



A volunteer initiative
for digital media
professionals to create
opportunities for
educators and students

2015 YEAR IN REVIEW

- 9th annual GiE Symposium
- 2nd annual Teen Game Workshop
- 501(c)(3) status approved



GIE SYMPOSIUM

The 9th annual symposium continued to focus on educators sharing 21st century tools to better education such as Flipped Learning, Games (Digital & Non-Digital), Project Based Learning, Robotics and more.

**40 hours
of PD content**

9 sessions
streamed and
now on YouTube

"Thank you,
awesome, free
PD for us!"

200 educators
attended
2 locations:
Main - **TechValley**
HIGH SCHOOL
Albany NY
Satellite - **VANIER**
CEGEP/COLLEGE
Montreal

20,000
students reached!

"Wonderful
venue
and all sessions
and keynotes
were valuable"

maintained
FREE
cost with free
lunch

EXAMPLE SESSIONS

- Flip your class! 5 Key Strategies For Successful Classroom Implementation
- The Alternate Reality Classroom
- Tech-less Game Design: Bringing Tabletop Games into the Classroom
- Chromebooks in Education
- Gamification without Technology
- MISSION U.S.: Understanding History through Interactive Gaming
- Teaching Physics & Math with Mine craftEDU
- Creating Space for Student-Driven Learning
- Making Learning Personal through PBL
- EK Theater presents "The Tell-Tale Heart"

TEAM GAME WORKSHOP

With the 2nd annual workshop we were able to inspire urban youth to learn science and programming through creating their own game. In one week!

100%

of students would recommend the workshop

"I will be taking computer graphics next year!"

36 students ages 14-17

2 course tracks

29 games created

13 community mentors

80% aren't taking related classes at school

"It piqued my interest in Artificial Intelligence. I have done lots of programming since then and I love it."

WHAT TEENS LEARN

- programming skills
- research solutions independently
- creating 3D models
- teamwork & collaboration
- share previous knowledge & experience• and more!

ORGANIZATION

Through support from 1st Playable we were able to become an official 501(c)(3) non-profit organization which will allow us to improve our ability to accomplish our goals.

IN-KIND DONATIONS

- 1,702.94 hours from 1st Playable Staff (41 Involved)
- Space and coordination for the 2015 Symposium provided by Tech Valley High School & SUNY POLY
- Space and coordination for the 2015 Teen Game Workshop provided by Troy High School
- Professional Development Credit provided by Capital Region BOCES
- Leadership, organization and collaboration provided by staff at 1st Playable Productions and WMHT

SYMPOSIUM

PIONEER SPEAKERS

- Travel \$3,435.03
- Lodging \$2,862.54

FOOD

- Lunch and Breakfast for 2 days \$3,919.11
- Dinner to recognize speakers \$1,328.65
- Mixer \$151.20

OTHER

- Program \$958.25
- Online Schedule \$99.00
- A/V Equipment \$314.06
- Advertising \$121.80

TEEN GAME WORKSHOP

- Lunches for the week \$1,269.66
- Flash drives for the participants \$221.64

ORGANIZATION

- Miscellaneous \$62.23

For 2015 all of the expenses listed to the left were covered by our platinum sponsor and sister organization 1st Playable Productions.

Without the support of all of these organizations Games in Education would be unable to continue our service to our local educators and youth. Thank you!