



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

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!

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

32 hours
of PD content

16 presentations
& 11 workshops
over 2 days!

"Thank you for
another great
year!"

2 locations:

 UNIVERSITY AT ALBANY
State University of New York
albany, new york

EDC Learning
transforms
lives.
new york city

22,000
students reached!

228 educators
attended

"What a
repertoire of
activities! Great
presenters."

maintained
FREE
cost with
free lunch

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

2 course tracks

16 games created

9 community mentors

70%

aren't taking related classes at school

Favorite part?
"Everything, there wasn't a moment I didn't like."

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 \$1,742
- Lodging \$1,788

FOOD

- Lunch and Coffee for 2 days \$3,293

OTHER

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

TEEN GAME WORKSHOP

- Lunches for the week \$619
- Miscellaneous: \$132

ORGANIZATION

- Miscellaneous \$230

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
- For 2017 all of the expenses listed to the left were covered by our wonderful sponsors: Price Chopper's Golub Foundation, Hannaford, Stewart's, Trader Joes, and 1st Playable Productions.

