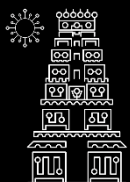


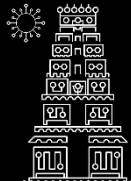
DAY 1: 15th November Breakout session 1: 2-3pm

Session and presenters	Title of presentation	Room
Games and digital technologies for skill based learning <ul style="list-style-type: none"> Hettiyadura Manoj Indika Fernando Yohannes Kurniawan/ Ferdianto Sidharth Sudarshan 	<ul style="list-style-type: none"> Social, Emotional skills and Job readiness through YES! Academy: Learn Soft Skills at your fingertips Business Process Simulation Patch: A Digital Toolkit for the Entrepreneurial Learner 	Coral1
Issues and trends in digitally mediated education <ul style="list-style-type: none"> Igor Val. Danilov Jeff Mukuka Sriya Chakravarti 	<ul style="list-style-type: none"> Unconscious social interaction to facilitate the educational process Online Education: Expanding reach and access to areas without internet access Chalkboards to Digital boards: Teaching Millennials and Beyond 	Coral2
DICE Workshop-MGIEP <ul style="list-style-type: none"> Aditi Pathak 	How to promote 21st century skills in your students using digital dialogue as a tool	Coral3
Unity Hackathon Winners	Winners from the Unity Hackathon held as a pre-conference workshop to present their ideas and products.	Eureka
Hands on Workshop <ul style="list-style-type: none"> Matthew Farber Avery Rueb 	<ul style="list-style-type: none"> GGJ Next: A Global Game Jam for Children The GameStorm PlayShop 	Summit
MGIEP: Collective Human Intelligence (CHI) Platform Walkthrough <ul style="list-style-type: none"> Devesh Kumar Saurabh Roy 	Deep dive into features of CHI and receiving feedback from the Creators and maximizing Content Developer's registrations on CHI	Nautica
E-posters <ul style="list-style-type: none"> Sudarshan Sreeram Prajna Cauvery S Sneha Venkat Bakthavatchaalam Marcela Gomez Kiran Trivedi & Dhvani Trivedi 	<ul style="list-style-type: none"> Eco AR – Discover, Learn, Play Anaadi Voice Integrated Language Learning (AVILL) Using STEM education and digital pedagogy to provide experiences that promote values of SDGs Enhancing SDGs and Empathy through Digital Education: A Pilot Cross National Study between India and the UK DIGITAL LIBRARIES: Electronic Bibliographic Resources on Basic Education AI in Education -Person Identification from Handwritings using Artificial Intelligence on Low Cost Raspberry Pi Hardware 	Coral Pre-function Area
Learning Zone 1 <ul style="list-style-type: none"> Senthil Kumar G Irais Monserrat Santillán Rosas 	<ul style="list-style-type: none"> SYNC - An interactive and fun board game on Empathy, that fosters creativity, curiosity. Global Workshop: Raising Awareness about SDGs through a board game 	LZ classroom
Learning Zone 2 <ul style="list-style-type: none"> Ridwan Othman 	<ul style="list-style-type: none"> Augmented and Virtual Reality Education: The Shift to Classroom 3.0 	Samsung classroom



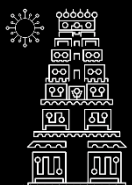
DAY 2: 16th November
Breakout session 2 : 10-11AM

