2017 YEAR IN REVIEW

- 11th annual GiE Symposium
- 4th annual Teen Game Workshop
- Record attendance at GiE
- Digital Gaming Hub hosted Teen Game Workshop

GIE SYMPOSIUM
The 11th annual symposium continued to focus on educators sharing 21st century tools and ideas to better education such as the importance of play in the classroom, game-based learning to improve student engagement, and VR!

32 hours of PD content
- 16 presentations & 11 workshops over 2 days!
- “Thank you for another great year!”

2 locations:
- University at Albany, New York
- EDC Learning transforms lives. New York City

228 educators attended
- What a repertoire of activities! Great presenters.
- maintained FREE cost with free lunch

22,000 students reached!

EXAMPLE SESSIONS
- Game-Based Learning in STEM
- Teaching Teamwork with the Board Game Pandemic
- Roleplay in the Social Sciences
- Makey Makey Workshop
- Freemium Formative Assessment Tools with Touchscreen Features
- Gamification to Game-Based Learning with MinecraftEdu
- Not Child’s Play: Transformative Learning Through Gaming for Adult Learners in History and Nutrition
- Raspberry Pi in the Classroom
TEEN GAME WORKSHOP

With the 4th 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

“The instructors were amazing!!!”

24 students ages 14-18

70% aren’t taking related classes at school

2 course tracks

16 games created

Favorite part?
“Everything, there wasn’t a moment I didn’t like.”

9 community mentors

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

- Space and coordination for the 2017 Symposium and Workshop provided by the University at Albany and RPI.
- Leadership, organization and collaboration provided by staff at 1st Playable Productions and WMHT
- Professional Development Credit provided by Capital Region BOCES

SYMPOSIUM

9 PIONEER SPEAKERS

- Travel $1,742
- Lodging $1,788

FOOD

- Lunch and Coffee for 2 days $3,293

OTHER

- Program $327
- Tote Bags $434
- Supplies $182

Thank you!

TEEN GAME WORKSHOP

- Lunches for the week $619
- Miscellaneous $132

ORGANIZATION

- Miscellaneous $230