

Media Advisory: 2012 San Jose/Silicon Valley Globey Award Ceremonies

Please join students, educators, families and community members for the 2012 San Jose/Silicon Valley Globey Award Ceremonies on June 5, 2012 from 5:30 – 7:30 p.m.

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

Location: **Edenvale Community Center**
330 Branham Ln
San Jose, CA 95111

Local Students Participate in Nationwide Video Game Design Curriculum and Competition

Winning Teams to be Announced at June 5 Awards Ceremony

San Jose, California – Students in Silicon Valley will gather 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, will learn whether their original programming and design will win 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 Globaloria. Each team of students has 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.

Judges for the San Jose/Silicon Valley student competition will include:

- 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 and Girls Club of Silicon Valley
- Jon Perera, VP of Worldwide Education Marketing, Adobe

Each of the winning games will be published to 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.

Last year’s *Globey* winners across the nation included:

- [*The Adventures of Henry the Hedgehog*](#) – Created by high school students in Randolph County, West Virginia. Players control the main character’s travels through different countries and eras to learn about government and civic responsibilities.
- [*House Fixers 2*](#) – Developed by 6th graders at EAPrep in East Austin, Texas. Players are challenged to reduce fractions correctly before time runs out and an animated house collapses.
- [*Elemental Elegance*](#) – Created by high school students in Harrison County, West Virginia. Players study basic facts about chemical elements and then see how the elements react to one another in a virtual lab with a hand-drawn mad scientist.

Globey award ceremonies will take place throughout the country in May, June, July and August. 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 Foundation, 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 will receive copies of the record-breaking game *Dance Dance Revolution*.

###

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 Globeyes, visit <http://www.worldwideworkshop.org/programs/globaloria/competitions>.

--