Session and presenters	Title of presentation	Room
Games and Gamified Learning: New Possibilities <ul style="list-style-type: none"> Sonia Wadhwa Stanislav Khanin 	<ul style="list-style-type: none"> Unlock Unlimited Potential of Learners With Gamified Learning Playing to think critically: a Delphi study on digital games and critical thinking 	Coral 1
21st Century Skills <ul style="list-style-type: none"> Raja Sekhar Vasa Padmaja Buddhharaju Ipsita Mishra 	<ul style="list-style-type: none"> KettleMind – Brain Training App Digital Technologies and pedagogies: Leveraging everyday tools for learning portfolios and assessments. Cases of Mathematics, Science or Language Education delivered through transformative digital pedagogies for building problem solving and critical thinking skills 	Coral 2
AI in Education <ul style="list-style-type: none"> Sridhar Chimalakonda, Chaitanya Sandra Gudino 	<ul style="list-style-type: none"> LiveTextbook – An Approach to Augment a Static Textbook with Dynamic Question & Answers Adapting the Educational Transformation cycle within a Chatbot project in Higher Education 	Coral 3
Mock classroom: Maths Lesson and Designing Thinking Lesson <ul style="list-style-type: none"> Sangeeta Gulati* Anil Pradhan 	<ul style="list-style-type: none"> Make Mathematics Meaningful: A Lesson on Pythagoras Theorem* तोड़-फोड़-जोड़ (Disassemble- Reassemble-Recreate) 	Eureka
Workshop: Lessons from Digital Pedagogy Experimentations <ul style="list-style-type: none"> Paul Singh, Pooja Monga David Kinkead 	<ul style="list-style-type: none"> Transforming rural communities by transforming education Matching Tactics to Strategy in Digital Pedagogy: Lessons from online critical thinking 	Summit
Panel discussion: Ed-tech For Inclusive Education <ul style="list-style-type: none"> Michael Hart Kenneth Pugh Franco Orsucci Margie Gillis 	<ul style="list-style-type: none"> Uncovering the potential of Ed-Tech to serve as a catalyst for inclusion of diverse learners in classrooms Uncovering the potential of Ed-Tech to serve as a catalyst for inclusion of diverse learners in classrooms Inclusive education for special needs learners 	Nautica
E- Posters <ul style="list-style-type: none"> Lorena Aleman De La Garza Anjali Moorthy Santhi Priya Goda Avijit Sarkar Apoorva Verma 	<ul style="list-style-type: none"> TEMOA: An Open Educational Resources repository to seek, investigate and inquire Transforming the lives of incarcerated individuals through technology and education Using Technology as a Resource management tool to simplify teaching and to improve productivity. Gamification in Education: Effect of teaching Mathematics through hybrid learning in the classroom The Shape Run – A 4-level Fun Board Game on 2D Shapes for primary level 	Coral Pre-function Area
Learning Zone 1 <ul style="list-style-type: none"> Microsoft 	<ul style="list-style-type: none"> Enabling Assistive, Adaptive Inclusive Learning using Artificial Intelligence(AI) in the Classroom 	LZ 1
Learning Zone 2 <ul style="list-style-type: none"> Yameen Ahmad 	<ul style="list-style-type: none"> Democratization of Education through a community-driven approach in an eLearning platform 	Samsung classroom



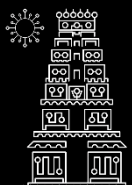
DAY 2: 16th November
Breakout session 3 : 3:05 PM – 4:05 PM

