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## The power of digital gaming for literacy

**Location:** UNESCO Headquarters, ROOM 6

**Date and time:** Monday 26 March 2018, 11:45- 13:15

**Presenters:** Rebecca Leege, World Vision - All Children Reading, United States; Liv Marte Nordhaug, NORAD, Norway; Nedjma Koval-Saifi, INTEGRATED, Jordan; Francesco Cavallari, Video Games without Borders, Spain; Emmanuel Guardiola, Cologne Game Lab, Germany

### About the workshop:

Antura and the Letters and Feed the Monster apps—launched at Mobile Learning Week 2017 – instigated a new era in utilizing digital gaming to improve literacy and psychosocial wellbeing outcomes for children. The games have already been installed on 80 000 mobile devices and have also undergone a rigorous impact evaluation. Participant will learn the results of this ground-breaking research, including: the impact on children’s literacy skills and wellbeing, as well as how the games have been improved based on the research findings. In addition, the principle guidelines purported in the Guide to Developing Digital Games for Early-Grade Literacy for Developing Countries will be shared.

These activities are due to the leadership and commitment of the EduApp4Syria partners: Norad, All Children Reading: A Grand Challenge for Development (USAID, World Vision, and the Australian Government), Orange, INEE, and UNICEF’s Office of Innovation and Digital Learning for Development partners: IDRC, UKAid, and FIT--Ed.

Recognizing the critical nature of research findings to the improvement of and further impact on literacy outcomes, this workshop will inform participants about new research findings as well as invite them to actively engage in the discussion around the future of digital gaming and critical research gaps.

### Meet the presenter:

**Ms Rebecca Leege** is World Vision's (WV) Director for their partnership in All Children Reading: A Grand Challenge for Development. Previously, she was Director for Child Development/ Protection. Rebecca also worked with World Relief, initially in Rwanda as their Director of Programs before relocating to their headquarters as Director of Global

Program Operations. She has lived and worked throughout Africa and Asia for over 15 years. Rebecca also spent six years in the private sector in international human resources.

**Ms Koval-Saifi**, Founder and principal of INTEGRATED, brings over 20 years of Program Design and M&E experience to the team. Ms. Koval-Saifi lends senior evaluation and management expertise to each assignment. Her expertise in business development has enabled her to lead the development, design and implementation of over 20 successfully funded projects in the region valued at over \$100 million. She holds a Master's degree in Development Economics, and has completed PhD work in Development Economics with a specialization in Conflict Resolution from the Fletcher School of Law and Diplomacy, Tufts University, USA.

**Mr Francesco Cavallari** has 20 years of experience in the games industry having held both technical and leadership positions at Ubisoft, one the world's largest video games producing companies. In 2015 he founded Video Games Without Borders (or VGWB), a nonprofit organization and a global community of people that believe in digital games to change the world for better, and he is now full-time dedicated to oversee its operations. Francesco supervised the development of the first VGWB game, Antura and the Letters, winner of EduApp4Syria international competition and of the Titanium Award for the Best Serious Game of the Year 2017.

**Professor Emmanuel Guardiola** is a veteran of the video game industry with over 30 major titles released for publishers such as Ubisoft and independent studios such as Dontnod Entertainment. He drives and publishes research on game design processes and psychological player profiling at the Cologne Game Lab – TH-Köln. His work is applied in games for education, health and humanitarian cause. His awards include Game For Change Europe, EduApp4Syria winner, the eVirtuos R&D award, author of the year award by the SACD (French Dramatic Author and Composer Society), and 8 times grant winner for art or research game projects.