

# The 9<sup>th</sup> Annual ED Games Expo Agenda

## September 19 to 22, 2023

### @ The Kennedy Center REACH, Locations in Washington, DC, and Virtual

The [ED Games Expo \(click to visit website\)](#) is a public showcase of game-changing education technology (EdTech) innovations created by more than 150 teams of EdTech developers with funding through more than 50 programs at the Institute of Education Sciences (IES), the U.S. Department of Education (ED), and across government. Through its variety of events, the ED Games Expo engages a broad audience, including EdTech developers and researchers, organizations across the education ecosystem, students and educators, members of the public including families and children, and representatives and leaders from Federal agencies and offices. There is no cost to attend the Expo.

**The ED Games Expo is designed to meet the following goals:**

1. Showcase the results of Federal investment in EdTech innovation.
2. Build capacity for continued research, development, and dissemination of EdTech innovation.
3. Engage attendees in tabletop demonstrations of EdTech innovations as well as a broad array educational presentations and creative performances.
4. Create opportunity for developers and researchers to interact with representatives from the government programs that invest in the research, development, and evaluation of EdTech innovation.

The events of the 9<sup>th</sup> annual ED Games Expo are all free to attend and will occur over a four-day span from Tuesday, September 19 through Friday, September 22, 2023. **The main events of the ED Games Expo will occur on September 20 and 21 at the Kennedy Center REACH.** A series of related showcase events will occur between September 19 and 22 at the Kennedy Center REACH and at locations across Washington, DC. These showcase events are coordinated by government representatives and focus on building capacity for the EdTech ecosystem by connecting developers and researchers to industry organizations. Most of the ED Games Expo events are open to the public. Please note that seating at some events is limited due to space constraints and will be granted on a first-come first-served basis. A livestreamed [Science is Cool \(SciC\) “Unconference” \(click to register\)](#) will occur on September 21 and will present interviews with EdTech developers as well as ED leadership to a national audience.

The following pages provide more information about each ED Games Expo event taking place from September 19 through 22. We also encourage you to view the [2023 Guide to the ED Games Expo \(click to view\)](#) for information on the teams of developers and the wide array of EdTech innovations that will be available to test out at this year’s Expo. We look forward to seeing you in Washington, DC and online during the livestreamed SciC Unconference!

Thank you,

The 2023 ED Games Expo Team  
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Contact us at: [EDGamesExpo@ed.gov](mailto:EDGamesExpo@ed.gov)

# 2023 ED Games Expo – Overview of the Agenda

## @ The Kennedy Center REACH, Locations Across Washington, DC, and Virtual

*This overview agenda lists the ED Games Expo events in order from Tuesday, September 19 to Friday, September 22, 2023, taking place at the Kennedy Center REACH, at locations across Washington, DC, and through a virtual livestream. The pages following provide detailed descriptions of each event, with information on the “Main Events” listed first, “Showcase Events” next, and the “Virtual Events” last.*

### Expo Day 1: Tuesday, September 19, 2023

- 10:30 AM – 12:30 PM Showcase: NASA with Minecraft: STEAM-CS and Gaming @ Microsoft
- 12:00 PM – 4:00 PM Showcase: XR for Learning @ Pearl Street Warehouse

### Expo Day 2: Wednesday, September 20, 2023

- 8:30 AM – 11:00 AM Showcase: Innovations in Civic Education @ Library of Congress
- 10:00 AM – 2:30 PM ED Games Expo for Schools @ The REACH
- 3:00 PM – 4:30 PM Pre-Expo Developer and Researcher Meeting @ The REACH
- 5:30 PM – 8:30 PM ED Games Expo for the Public @ The REACH

### Expo Day 3: Thursday, September 21, 2023

- 9:00 AM – 3:15 PM IES Innovation Day @ The REACH
- 9:00 AM – 10:15 AM Showcase: Early Learning & Technology @ The REACH
- 9:00 AM – 10:15 AM Showcase: Evidence-Based EdTech in Postsecondary Ed @ The REACH
- 9:00 AM – 12:00 PM Showcase: Special Education & Technology @ The REACH
- 10:30 AM – 11:45 AM Showcase: Cyberlearning and Gaming @ The REACH
- 1:00 PM – 3:00 PM Showcase: Mental Health in Rural and Underserved Schools @ The REACH
- 12:00 PM – 5:00 PM Science is Cool Virtual Unconference by PocketLab @ Virtual LIVESTREAM
- 4:00 PM – 6:00 PM Expo Office Hours @ The REACH

