EDSiM CHALLENGE

INFORMATIONAL WEBINAR
NOVEMBER 16, 2016

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The Announcement of Requirements and Registration for the EdSim Challenge published in the Federal Register Notice on November 2, 2016 contains all rules, terms, and conditions for the Challenge and is the authoritative document governing the Challenge.

Welcome

Introduction

Albert Palacios

Education Program Specialist,

Division of Academic and Technical Education

Office of Career, Technical, and Adult Education

U.S. Department of Education

Agenda

- Vision

- Background

- Challenge Overview

- Q&A

Vision

The Opportunity

- Look beyond the textbook to identify engaging ways to deliver educational content

- Improve the marketplace for technology development in education

- Create more efficient learning tools that build a highly skilled workforce

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The Vision

- Define the next generation of tools for delivering high-quality educational content

- Stimulate a marketplace for simulations that transfer career and technical education

- Encourage collaboration amongst developers, as well as between educators and developers

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Call to Action

The U.S. Department of Education calls for concepts for immersive simulations that transfer academic, technical, and employability skills. Successful simulations will pair the engagement of commercial games with rigorous educational content to prepare students for the 21st century workforce.

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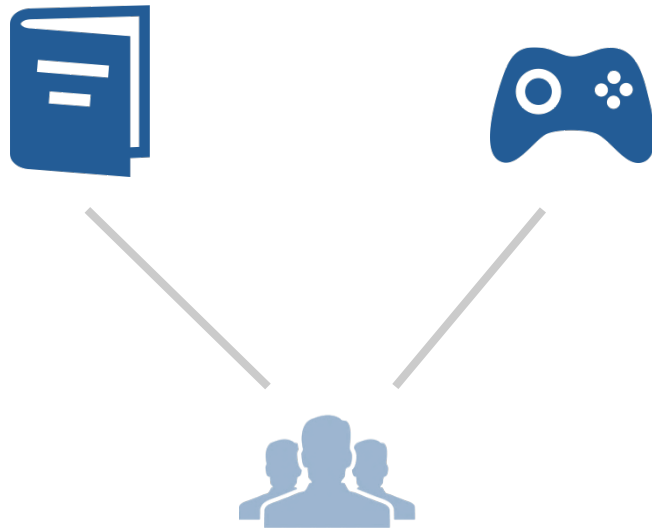CHALLENGE

Challenge Video

Background

Career and Technical Education

- Career and technical education (CTE) provides students with the necessary academic, technical, and employability skills to succeed in the 21st century workforce

- CTE offers preparation for a range of career pathways

- The Challenge encourages solvers to explore the diversity of pathways

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Simulations and Gaming

- **Simulations** mimic real life situations through interactive guided experiences
- **Serious games** are games designed for a purpose other than pure fun, typically to educate

[1]Fatimah Lateef, "Simulation-based learning: Just like the real thing."

