# 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><strong>Welcome!</strong> 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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<tr>
<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
● Learning to Learn in 160 Characters, Annapoorni P.C., Senior Manager, and Nishant Baghel, Director of Technology Innovations, 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, 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
● Gamification of Life Skills Approaches, Melanie Worrall, Director of Learning Technology Consulting, and Shirantha Gamage, Technical Advisor – Youth & Livelihood Development, 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
• Beauty before Truth - Play the best games not educational games, 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

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, 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 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

**Session C: Play-based Learning for Math and Science (Part 2)**
Moderator: Jamie Proctor, Ed Tech Research Advisor, EdTech Hub
- **Problem-based Adventure**, Vidya Raman, CEO, RoundEd Learning Inc.
- **Trigonik: World's First Trigonometry Based Educational Board Game**, Nikhil Gehlot, Founder, Ideaforage Innovations Private Ltd
- Game-based learning and assessment with AI and Natural language processing (NLP), Christer Gunderson, Chief Technology Officer, Global Digital Library
- A Digital Learning Revolution Approach Using Lessons from the Chess Game Engine, Cavin Mugarura, CEO, Node Media Systems (Uganda)

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, 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 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, humanity 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, *Mузология*
- Clifton Roozeboom, *PocketLab*
- Sage Salvo, *WordsLiive*

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

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

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**Wednesday, September 16, 2020**

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<td>9:00 - 9:25 am</td>
<td>Welcoming Remarks: Nicole Carney, Director, Communications, <em>mEducation Alliance</em>; Molly Jamieson Eberhardt, Director of Engagement, <em>EdTech Hub</em> and Program Director, <em>Results for Development</em></td>
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| 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*
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 Submission, Susan Howard, Academic Entrepreneur, George Mason University & Howard Delafield International

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

mEducation Alliance eCafe - Play Every Day Insight: Oliver Bray, Initiative Leads, Global Programs, The LEGO Foundation

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

Thinkfun

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