



Marvelous Education Symposium & Expo

7 - 10 October 2026
Washington, D.C. and Arlington,
Virginia



Registration is **OPEN** | DMV K12 Schools | October 9-10

(Last Updated 9/23/26)

DATES & LOCATIONS	WHO CAN SIGN UP	COST: FREE
Oct. 9: @ K-12 DMV schools (DC, MD, & VA) Oct. 10: @ George Mason Univ FUSE, Arlington, VA	K12 Schools, Teachers, Families	Registration required



The **2026 ED Games Expo** returns as part of the new ED Games Track at the 16th annual [Marvelous Education Alliance Symposium & Expo](#). This year the Expo presents emerging learning games, AI tools, programs, and other education innovations to schools, educators, students, and families. The Expo is free, though registration is required.

- ★ **Friday, October 9:** Schools across the DMV can host an EdTech developer or organization for an in-class or schools-wide demonstration of a learning game, tool, or program, or a career talk.
- ★ **Saturday, October 10:** Teachers, school leaders, students, and parents and caregivers are invited to the free Expo at George Mason University FUSE in Arlington, VA, for hands-on demos, professional learning workshops for teachers, and engaging learning sessions for all ages.

For Students & Families: The Expo is NOT passive screen time alone. The learning games, tools, and programs are collaborative, hands-on, and built around active thinking and doing. Students can also meet the developers, learn how the edtech was created and explore future careers in the field. High school students can sign up to be playtesters!

For Teachers & School Leaders: Participate in hands-on professional learning, see and understand how AI-powered learning tools work under the hood, explore game design and collaborative learning approaches, and discover new programs to bring back to engage your students. Teachers who attend a workshop receive a **Certificate of Completion from the mEducation Alliance**.

See pages 6 to 11 for information on workshops and sessions on Oct 10. [SIGN UP HERE.](#)

Questions or requests? Contact Ed Metz at ed@appclub.org.

SCHEDULE & HOW TO PARTICIPATE

Day 1: Friday, October 9, 2026, 8AM to Noon: "Visits to Your DMV K12 School"

- ☐ **Location:** Across the DMV at your school grades K to 12.
- ☐ **What it is:** EdTech developers and organizations, listed on pages 3-4 below, travel to DMV schools to lead a classroom demo of their learning game, tool, or program, or to lead a schoolwide assembly on career pathways in edtech or other related fields.
- ☐ **How to Participate:**
 - ➔ A representative at your DMV school emails **Ed Metz** ed@appclub.org to request the latest list of the EdTech developers and organizations available to visit a school.
 - ➔ Schools indicate their top picks and provide a preferred time, format (e.g., in-class or schoolwide assembly demo, career pathways talk), and any other requirements.
 - ➔ A developer confirms if a match is made.
 - ➔ Schools and developers coordinate and confirm the date, time, and plan for the visit on October 9 between 8AM and Noon (or other days/times that work).

Day 2: Saturday, October 10, 10AM-2PM: "The Expo" at GMU's FUSE

- ☐ **Location:** George Mason University FUSE, 3351 Fairfax Dr, Arlington, VA 22201, a 5 minute walk from the Virginia Square Metro station.
- ☐ **Walk the Expo Floor:** All attendees can walk the Expo floor to try the games and tools out themselves and ask the developers how they did it.
- ☐ **Join a Workshop and Session:** Two tracks run in parallel during the day.
- ☐ **High School Students:** sign up with a few of your friends to be playtesters.

❖ Track 1: Professional Learning Workshops for DMV Teachers

- ☐ **Audience:** **K12 Teachers & School Leaders**
- ☐ **Overview:** At the **10AM and 11AM sessions**, EdTech developers present their AI-powered tools across areas in STEM, ELA, and SEL, **and then show teachers how the AI actually works "under the hood."** The **Noon and 1PM** workshops show teachers how to deliver highly engaging STEAM programs for students to become game designers and creators.
- ☐ Participating teachers receive a **"Certificate of Completion"** from the mEducation Alliance.
- ☐ After a workshop, teachers can walk the Expo floor to try the tech and non-tech based games and tools and continue the discussions started at the workshops.
- ☐ **How to participate:** Full session details and links to sign up **are on pages 7 to 8 below.**

❖ Track 2: Really Engaging Learning Sessions

- ☐ **Audience:** Teachers, School Leaders, Parents and Caregivers, K-12 Students
- ☐ **Overview:** Choose a 50-minute session at **10AM, 11AM, Noon, or 1PM**, led by EdTech developers, **designed to be genuinely captivating, hands-on, and collaborative for students.** Topic areas include early literacy, social and emotional development, STEAM, learning math through sports and music, and roleplaying games.
- ☐ After a session, students and attendees can walk the Expo floor to try the games and tools out themselves and ask the developers how they did it.
- ☐ **How to participate:** Full session details and links to sign up **are on pages 9 to 13 below.**

