

FOR IMMEDIATE RELEASE

PRESS CONTACT: Amber Oliver, 646-895-9167 [amber@worldwideworkshop.org](mailto:amber@worldwideworkshop.org)

## Google to Support Community-Wide Civic Engagement Projects in San Jose, CA through Learning Game Design and Computer Programming

**December 14, 2011 – New York, NY** – The World Wide Workshop announced today a \$250,000 grant from [Google.org](http://Google.org) to support its [Globaloria social learning network](#) in San Jose/Silicon Valley – a new initiative that teaches youth game programming to cultivate a broad array of knowledge and skills, and also help ease Silicon Valley's talent crunch. Globaloria in the Valley was initiated in July, 2011 with a three-year grant from the [John S. and James L. Knight Foundation](#) which works to promote informed and engaged communities.

"The goal of Globaloria in Silicon Valley is nothing less than community transformation," commented Dr. Idit Harel Caperton, president and founder of the World Wide Workshop. With this Google grant, plus other grants in progress, she is achieving her larger vision of engaging Silicon Valley companies and organizations in empowering local youth to become entrepreneurs and the tech-giants' future workforce: "Right here in Silicon Valley we have a situation where if we invest two or three years in these kids," says Dr. Caperton, "they can become future inventors and the highly-qualified employees the tech, entertainment, education and game industries desperately need."

The World Wide Workshop also collaborates with the [Silicon Valley Education Foundation](#), and this Google grant makes it possible to add the participation of Overfelt High School to the already participating Christopher Middle School and Herman Intermediate School in San Jose's Oak Grove School District, and several Boys & Girls Clubs in Silicon Valley. Overfelt's catchment area, in the East Side High School Union District, represents a key constituency for this transformative program: "With more than 60 percent of students qualifying as low-income, and 27 percent English language learners, a successful implementation at Overfelt will demonstrate the importance of building capacity by spreading Globaloria-type computational thinking and hands-on learning among many more young people, community leaders, educators, and parents," says Idit Harel Caperton.

[Globaloria](#) is the first and largest social learning network designed to teach young people how to invent, design and build educational game systems, conduct Internet research and learn to use social networking tools for education. In the process, participants learn to think and improve digital literacies that enable them to contribute as active members of their community to the 'Innovation Economy.' Piloted since 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. "The teachers, principals, and thousands of youth who have benefited from our year-long curriculum, training programs and game-design competitions do recommend it to others, so we know it's fun and engaging, and that it works!" commented the Israeli-American education entrepreneur and MIT Media Lab PhD, Idit Harel Caperton.

---

**The World Wide Workshop** ([www.WorldWideWorkshop.org](http://www.WorldWideWorkshop.org)) is a global non-profit developing applications for learning with technology that combine game mechanics and social networking to empower youth to be inventors and leaders in the global knowledge economy. Our programs innovate and transform education by connecting youth to learning computational skills, community engagement and economic development through game production. Committed to closing divides and improving education opportunities for all, we work with forward-thinking leaders of corporations, foundations, school systems and universities, and research centers to enrich and transform formal and non-formal education systems worldwide.

# GLOBALORIA

INVENT • BUILD • SHARE

an education innovation by WorldWideWorkshop

