

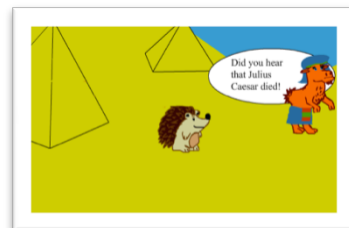
Announcing the Winners of 2011 Globaloria Game Design Competitions

June 20, 2011, New York, NY: The [World Wide Workshop Foundation](http://www.worldwideworkshop.org) congratulates the 78 finalists and 24 winners of three Globaloria game design competitions in 2011. [Globaloria](http://www.globaloria.org), the social learning network teaching students to make educational webgames, has been hosting the nation's first and largest game-design competitions since 2009. This year, 835 students and 433 teams from West Virginia, Texas and New York participated in three different competitions: the [2nd Annual Globaloria STEM Game Design Competition](#); the [2nd Annual Civics & News Literacy Game Design Competition](#); and the [2nd Annual Globey Awards](#). Honorary Chairs of the competitions included Former Supreme Court Justice Sandra Day O'Connor and US Senator Jay Rockefeller. Students on the winning teams won a Game Designer Kit (Laptop and Flash software) to support their computational creativity for years to come.

Winners of Globaloria Game Design Competitions in West Virginia:

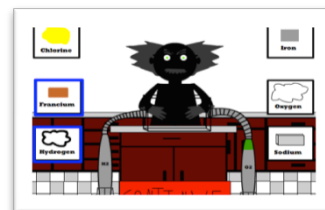
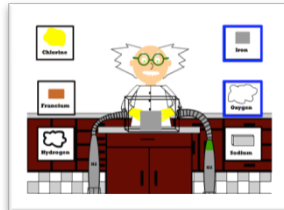
The winning game of the **Civics & News Literacy competition** is [the Adventures of Henry the Hedgehog](#) by [Team Carrot Wizards](#), comprised of Tyler Gum, Jarred Bowers, Jacob Currence from Tygarts Valley High School in Randolph County, West Virginia. In this game, the player controls the main character's travels through different eras and countries to learn about government and civic responsibility. Dan Norton, Founding Partner and Lead Designer at Filament Games, who was a judge for this competition exclaimed, "This was my favorite game! The character was fun to control, and the different settings were a really cool touch!" Jessica Goldfin, Special Assistant to the President of Knight Foundation, also a judge, added, "I enjoyed this game's creative design, fun storyline and impressive mix of mechanics."

Justice Sandra Day O'Connor served as Honorary Chair of the Globaloria-WV Civics & News Literacy Games Competition with a panel of distinguished judges: Bob Wise, former WV Governor and President of Alliance for Excellent Education; Jessica Goldfin, Special Assistant to the President of Knight Foundation; Dan Norton, Founding Partner and Lead Designer at Filament Games; Gayle Manchin, former WV First Lady, member of the State Board of Education, and co-chair of Globaloria-WV; and Priscilla Haden, President of WV State Board of Education. [Play the Top 6 Civics & News Literacy Games!](#) Read the [WV State Journal article](#).



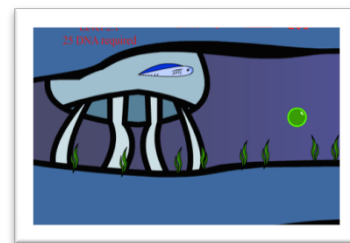
In Adventures of Henry the Hedgehog, the player travels through the United States, Ancient Egypt and the Roman Empire in three levels and learns about civic responsibility and different forms of government.

This year the **STEM Game Design Competition** judges voted for a tie between [Elemental Elegance](#) and [Paleo Quest](#). Randi Tinney of [Team Commatical Combat](#) at South Harrison High School created the game *Elemental Elegance* to teach about chemical elements through experimenting with and mixing substances to discover the different reactions they produce. Ryan Jackson, a young entrepreneurial West Virginian (MIT class of 2009 and MS 2011), who served as a judge for the second year, commented, "This game is both interesting and creative. In a lot of ways it lets players explore how to combine dangerous elements in a safe setting." He added, "The designer's attention to details maintains the integrity of science and experimentation, and the fact that you can go back to re-learn the chemistry information is a great, and an often-overlooked option."



