STEMing West Virginia School System: The World Wide Workshop Foundation and U.S. Senator John D. Rockefeller IV Congratulate Winners of 1st Annual Globaloria STEM Games Competition

Charleston, WV, June 18, 2010: The World Wide Workshop Foundation and United States Senator John D. Rockefeller IV are proud to congratulate the winners of the 1st Annual Globaloria STEM Games Competition. Madison Meadows and Celia Laverty, from Liberty High School in Glen Daniel, West Virginia, members of a team they named *The Epic Failz* for their original game "WV Animal Rescue Squad," and *XxMonstaBullMalachixx* (a.k.a. Malachi McCutcheon), a 7th-grade student from Eastern Greenbrier Middle School in Ronceverte tied for first place with his game "Math Runner." Winners are featured on www.WorldWideWorkshop.org for classrooms nationwide, and each student won a laptop with software for supporting their computational creativity for years to come.

This first Globaloria Games Competition in Science, Technology, Engineering, and Mathematics (STEM) was launched in January of 2010 by the World Wide Workshop in collaboration with the West Virginia Department of Education and Senator Rockefeller as Honorary Chair to cultivate and inspire the STEM leaders of their generation. 23 teams (65 students, advised by 7 educators) participated in the competition, providing an exciting opportunity for rural middle school and high school students to excel in STEM subjects and showcase their knowledge in fun, engaging ways.

"I could not be happier to congratulate Madison, Celia and Malachi – winners of the STEM Games Competition," said **Senator Rockefeller**, Honorary Chair of the competition. "These students used their incredible imaginations and talent to create some amazing games while using STEM skills that will help them for years to come. I thank all the schools, students, and educators for making these games a success, and encourage all students and teachers to continue to find ways to make learning STEM subjects fun."

Every student who entered the competition received a Letter of Commendation from the panel of distinguished judges including Gaston Caperton, former Governor of West Virginia and President of the College Board; B. Keith Fulton, Verizon West Virginia President and CEO; Dr. Dixie Billheimer, WV Center for Professional Development CEO; Margaret Honey, President and CEO of the New York Hall of Science; and the First Lady of West Virginia, Gayle Manchin.

The youngest judge was **Ryan Jackson**, a West Virginian who graduated MIT this month: "As a West Virginian and an MIT Computer Science graduate I find it encouraging that rural students from my state have this opportunity to engage the world through web-accessible learning platform and programming games at such a young age!" stated Mr. Jackson. "Globaloria truly has opened up a new world of engineering opportunities for these students."

"I am deeply impressed with the students' ability to master very difficult concepts and to produce highly professional work," said **Former Governor Caperton**. "These WV students will be well prepared to excel in college and compete for the jobs of the future. I highly compliment the teachers who have effectively taught and motivated students to use mathematics and technology as they learn about today's pressing issues," added Governor Caperton.

 "These students are developing and enhancing the skill-sets that I look for in my employees at Verizon," stated **B. Keith Fulton**. "As President and CEO of a leading telecommunications company, I'm always looking to hire and promote employees who possess strong technology skills and virtual collaboration abilities that can help our company grow and maintain its competitive edge in the marketplace."

"The Globaloria STEM Games Competition is a wonderfully imaginative undertaking that shows real promise in introducing kids to a wide range of 21st century skills," stated **Dr. Margaret Honey**, science education and ed-tech expert, and CEO of the New York Hall of Science. "I congratulate the students and their educators for their good work, their creative learning products, and the enormous effort they put in to producing their games," she added. (Globaloria STEM games will be featured on the NYSCI website).

"We are STEMing the public school system" says **Idit Harel Caperton**, an MIT PhD who invented Globaloria, "We are seeing that Globaloria, with its focus on game design, social media tools and software programming, is getting students –boys AND girls--excited about DOING STEM."

