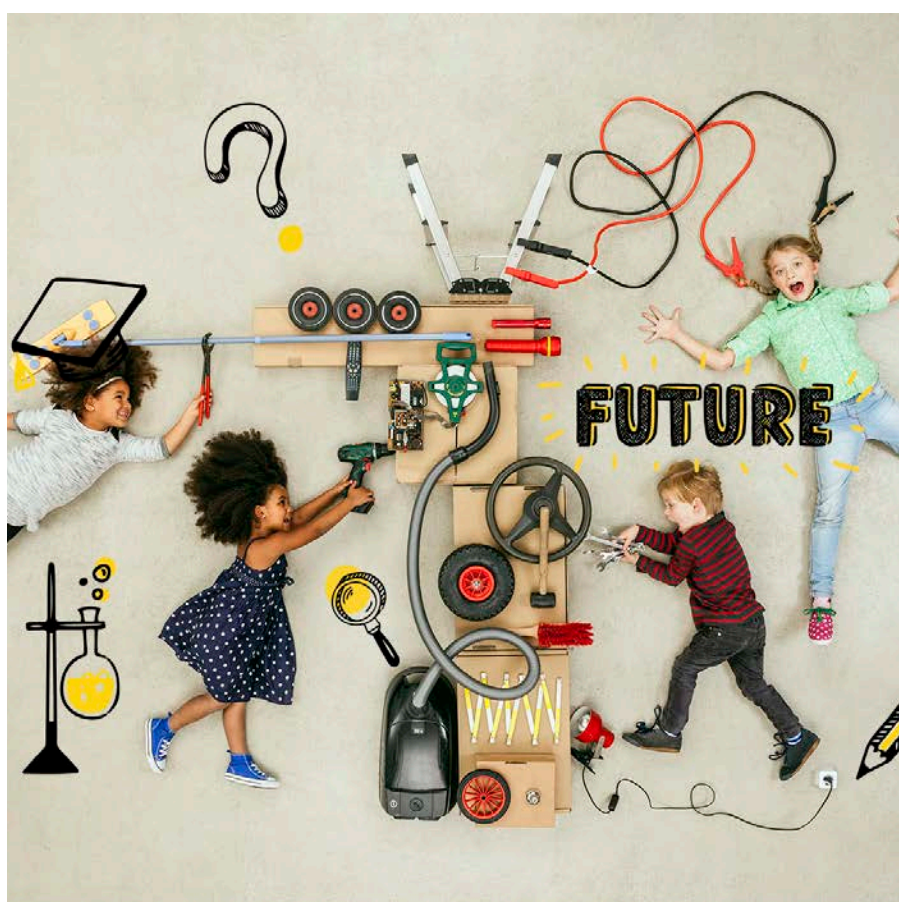


Expo 2020 Dubai Programme for People and Planet

WORLD MAJLIS AGENDA

KNOWLEDGE AND LEARNING WEEK

12 – 18 December 2021



DATE

Thursday 16th December 2021

TIME

4.00 to 6.00 PM

VENUE

Spain Pavilion

THE TOPIC

THE WINNING MATCH

When the Worlds of Education and Play Meet

In collaboration with Spain

Game-based approaches in education are full of possibilities. Incorporating more game-thinking and play-based teaching methods into education could be a winning strategy for us all.

Games have a rich history outside the playroom. Chess, for instance, which helped Genghis Khan develop strategies on the battlefield, today is part of school curricula in Spain, Armenia, Italy, and Germany. Kriegsspiel, or wargaming, was invented to teach tactics to Prussian officers. Today, board and video games are put to educational, social, and therapeutic use.

Today's generation of educational games offer the opportunity to interact and make choices. Game-playing has been shown to increase cognitive functions, by stimulating areas of the brain that are responsible for memory formation and complex thought processes. It also improves decision-making, strategic thinking, and focus, as well as soft skills like communication and empathy. Simulations and virtual worlds allow for experimentation across all age groups, opening new opportunities for innovation.

- How can playing games help educational outcomes and foster skills development?
- What is the best way to bring games into the classroom?
- How is the digital age transforming the reality of gaming?
- What innovative approaches have already been adopted across the world, and what does the future hold?

MODERATOR



Charles Pappas

Senior Writer, Exhibitor magazine

Charles Pappas has covered the exposition industry as the Senior Writer for Exhibitor magazine since 2002. In that time, he has become one of the preeminent authorities on the world expo. His books include *"Flying Cars, Zombie Dogs, and Robot Overlords,"* a probe of how world exhibitions and trade fairs shaped history, and *"One Giant Leap,"* a look at the inventions the space race brought us.