### Expo Day 4: Friday, September 22, 2023

- 9:00 AM – 12:00 PM Showcase: EdTech AI Workshop @ Potomac Center Plaza Building
- 10:00 AM – 12:00 PM Showcase: Citizen Science @ National Oceanic Atmospheric Agency

# 2023 ED Games Expo – Main Events Agenda

@ The Kennedy Center REACH

Wednesday, September 20, 2023

EVENT NAME, TIME & LOCATION	INTENDED AUDIENCE & EVENT DESCRIPTION
<p><b>ED Games Expo for Schools</b>  <b>10:00 AM – 2:30 PM</b>                      @ The REACH, Levels A &amp; B                      2700 F Street NW                      Washington, DC 20037</p> <p><a href="mailto:EDGamesExpo@ed.gov">EDGamesExpo@ed.gov</a></p>	<p><b>Audience:</b> Educators and students in grades 1 to 12 from DC-area schools.  <b>Description:</b> A two-hour field trip to the REACH for 48 school classes and ~1000 students to attend one of 28 different Master Class Lessons or presentations, and to try out several EdTech innovations while meeting the developers to ask, “How did you create this learning game or technology?” See the <a href="#">ED Games Expo for Schools Agenda</a> for more information.</p>
<p><b>Pre-Expo Developer Meeting</b>  <b>3:00 PM to 4:30 PM</b>                      @ The REACH, Studio K</p> <p><a href="mailto:EDGamesExpo@ed.gov">EDGamesExpo@ed.gov</a></p>	<p><b>Audience:</b> Teams of EdTech developers and researchers presenting at the Expo, government representatives.  <b>Description:</b> This meeting will feature a panel discussion on the landscape for early-stage investment in EdTech, Lightning Talks by representatives from organizations presenting models for developers and researchers to disseminate and sustain EdTech, and a panel discussion by experts in research, industry, and innovation with big ideas for harnessing the potential of EdTech to transform and democratize education.</p>
<p><b>ED Games Expo for the Public</b>  <b>5:30 PM – 8:30 PM</b>                      @ The REACH, Levels A &amp; B,                      Justice Forum Theater</p> <p><a href="mailto:EDGamesExpo@ed.gov">EDGamesExpo@ed.gov</a></p> <p><a href="#">Click here to register to attend the ED Games Expo for the Public event</a></p>	<p><b>Audience:</b> Parents and caregivers with children and students of all ages from 3 to 18, educators and administrators, EdTech developers and researchers, education organizations, government representatives, and anyone interested in emerging forms of EdTech.  <b>Tabletop Demonstrations:</b> 150+ teams of developers present game-changing EdTech innovations that attendees can explore throughout the REACH. See the <a href="#">2023 Guide to the ED Games Expo</a> for information on the wide array of EdTech experiences at the Expo.</p> <p><b>Live Presentations and Artistic Performances During the Expo:</b></p> <ul style="list-style-type: none"> <li> <p><b>5:30 PM – 6:00 PM</b> join <a href="#">Early Learning Fun</a>                      Parents and caregivers can bring children to watch a LIVE skit with Cleo and Theo from the <a href="#">Between the Lions (click to view video trailer)</a> TV show and friends. (Kids can meet the characters after in room PT109 where all the Early Learning tabletop demos will be presented by developers.) After, PBS Kids will preview a new game <a href="#">Work It Out Wombats (click to view video trailer)</a>, and the founders of FableVision will read from a new children’s book.</p> </li> <li> <p><b>6:15 PM – 7:00 PM</b> join <a href="#">Game-Based Interventions Designed for STEM Teaching and Learning</a>                      A session for designed for educators interested in integrating games into instructional practice. Killer Snails will discuss <a href="#">Waterways (click to view video trailer)</a> for environmental science, and Filament Games with Roblox will present on how to deliver <a href="#">RoboCo (click to view video trailer)</a> in a classroom for robotics learning.</p> </li> </ul>