Session and presenters	Title of presentation	Room
Digital technology for peace, sustainability and global citizenship <ul style="list-style-type: none"> Beatriz Lopes Buarque Yonela Msongelwa Komkid Topoklang 	<ul style="list-style-type: none"> Challenging extremism through EDUC-(AC)TION: How students can break the vicious circle of hate Role of digital technologies in project based learning for peace and sustainability KomaKids: Promoting Global Competence Through Media Creation in Elementary School 	Coral 1
Digital Tools For Math <ul style="list-style-type: none"> Lomos Catalina Francois Boucher Gunjan Agarwal 	<ul style="list-style-type: none"> MathemaTIC – a digital learning environment developed to address inequity and enhance differentiated learning of mathematics The making of and the learning efficacy of the Slice Fractions series Social Learning-Math is better when played together 	Coral 2
Digital Tools for STEM <ul style="list-style-type: none"> Adanna Ononiwu Amala Reddy, Varalaxmi Seeram Shilpa Goel 	<ul style="list-style-type: none"> Impact of interactive technology applications on girls' STEM education Five Cool Ways Kids Learn with Science Utsav STEM program Digital Interactive Math Book 	Coral 3
Art and Storytelling as Transformative Pedagogy <ul style="list-style-type: none"> Vividha Vyas, Deepti Dimple Rangila Thomas Bastein 	<ul style="list-style-type: none"> Storytelling- The Pedagogy to Transform Primary Education in India From Sharing Stories to Sharing Cultures: Addressing Cultural Diversity through Storytelling EducART: creativity and inclusion through digital pedagogies 	Eureka
Youth Games for Sustainability <ul style="list-style-type: none"> Matthew Barr Robin Sharma Manisha Agarwal, Anant Bhaskar 	<ul style="list-style-type: none"> The Benefits of Playing Games at University Cantor's World: A Digital Learning Tool for Economics, Sustainable Development and Policy Studies Integrating STEM+ and Sustainability Concepts for Youth and Community 	Summit
Panel discussion: Let's TECHBook 2.0 <ul style="list-style-type: none"> Bill Cope (Moderator) Mary Kalantzis(Moderator) Eric Brulliard Mitja Jermol Elliot Soloway 	Panel to discuss and collect feedback on the conceptual framework of the Global Literature Review on Digital Textbooks and Other Digital Education Media, coordinated by UNESCO MGIEP.	Nautica
E- Posters <ul style="list-style-type: none"> Swadesh Mohapatra Pranshu Saini Deepti Sawhney Shaelja Mishra Mansi Gill 	<ul style="list-style-type: none"> Demystifying Upcoming Technologies through stories steeped in Fantasy Employing Meditation to Empower Ourselves: Critical in Digital World Design-thinking for social change Concept-mind maps for student-active dynamic knowledge construction in Chemistry education Fractionary- A comprehensive fractions-based game 	Coral Pre-function Area
Learning Zone 1 <ul style="list-style-type: none"> Sushma Sharma 	<ul style="list-style-type: none"> Immersive Technologies for Education, Learning and Skill Development: Why and How? 	Learning Zone classroom
Learning Zone 2 <ul style="list-style-type: none"> Varun Vijayarao 	<ul style="list-style-type: none"> Maker Space- The journey of learning and innovation beyond the four walls of the classroom 	Samsung Classroom



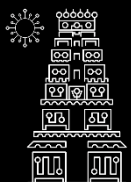
DAY 2: 16th November
Breakout session 4 : 5:45 PM – 6:45 PM

