



FOR IMMEDIATE RELEASE
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CONTACT:

David Lowenstein
646-425-3020
David@WorldWideWorkshop.org

WORLD WIDE WORKSHOP AWARDED GRANT FROM THE ESA FOUNDATION

Grant supports scaling the integration of Globaloria, a social learning network for designing and programming web-games, into 41 middle schools, high schools, and community colleges in 20 counties in West Virginia, including support for a Statewide STEM Game Design Competition, and the launch of Globaloria Inspiration Awards for outstanding schools and counties in 2011.

October 7, 2010, New York, NY: [World Wide Workshop](http://www.WorldWideWorkshop.org) today received a grant from the [ESA Foundation](http://www.ESAFoundation.org), which supports deeper integration of [Globaloria](http://www.Globaloria.org), a social learning network for designing and programming web games, into 41 middle schools, high schools, and community colleges in 20 counties in West Virginia. ESAF is the philanthropic arm of the U.S. computer and videogame industry. The grant also supports *Globaloria 2nd Annual Statewide STEM Game Design Competition* and *Inspiration Awards for Outstanding Schools and Counties* in 2011.

“We appreciate the entertainment software industry’s commitment to connecting students to educational computer and video games,” said Dr. Idit Harel Caperton, president and founder of the World Wide Workshop. “The Globaloria platform and game-making curriculum tackles education reform in a format that’s fun, engaging, and comfortable for youth and public school educators especially in public schools located in low-income, rural communities.”

Produced and launched by the World Wide Workshop in 2006, Globaloria is the first-of-its-kind social learning network for designing and programming web games. It includes a scalable network of programmable wikis and blogs, game programming tutorials, game-content resources and a customizable self-paced curriculum with model implementations and alignments to curriculum standards. Globaloria transforms education by merging playful learning, and technical and computational skills into a rigorous academic curriculum. It equips students with top tech skills, and at the same time, prepares them for college-level studies, 21st-century citizenship, and careers in the global knowledge economy. Instead of separate silos for vocational and technical education, academic subjects, and college preparation, Globaloria combines them all into a challenging, year-long project of approximately 150 hours, similar to computer gaming and software industry workplace practices.

“We believe that playing games (reading) and making games (writing) is the new literacy. What makes Globaloria a successful program is that it embraces a set of guiding principles with focus on interdisciplinarity, using social media technology and computational tools for STEM learning. We also rely on building strong partnerships with government officials, education departments, private and public foundations, local businesses, industry and institutes of higher education, and a culture of transparency and collaboration inside schools,” says Dr. Harel Caperton.

“We are proud to partner with organizations like the World Wide Workshop Foundation which is making a difference in the lives of America’s underprivileged youth,” said Jenny Lai, vice president of the ESA Foundation. “In addition to tackling important issues, they are contributing to a more knowledgeable, engaged, and digitally-advanced generation.”

The other eight organizations receiving grants from the ESA Foundation are: Case Western Reserve University, Children’s Health Education Center, The Cooper Institute, Edheads, the Hirshhorn Museum and Sculpture Garden, HopeLab, iCivics, and Web Wise Kids.

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About the World Wide Workshop

The [World Wide Workshop](#) is a global educational foundation for transforming education with technology. We are developing open-source applications of social media technology and game production platforms, to enhance learning, innovation, entrepreneurship, and an understanding of the world in economically-disadvantaged and technologically-underserved communities. The foundation has been proud to respond to US President Obama’s call to action: ‘Educate to Innovate’ and ‘Change the Equation in STEM Education.’ Committed to improving quality education opportunities for all youth in USA and the world, we work with forward-thinking leaders, corporations, foundations, universities, and research centres to enrich existing education systems with the latest technology and innovative learning opportunities.