

Making computing and STEM learning fun though game design and coding









# Utah Education Interim Committee September 17, 2014

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Vice President, Partnerships & Operations

# Imagine the Economic Opportunities for Utah if KIDS know how to CODE

### **IT STEM Corporations in Utah**













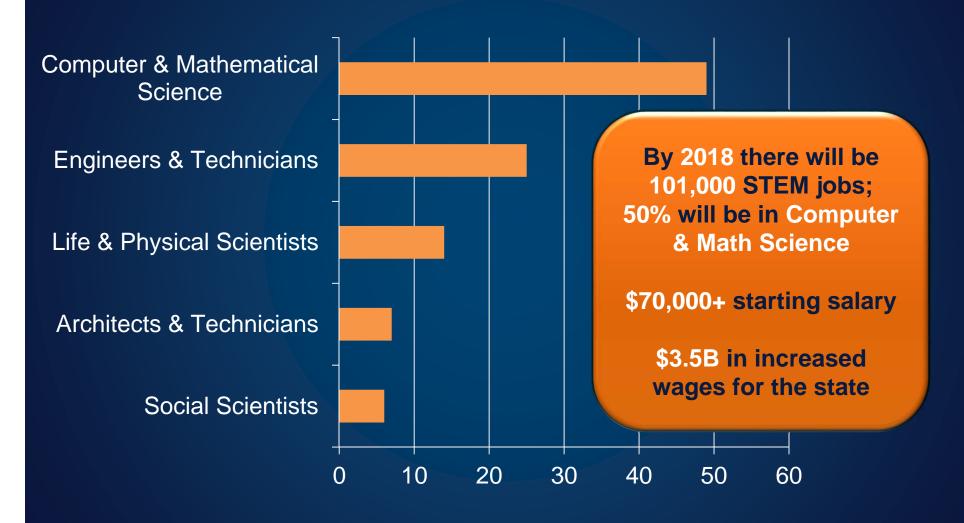
5,701 IT companies

41% growth in Info Services Sectors

85 Utah Companies on 2014 Inc. 5000

Source: Utah Technology Council http://www.utahtech.org/advocacy/engineering%20initiative.aspx#sthash.m3Pvm44c.dpuf

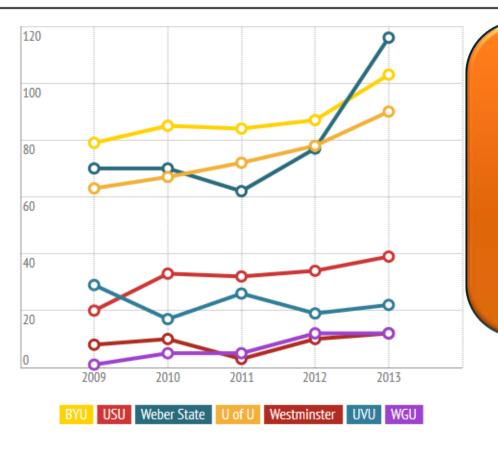
### **Jobs for Utah!**



Source: Innovation Vital Signs: Utah's Federal R&D and STEM\* Jobs Report 2013 https://www.usinnovation.org/state/pdf\_cvd/CVD2013UtahInnovation.pdf