"We started in 5 classrooms in 2007," she says, "and this school year the Globaloria platform and program reached 600 participants from 22 schools in West Virginia (524 students, plus their educators, principals, and superintendents). 186 Globaloria students (35%) were female, and this is a notably high number when compared to recent figures about girls' interest in IT. My colleagues at NCWIT (National Center for Women and Information Technology) published that girls comprise less than 15% of all AP Computer Science exam takers, the lowest representation of any AP discipline; and NSF reports that in elementary school, boys and girls show equal interest in science, but by 8th grade boys are twice as interested in STEM careers than girls, and the female attrition in STEM continues throughout high school and college."

"We are fighting this trend fiercely with Globaloria, and we see these girls getting interested, even hooked, and working really hard on winning," says Dr. Caperton. "Of the 65 students who entered the Globaloria STEM Competition in January, 20 were girls; moreover, 6 of the 10 student finalists were girls, and a team with 2 high-school girls won first place!" **Dr. Idit Harel Caperton** summarizes: "Since 2000 we have seen a 79% decline in the number of incoming undergraduate women into computer science majors. Globaloria introduces boys and girls equally into the power of computational thinking, computer design, programming and software engineering--the cornerstones of leading communities in the global knowledge economy."

The Epic Failz' winning game, "WV Animal Rescue Squad," is designed to teach about veterinary medicine and how to properly care for pets. "Celia and Madison are excellent students who embraced all aspects of the Globaloria Program," exclaimed their teacher **Mrs. Tracy Halsey**. "Not only did they create a fantastic game about a social issue that they are passionate about; they also constructed organized and knowledgeable Wiki pages and blogs. These girls have learned important STEM skills that will provide them with advantages as they move into the workforce." Malachi's winning game, "Math Runner" can be played in both English and Spanish, and it teaches about mathematics and the importance of recycling. "Malachi is a hard-working student with a very creative imagination," stated his teacher **Mrs. Melanie Sheppard**. "The STEM Games Competition helped all my students stay focused on a common goal, pay attention to details, and gave them an opportunity to share their research and designs with their peers as well as a professional community."

Competition finalists also included an environmental game by students at Greenbrier East High School entitled "Don't Be Mean, Go Green;" a mathematics game by middle school students from Sandy River Middle School entitled "Addition Man;" and a water conservation game that teaches the mathematical order of operations called "Water Waster Saver" by an Eastern Greenbrier Middle School 7th-grader.

First Lady of West Virginia **Gayle C. Manchin** was effusive in her praise of the Globaloria program. "It is said that 'teaching' is the highest form of 'learning'; therefore, it is not surprising the intellect that the student/teacher teams have brought into the STEM competition. I am proud of all of the Globaloria Teams who entered this competition with their insight and resourcefulness they used to complete their final game implementation."

Dr. Dixie Billheimer, CEO of the West Virginia Center for Professional Development is also impressed by finalists: "Their games and presentations illustrate critical thinking, communication and creativity. It was a delight to see the quality of games created by Globaloria students in such a short amount of time."

"Our first annual STEM games competition has demonstrated that West Virginia public school students are ready, willing and able to learn and excel in STEM subjects if provided with the opportunities," said **David Lowenstein**, State Director of the Globaloria execution in West Virginia. "We are proud of all the students and educators who participated in this year's trial competition, and we are grateful to our distinguished competition judges for their advice and enthusiastic support. We look forward to expanding this initiative in West Virginia and in other states in the future," added Mr. Lowenstein.

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The World Wide Workshop (www.WorldWideWorkshop.org) is a global foundation for developing innovative open-source platforms and applications of social media technology and game production, to enhance learning, innovation, entrepreneurship, and an understanding of the world in economically-disadvantaged and technologically-underserved communities. Established in 2004 by Dr. Idit Harel Caperton, the foundation lead to transformational change in education by working with forward-thinking leaders, corporations, governments, school systems, foundations and research centers worldwide, to enrich formal and non-formal education with latest technology and innovative learning opportunities.

