



Recapping the *All-Virtual* 2021 ED Games Expo

The [*ED Games Expo*](#) is the Department of Education's annual showcase of game-changing innovations in education technology (EdTech) developed through more than 40 programs at ED and across government. Between 2013 and 2020, the ED Games Expo was held as an in-person event at many venues across Washington, DC, including the John F. Kennedy Center for the Performing Arts from 2018 to 2020. The hallmark of the Expo these years was that attendees (especially students and educators) could move from table to table to demo many learning games and technologies while meeting face to face with the developers.

Because of the ongoing pandemic, the 8th Annual Expo was held as an all-virtual event from June 1 to 5, 2021. The 2021 Expo featured the following content and events:

- (1) **Demos of More than 160 Education Learning Games and Technologies:** The 2021 Expo provided educators and students the opportunity to demo more than 160 learning games and technologies at no cost. See the [ED Games Expo YouTube Playlist Page](#) for video trailers of and information on the government supported EdTech that participated at the Expo. See the *Guide to the Education Learning Games and Technologies* ([PDF: 2.3 MB](#)) which provides short summaries of the EdTech at the Expo.
- (2) **35 Virtual EdTech Events:** The 2021 ED Games Expo presented a series of events including *Master Classes for Educators*, *How The Learning Game Was Made for Students*, and array of events on EdTech topics and government-led initiatives. The events were designed for a wide audience of viewers across the EdTech ecosystem, including educators, students, parents and caregivers, developers, researchers, and stakeholders. See the [ED Games Expo YouTube Event Playlist Page](#) which presents video replays of most of the events and see below for a list of the events with URLs to watch by different topics. The 21 government program offices that sponsored these events are listed at the bottom of this document.

We hope viewers find the content interesting and useful in preparing for the 2021-2022 school year and beyond during this unique time in education. Questions about the ED Games Expo can be emailed to Edward.Metz@ed.gov.

Thank you,

The ED Games Expo 2021 team

[Information and URLs to Watch the Virtual Events](#) [From the 2021 ED Games Expo](#)

[THE 2021 ED GAMES EXPO KICK OFF SHOW](#)

- The ED Games Expo Kick Off Show ([Watch HERE](#)) features fun characters from the hit children’s television show Between the Lions and puppets from the INSIGHTS into Children’s Temperament intervention. The Show also features remarks by the U.S. Secretary of Education Miguel Cardona as well as cameos from team members at ED and across government. The Show was produced in partnership between ED, Sirius Thinking, FlickerLabs, and INSIGHTS Into Children’s Temperament.

[MASTER CLASS FOR EDUCATOR EVENTS](#)

Eight teams of education technology developers produced videos featuring user-case examples and guidance to educators for implementing innovative EdTech interventions in classrooms or to support remote learning. After each video, a group of educators engage in a Q&A discussion with the developer.

- **By INSIGHTS into Children’s Temperament:** [Watch HERE](#) for a preview of a social and emotional learning intervention with puppet characters Coretta the Cautious, Gregory the Grumpy, Fredrico the Friendly, and Hilary the Hard Worker.
- **By Cognitive ToyBox:** [Watch HERE](#) for an in-depth look at a hybrid observation and game-based assessment platform for children from birth to five.
- **By VidCode:** [Watch HERE](#) for a Zoom-based remote lesson with a group of students who are learning to code using video.
- **By Muzology:** Mathematics educators can [watch HERE](#) to see how a music-based intervention engages students in learning math. Also watch for a special guest-star performance of a math-music song!
- **By MidSchoolMath:** Mathematics educators can [watch HERE](#) to see how an epic game-based narrative set in Ancient Mesopotamia can support students in coherently learning math within context.
- **By Hats & Ladders:** [Watch HERE](#) for the story of Powerskills Game Lab, a digital and in-person collaborative intervention for high school students to practice and sharpen career readiness skills.
- **By PocketLab:** [Watch HERE](#) for a hands-on physical science challenge, where a group of students design homemade coolers to simulate keeping the COVID-19 vaccine at the required temperature over a period of time.

- **By IRIS Connect:** [Watch HERE](#) to see how a video platform is designed to support teacher professional development through self-reflection, analysis, and sharing best practices.