PARTICIPANTS

Dr Mansoor Al Awar

Chancellor of Hamdan Bin Mohamed Smart University;
Chairman of the Governing Board of the UNESCO Institute for Information Technologies in Education (IITE);
Member of the Executive Council of the Association of Arab Universities (AARU), UAE



Dr Mansoor has served as a chair for several awards related to innovation, leadership, education and excellence, including as Chair of Jury for the Arab Government Excellence Award, the Arab world's most prestigious award under the umbrella of the League of Arab States in the field of Arab governance excellence; Chair of Jury for the Egypt Government Excellence Award, since 2019; Chair of Jury for the Minister of Interior Excellence Award, since it has been launched in 2011 (UAE); and Judge for the Innovators Under 35 awards (IU35), launched by Dubai Future Foundation and MIT Technology Review Arabia.

Dr Al Awar has started, built and led several innovative enterprises, including the Hamdan Bin Mohammed Smart University (HBMSU), the region's first university with smart learning approach; Innovation Arabia, the annual scientific conference with a focus on innovation in the Arab world; First Quality Department at Dubai Police, including suggestion and self-assessment schemes and public opinion survey center; the Emirates Business Women Award, at Dubai Quality Group; the Middle East eLearning Association (MEEA); and the Middle East Quality Association (MEQA).

Dr Al Awar has received numerous awards and accolades: Golden Order of Merit, on Arab World Good Governance, and ICT & Knowledge CEO Excellence Award, etc. Al Awar has published several books on innovation management, leadership, higher education, and quality.

Leontxo Garcia

Educational chess expert, Spain



Leontxo García works as a chess lecturer, journalist, writer, presenter and commentator since 1983. Expert on chess as an educational tool, he has trained more than 30.000 teachers in 29 countries. He was a guest speaker at the ICOT for the last two editions: Bilbao 2015 and Miami 2018. His book *Ajedrez y Ciencia, pasiones mezcladas* (2013) is on its seventh edition. Councillor on Educational Chess of the World Chess Federation (FIDE). He produces a daily chess column, videos, a blog and many stories for *El País* (60 million readers). He worked for different radio shows and presented more than 100 TV programmes since 1986. He produced, with Garry Kasparov, the series *La Pasión del Ajedrez* (1998-1999). He has a huge experience on live commentary from the top tournament venues.

He has been awarded with the Medal of Merit by the Spanish Government, by the Judit Polgar Foundation as “Ambassador of Chess” and the European Chess Union as “the best chess journalist”, and included in the FIDE’s Golden Book “in appreciation of his excellent contributions to develop of chess in the world”. He is a curator of the Spanish Pavilion at the Expo Dubai 2021.

Mikaela Jade

CEO and Founder of Indigital, Australia



Mikaela Jade is a Cabrogal Woman of the Dharug-speaking Nation of Sydney. Her company Indigital is creating opportunities for 400 Million First Peoples in using and designing frontier technologies by teaching cutting edge digital skills through a cultural lens. The Indigital Team is 83% female and Indigenous and works remotely from Country. In only 18 months, Indigital’s flagship program Indigital Schools has worked with 7000 students across Australia to improve their understanding of Aboriginal and Torres Strait Islander cultures through teaching spatial web technologies, including augmented and mixed reality. Mikaela is a World Economic Forum Global Future Council on Augmented Reality and Virtual Reality member, an Alumni of Tribal Link Foundation (NYC) and the Australian Rural Leadership Foundation. Mikaela is on Microsoft Australia’s Reconciliation Action Plan Advisory Board and Advisory Board for Project Rokit, Country Needs People and the Pollination Foundation. Mikaela has a Bachelor of Science (Environmental Biology) from the University of Technology, Sydney and a Master of Applied Cybernetics (With Commendation) from the Australian National University.

Adrián Silla Merchán

R&D Training Area Lead, Real Madrid Foundation, Spain



The Real Madrid Foundation is the organisation through which the Real Madrid partakes in society and develops its social and cultural awareness programmes. Its main objective is to promote, both in Spain as well as abroad, the values inherent in sport, and the latter's role as an educational tool capable of contributing to the comprehensive development of those who practice it. In addition, as a means of social integration to promote all the cultural aspects linked to sport.

