## 2020 mEducation Alliance Symposia Series Event

### Play Every Day Agenda

**Monday, September 14, 2020**

<table>
<thead>
<tr>
<th>Time (EDT)</th>
<th>Event Details</th>
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<tbody>
<tr>
<td>8:00 - 9:00 am</td>
<td>Welcome! The platform is now open for you to join in. Feel free to explore, network, and visit our sponsor booths in the Expo.</td>
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<td>9:00 - 9:25 am</td>
<td><strong>Welcoming Remarks</strong>: Anthony Bloome, Executive Director, mEducation Alliance, Dr. Bo Stjerne Thomsen, Vice-President and Chair of Learning through Play, The LEGO Foundation, and Sally Gear, Head of Profession for Education, Foreign Commonwealth and Development Office</td>
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**Session A: Measuring Skills Acquired Through Technology and Play**

Moderator: Mark West, Education Specialist, UNESCO

- *CurrantMobile*, Carmen Strigel, Director, Technology for Education and Training, and Sarah Pouzevara, Sr. e-Learning Specialist, RTI International
- *Personalised Adaptive Solutions to Accelerate Learning*, Ritesh Agarwal, Sr. Manager, Growth and Partnerships, Large Scale Education Programmes, Educational Initiatives
- *Leveraging mobile games and libraries to continue learning: Field experiments in rural and urban settings*, Victor Orozco, Senior Economist, The World Bank

**Session B: Adapting Games for Offline Learning (Part 1)**

Moderator: Christer Gunderson, Chief Technology Officer, Global Digital Library
Session C: Play, Games, and Tech for Education during a Crisis (Part 1)
Moderator: Jackie Strecker, Connected Education Lead, UNHCR
- **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, 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 (Hosted by the LEGO Foundation)
- 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
- Deanna Gelosi, Museum Educator, Exploratorium
- Sebastian Martin, Tinkering Specialist, Exploratorium
- Students from High-school/Middle-school Makerspace Club, Eastern Province, Rwanda
- Students between ages 9 to 14 from Pokhara and Kathmandu, Nepal
- Teachers at Karkhana, Kathmandu, Nepal
- Bárbara Yarza, Learning Experience Designer, Exploratorium
- Casey Ward Federico, Early Childhood Education Consultant, Exploratorium

Session B: Social Emotional Learning and Early Years Learning (Part 1)
Moderator: Helen Hadani, Fellow at the Center for Universal Education, The Brookings Institution
Session C: Play-based Learning for Math and Science (Part 1)
Moderator: Juan-Pablo Giraldo, Education & Innovation Specialist, UNICEF
- Building Blocks - It All Adds Up, Ashok Kamath, Chair, Akshara Foundation
- Re-inventing School Success: Mastery Learning through Games, Dr. Joseph Adetunji Adegbesan, Founder and CEO, Lize Monametsi, Chief Operating Officer, AIM (African Institute for Mentoring Pty), Gidi Mobile & Papadi Games
- Mathika, Eyal Dessoutzafrir, CEO and Co-Founder, iMagine Machine Israel Ltd
- Teaching the Scientific Method in Math Class, Dr. Gordon Hamilton, Julia Robinson Mathematics Festival team member, director of MathPickle.com, designer of the board Game Santorini.

12:30 - 1:30 pm  
**Expo Booths and Networking**  
Visit our sponsor booths and make new acquaintances

1:30 - 2:00 pm  
**Closing Keynote:** *Turning Math into a Game*, Scott Kim, Cofounder, Game Thinking Academy

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**Tuesday, September 15, 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.
9:00 - 9:25 am | **Welcoming Remarks:** Scott Isbrandt, Director, Strategic Initiatives, mEducation Alliance, and Asyia Kazmi, Global Education Policy Lead, Bill and Melinda Gates Foundation
9:30 - 10:45 am  
**Session A: Supporting Schools with Creative Learning at Home (Hosted by the LEGO Foundation)**  
- Carolina Rodeghiero, Education Organizer, Brazilian Creative Learning Network, Researcher, Lifelong Kindergarten Group at MIT Media Lab  
- Leo Burd, Creative Learning Program Director, MIT Media Lab  
- Rupal Jain, Learning Partnerships Manager, Lifelong Kindergarten Group at MIT Media Lab

**Session B: Games and Play for Inclusive Education**  
Moderator: Leah Maxson, Senior Inclusive Education Advisor, Office of Education, USAID  
- *GraphoGame: How An App Can Fight the COVID Slide in Literacy?*, Jesper Rynnänen, Co-founder, Grapho Group  
- *Supporting International Deaf Communities*, Stephen Jacobs, Professor, RIT MAGIC Center, and Professor Chris Kurz, National Technical Institute for the Deaf  
- *Code Jumper*, Leslie Farr Knox, Senior Director, Engagement & Experience, American Printing House

11:00 am - 12:15 pm  
**Session A: Play, Games and Tech for Education during a Crisis (Part 2)**  
Moderator: Dr. Ian Macpherson, Knowledge and Innovation Exchange (KIX) and Senior Education Specialist, Global Partnership for Education  
- *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**
● **Education Uninterrupted – Internet and Resource free Learning**, Janhvi M. Kanoria, Director of Innovation Development, **Education Above All (EAA)**