Elemental Elegance is aimed for high school students. Players interact with chemical elements while experimenting and discovering their reactions.

Paleo Quest was created by Patrick Crockett on [Team Furyunleash22](#) at Spring Valley High School, Wayne County, West Virginia. The game focuses on the process of evolution on earth. Brian Judy, a simulation and game developer at [Red Aphid](#), commented that this game “is beautifully rendered and features a sophisticated interface design.” Margaret Honey, President and CEO of [NY Hall of Science](#) commented, “I was impressed by the creativity of the games this year, and their production quality is a great demonstration of mixing knowledge and skills, computing, art, and science.” [Play the Top 5 STEM Games!](#)



In the adventure game, *Paleo Quest*, the player starts out as a single cell organism and throughout the four levels has to dodge enemies and make decisions that affects the organisms evolution.

Senator Rockefeller served as Honorary Chair of the Globaloria-WV STEM Competition with a distinguished panel of judges: Gaston Caperton, former Governor of WV and President of the College Board; Gayle Manchin, former First Lady of WV, member of the State Board of Education, and co-chair of Globaloria-WV; Margaret Honey, President and CEO of NY Hall of Science; Keith Fulton, Virginia’s Vice President of External Affairs at Verizon; Brian Judy, Simulation and Game Developer at Red Aphid; Dixie Billheimer, CEO at WV Center for Professional Development; and Ryan Jackson, MIT MS 2011. The certificates, awards and prizes will be presented to the West Virginian students this month in local ceremonies at each of the finalists and winners’ County Board of Education meetings with education and community leaders, family, and friends.

Winners of Globaloria Game Design Competition in Texas:

In Austin, Texas, the 2011 [Globey Award Ceremony](#) took place on June 2nd at the [East Austin College Prep Academy](#). It was an evening to celebrate learning, innovation and students’ success in completing the game-design process of their educational webgames. Over 150 people attended, including family and friends, teachers, partners, funders and researchers. This year’s Globaloria winners were selected by a committee of 24 judges of AMD employees based on the following categories: 1) Integration of their chosen educational topic, 2) Creativity of idea, 3) Quality of research, 4) Programming quality, 5) Overall design, and 6) Game design process. The 2011 Globey Award Winners are: 1) Best 7th-Grade Game winner: [Synchronized Saviors](#), created by Michael Alvarez, Merrick Smith, and Miguel Vanoye of [Team MMM](#). 2) Best 6th-Grade Social-Issue Game winner: [Survivor](#) by Naomi Padilla, Rodolpho Castillas, and Anjelica Zapata of [Team Spongebob’s Crew](#). 3) Best 6th-Grade Math Mini-Game: [House Fixers 2](#) by Andrea Ligués of [Team Andrea’s Rockin Game](#).

Diane Stapley, Senior Manager, Client Tech Unit, at AMD who served as a judge, commented, “I was very impressed with all of the games. I’ve worked with several professional game development companies in my life, and these 6th and 7th graders’ games are on par with some of the best I’ve ever seen. I can only imagine how fluent these children will be when they enter the workforce in 10 years.” Play the [Top Globey Games](#) and [see photos from the Ceremony!](#)



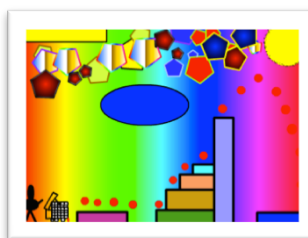
In *Synchronized Savivors* the player moves through 3 levels, featuring complex coding and various uses of drag and drop to pick up litter, while learning about environmental issues; In *Survivors*, the player’s mission is to escape from a concentration camp during WWII; and in *House Fixers 2* the player learns about fractions.