Adrián Silla Merchán oversees the Foundation's impressive research and development training area and all activities linked to it. Through the Sport Values Academy TV, they develop online and face-to-face training (both nationally and internationally) for the different sports' educational projects of the Real Madrid Foundation. These programmes train more than 5,500 sports and education professionals ever year, impacting more than 120,000 beneficiaries.

Previously, he worked under the basketball division of the Real Madrid Foundation. He continues to collaborate in coach training programs with professional entities such as Valencian Community Federation.

Judit Polgar

International Chess Grandmaster, Hungary



In 1989, at the age of 12, she took the lead in the adult women's world ranking, which began with her name for the next 26 years. At the age of 14, she was already a two-time Women's Chess Olympic Champion (1988, 1990), later, as member of the Hungarian men's team she won two silver medals (in 2002 and in 2014). At the age of 15 years and 4 months, she became a male international grandmaster, breaking Bobby Fischer's age record. At the world championship in Las Vegas, in 1999, she reached the quarter-finals and, in 2005, in San Louis, she played for the title of men's world champion. In October 2005, she ranked 8th in the absolute world ranking, as the first and, to date, the only female top 10 chess player. In 2011, she won a bronze medal at the Men's European Championship. She defeated eleven world champions in classical, rapid or blitz games.

Since her retirement in 2014, in the framework of World Chess Festival organized by her as leader of the foundation named after her, she has been working on the international promotion of the sport, book writing, as well as creating a skill-development chess educational methodology, the Judit Polgar Method (including the Chess Playground and Chess Palace Program) developed for children of pre-school and primary school ages, with the involvement of experts and educators. Besides, she is a seminar lecturer and a TED speaker.

She has been appointed as UN WOMEN Planet 50–50 Champion, the honorary vice-president of the International Chess Federation, and an expert commentator at major international tournaments. Caissa (Chess Oscar), European Chess Legend and Prima Primissima award winner, holder of the Hungarian Order of St. Stephen, Honorary Doctor of the Budapest University of Physical Education, Honorary Citizen of Budapest.

VIRTUAL PARTICIPANTS

Valeria Corrales

Student and Co-founder of ValPat STEAM Channel, Spain

Patricia Heredia

Telecommunications Engineer and Co-founder of ValPat STEAM Channel, Spain



Valeria and Patricia are a young student and engineer duo that teach how to program and build robots via their YouTube channel, ValPat. From Huesca (Spain), where they both reside, they have created a community of motivated children interested in technology.

In 2018, they started to record their projects with their mobile phones in a proper DIY engineer way, and from there, they were invited to participate in several events where they showed robotics, electronics, and programming projects. Nowadays, through their channel and international talks, they spread their knowledge through multiple platforms, and continue to inspire and motivate children, especially girls, showing them the importance of the STEAM world.

During this time, they have seen the reaction of hundreds of girls who want to be like Valeria; girls who thought that the world of technology was not for them, until they saw another girl doing it.

Their channel aims to inspire and teach girls from Spain and Latin America, so that thanks to their videos they can learn, have fun, and realise that they can be engineers, too.

VIDEO CONTRIBUTION

Raneetha Rajaratnam

Director of Programmes and Exhibitions at the Archives and Libraries Group of the National Library Board (NLB), Singapore

Raneetha Rajaratnam is the Director of Programmes and Exhibitions at the Archives and Libraries Group of the National Library Board (NLB) of Singapore. She formulates strategies and plans to drive the design and implementation of services, programmes and exhibitions that are comprehensive and relatable to serve the reading and learning needs of patrons of all age groups.



Her current focus is on developing and implementing initiatives under the Libraries and Archives Blueprint 2025 (LAB25) that will transform NLB into a national platform of lifelong learning with like-minded partners, nurture thoughtful citizens who read with a purpose and reflect deeply on what they come across every day and help to bridge gaps as well as empower all in this digital age.

Her past achievements include developing Read@School, NLB's flagship service to over 300 primary and secondary schools that aims to cultivate a whole school reading culture which enthuses pupils, teachers and parents. Under the Services Roadmap for public libraries, Raneetha oversaw her team's development of new services such as Book Bugs, the hugely popular reading incentive programme which won over many young reluctant readers and created a vibrant learning community among fans. Other services include Play@Libraries, Tweenkerama and the suite of S.T.E.A.M programmes which bring the joy of learning these subjects to children and teens.