[HOW THE LEARNING GAME WAS MADE \(FOR STUDENTS\) EVENTS](#)

Five teams of learning game developers produced videos to inspire and prompt students to think about the many skills and careers that it takes to create a learning game. Following each video, watch a Q&A session between students and the developer.

- **By PBS KIDS:** [Watch HERE](#) to learn about how the popular engineering game Team Hamster! was made.
- **By 7 Generation Games:** [Watch HERE](#) to learn about the creation of bilingual (Spanish and English) math and social studies learning games AzTech The Story Begins and AzTech Meet the Maya.
- **By Second Avenue Learning.** [Watch HERE](#) to learn about the creation of Voices for Suffrage, They Persisted, a game about the movement for women’s right to vote.
- **By USC Game Innovation Lab:** [Watch HERE](#) to learn about the creation of Walden, an award-winning game about the life of American philosopher Henry David Thoreau at Walden Pond in 1845.
- **By Schell Games:** [Watch HERE](#) to learn about the creation of industry award-winning HoloLab Champions, a virtual reality-based chemistry learning game.

[EVENTS FOCUSING ON EdTech DURING THE ERA OF COVID-19](#)

- **EDTech Fireside Chat with Chris Rush:** [Watch HERE](#) for a session with Chris Rush, Senior Advisor for Innovation and the Director of Educational Technology at ED, with experts and practitioners about the successes and challenges with EdTech during COVID-19, and with big ideas about the role of EdTech going forward.
- **Teachers’ Lounge: Lessons Learned from Remote and Hybrid Instruction:** [Watch HERE](#) for a panel hosted by ED’s Office of Educational Technology, where five teachers from across the nation reflect on their experiences from the past year during COVID-19, share lessons learned, and describe their visions for EdTech as part of in-person instruction moving forward.
- **Initiatives and Models for Remote Tutoring to Accelerate Learning During the Era of COVID-19:** [Watch HERE](#) for information on initiatives to accelerate student learning

during the era of COVID-19, featuring AmeriCorps-supported programs in the field and four IES-supported EdTech interventions being used for remote tutoring at scale.

EVENTS FOCUSING ON INITIATIVES TO ADDRESS THE DIGITAL DIVIDE

- **Addressing Barriers to Connectivity in Rural Communities:** [Watch HERE](#) for this webinar hosted by ED's Office of Educational Technology, where federal, state, and district leaders provide an overview of access, affordability, and adoption challenges that many students face in trying to access the internet from home.
- **EdTech Innovations Addressing the Education Equity Gap for Underserved and Rural Communities.** [Watch HERE](#) for an event sponsored by the U.S. Department of Agriculture and produced by the Larta Institute to discover innovations from startups with a mission to improve education from rural counties to urban schools. The event also presents perspectives of leaders who fund, advocate, develop, and work to reduce the equity gap in education.

EVENTS ON GOVERNMENT PROGRAMS ENGAGING STUDENTS IN HANDS-ON STEM LEARNING

- **NASA National Student Challenge Kick Off.** Educators and students and everyone interested in STEM and space travel can [Watch HERE](#) for a first look at the NASA TechRise Student Challenge for students in grades 6 to 12, a new competition through the Flight Opportunities Program. Administered by Future Engineers, this program will start accepting applications this fall.
- **Showcase on Innovations in Museums: Games and Interactive Resources for K-12 Student Learning.** [Watch HERE](#) for an event hosted by the Institute of Museum and Library Services (IMLS) featuring two projects combining museum content, games, and digital resources to engage K-12 students in interactive and experiential learning in their local communities and through remote learning.
- **Naval STEM Programs Engage Students in Problem-Based and Experiential Learning.** [Watch HERE](#) for an event sponsored by the Department of Defense, Naval Surface Warfare Center Philadelphia Division, presenting how Naval STEM programs are run in local communities and create student competitions and activities that can be used by schools and districts across the country. This video introduces a few programs that engage students in the wonders of problem-based experiential learning.

- **Interdisciplinary Invention Challenges – Pivoting from Hands-on to Digital.** The Smithsonian's Spark!Lab regularly engages over 200,000 visitors per year in hands-on invention challenges. [Watch HERE](#) for a session hosted by the Smithsonian Institution's Lemelson Center to dive into the seven steps of the invention process, explore Spark!Lab's library of challenges, and build bridges to classroom content across grade bands and subjects.

