

## **Announcing the Globaloria Inspiration Awards: A School Leadership Contest Recognizing Educational Innovation**

**October 25, 2010: Charleston, West Virginia:** The [World Wide Workshop](http://www.WorldWideWorkshop.org) and the West Virginia Department of Education announced today ***The Globaloria Inspiration Awards***, a new contest for school leaders sponsored by a grant from the [Entertainment Software Association Foundation](http://www.ESAFoundation.org), the philanthropic arm of the U.S. computer and videogame industry, and the newest funding partner of Globaloria in West Virginia. The contest's objective is to amplify education leaders' entrepreneurial and innovative spirit and best efforts in integrating and growing new programs successfully in their school systems in order to maximize student potential as 21<sup>st</sup>-century learners.

The Globaloria learning network and curriculum prepare students to graduate ready for postsecondary academic and professional success. We believe that school leaders and superintendents can change school-wide policies and logistics to effectuate innovation. ***The Globaloria Inspiration Awards*** recognize middle-school and high-school principals as well as county superintendents for increasing student and educator participation in Globaloria in their schools. "We are proud to partner with the World Wide Workshop and sponsor the scaling of Globaloria, which is making a real difference in the lives of rural West Virginia's youth," said Jenny Lai, Vice President of the ESA Foundation. "By rewarding leaders who effectively nurture Globaloria in their schools we are contributing to a more knowledgeable, engaged, and digitally-advanced generation."

"The Globaloria learning network and its gaming curriculum provide an engaging learning opportunity to a generation of students who are frustrated by the need to 'power down' when school starts," says Dr. Idit Harel Caperton, President and Founder of the World Wide Workshop Foundation. "Like the computer and videogame companies who are members of the ESA, we work hard on using our vision and skill of game developers to blend in the Globaloria platform playful game-making activities with rigorous STEM curriculum, as well as teacher development practices and transformative student community interactions."

"We know that some of the best learning happens when students are engaged, intrigued, and eager to participate," says Gayle Manchin, First Lady of West Virginia, and Co-Chair of Globaloria in West Virginia. "We recognize that engagement does not always equal knowledge mastery, but we know that motivation and mastery are easier to achieve when students participate in challenging learning process over significant time periods. We therefore aim to reward those school leaders who fully integrate this innovative approach to teaching and learning."

One middle-school principal, a high-school principal, and a county superintendent will be selected and recognized for leading outstanding Globaloria integration in their school system during academic year 2010-2011.

Award recipients will be selected using the following criteria:

- **School Principals:** selection is based on their visible efforts to grow Globaloria within their schools by: 1) recruiting more teachers to offer Globaloria; 2) allowing and encouraging Globaloria educators to teach several Globaloria classes per day; 3) increasing Globaloria class size by facilitating student recruitment that results in larger classes; 4) growing the technology infrastructure and connectivity to support creative digital learning among as many educators and students; and 5) supporting daily block-time schedule which required for the Globaloria innovation.
- **County Superintendents:** selection is based on their visible efforts to grow Globaloria within their counties by: 1) launching Globaloria at every school in their county; 2) facilitating the support of their county technology director to ensure technology infrastructure, high-speed connectivity, and that software is promptly installed in all Globaloria classrooms and all technical issues are swiftly resolved; and 3) allocating funds to support Globaloria teacher professional development (i.e. laptops for Globaloria educators, as well as coverage of costs for professional days that Globaloria educators in their county take to attend Globaloria Academies.

The ESA Foundation grant also supports Globaloria Leadership Academies to guide school and county leaders, hands-on, how to implement the Globaloria innovation. A committee of judges for the Globaloria Inspiration Awards is being assembled to develop the nomination procedure, and define the prizes and selection criteria for awardees. Winners and prizes will be announced during a series of special ceremonies in winning counties and schools during May-June, 2011.

~ ~ ~

**Globaloria:** Produced and launched by the World Wide Workshop in 2006, [Globaloria](#) is the first-of-its-kind social learning network for designing and programming web games. It includes programmable wikis, blogs, game programming tutorials, game-content resources and a customizable self-paced curriculum with model implementations and alignments to curriculum standards. Providing excellent professional development and support, Globaloria transforms education by merging playful learning, and technical and computational skills into a rigorous academic curriculum. It equips educators and students with top tech skills, and at the same time, prepares them for college-level studies, 21st-century citizenship and careers in the global knowledge economy. West Virginia is the first to adopt Globaloria on a statewide level, thanks to the generous support from several [partners and funders](#). For more information Contact: [Amber@WorldWideWorkshop.org](mailto:Amber@WorldWideWorkshop.org)