How can educational games and technology impact global poverty?

Come see how students from several majors from across the campus have come up with entrepreneurial approaches to designing educational initiatives that use technology to change the face of education in both the developing and industrialized world.

In these solutions, students demonstrate an integrated breadth of multidisciplinary knowledge about local educational contexts, the psychology behind how humans acquire expertise, educational computing technologies, human-centered design thinking, as well as advanced topics such as business models, education policy, reading literacy, second language acquisition and STEM (science, technology, engineering and mathematics) education.