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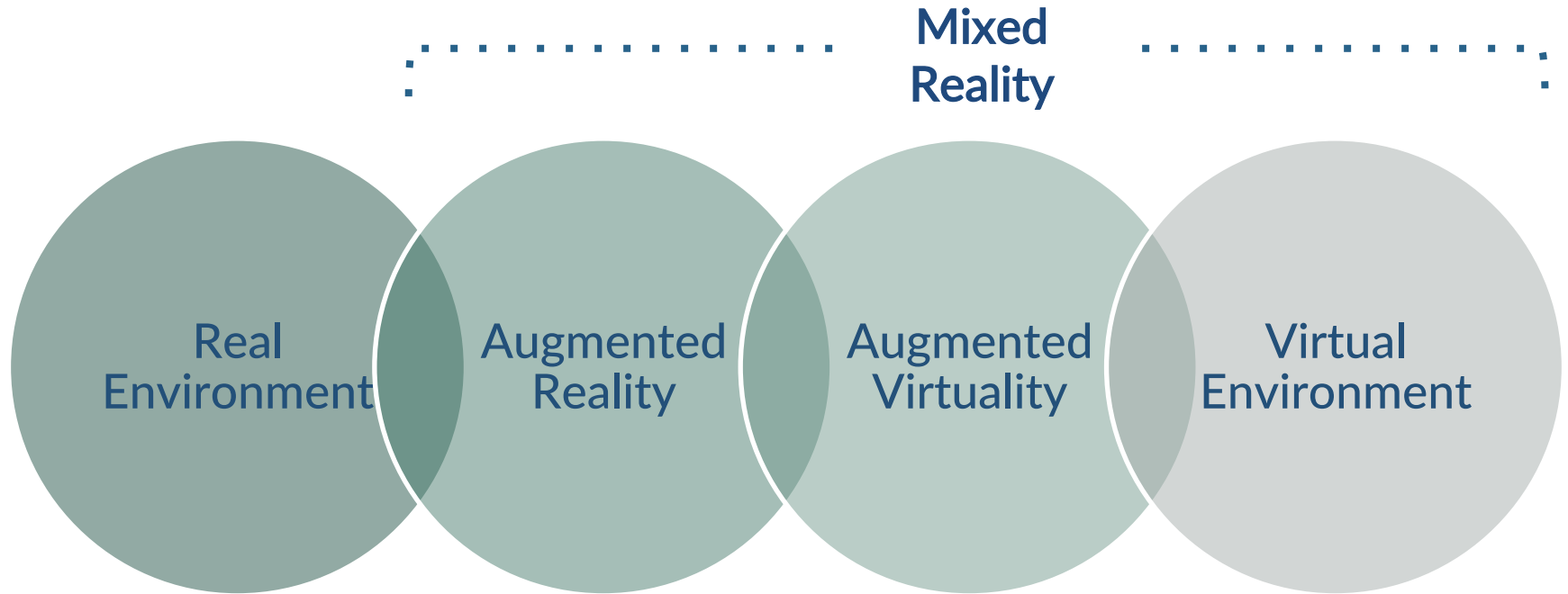CHALLENGE

An Opportunity to Transform

Currently:
Students learn from textbooks at school and play simulation-style games at home

Looking Ahead:
Students learn through simulations at school, which they can also explore at home

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Virtuality Continuum

Challenge Overview

Timeline

PUBLIC FEEDBACK November – December, 2015

CURRENT STAGE
CALL FOR SUBMISSIONS November 2, 2016

SUBMISSION DEADLINE January 17, 2017

FINALISTS ANNOUNCED Winter 2017

VIRTUAL ACCELERATOR Spring 2017

DEMO DAY Summer 2017

WINNER ANNOUNCED Summer 2017

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Submitting an Entry

To complete your submission on the Challenge website, you will need to do the following by **4:59:59 p.m. EST on January 17, 2017:**

- Identify an eligible team lead

- Create a Luminary Lightbox™ account

- Complete the submission form

- Submit your entry

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Eligibility

To be eligible, you must either:

- Enter as a **group of individuals**, all 18 years or older, with at least one team member who is a citizen or permanent resident of the United States

- Enter **on behalf of an entity** maintaining a primary place of business in the United States

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Submission by Round

Concept & Designs → Prototype & Plans
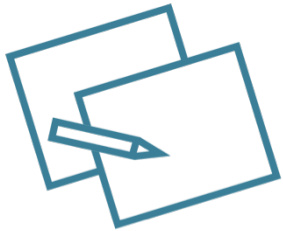
Entrants

- Description of concept, simulation experience, and learning objectives
- Development plan and technical considerations
- Early thinking around implementation and scaling
- Storyboards / visual mockups

Finalists

- Description of learning outcomes and assessment metrics, implementation and adoption strategy
- Interoperability considerations & open source elements
- Playable prototype

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Selection Criteria

First round submissions will be evaluated on the following criteria:

- **Learning Outcomes** (5 points)

- **Engagement** (5 points)

- **Commitment** (5 points)

- **Implementation Strategy** (5 points)

- **Scalability and Expansion** (5 points)

Judges to be announced soon!

Awards

TOTAL PRIZE POOL

$680,000

5 finalists receive:

$50,000

1 grand prize winner receives:

$430,000

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Q&A

Thank You

We look forward to receiving your submissions, due **January 17, 2017 at 4:59:59 p.m. EST**

www.edsimchallenge.com

Questions? Email hello@edsimchallenge.com.

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