

Local Students Participate in Nationwide Video Game Design Curriculum and Competition

Winning Teams and Educator Leadership Awards Announced at August 10th Ceremony

Charleston, WV – Students and educators gathered with community members on August 10th for a special awards ceremony. Teams of students from across West Virginia, who have spent hundreds of hours over the course of the school year developing educational video games as part of the [Globaloria](#) program, learned who had won prizes in the annual [Globey Awards](#).

These students and educators are part of a national network of sixty schools and community centers in California, Florida, New York, West Virginia and Texas dedicated to developing students' digital literacy, STEM knowledge and global citizenship skills through game design. Each year, as part of their process of learning, teams of students have the opportunity to submit their game for the consideration of the *Globey* judges in regional competitions.

“The Globeys enhance the rigorous nature of Globaloria; 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,” said Dr. Idit Harel Caperton, founder and president of the World Wide Workshop, the inventors of Globaloria and the *Globeys*.

“This year’s finalists and winners in the West Virginia *Globeys* showcased outstanding student creativity and innovation in STEM subjects as well as in Civics and News Literacy, which are the most important study areas for our students to master. We have been using Globaloria in the past five years as a vehicle for learning these challenging topics in our schools”, said Gayle Manchin, Vice President of the WV State Board of Education (WVBE), President of the National State Boards of Education (NASBE) and former WV First Lady.

The winning games are:

West Virginia Globeys Civics and News Literacy Competition Winner: [Cause and Effect: The Daniel Calwell Story](#) – Team Milkapedia of George Washington High School (students Caitlin Moore and Austin Susman, led by educator Karen Kail) in Charleston created *Cause and Effect*, a game incorporating original video content as it teaches players about bullying.

West Virginia Globeys STEM Competition Winner: [Power Supply](#) – In this game, players learn how to build a PC step-by-step. Power Supply was created by student Dylan Sturgeon of “The Color Pink” team of Hurricane High School in Hurricane, with educator Catherine Grim.

[Visit the Globaloria website](#) to play the winning games.

Judges included regional and national leaders in business, policy and education such as Senator John D. Rockefeller; Justice Sandra Day O’Connor; Michael Levine Executive Director of the Cooney Center at Sesame Workshop; Gayle Manchin, Former First Lady of West Virginia and Vice President of the West Virginia Board of Education; Former West Virginia Governor and President of the Alliance for Education Excellence Bob Wise; Carrie Ray-Hill, Curriculum Coordinator at iCivics; and Erik Huey, Senior Vice President for Government Affairs of the Entertainment Software Association.

Additional teams of West Virginia students were selected as finalists in this year's awards:

- [*Adventuring with Mr. Factor*](#) – Created by Team Thunderhawk of University High School in Morgantown. Players learn basic algebra as they try to navigate a dark forest full of ghoulish creatures.
- [*Mac vs. PC: The Game*](#) – Team T.C.G.II of Doddridge County High School developed this game, in which “Apple CEO Tim Cook wants revenge upon Microsoft. He does so by sending Bill Gates into a computer and making him go through all the operating systems. You play as Bill Gates going through each of the Microsoft operating systems.”
- [*Rita's Restaurant Adventure*](#) – Players practice solving algebraic problems as they compete to own a restaurant. Created by The Tennis Ninja team of Chapmanville Middle School.
- [*Finding Mr. X*](#) – Created by the Wolf Warlock team of Tygarts Valley Middle School, Finding Mr. X challenges players to find a lost man in Cold War era New York City by solving a variety of math problems.
- [*Fishie Friends*](#) – Players learn about preventing water pollution as they navigate the ocean in the character of a fish. Created by the Pink Fluffy Monsters team at Tygarts Valley Middle School.
- [*The Passage*](#) – Created by Team Peaches N'Sync of Capital High School in Charleston, players in *The Passage* take on the characters of enslaved Africans in Louisiana seeking freedom in Michigan.
- [*It's A Jungle Out There!*](#) – Players try to rescue endangered species in Eastern Africa from poachers, starvation and harsh environmental conditions. Created by Team Keebie at Tygarts Valley High School.

In tandem with the student awards, several school leaders are being recognized in the [Globaloria Leadership Inspiration Awards](#). In collaboration with WVDE, WVCPD and Governor Tomblin, with support from the ESA Foundation, Philip Barbour High School Principal Lisa Heinbaugh, Tygarts Valley Middle School Principal Steve Wamsley and Randolph County Superintendent Dr. James Phares were honored for their leadership of an outstanding Globaloria integration in their school system during the 2011-2012 academic year. “We are pleased to be sponsoring the Globaloria Leadership Inspiration Awards. Engaging and empowering leaders is critical to the success of pioneering innovations such as Globaloria that require true systemic change from student to superintendent,” commented Jenny Lai, Vice President of the ESA Foundation and Honorary Co-Chair of the Globaloria Leadership Inspiration Awards.

Globey award ceremonies have taken 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 ESA Foundation, Adobe, Konami Digital Entertainment, Cisco, Electronic Arts (EA), and a number of other [partners](#).

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World Wide Workshop (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 *Globey*s, visit <http://www.worldwideworkshop.org/programs/globaloria/competitions>.

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