khemani, Curriculum Coordinator, Playworks Early Childhood Centers/AHA Learning Center • <i>Edu-Toons & Edu-Games: Leveraging Animations and Games in Formal Education</i>, Bidemi Nelson, CEO, Shield of Innocence Initiative • <i>Kidstube Learning Activities</i>, Maria Zandt, Initiator of Abracadabra Creative Kids, and Wobiandu Olivia Wokekoro, Partner, Kidstube • <i>Ahlan Simsim Initiative: Preparing a Generation of Children Affected by Conflict and Crisis</i>, Shanna Kohn, Senior Education Manager, Humanitarian Programs, and Manar Shukri, Regional Early Childhood Development Technical Lead, IRC/Sesame Workshop
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Session C: Gaming for Youth Engagement and Teacher Training

- *The Dominican Republic Education and Mentoring (DREAM) Project*, Catherine Delaura, Executive Director, and Sophia D'Angelo, Educational Consultant, **The Dominican Republic Education and Mentoring (DREAM) Project**
- *Digital Education for Children in Vulnerable Environments*, Elizabeth Galdo Marin, Managing Director at Fundación Telefónica Perú, and Mila Gonçalves, Global Head of Product and Innovation, **ProFuturo**
- *EVOKE*, Robert Hawkins, Senior Education Specialist, and Barbara Freeman, Education Innovation and Impact Evaluation Consultant, **World Bank**

11:00 am - 12:15
pm

mEducation Alliance e-Cafe:

Showcase Speakers

- Warren Buckleitner, Ph.D., Assistant Professor, IMM Department at TCNJ, Editor, **Children's Technology Review**
- Jon-Paul C. Dyson, PhD, Director, International Center for the History of Electronic Games Vice President for Exhibits, **Strong Museum of Play**
- Dr. Christopher Harris, Director of the School Library System, **Genesee Valley Educational Partnership**
- Brian Mayer, Coordinator, **School Library System and Media Services, Erie2 BOCES**

12:30 - 1:30 pm **mEducation Alliance e-Cafe: Play Every Day Insights**

1:30 - 2:30 pm **Escape the Symposium -- and Prizes!**

2:30 - 3:30 pm **Final Remarks and Participant Reflections**

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The **LEGO** Foundation 

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