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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<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, <strong>mEducation Alliance</strong>, and Dr. Bo Stjerne Thomsen, Vice-President and Chair of Learning through Play, <strong>The LEGO Foundation</strong></td>
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**Session A: Measuring Skills Acquired Through Technology and Play**

Moderator: Mark West, Education Specialist, **UNESCO**
- *Gamified Assessment*, Daniyal Zia, Strategist, **Taleemabad**
- *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, **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**
- *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)
Moderator: Jackie Strecker, Connected Education Lead, UNHCR
- 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, 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
- Deanne Gelosi, Museum Educator, Exploratorium
- Sebastian Martin, Tinkering Specialist, 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, and Dr. Helen Crompton, Associate Professor of Instructional Technology, Old Dominion University
- 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
- Distance learning through play for young learners - on a budget, in a crisis - that works, Emma Caddy, Founder and CEO, 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

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12:30 - 1:30 pm

**Expo Booths and Networking**

Visit our sponsor booths and make new acquaintances

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1:30 - 2:30 pm

**mEducation Alliance e-Cafe: Dialoguing with mEducation Alliance members**

2:30 - 3:00 pm

**Formal Program Closing Remarks and Reflections**

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**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, 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, Disability Inclusive Development Democracy Fellow, Center of Excellence on Democracy, Human Rights and Governance, USAID
- **GraphoGame: How An App Can Fight the COVID Slide in Literacy?**, Jesper Ryynänen, Co-founder, Grapho Group
- **E-Learning for Equity**, Edward Winter, Senior Technical Advisor for Social

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Session C: Play-based Learning for Math and Science (Part 2)
Moderator: Christer Gunderson, Chief Technology Officer, Global Digital Library
- Problem-based Adventure, Vidy Raman, CEO, RoundEd Learning Inc.
- Trigonik: World's First Trigonometry Based Educational Board Game, Nikhil Gehlot, Founder, Ideaforage Innovations Private Ltd
- A Digital Learning Revolution Approach Using Lessons from the Chess Game Engine, Cavin Mugarura, CEO, Node Media Systems

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
- Free App to Overcome Stress of COVID-19, Camilla Lodi, Psycho Social Support and Social Emotional Learning Advisor, Norwegian Refugee Council

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, Curriculum Coordinator, Playworks Early Childhood Centers/AHA Learning Center
- 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
### 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**
- Bill Ritchie, Chief Creative Officer and Co-founder, **ThinkFun**

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9:00 - 9:25 am  Welcoming Remarks: Nicole Carney, Director, Communications, mEducation Alliance and Oliver Bray, Initiative Leads, Global Programs, The LEGO Foundation

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*, 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, Katie Barnum, Regional Curriculum Specialist, PlayMatters IRC

**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: Robert Hawkins, Senior Education & Technology Policy Specialist and Global Lead for Technology and Innovation in Education, World Bank
- *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 Submission*, Susan Howard, Academic Entrepreneur, George Mason University & Howard Delafield International
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 - 2:00 pm

**Keynote and Final Remarks:** Anthony Bloome, Executive Director, mEducation Alliance, and Lual Mayen, CEO, Junub Games

2:00 - 3:00 pm

**Escape the Symposium -- and Prizes!**

Thank you to our Sponsors!

The LEGO Foundation

EdTech Hub