	<ul style="list-style-type: none"> <li>• <b>7:15 PM – 7:45 PM</b> join <b>Live Science &amp; STEM Challenges!</b> This session is about STEM - see bitesize LIVE science experiments including match-box car racing with PocketLab’s <a href="#">G-Force (click to view video trailer)</a>. Following, <a href="#">Future Engineers (click to visit website)</a> with Explr Media will discuss how national challenges can engage thousands of students in creative hands-on STEM.</li> <li>• <b>8:00 PM – 8:30 PM</b> join <b>Music of Learning</b> Entrepreneur Sage Salvo from WordsLiive will perform a literary song and industry artist Adara (with students from a local school) will perform Muzology <a href="#">math music (click to view video trailer)</a> to finish the evening.</li> </ul> <p><b>Note:</b> Attendance in the Justice Forum Theater is capped at 140. We kindly request that attendees participate in only one session so that others can also attend a session.</p>
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### Thursday, September 21, 2023

EVENT NAME, TIME & LOCATION	INTENDED AUDIENCE & EVENT DESCRIPTION
<b>IES Innovation Day</b> <b>9:00 AM – 3:15 PM</b> @ The REACH, Studio K  <a href="mailto:EDGamesExpo@ed.gov">EDGamesExpo@ed.gov</a>  <a href="#">Click here to register to attend IES Innovation and/or Expo Office Hours</a>	<p><b>Audience:</b> EdTech developers and researchers, government representatives, members of the public interested in education research.</p> <p><b>Description:</b> A full-day event organized by the <a href="#">Institute of Education Sciences (click to visit website)</a>, the independent research arm of the U.S. Department of Education, with sessions in the morning focusing on IES investments in transformative education research, scaling, and modernization of research and development infrastructure. Join in the afternoon to learn more about IES’s vision to achieve impact at scale. View the <a href="#">IES Innovation Day Agenda</a> for more information.</p>
<b>Expo Office Hours</b> <b>4:00 PM – 6:00 PM</b> @ The REACH, Level B  <a href="mailto:EDGamesExpo@ed.gov">EDGamesExpo@ed.gov</a>  <a href="#">Click here to register to attend IES Innovation and/or Expo Office Hours</a>	<p><b>Audience:</b> EdTech developers and researchers, government representatives, members of the public interested in education research.</p> <p><b>Description:</b> Attend this event to meet face-to-face with representatives from ED, IES, and offices across government that invest in and support EdTech initiatives, including NASA, NIH, NSF, USDA, EPA, NEH, the Wilson Center, and others! As well, as dozens of national education organizations have registered to host tables to meet with developers and researchers to provide information on programs and services to support EdTech innovation, research, and commercialization</p>

**2023 ED Games Expo – Showcase Events Agenda**  
**@ The Kennedy Center REACH & Locations Across Washington, DC**

**Tuesday, September 19, 2023**

EVENT NAME, TIME & LOCATION	EVENT DESCRIPTION & REGISTRATION INFORMATION
<p><b>Showcase: NASA with Minecraft: STEAM-CS and Gaming</b>  <b>10:30 AM – 12:30 PM</b>                      @ Microsoft Office  <u>901 K Street NW, Washington, DC 20001</u></p> <p><a href="mailto:Robert.F.Lasalvia@nasa.gov">Robert.F.Lasalvia@nasa.gov</a></p>	<p><b>Description:</b> Organized by NASA, this event will assess trends and strategies to engage students in STEAM (and computer science) through gaming and technology such as Minecraft Education and NASA programming. Attendees will deepen their understanding of opportunities to use space exploration content as a gateway to student engagement. View the <a href="#">NASA with Minecraft Showcase Agenda</a> for more information and to register.</p>
<p><b>Showcase: XR for Learning</b>  <b>12:00 PM – 4:00 PM</b>                      @ Pearl Street Warehouse  <u>33 Pearl St. SW, Washington, DC 20024</u></p> <p><a href="mailto:Elizabeth.Newbury@wilsoncenter.org">Elizabeth.Newbury@wilsoncenter.org</a></p>	<p><b>Description:</b> Organized by the Wilson Center, DC-area high school students will try out 20+ XR (Virtual Reality and Augmented Reality) learning interventions while meeting the developers. Following, government-supported developers from the Expo will meet with industry organizations to discuss models for XR use in schools.</p> <p><b>Note:</b> This event is not open to the public.</p>

