Civic Learning Week Gaming for Democracy Panel
Speaker Biographies

Arana Shapiro (Moderator)
Managing Director & Chief Learning Officer, Games for Change

Arana Shapiro oversees day-to-day operations and learning initiatives at Games for Change, a nonprofit that supports a global community of creators, innovators and educators who are using games and immersive media to help people learn, improve their communities, and make the world a better place. As the former Executive Director of the Institute of Play (IOP), Arana led strategy, development, and operations in addition to major initiatives concerning school design, leadership, and school-based partnerships. She was part of the founding team that opened IOP's flagship project, NYC public school, Quest to Learn, and is co-author of *Quest to Learn: Growing a School for Digital Kids*. She has 20+ years of experience in education and nonprofit management as a teacher, educational technologist, curriculum developer, and organizational leader. Arana received an M.A. in Education from Pepperdine University and a Masters of Education in Leadership for Educational Change from Bank Street College of Education.

Anahita Dalmia
CEO Alterea Inc.

Anahita Dalmia is co-founder and CEO of Alterea. She has been designing interactive experiences for social impact since high school, including *Alohomora: Unlock the Magic*, a Harry Potter-themed event, and *Ascend*, an ancient mythology experience that was a finalist for the 2020 SXSW Innovation Awards. She is a three-time published author on achieving social impact using experiential design, including the articles "Disney: Castles, Kingdoms and (No) Common Man" in JTEAS and "Designing An Adventure" in the Carnegie Mellon University's Well Played Journal and has been featured in multiple publications including Authority Magazine and ThriveGlobal's "Dreamers" and "Future of Games" series. She is also an associate faculty member at the Media Education Lab and on the Board of Advisors for The Game Academy and UC Riverside's Design Thinking Program.

Justin Edwards
Director Learning Experiences, Minecraft Education

Justin Edwards is the Director of Learning Experiences at Minecraft Education. He leads curriculum, education policy, assessment, and community for the education edition of the world's most popular computer game – Minecraft. He develops immersive game-based learning experiences that promote deep and rewarding learning that supports curriculum in K-12, technical education, and

higher education. His projects have included partnerships with global organizations helping them to convey their story and educational materials to young people using game-based learning. He has most recently worked with the Nobel Peace Centre and UNESCO. His work on climate education through gaming and citizenship using computer games has been widely recognized as leading edge. He has worked on educational projects that have been used in over 100 countries and seen by millions of game players.

He was formerly chief executive of the Council for Curriculum, Examinations and Assessment (CCEA) and was one of the UKs regulators of qualification for seven years. He has worked in education throughout his career holding senior management roles in vocational and technical education colleges, non-governmental organizations and has acted in advisory capacity to UK government bodies and the European Union.

Carrie Ray Hill
Senior Director of Digital Learning, iCivics

Carrie Ray Hill oversees the conceptualization and development of iCivics' educational resources, with a particular concern for teacher usability. She is responsible for maintaining a consistent focus on iCivics' educational mission. Prior to joining the iCivics team, Carrie taught middle and high school social studies and language arts in St. Louis and Washington, DC. She received her B.S. in Historical Studies and secondary teaching certification from Southern Illinois University at Edwardsville. In addition to seeking out the finest of cheeses, Carrie spends her spare time watching British panel shows, making cookies for the office, and killing zombies.

Jennifer Javornik
Vice President of Partnerships and Business Development, Filament

Jennifer Javornik is a video game executive who specializes in partnerships, business development, revenue growth, and entrepreneurship. She is currently the Vice President of Partnerships and Business Development for Filament Games, a video game studio that specializes in digital games, simulations, VR and AR experiences for positive impact. She is also a founding member and former Executive Director of the Wisconsin Games Alliance and is on the Unity Global Education Board. Jennifer has a B.A. from Dartmouth College and an M.S. in Information Technology from Northwestern.

Greg Trefry
Co-founder and Game Developer, Gigantic Mechanic

Greg Trefry co-founded the game design studio Gigantic Mechanic. They use social and physical play to create real-world games and experiences. He is the producer of Gigantic Mechanic's live-action roleplaying platform, VOXPOP which won Games for Change's Best Civics game in 2022.