Synchronized Savivors builds awareness about pollution and environmental issues. AMD judge, Ward Tisdale, Director of Global Community Affairs, commented, “This game demonstrates great integration of gameplay and information. Plus, it addresses a topic everyone can relate to, littering, on a daily basis.” Another judge and young game designer, Matt Swinney, added, “Mastery of Flash programming was displayed in unique graphics where clouds moved and bodies of water changed color.” *Survivor* teaches about the history of the Holocaust and concentration camps. AMD Judge Robert Duran, Member Technical Staff, commented, “The game was very well thought out and tackled a very challenging content and social issue. It is a good vehicle for learning how prejudice leads to tragic ends.”

In *House Fixers 2* the player has to build a house while learning about simplifying fractions. “Learning mathematical and scientific content through the process of designing and programming an educational game, filled with mathematical representations for algorithms and logic, is the essence of the Globaloria experience. It cultivates deep conceptual learning in addition to mastering basic engineering and computer programming knowledge,” commented Dr. Idit Harel Caperton, President and Founder of the World Wide Workshop. She wrote the book 20 years ago about how inner-city students in the 4th grade benefitted academically by learning rational number concepts and fractions through designing and programming instructional software.

Winners of the Globaloria Game Design Competition in New York:

On June 14, 2011, Globaloria students in Brooklyn, New York presented their Game Demos to school administrators and the Globaloria team. The class focused on health, life style, and nutrition issues. Three teams were recognized for their outstanding game demos: Justin Rivera and Tabitha Gomez on [Team Chitty Chitty Bang Bang](#) created *Operation Diet*; Ackeem Rhooms and Jordan Roman on [Team AJR](#) created *Feeding Frenzy*, and Kyon Cacho and Keshawna Allison Jackson on [Team KJC](#) created *80 Pounds for Love*.



In *Operation Diet* the player has to dodge fast food and gain fuel by capturing healthy food choices to save the earth; In *Feeding Frenzy* the player jumps on platforms to get healthy by shopping for healthy food & exercising; *80 Pounds for Love* is a lighthearted game that pushes one to think about weight loss strategies.

Globaloria (www.Globaloria.org), created by the World Wide Workshop, has been active in West Virginia since 2007, in Texas since 2009, and in Brooklyn since 2011, and served over 2500 students and educators to date. It is the nation's largest education innovation intervention of its kind. Globaloria is a rigorous blended-learning, turn-key solution; a year-long academic curriculum comprising programmable wikis and blogs, game design and programming tutorials, game-content resources, and virtual support systems for educators and students. Students drive the design process, taking an original idea to final product. Learning by doing, students are educated in both technical and computational skills and in content knowledge in preparation for college-level studies, especially in STEM curricula of science, technology, engineering, and mathematics, as well as for citizenship and for careers in the global knowledge economy. At its core, Globaloria offers a comprehensive and structured professional development platform and support system (combining online and onsite training) that elevates educators (who are non-techie) into mastering how to run effective blended-learning classes integrating 1:1 computing with game-designing and content studies in their schools. **Starting July 2011, Globaloria is implemented in 5 states: West Virginia, Texas, California, Florida, and New York.**

The World Wide Workshop (www.WorldWideWorkshop.org) is committed to inspiring young people through social learning and the use of innovative Web2.0 computational media technologies. We enrich formal and non-formal learning systems nationwide and worldwide by personalizing learning opportunities, for all students, with a particular view to economically and technologically disadvantaged communities. Our platforms, curriculum, and programs are founded in years of research at the MIT Media Lab and leading internet industry practices, and are aligned with President Obama's national calls to "Educate to Innovate" and "Change the Equation in STEM Education." We work with forward-thinking education leaders, governments, corporations, universities, school systems and research centers to enrich public education with the latest technology and innovative STEM learning opportunities. Our research and evaluation results can be found here: www.WorldWideWorkshop.org/reports.

For more information: info@WorldWideWorkshop.org.

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