**Wednesday, September 20, 2023**

EVENT NAME, TIME & LOCATION	EVENT DESCRIPTION & REGISTRATION INFORMATION
<p><b>Showcase: Innovations in Civic Education</b>  <b>8:30 AM – 11:00 AM</b>                      @ James Madison Library of Congress, Mumford Room  <u>101 Independence Ave, Washington, DC 20540</u></p> <p><a href="mailto:LPot@loc.gov">LPot@loc.gov</a></p>	<p><b>Description:</b> Organized by the Library of Congress, this event will include a panel with representatives from the Library of Congress, IES, the National Endowment for the Humanities, STATE, and Challenge.gov who lead programs and initiatives in civics education. Following, developers will present on novel civic learning interventions created through these programs.</p> <p><b>Note:</b> This event is not open to the public.</p>

**Thursday, September 21, 2023**

EVENT NAME, TIME & LOCATION	EVENT DESCRIPTION & REGISTRATION INFORMATION
<p><b>Showcase: Special Education &amp; Technology</b>  <b>9:00 AM – 12:00 PM</b>                      @ The REACH, Studio F</p> <p><a href="mailto:Sarah.Brasiel@ed.gov">Sarah.Brasiel@ed.gov</a></p>	<p><b>Description:</b> Organized by IES and OSEP, this event builds awareness of resources to support developers in ensuring digital accessibility and presents models special education technology developers can use to disseminate and sustain their innovations. View the <a href="#">Special Education and Technology Showcase Agenda</a> for more information and to register.</p>

<p><b>Showcase: Early Learning &amp; Technology</b>  <b>9:00 AM – 10:15 AM</b>          @ The REACH, Macaroni Room</p> <p><a href="mailto:Brian.Lekander@ed.gov">Brian.Lekander@ed.gov</a></p>	<p><b>Description:</b> Organized by ED/EIR and OSEP, this event focuses on research and dissemination of early learning technology innovations. View the <a href="#">Early Learning and Technology Showcase Agenda</a> for more information and to register.</p>
<p><b>Showcase: Scaling Evidence-Based EdTech in Postsecondary Education</b>  <b>9:00 AM – 10:15 AM</b>          @ The REACH, Studio J</p> <p><a href="mailto:Meredith.Larson@ed.gov">Meredith.Larson@ed.gov</a></p>	<p><b>Description:</b> Organized by IES, this event focuses opportunities for EdTech developers looking to enter new markets in postsecondary education to advance evidence-based programs into practice. View the <a href="#">Evidence-Based EdTech in Postsecondary Education Showcase Agenda</a> for more information and to register.</p>
<p><b>Showcase: Cyberlearning &amp; Gaming</b>  <b>10:30 AM – 11:45 AM</b>          @ The REACH, Studio J</p> <p><a href="mailto:DPruitt@nist.gov">DPruitt@nist.gov</a></p>	<p><b>Description:</b> Organized by NICE/NIST, a panel will share the benefits, challenges, and opportunities for expanding cyber learning in education. View the <a href="#">Cyberlearning and Gaming Showcase Agenda</a> for more information and to register.</p>
<p><b>Showcase: Innovations for Mental Health in Rural &amp; Underserved Schools</b>  <b>1:00 PM – 3:00 PM</b>          @ The REACH, Studio F</p> <p><a href="mailto:Alice.Kinney@ed.gov">Alice.Kinney@ed.gov</a></p>	<p><b>Description:</b> Organized by IES, this session will feature innovative models to support school mental health that are accessible for rural and underserved student populations. View the <a href="#">Rural and Underserved School Mental Health Showcase Agenda</a> for more information and to register.</p>

