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Scalable Game Design Receives Google Award to Work with Students in Mexico *Goal is to Increase Interest and Access to Computer Science*

BOULDER, COLORADO, USA (February 3, 2015) - Scalable Game Design, a project based at the University of Colorado Boulder has received a [Google RISE Partnership Award](#), an international computer science initiative designed to support organizations working to increase interest and access to technology jobs for girls and other underrepresented students.

The project was awarded a coveted Partnership Award, in which two organizations come together to share expertise to deliver student programs. Scalable Game Design Mexico: Chic@s Code/Everyone Can Code will reach more than 3,500 students in Nuevo Leon, Mexico, by introducing game design and computational thinking activities in project-based hands-on activities.

Scalable Game Design will work with Tecnológico de Monterrey to introduce game design and computational thinking activities to students in Mexico, while developing Spanish instructional and tutorial materials that can be used for students in the USA.

[Scalable Game Design](#) is a computer science education program that engages and motivates students through game and simulation programming, computational thinking, and problem solving activities using AgentSheets and AgentCubes software.

Scalable Game Design is pleased to be among only three Partnership Awards chosen out of a total of 37 RISE awardees from 17 countries. This project is also one of 12 awarded in the United States, as well as one of two organizations based out of the University of Colorado Boulder. NCWIT AspireIT project was also named.

“As a company started by two students with a curiosity for creating technology, we recognize the role Google can play in exposing youth to computer science. It is critical for students, particularly girls underrepresented minorities and students of low economic background, to recognize they have the power to not only consume technology – but create it. We're invigorated by the work of the 2015 RISE Award winners and look forward to partnering with them to inspire the next generation of computer scientists around the world.” Roxana Shirkhoda, K-12 Outreach Program Manager, Google

According to the Computer Science Teacher Association (CSTA), access to computer science knowledge has become one of the most critical, yet over-looked social justice issues of the 21st century. In Mexico, the situation is even more challenging than in the U.S. Access to technology and education in computer science for all students in Mexico, but especially girls, is lagging far behind the global growth of jobs in technology as well as educational access in the United States. As in the U.S., girls receive less exposure to computer science and technology education compared to boys, with greater difficulty entering careers in these fields.

In an effort increase opportunity and access to computer science, Google is contributing \$1.5 million in [Google RISE Awards](#) to 37 organizations in 17 countries in 2015 including three larger Partnership projects that bring together two organizations to work together to deliver programming in their countries. In its sixth year, the RISE Awards support organizations that engage girls and underrepresented students in extracurricular computer science programs. This year's international collective effort to build the next generation of digital leaders will reach tens and thousands of students.

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For the 2015 Google RISE Partnership Award, Scalable Game Design will leverage its research proven program in Nuevo Leon, Mexico through events that will drive awareness and generate involvement of middle school students, particularly girls, in computer science activities in Spanish. These activities will include: a smaller-scale testing of teaching tools and materials translated into Spanish; training of local teachers in professional development workshops; and a larger scale Everyone Can Code/Chic@s Code event to introduce and expose a wide number of students to game programming and learning computational thinking using the proven Scalable Game Design curriculum. All materials developed in Spanish will be simultaneously available to students in the United States.

“This project will send a powerful message to students in Nuevo Leon, Mexico that they are part of a global learning environment and job market, and that their unique world-views are valued” said Scalable Game Design project manager, Yasko Endo.

Scalable Game Design *México: Chic@s Code* is made possible by the collaboration between researchers at the University of Colorado Boulder, Shodor Education Foundation, Computational Thinking Foundation, Tecnológico de Monterrey, the Instituto Innovación Transferencia Tecnología, and Secretaria de Educación de Nuevo León. Google, Inc. is the main donor for the Mexico portion of the project. Scalable Game Design is made possible by funding by the National Science Foundation.

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