Session and presenters	Title of presentation	Room
Technological solutions to K-12 education <ul style="list-style-type: none"> Vijaya Bhanu Kote Pedro Aguayo Cubillo Ritesh Agarwal 	<ul style="list-style-type: none"> Is Technology Killing Creativity? My experiment says a big “No”! Let’s learn...an opportunity to excel Mindspark: Learning with understanding for all is a possibility! 	Coral 1
Design Thinking and digital tools for SEL <ul style="list-style-type: none"> Eve Aronson/Cedric Ceulemans Dorcas Nгнаoussi Elongue Cedric Christian Padmaja Buddharaju 	<ul style="list-style-type: none"> Serious gaming for peace in Yemen: a design thinking approach Design thinking as a tool to develop problem solving skills in individuals especially focused on empathy How do Flow and Identification Affect Players’ Empathy and improve their Learning of Malaria case management? Demonstrate the use of digital tools to enhance SEL 	Coral 2
Panel discussion: Microsoft- AI and Future classroom <ul style="list-style-type: none"> Meenakshi Uberoi Sonia Wadhwa Geetanjali Diwan Shraddha Varshney 	Enabling Assistive, Adaptive Inclusive Learning using Artificial Intelligence(AI) in the Classroom	Coral 3
STEM and Beyond <ul style="list-style-type: none"> Pushpa Thantry Natasha Rajore Kumar Gandharv Mishra 	<ul style="list-style-type: none"> Gamifying Math Learning – an intuitive and interactive app for children in rural and urban India The Integrative and Interdisciplinary nature of STEM Education Digital Technology: Bridging the Gap between Mathematics and Music 	Eureka
Designing for accessibility and inclusion <ul style="list-style-type: none"> Kanchan Shine, Sumit Prakash Pankaj Saini, Vibha 	<ul style="list-style-type: none"> How do we make our city an inclusive city? Tools for the visually impaired 	Summit
Fostering Social-Emotional Skills <ul style="list-style-type: none"> Shawn Young Kelli Dunlap, Matthew Farber Anant Raman Mani, Rachana Misra 	<ul style="list-style-type: none"> Engagement-driven SEL & Data-driven school climate and SEL Boosting Teen Resilience with Commercial Video Games in the Classroom Power of Character; Developing Human Values in Children: An ongoing study on 10 to 13 year olds. 	Nautica
E- Posters <ul style="list-style-type: none"> Arko Bhattacharya Saatvik Pradhan Anjali Sheno Sourabh Garg Deepti, Ajay 	<ul style="list-style-type: none"> Learning survival skills in real life with Minecraft Hands-on training on innovative techniques to deliver STEM+ education experiences Digital pedagogies: Transformative for all? Digitalising Learning After School Building Sustainable Leadership for Youth through experiential learning 	Coral Pre-function Area
Learning Zone <ul style="list-style-type: none"> Qneuro – Dheeraj/ Siva 	<ul style="list-style-type: none"> Neuroeducation and Gaming 	LZ classroom



DAY 3: 17th November
Breakout session 5 : 9 AM – 10 AM

Session and presenters	Title of presentation	Room
Transforming teacher training <ul style="list-style-type: none"> Durba Sarkar Syeda Asia, Angelina Chamuah Harsh Vardhan Yadav 	<ul style="list-style-type: none"> Use of Digital Portfolios in the Certificate Course for Government Teachers in East India Consortia of the Digital: Encounters of Transformation of the Teaching Self as Enterprise in Indian Educational Practice. Digital Platforms and Self-Learning of Teachers: Sociological Analysis of the ICT Mediated Classroom Practices 	Coral 1
Digital Tools for SEL <ul style="list-style-type: none"> Yane Frenski Apurv Kaushal Angelica Saldaña 	<ul style="list-style-type: none"> Electronic games to promote crime prevention and the rule of law – applying social skills and values in play Social & Emotional Intelligence through Real World Simulations Gamification in the #KindnessMatters campaign 	Coral 2
Reinventing learning spaces <ul style="list-style-type: none"> Caroline Julien Prashant Sarbahi Santhi Priya Goda 	<ul style="list-style-type: none"> Reinventing public spaces for learning Reversing the classroom flow Applying Integrated STEM Pedagogies for Transforming classrooms 	Coral 3
Data Privacy and Intellectual Property Rights <ul style="list-style-type: none"> Kushan Chakraborty Transforming education for marginalized populations <ul style="list-style-type: none"> Sadia Jafrin, Amina Azad 	9-9.30am <ul style="list-style-type: none"> Learning Analytics and Data Privacy: An analysis of the legal framework surrounding online learning 9.30-10am <ul style="list-style-type: none"> Faceeducation 	Eureka
Digital Tools for 21st Century Skills <ul style="list-style-type: none"> Gururaj Sriram Ayer Varsha Bhambhani 	<ul style="list-style-type: none"> Creative computing curriculum integration in schools Fundango – A Game-changing Classroom Learning Initiative by NalandaWay Foundation Democratising Learner Motivation, Inspiration & Feedback 	Summit
MGIEP Programme: Libre <ul style="list-style-type: none"> Vrinda Loiwal, Renuka Rautela 	<ul style="list-style-type: none"> Global Citizenship Education for Teens, through Digital Stories and Games 	Nautica
E- Posters <ul style="list-style-type: none"> Sandeep Yadav Rabia Malik Sadaqat Faqih Mulla Soumya Swain Hemang Vellore 	<ul style="list-style-type: none"> Game based learning for math concepts Gamification of Classroom Instruction Connected learning in disconnected spaces: the CLIX' experience of designing learning technologies that work for all Ripple Effect: Spreading the waves of Learning among underprivileged children Social Innovation Hackathons 	Coral Pre-function Area
Workshop @Learning Zone 1 <ul style="list-style-type: none"> Sai Raj Reddy 	<ul style="list-style-type: none"> Learning Analytics Workshop for Dummies 	LZ classroom
Learning Zone 2 <ul style="list-style-type: none"> Irfan Lalani John Okewole 	<ul style="list-style-type: none"> Code to Enhance Learning Storytelling with Scratch using Interactive Learning Object Toolkit 	Samsung Classroom