### **Growth in STEM Graduates & Research**





47% increase in STEM
University Grads &
Researchers since 2011

Computer Science
Mathematics
Engineering
Technology
Science

Copyright Silicon Slopes

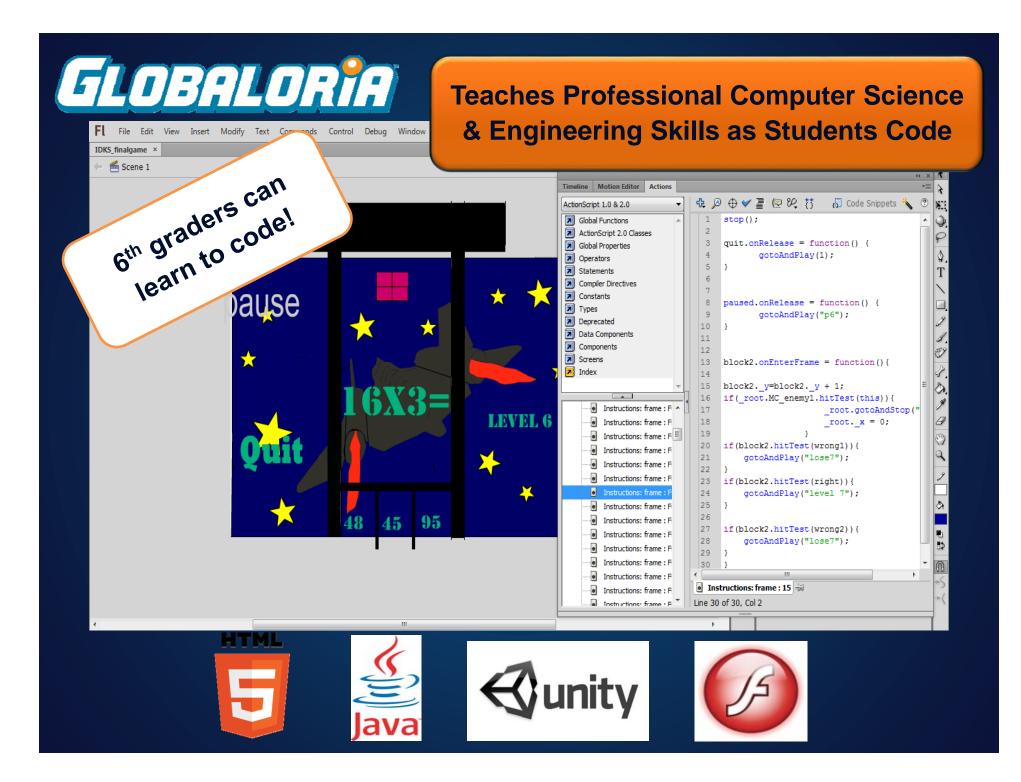
Source: Silicon Slopes

http://siliconslopes.com/2014/02/utah-computer-science-grads-jump-44-to-522/

### State of STEM in Utah – Not There Yet!

- 1% of Utah high school students took computer science classes
- 534 computer science graduates
- Utah IT companies recruited as much as 70% of workforce from out of state
- 2000+ unfilled STEM jobs







# Proven STEM Education Innovation

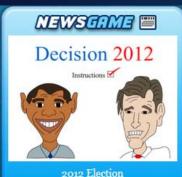


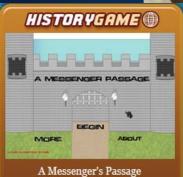
14 States
Districts: urban,
rural, suburban

95% student graduation 93% School Retention



# Making Computer Science & STEM Fun & Engaging for All Students











## Standards-Aligned Coding Courses with Embedded Assessment

Welcome to GLOBALORIA

Welcome.

Amber
Log Out
My Email
My User Page
My Social Profile

#### Help 🔞

- Tygarts Valley High
  School

  Home
  Our Game Gallery
  Active Classes
  File List
  Image Gallery
  Recent Changes
- ▼ My Classes
  See All My Classes
- ▼ My Tools File Uploader
- ▼ Globaloria Central Globaloria Schools Globey Awards Globaloria Game

Special page

Search Go Search

#### Katelins2440's Project - Game Design I/II 1st Block 2013-14

#### Projects Page

- Post all of the assignments you completed as an individual learner on this page.
   Team work should be posted on your Team page.
- If you get stuck when you're editing your project page click on the icon for bala.

#### **UNIT 1: Getting Started**

These activities are designed to help you get familiar with the globaloria platform.

#### What Is Globaloria (Edit)

In your own words, what will you be learning in this class?

We will be learning how to make games. We will be using Flash to help create our game. We will be learning a lot of diffrent things about what goes into making a game.

#### Create Your Profile (Edit)

What do you hope people will learn about you from your profile?

What I like and some stuff about me and kinda what my favorite stuff is.

#### Create Your Blog (Edit)

Follow the steps in this topic to create your blog and connect to other students' blogs. You will also create a test blog post by following the steps in this topic.

Type in your Blog URL below. Make sure you also typed your Blog URL into the "My Info" section of your Social

http://katelins2440.blogspot.com/@

Blog About It

<< Back to User Page | Collapse All | Edit Project

I	Project Page Progres	s	
ı	Unit 1: Getting Started		Status Blogs Globeys
ı	What Is Globaloria:	100%	N/A
ı	Create Your Profile:	100%	N/A
I	Create Your Blog:	100%	<b>▶</b>
	Join The Community:	100%	<b>▶</b>
	Where To Get Help:	100%	<b>▶</b>
١	Course Overview:	100%	<b>▶</b>
ı	Unit 2: Hidden Object Game		
١	Play To Learn:	100%	<b>▶</b>
I	Choose Learning Topic:	100%	<b>▶</b>
ı	Plan Game Scene:	100%	<b>▶</b> ✓
۱	Make Paper Prototype:	100%	<b>▶</b>
ı	Intro To Flash:	100%	<b>▶</b>
ı	Draw Background:	100%	<b>▶</b>
	Add Hidden Objects:	100%	<b>▶</b>
	Add Score And Msg Box:	100%	





