



Educational Gaming Stations

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Key Problems with Education in Developing Countries

- Opportunity cost of formal education
- Children are depended on to contribute economically
- Lack of government power



Education in Ghana

- Rural areas are the most impoverished
- Forces a lot of children into child labor
- Children begin work as early as age 5
 - 81% of working children in Ghana do not receive any form of education



Combining Games and Education

As distance educators

<http://www.youtube.com/watch?v=tSEzpsOkGS8>

Educational Concepts of Gaming

- Two-fold Experience
- Content & Activity
- Collaboration & Teamwork
- Community Building
- Competition & Cooperation




Alternative Solutions/Approaches

- Government Subsidized Education
- Telecenters / Kiosks
- Games-to-Teach



Our Solution: Educational Gaming Stations


- Educational Gaming Stations
- Targeted at Rural Areas of Ghana
- Provide opportunity for informal education
- Allows the flexibility to receive some form of education around their work schedule



trick or treat?



The Outcomes

- Two Proposals
- Effective Pilot Program
 - 6 Month Period 
 - Focused on Math
 - Participatory Design



Questions??

