## 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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<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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| 9:30 - 10:45 am | **Session A: Measuring Skills Acquired Through Technology and Play**
Moderator: Mark West, Education Specialist, UNESCO

- *Family Engagement in the Digital Age*, Sashwati Banerjee, Entrepreneur in Residence with the Central Square Foundation, Top Parent App
- *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*

**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*
- *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
- *Distance learning through play for young learners - on a budget, in a crisis - that works*, Emma Caddy, Founder and CEO, Mildred Obuya
- TTK ECD Expert Advisor /Content Developer, Tiny Totos

**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.

**Expo Booths and Networking**

12:30 - 1:30 pm
Visit our sponsor booths and make new acquaintances

**Closing Keynote: Turning Math into a Game**

1:30 - 2:00 pm
Scott Kim, Cofounder, Game Thinking Academy

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**Tuesday, September 15, 2020**

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<td>9:00 - 9:25 am</td>
<td>Welcoming Remarks: Scott Isbrandt, Director, Strategic Initiatives, mEducation Alliance, and Asyia Kazmi, Global Education Policy Lead, Bill and Melinda Gates</td>
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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 Ryynänen, 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, Sylvia Sable, Project Lead, and Jacqueline Connor, Director of Impact, **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**

12:30 - 1:30 p.m.

**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 engine, Bill Ritchie, Chief Creative Officer and Co-founder, ThinkFun

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

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; 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 Sean, 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, Hadjiyah 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!

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The LEGO Foundation

**EdTech Hub**

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