



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

## 2016 YEAR IN REVIEW

- 10th annual GiE Symposium
- 3rd annual Teen Game Workshop
- Record attendance at GiE
- First NYC satellite site
- Digital Gaming Hub hosted Teen Game Workshop

## GIE SYMPOSIUM

The 10th 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, virtual reality and more.

**32 hours**  
of PD content

14 sessions  
streamed and  
now on YouTube

"LOVED this  
experience,  
well worth it!"

**2 locations:**

Main:  **TROY**  
CITY SCHOOL DISTRICT  
troy, new york

Satellite:  **EDC** Learning  
transforms  
lives.  
new york city

**20,400**  
students reached!

**204** educators  
attended

"Keynotes were  
amazing, every  
workshop was  
relevant"

maintained  
**FREE**  
cost with  
free lunch

## EXAMPLE SESSIONS

- Flipped Learning Workshop
- Students Making Games
- Using Minecraft to get kids to write
- Teaching Empathy through Game Design
- DIY Game Controllers with Makey Makey and Scratch
- Pokemon GO: Layering and Renewal in space-based activities
- Escape Rooms: Immersive-Social-Intellectual Play

## TEAM GAME WORKSHOP

With the 3rd 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 game workshop to a friend

Favorite part?  
"New friends!  
New skills!"

**37** students  
ages 14-17

**2** course  
tracks

**30** games  
created

**25** community  
mentors

**80%**

aren't taking  
related classes  
at school

"I will be taking  
computer  
graphics  
next year!"

## 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.

## SYMPOSIUM



### PIONEER SPEAKERS

- Travel \$1,624.82
- Lodging \$3375.03



### FOOD

- Lunch and Breakfast  
for 2 days \$3,626.92



### OTHER

- Program \$958.25
- Tote Bags \$937.50
- A/V Equipment \$103.08
- Advertising \$39.44

## TEEN GAME WORKSHOP

- Lunches for the week \$1,164.34
- Miscellaneous: \$475.39

## ORGANIZATION

- Miscellaneous \$85.00

## IN-KIND DONATIONS

- 1284.88 hours from 1st Playable Production Staff (27 involved)
- Space and coordination for the 2016 Symposium provided by Troy Middle School and Troy City School District
- Professional Development Credit provided by Capital Region BOCES
- Leadership, organization and collaboration provided by staff at 1st Playable Productions and WMHT

For 2016 all of the expenses listed to the left were covered by our wonderful sponsors: Revolutionary Learning, SUNY School of Education, and 1st Playable Productions.

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

Thank you!