DAY 3: 17th November
Breakout session 6 : 12:25 PM – 1:25 PM

Session and presenters	Title of presentation	Room
Learning through virtual reality <ul style="list-style-type: none"> Arundhati Mitter Moritz Klein Venkatapathy Subramanian 	<ul style="list-style-type: none"> Culture Connectors: Self-directed exploration and reflection of cultural heritage mediated by virtual reality Education within VR environments: The unlimited potential VS the risks Understanding the principles of Maths and Physics by building and exploring your own Virtual-Reality world (VR) 	Coral 1
Digital tools for student empowerment <ul style="list-style-type: none"> Ankitha Cheerakathil Quach Thanh Thien Lorenz Denks 	<ul style="list-style-type: none"> School Participatory Budgeting (School PB) The Soil Project – Alternative to University and Gap Year Program Orientation needed - ESD in a digital world 	Coral 2
Ways forward for technology-based learning <ul style="list-style-type: none"> Oluwaseyi Aderemi Ajala Rima Sargsyan Subha Dalai 	<ul style="list-style-type: none"> Technology-based education in rural Saharan Africa: Way Forward Learning to Learn: Towards Culture of Progressive Learning Technology and classroom learning 	Coral 3
Panel discussion: Active Learning: Strategies on mobile software development <ul style="list-style-type: none"> João Walter Saunders Pacheco do Vale Fernando Luiz Almeida Leonardo Takuno 	Implementation and Assessment on Active Learning methodologies for education: a report of the experience on mobile software development	Eureka
Games for STEM <ul style="list-style-type: none"> Sabina Jain Sai Siddarth Kadeeja Abdul Hameed, Ladheedha, Mohammed Iqbal 	<ul style="list-style-type: none"> Games to foster critical thinking and problem-solving skills in STEM; Games for Accessibility Code Crackers Transformative Pedagogies for STEM : A Case Study on Filling Gaps in Kerala's School Education System 	Summit
Digital Technologies for Education <ul style="list-style-type: none"> Avery Rueb Yasmin Kafai 	<ul style="list-style-type: none"> Dokoma: the internet without internet classroom solution Serious gaming- What Making Video Games Can Teach Us about Learning and Literacy 	Nautica
E- Posters <ul style="list-style-type: none"> A Laxmi Ahalya Senthoooran Housseem Abida Mildred Vanessa López Cabrera 	<ul style="list-style-type: none"> Methodologies for subject integration in STEM Learning Digital Pedagogies promote creativity and critical thinking Medinapedia Sfax-Wikipedia as a learning tool Paciente Avatar. Telepresence Solution for Health Science Education 	Coral Pre-function Area
Digital Tools for Math <ul style="list-style-type: none"> Tarun Aggarwal Anand Karat/ Mr. Graham Orpwood 	<ul style="list-style-type: none"> Exploring GeoGebra as a Mathematical study tool MathleTIC: MathemaTIC's Digital Game-Based Items Motivate Students to Improve Their Mental Math Ability 	LZ classroom