Globaloria (www.worldwideworkshop.org/programs/globaloria) was invented by the World Wide Workshop in 2006. The Globaloria.org platform and program teach young people to create educational games and simulations for their own academic and professional development, and for the social and economic benefit of their communities. Using the Globaloria, students are informed of the latest technologies, learn to work in teams on original games from idea to finished product. They learn game design and programming through a hands-on curriculum, and along the way, they learn to author wikis, and post interactive game content, prototype videos, simulations, graphics, music and sound effects; and write blogs about their gaming ideas and content research. They receive feedback and support from their classmates, students from other schools, and professional game makers from around the nation and the world. Globaloria is an advanced college-style course that is suitable for students at all levels. No prior web programming needed (www.worldwideworkshop.org/programs/globaloria/voices-from-the-field).

Globaloria-WV (www.worldwideworkshop.org/programs/globaloria/globaloria-in-wv) launched in the West Virginia school system in 2007 as a unique course in public middle schools and high schools. Hailed by local, state, and national education leaders as a model for educational transformation, Globaloria increases student mastery of state content standards and objectives and 21st-century skills. Support for Globaloria in WV is provided by Governor and First Lady Manchin, the WV Department of Education, the WV Department of Education and the Arts, Benedum Foundation, Verizon WV, Knight Foundation, and Caperton Fund. This is the first year of the Globaloria STEM Games Competition in West Virginia. (www.worldwideworkshop.org/programs/globaloria/stemgames).
For more information please contact: David@WorldWideWorkshop.org **Tel: 304-957-8379**
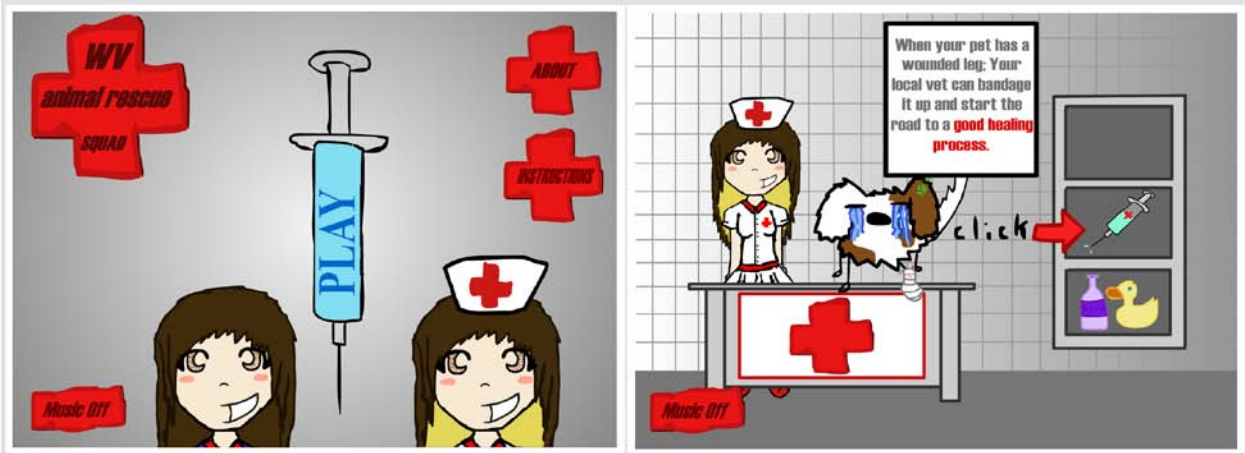
Images 1-2: Sample screens from The Epic Failz game "WV Animal Rescue Squad," whose creative animated interface is designed to teach about animal health and how to properly care for pets.
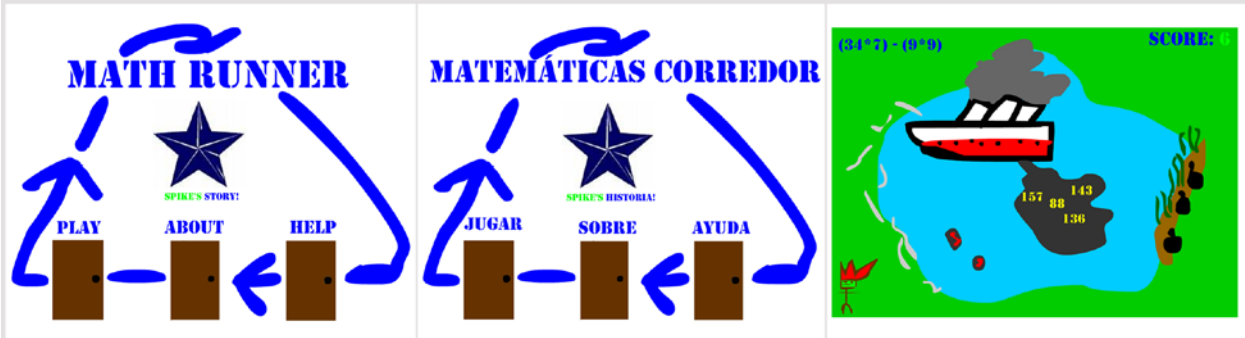
Images 2-4: Sample screens from 7th-grader Malachi's game "Math Runner" who designed two versions of the game for English and Spanish speakers. Player are asked to answer math problems following the correct order of operations (PEMDAS) in an effort to save the environment.