## Friday, September 22, 2023

EVENT NAME, TIME & LOCATION	EVENT DESCRIPTION & REGISTRATION INFORMATION
<p><b>Showcase: Generative AI EdTech Workshop</b>  <b>9:00 AM – 12:00 PM</b>          @ U.S. Department of Education,          Potomac Center Plaza  <u>500 12th Street SW, Washington, DC</u>  <u>20024</u></p> <p><a href="mailto:Kevin.Johnstun@ed.gov">Kevin.Johnstun@ed.gov</a></p>	<p><b>Description:</b> Organized by IES and OET, this event will feature presentations by experts and developers who have integrated new forms of AI into their existing EdTech programs. A workshop for developers will follow. View the <a href="#">Generative AI Showcase Agenda</a> for more information and to register.</p>
<p><b>Showcase: Citizen Science Education</b>  <b>10:00 AM – 12:00 PM</b>          @ National Oceanic Atmospheric Agency (NOAA)  <u>1301 East-West Hwy, Silver Spring,</u>  <u>MD 20910</u></p> <p><a href="mailto:Juan.Hurtado@noaa.gov">Juan.Hurtado@noaa.gov</a></p>	<p><b>Description:</b> Organized by NOAA, this event will present NOAA’s “Science On A Sphere,” an Extended Reality earth science climate change experience and government representatives and developers will present on programs and projects in the area of citizen science. View the <a href="#">Citizen Science Education Showcase Agenda</a> for more information and to register.</p>

**2023 ED Games Expo – Virtual Event Agenda**  
**Recorded @ The Kennedy Center REACH, Available Online**

**Thursday, September 21, 2023**

EVENT NAME, TIME & LOCATION	INTENDED AUDIENCE & EVENT DESCRIPTION
<p><b>Science is Cool (SciC) Unconference</b>  <b>Livestreamed Event by PocketLab</b>  <b>12:00 PM – 5:00 PM</b>            @ Recorded live from the REACH, Sardar Room</p> <p><a href="mailto:EDGamesExpo@ed.gov">EDGamesExpo@ed.gov</a></p> <p><a href="#">Click here to register to attend the Science is Cool Virtual Unconference</a></p>	<p><b>Audience:</b> Science educators, educators, EdTech developers and researchers, government representatives, and anyone interested in EdTech innovation.</p> <p><b>Description:</b> An awardee of the ED/IES and NSF Small Business Innovation Research (SBIR) program, PocketLab has produced 12 previous <a href="#">Science is Cool (click to visit website)</a> virtual unconferences with 130,000 science educators joining these events in real time. The livestreamed SciC event from the Kennedy Center REACH will engage a national audience of science educators - and anyone interested in EdTech innovation – in the ED Games Expo. Host Dave Bakker will interview Expo developers and ED leaders to explore the art in the design of education technology and games. Some highlights include:</p> <ul style="list-style-type: none"> <li>• A panel discussion called “SBIR Women Got Game” featuring four female entrepreneurs who founded small businesses and created novel learning games through the SBIR program to engage girls and underserved students in STEM.</li> <li>• A panel discussion on EdTech innovation in the classroom with former members of ED’s School Ambassador Fellowship Program.</li> <li>• An interview with Deanne Bell of Future Engineers and Jenny Buccos of Explr Media on national STEM challenges.</li> <li>• An interview with Lana Israel of Muzology about the science of music in learning.</li> </ul>

**2023 ED Games Expo Disclaimer:** *This document contains resources that are provided for the user's convenience. The inclusion of these materials is not intended to reflect its importance, nor is it intended to endorse any views expressed, or products or services offered. These materials may contain the views and recommendations of various subject matter experts as well as hypertext links, contact addresses and websites to information created and maintained by other public and private organizations. The opinions expressed in any of these materials do not necessarily reflect the positions or policies of the U.S. Department of Education. The U.S. Department of Education does not control or guarantee the accuracy, relevance, timeliness, or completeness of any outside information included in these materials.*