EVENTS IN THE AREA OF SOCIAL STUDIES AND CIVICS EDUCATION

- **Tech + Social Studies LIVE!** [Watch HERE](#) for an event sponsored by the Library of Congress and the National Endowment for the Humanities. This all-day event featured demos of more than 15 different innovative Social Studies and Civics EdTech interventions. Discover interactive techniques, amazing content, fun role-play, and much more. From Elementary School to AP History, there is something for everyone.
- **Disinformation Games: Harmony Square and other Education Learning Games to Combat Disinformation.** [Watch HERE](#) for an event hosted by the Department of Homeland Security and the Department of State, which presented on inoculation theory (how controlled exposure to a malign influence can produce psychological "antibodies" that protect against the influence later) and the potential of learning games to combat disinformation and build digital media literacy skills.

OTHER EVENTS ACROSS TOPICS

- **10 Years of the Federal Games Guild and the Emergence of Investing in Learning Games Across Government.** The Federal Game Guild (the FGG) is an informal group of government representatives focusing on the potential and impact of learning games. [Watch HERE](#) for conversations with the experts who started the FGG back in 2011 out of the White House OSTP, and from leading learning game developers from the field.
- **SBIR Women Entrepreneurs Got Game.** [Watch HERE](#) an event with introductory remarks from the SBA Administrator, Isabel Guzman, showcasing four "rock star" women entrepreneurs who founded EdTech companies and were awarded SBIR grants to develop game-changing interventions. The developers talk about their careers and engaging girls in STEM.
- **Joint Showcase on Early Childhood and Special Education Technology: Game Changing Technology, Tools, and Supports that Grow with Children and Families.** Sponsored by Health and Human Services' Administration for Children and Families & the ED's Office of Special Education Programs, this event highlights technology tools designed to address the needs of families and students from early childhood through adolescence, with considerations for students with disabilities. The event focused on barriers and silver linings for some of the hardest groups to provide remote services. [Watch HERE](#)

for a video showcasing moving interviews and performances reflections by students, educators, and parents.

- **Doing Business with the U.S. Department of Education: A Primer for Small Businesses.** [Watch HERE](#) to learn about the ED's forecast of federal contracting opportunities and about how OSDBU can assist small disadvantaged businesses.
- **Esports and Education: How HBCUs are Leveling the Field.** Hosted by the Wilson Center, this event focuses on how HBCUs are engaging students with esports: What does it mean to “do” esports today for HBCUs? What is informing the shape of esports programming on HBCU campuses, and what does the future hold for esports? How can we make esports more diverse? [Watch HERE](#)
- **Building Capacity for EdTech Going Global.** What type of export assistance is there to support EdTech companies securing international market opportunities? What are opportunities and challenges for these companies to work in the low-resource, developing country context? [Watch HERE](#) an event hosted by the Department of Commerce and the [mEducation Alliance](#) to learn about initiatives assistance and supports for international market opportunities for EdTech.
- **Precision Education: Lessons from the Virtual Learning Lab.** Sponsored by ED's Institute of Education Sciences, [Watch HERE](#) for an event that presents insights from the Virtual Learning Lab (VLL), a research collaboration exploring the potential for precision education to revolutionize teaching and learning.

21 government program offices sponsored virtual events at the 2021 ED Games Expo, including:

- AmeriCorps
- Department of Agriculture
- Department of Commerce, International Trade Administration
- Department of Defense, Marine Corps
- Department of Defense, Naval Surface Warfare Center Philadelphia Division
- Department of Defense, NAVALX
- Department of Education, Institute of Education Sciences
- Department of Education, Office of Special Education Programs
- Department of Education, Office of Educational Technology
- Department of Education, Office of Career, Technical, and Adult Education
- Department of Education, Office of Small & Disadvantaged Business Utilization
- Department of Homeland Security
- Department of Health and Human Services, Administration for Children and Families
- Department of State
- Institute of Museum and Library Services
- Library of Congress
- NASA
- National Endowment for the Humanities
- National Institutes of Health
- Small Business Administration, Small Business Innovation Research Program
- Wilson Center

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