**Session B: Adapting Games for Offline Learning (Part 2)**
Moderator: Claire Duly, Digital Design and Innovation Consultant, **British Council**
● **Reaching Underprivileged Children through Eskwelang Pamilya**, Beena Khemani, Directress, **Playworks@Home**
● **Edu-Toons & Edu-Games: Leveraging Animations and Games in Formal Education**, Bidemi Nelson, CEO, **Shield of Innocence Initiative**
● Empowering Parents to Engage in Creative Learning, Maria Zandt, Founder of Abracadabra Creative Kids, and Wobiandu Olivia Wokekoro, Partner, **Kidstube**
● **Ahlan Simsim Initiative: Preparing a Generation of Children Affected by Conflict and Crisis**, Shanna Kohn, Senior Education Manager, Humanitarian Programs, and Manar Shukri, Regional Early Childhood Development Technical Lead, **IRC/Sesame Workshop**

**Session C: Social Emotional Learning and Early Years Learning (Part 2)**
Moderator: Serhiy Kovalchuk, Program Officer, Knowledge and Innovation Exchange, **International Development Research Centre**
● **Sun Books**, Maria del Pilar Rojas Quimbay, Program Manager, **World Literacy Foundation/Sunbooks**
● **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**
● **Scaling Training for Mental Health Counsellors - Digital tools for role-playing new skills**, Dr. Simon Richmond, ICT Team Leader, **EDC**
● **Building Brains, Building Empathy: Supporting Whole-Child Wellbeing Through Edutainment**, Cliodhna Ryan, Head of Education, **Ubongo**

Hands-On Educational Games

● **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**
● **Math Dice: Transforming the real number properties into a clever, fun game**
### Event Schedule

**1:45 - 2:00 pm**
**Closing Keynote:** Jaime Saavedra, Global Director, Education, **The World Bank Group**

**2:00 - 3:00 pm**
**mEducation Alliance eCafe: Capturing Powerful Student Learning Moments During Play**  
Moderator: Edward Metz, **US Dept of Education**  
- Kara Carpenter, **Teachly**  
- Dan White, **Filament Games**  
- Lana Israel, **Muzology**  
- Clifton Roozeboom, **PocketLab**  
- Sage Salvo, **WordsLiive**

**3:00 - 3:30 pm**
Breakout Sessions with ED Game Developers

**3:30 - 4:00 pm**
Math Concert, **Muzology**

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**Wednesday, September 16, 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.

9:00 - 9:25 am | Welcoming Remarks: Nicole Carney, Director, Communications, **mEducation Alliance**; Molly Jamieson Eberhardt, Director of Engagement, **EdTech Hub** and Program Director, **Results for Development**

9:30 - 10:45 am | **Session A: Game Development in Low-Resource Settings**  
Moderator: Mark West, Education Specialist, **UNESCO**  
- *Education Relief Kit*, Mr. Nagakarthik Mp, Founder, **Sauramandala Foundation**  
- *Promoting Educational Play at Home during COVID-19 in Cambodia*, Kerri Agee and Kosal Seant, Education Specialist, **Catholic Relief Services**  
- *No Room for Escape Rooms? Different Formats for Educational Escape Games in the Classroom*, Scott Nicholson, Professor and Director, Game Design and Development, **Wilfrid Laurier University**  
- **PlayMatters**, Katie Barnum, Regional Curriculum Specialist, **PlayMatters IRC**, Hadijah Nandyose, Senior Project Coordinator, **PlayMatters IRC**
Uganda, Atsede Gidey, Strategic Partnership Manager, PlayMatters IRC
Ethiopia, Joseph Opondo, National Education Program Coordinator, Plan International Uganda

Session B: Workshop: High-Tech, Low-Tech, No-Tech - Playful Education Practices (Hosted by the LEGO Foundation)
- AnnMarie Thomas, Director, Playful Learning Lab, University of St. Thomas
- Brent Hutcheson, Director, Care for Education
- Oliver Bray, Initiatives Lead, Global Programs, The LEGO Foundation

Session C: Gaming for Youth Engagement and Teacher Training
Moderator: Jomara Laboy-Rivera, Education Program Specialist, Peace Corps
- 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
- Game of Choice, Not Chance, Susan Howard, Academic Entrepreneur, George Mason University & Howard Delafield International

11:00 am - 12:15 pm
mEducation Alliance eCafe: Showcase Speakers
Moderator: Anthony Bloome, Executive Director, mEducation Alliance
- 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 BOCES
- Brian Mayer, Coordinator, School Library System and Media Services, Erie2 BOCES
- Mugaga Julius, Assistant Lecturer and Researcher, Makerere University

12:30 - 1:00 pm
mEducation Alliance eCafe - Play Every Day Insight: Oliver Bray, Initiative Leads, Global Programs, The LEGO Foundation
1:00 - 1:30 pm  Closing Keynote:  Lual Mayen, CEO, Junub Games

1:30 - 2:00 pm  Escape the Symposium -- and Prizes!

Thank you to our Sponsors!

The LEGO Foundation

EdTech Hub

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