Images 7-8: The Lean Mean Gaming Machines' game "Addition Man" turns the player into a superhero who saves the team's hometown Iaeger by flying into correct answers to addition problems.

Surprising Facts About Saving Water

1. An average five minute shower is more than some people around the world will use in a whole day.
2. On average. women in Africa have to walk 4 miles to find water.
3. Over 1 million people don't have access to clean water.
4 Each person uses about 500 litres of water a day.
5. It takes about 300 litres to make one sunday newspaper.
6. It takes 5000 litres of water to produce one kilogram of rice.
7. Agriculture is responsible for nearly 70% of the world's water usage.
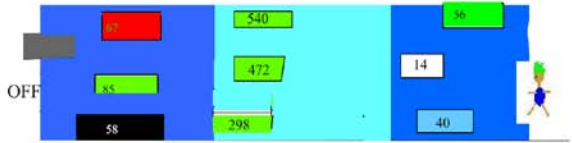8. 80 % of all illnesses are water related.

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http://matadorchange.com/40-shocking-facts-about-water/
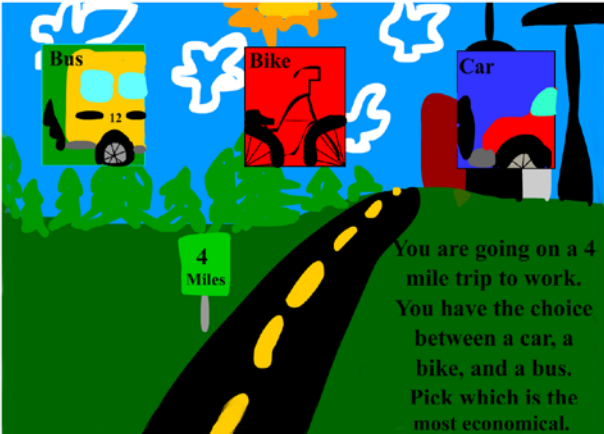
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2. 25(19)-12/4=_____

3. 8/4(6^2)+4-9=_____

3 lives

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Images 5-6: 7th-grader Ryan designed a game he named "Water Waster Saver." It tests a player's knowledge of mathematical order of operations while introducing the critical global issue of lack of water in the world.

Images 9-10" Team Flying Penguins' game "Don't Be Mean, Go Green!" designed to teach about ways to be environmentally conscious (by selecting to ride a bicycle or a bus instead of a car) and also collect trash in a fun, side-scrolling platform game to earn points for recycling.