



HARVARD

**School of Engineering
and Applied Sciences**

Initiative in Innovative Computing

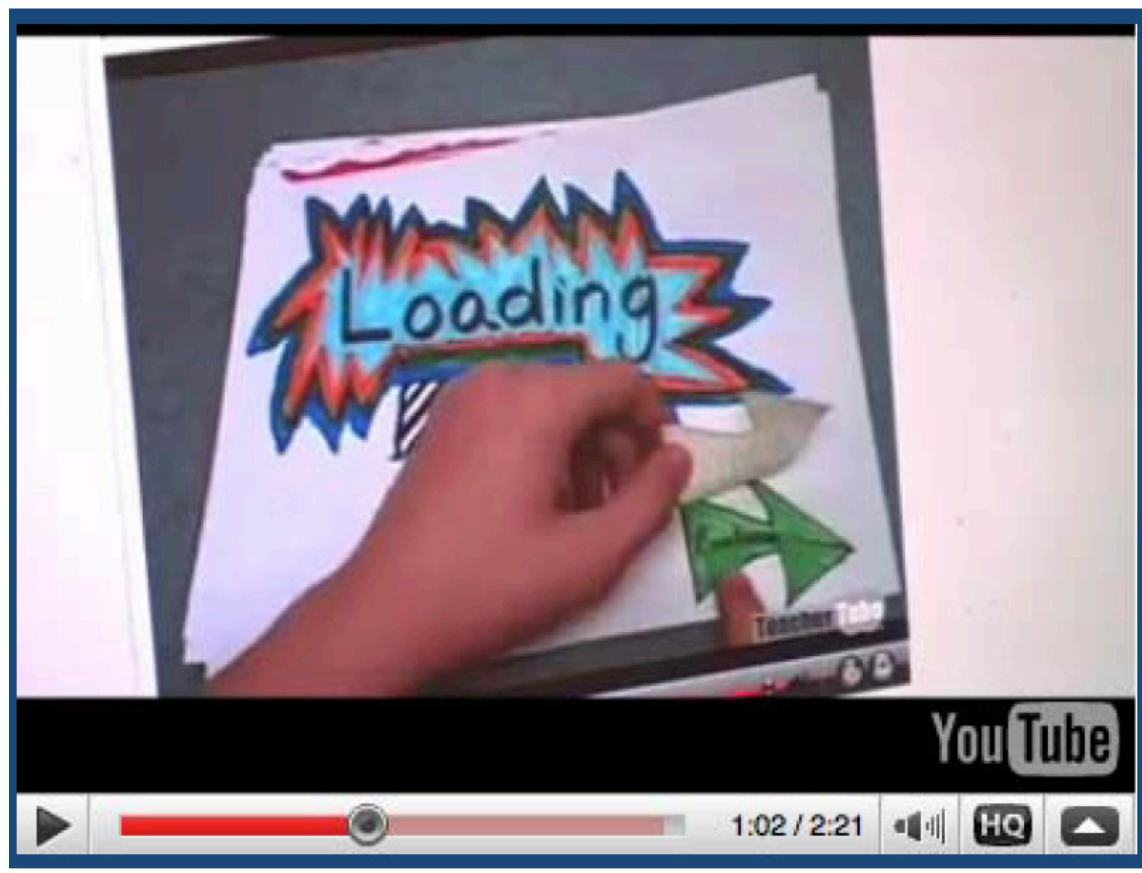
Social Networks+ Game-Making: Rethinking Education

colloquium featuring

Idit Harel Caperton

Founder and President
World Wide Workshop Foundation

How can we cultivate and nurture today's disengaged learners so that they become more creative and computationally capable? How can we help them to prosper in the high-tech global economy, able



to manage complex communication and large-scale projects that are collaborative and computational? "We cannot wait for higher education or special professional training to do this," asserts our speaker. "We must start young!" Using a groundbreaking new learning network called Globaloria, the World Wide Workshop Foundation has demonstrated that practicing the making of games and simulations, within a virtual design studio embedded in a social learning system, can help students develop sophisticated contemporary learning abilities.

sept 30 4pm

maxwell dworkin g115

refreshments served at 3:45

for more information

iic.harvard.edu