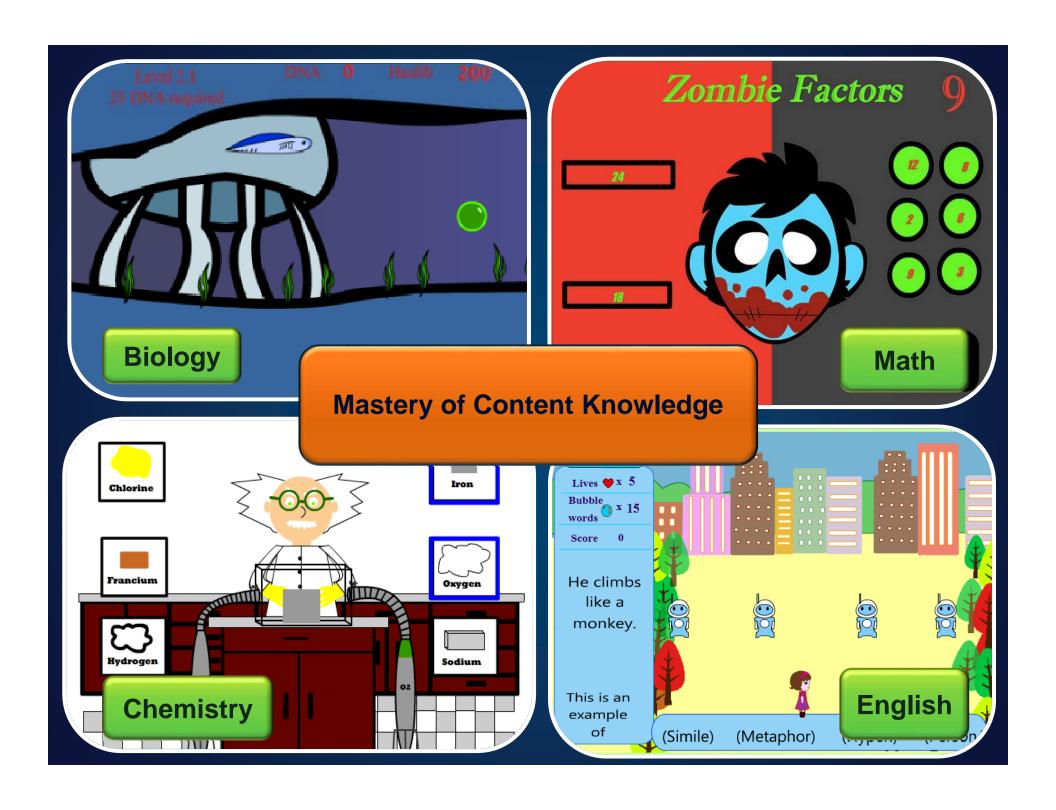


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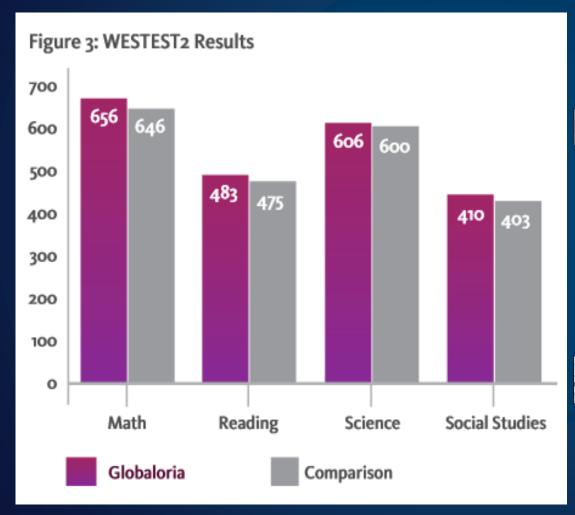








#### **Research Proven**



#### **Selected Research Partners**



Source: Edvantia, Inc, 2009 – 11, West Virginia



## Award Winning









































# GLOBALORIA



Teaching All Students to Code