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

Monday, September 14, 2020

<table>
<thead>
<tr>
<th>Time (EDT)</th>
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<td>8:00 - 9:00 am</td>
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<td>9:00 - 9:25 am</td>
<td>Welcoming Remarks: Anthony Bloome, Executive Director, <strong>mEducation Alliance</strong>, and Dr. Bo Stjerne Thomsen, Vice-President and Chair of Learning through Play, <strong>LEGO Foundation</strong></td>
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**Session A: Measuring Skills Acquired Through Technology and Play**
- *Gamified Assessment*, Haroon Yasin, 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**
- *Educational Initiatives for Personalised Adaptive Solutions to Accelerate Learning*, Pranav Kothari, VP of Large Scale Education Programs, **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)**
- *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*
● *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)**
● *KarMuqabra*, 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*

**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 Dessoutzafrir, CEO and Co-Founder, *iMagine 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

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**Tuesday, September 15, 2020**

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9:30 - 10:45 am  
**Session A: Supporting Schools with Creative Learning at Home (LEGHosted)**
- 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 Rynänen, 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)**
- *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*

12:30 - 1:30 p.m.

**Hands-On Educational Games**
- *Improving Mathematics Learning with Matica*, Mugaga Julius, Assistant lecturer and Researcher, *Makerere University*
- *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*
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**Wednesday, September 16, 2020**

**Session A: Game Development in Low-Resource Settings**

- *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
- Julia Frazier, Senior Technical Advisor, International Rescue Committee

**Session B: Adapting Games for Offline Learning (Part 2)**

- *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
- *Kidstube Learning Activities*, Maria Zandt, Initiator 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: 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

mEducation Alliance e-Cafe:
11:00 am - 12:15 pm
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

Thank you to our Sponsors!

The LEGO Foundation