

## MEDIA ADVISORY

Local Students Design and Program Original Educational Video Games  
Winning Student Teams Announced at June 5 Awards Ceremony

**San Jose, California** – Students in Silicon Valley gathered with community members on June 5 for a very special awards ceremony. Teams of students from the Oak Grove School District and the Boys & Girls Clubs of Silicon Valley, who have spent hundreds of hours over the course of the school year developing educational video games through the Globaloria curriculum, learned which of the student-programmed and designed games won prizes in the annual Globey Awards.



Silicon Valley Globey Award Winning Team: Math Sports, Christopher School  
with Principal Bill Abraham and Educators Carlos Inda and Kalasea Fernandez

Two hundred students in four schools and community centers in Silicon Valley participated in this year's Globaloria game-design program. These students and educators are part of a national educational network in California, Florida, New York, Texas and West Virginia dedicated to developing students' digital literacy, STEM knowledge and global citizenship skills through Globaloria. Each year, teams of students have the opportunity to submit their game for the consideration of the Globey judges in regional competitions. Reflecting the rigorous nature of the program, students are judged on the technical quality of their game, its educational content, the quality of the original artwork and animations, teamwork, research skills and the overall production process.

Muhammed Chaudhry, President & CEO, Silicon Valley Education Foundation, said, "Here in Silicon Valley, we have great donors and great educators who we need to keep supporting so they can provide our students with the tools for a 21st century education, just like Globaloria and this competition."

This year's finalists and winners in the Globaloria in Silicon Valley community Globeys showcased student learning, creativity and innovation in history, civics, math and engineering—and you can play the games now on the Globaloria website!

The winning game was Math Sports, created by Team Barcelona, 7th grade students Cassandra Fonseca, Huy Le, Manuel Bravo, Emily Mondragon and Kevin Martinez of the Christopher Elementary School. Math Sports, a multi-level game, helps players learn about square roots through sports simulations.

Jon Perera, Vice President of Worldwide Education Marketing for Adobe Systems, told the game designers, "You have all won this competition. By using your creativity and working together, you have created awesome games and learned a lot in the process. You have learned to work on a team and learned to write code, all important skills that will get you into college." Adobe provided each of the competition finalists and winners with Adobe Flash software to continue their learning through game design.



(left) Jon Perera, Vice President of Worldwide Education for Adobe Systems with a next generation STEM engineer. (right) Judy Kleinberg, San Jose/Silicon Valley Program Director at Knight Foundation, and a major funder of the program, honored Globaloria Silicon Valley leaders.

Additional teams of Globaloria in Silicon Valley students were selected as finalists in this year's awards:

- Journey of Gladius – created by Team Roman Numerals (Callahan Boronkay, Joshua Kwon and Victoria Edwards) of the AdVENTURE STEM Program at the Herman Intermediate School. Players of this game experience the journey of a gladiator in ancient Rome.
- The Roman Games – Team Digital Romans (Sven Kuhne, Kyle Montoya and Ethan Moreland), also at the AdVENTURE STEM Program at the Herman Intermediate School. Players learn about the Colosseum and ancient Rome more broadly.
- Math Blocks – Team IDK of the Christopher Elementary School (students Alfredo (Freddy) Mendoza, Vanessa Solis, Rafael Cortez, Melissa Gonzalez, and Nathalie Martinez) created Math Blocks. Players practice addition, subtraction, multiplication and division while trying to move blocks into the correct boxes. Don't forget to look for the hidden objects!
- Bertha's BIG Adventure – Team Salad (Arturo Roman & Jocelyn Woods) of the Smythe Clubhouse, Boys & Girls Clubs of Silicon Valley Players help an overweight protagonist become fit and healthy by making smart choices.
- Gear Box – Team 1UP (Azael Arroyo, Billy Tongco, Tyler Tran) of the Levin Clubhouse, Boys & Girls Clubs of Silicon Valley, developed "Gear Box" to educate players about gears, gear rotation and ratios as they try to use gears to repair broken objects.

Judges for the Globey Awards in Silicon Valley included:

- Honorary Chair: Judith Kleinberg, Program Director, San Jose & Silicon Valley, Knight Foundation
- Clara Baum, Sr. Director of Strategic Marketing and Partnerships, Konami

- Muhammed Chaudhry, President and CEO, Silicon Valley Education Foundation
- Gina Dalma, Program Officer, Silicon Valley Community Foundation
- Tony Garcia, Superintendent, Oak Grove School District
- Dana Fraticelli, Chief Executive Officer, Boys & Girls Club of Silicon Valley
- Jon Perera, Vice President, Worldwide Education Marketing, Adobe

Each of the winning games are published and playable on the Globaloria website, enabling visitors and aspiring game designers to engage with, learn from and be inspired by students' original programming and design work. Every student who participates in Globaloria becomes a producer of original multimedia content—and benefits from the resulting boost in critical competencies and self-confidence needed to thrive in today's global digital economy.

"It's our mission to provide unique moments of MIT-style education in underserved communities via our network," noted World Wide Workshop President and Founder Dr. Idit Harel Caperton. "Whenever we give students and teachers daily opportunities to develop digital literacies like software programming and blended learning, the results surpass our expectations, every time." She continued "I saw these 25 boys and girls stepping up on stage to present with pride their knowledge and ideas as embedded in their games, and I know they've worked hard to invent and implement it over the course of the year, and it's deeply inspiring! It's at the heart of what we dream for these kids at the World Wide Workshop."

Globey award ceremonies are taking place throughout the country this spring and summer. The program is an initiative of the World Wide Workshop, a nonprofit organization supported by the Knight Foundation, Google, the Claude Worthington Benedum Foundation, the AMD Foundation, state and county departments of education, the Entertainment Software Association, Adobe, Konami Digital Entertainment, Cisco, Electronic Arts (EA), and a number of other partners, including the Silicon Valley Education Foundation. Thanks to Konami Digital Entertainment, winners in the San Jose/Silicon Valley community received copies of the record-breaking game Dance Dance Revolution.

###

**World Wide Workshop** ([www.WorldWideWorkshop.org](http://www.WorldWideWorkshop.org)) is a nonprofit organization that invents social media and digital technology applications to help youth and educators participate as leaders in the global knowledge economy. Globaloria is the first and largest social learning network for developing digital literacy, STEM knowledge and global citizenship skills through game design. Launched in 2006, the results-proven Globaloria is at work today in middle- and high-school classrooms and community centers in five states: California, Florida, New York, Texas and West Virginia. To learn more about how Globaloria classrooms nationwide are participating in the 2012 Globeyes, visit <http://www.worldwideworkshop.org/programs/globaloria/competitions>.

To arrange an interview or for more information, please contact Shubha Tuljapurkar ([shubha@worldwideworkshop.org](mailto:shubha@worldwideworkshop.org) or **650-279-7031**).