Expo Exhibitors

EdTech Developers & Game Design Organizations

STEAM, GAME DESIGN, CREATIVE CAREERS



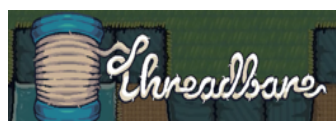
Urban Arts, New York, NY | STEAM | 6-12 | [VIDEO TRAILER](#) | Have Urban Arts lead a hands-on game design workshop — no tech needed! Urban Arts also provides year-round curriculum and teacher training in [Creative Coders](#), a middle school program where students build games in **MINECRAFT Education**, and [Game On](#), a College Board-endorsed high school program where students build games in Unity. Contact: info@urbanarts.org



Juxtopia | Baltimore, MD | STEM | 6-12 | Augmented-reality and mixed-reality STEAM tools aimed at closing the learning gap for underserved students. Contact: idoswell@juxtopia.com



PocketLab | Nashville, TN | STEM PBL | K-12 | PocketLab makes wireless science sensors and a companion digital notebook that let students collect and analyze real-time data, turning classrooms into hands-on STEM labs. Contact: contact@thepocketlab.com



Endless | San Francisco, CA | STEAM | 4-12 | In Threadbare, students are creators in an adventure game (built in Godot), learning coding, art, and narrative design. Contact: Heather Drolet: heather@endlessaccess.org



Tilt Five | Seattle, WA | STEAM | 6-12 | [VIDEO TRAILER](#) | Immersive learning without the isolation! Tilt Five brings students together around shared holographic experiences, transforming any desk into an interactive, collaborative learning space. Contact: info@tiltfive.com



Killer Snails | New York, NY | STEM PBL | 6-12 | Killer Snails designs imaginative, NGSS-aligned science curriculum supplements that help students experience the excitement and challenges of being scientists. Through immersive, problem-based investigations, students engage with local and global socioscientific issues. Contact: anna@killersnails.com

MATH



dfuion | Scotts Valley, CA | Math | 6-12 | [VIDEO TRAILER](#) | Hey **WASHINGTON COMMANDER & WASHINGTON SPIRIT fans, check this out!** In this program, students build fantasy sports teams using real football and soccer players, then track stats each week to practice and learn math in a context that keeps their attention. Contact: ba.laris@dfusioninc.com



OKO Labs, New York, NY | Math | 3-10 | Groups of students play AI-supported math puzzles, talking through problems together as they go. Teachers get real-time data to instruction. Contact: hello@okolabs.ai

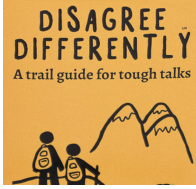


Muzology, Nashville, TN | Math | 3-8 | Students learn and practice math concepts through original music videos and gamified questions. Contact: ana@muzology.com

SOCIAL STUDIES

VOXPOP

VOXPOP, Brooklyn, NY | Civics & Social Studies | 6–12 | [VIDEO TRAILER](#) | Students step into historical events and participate in an engaging classwide roleplay - debating, deciding, and discovering how perspective shapes outcome. *Contact:* gtrefry@giganticmechanic.com



Future People Lab | Mexico City, MX | SEL | 6–12+ | In [Disagree Differently](#) pairs of students (or student/counselor pairs) practice constructive disagreement through a cooperative card game built from behavioral science research. No tech, no rules, no facilitator needed. Written at a fifth-grade reading level. *Contact:* ben@futurepeoplelab.com



Running Reality | Fairfax, VA | World History | Grades 6-12 | Take your students to visit history! Use our digital time machine on a virtual field trip to explore historical events in 2D or 3D, or use augmented reality on a real field trip. Talk to interactive people, collect documents, question the citations, and discuss different perspectives. *Contact:* ghenning@runningreality.org

READING, ENGLISH LANGUAGE ARTS



STORYTIME AI

StoryTime AI, Baltimore, MD | Reading | K-6 | [VIDEO TRAILER](#) | Districts build a library of engaging, culturally relevant decodable books aligned to the Science of Reading and their literacy curriculum. Students get targeted reading practice while saving teachers time and reducing the cost of materials. *Contact:* info@storytimeaiapp.com



KNOWZY

Knowzy | Columbus, OH | ELA + Inclusive | 8-12 | [VIDEO TRAILER](#) | Inspired by the brilliance of neurodiverse learners and built for EVERYONE, Knowzy provides systematic support for the work of secondary literacy--from close reading multi-media sources, to building background knowledge, to critical thinking and analysis. Powered by AI and informed by cognitive science, Knowzy balances the best of technology with workflows that require deep and meaningful student effort and engagement. We are revolutionizing secondary literacy! *Contact:* amelia@knowzy.ai



WiggleWoo

[WiggleWoo's Word Quest](#) | Milwaukee, WI | Reading | K–2 | An interactive early-literacy game where children build foundational reading skills through play. Learners progress through phonics activities including CVC words, blends, Magic-E, and vowel teams while building decoding skills, word recognition, and reading confidence. *Contact:* Byron Brown ceo@bottortechologies.com.



Keys 2 the Lexis (K2theL) | [Atlanta, Ga] | Reading | Pre-K–8 | [VIDEO TRAILER](#) | Unlock the power of words through science, art, and creative expression! K2theL is a literacy system that combines explicit, systematic language instruction with music, dance, lyricism, theater, and cinematic digital media. Aligned with the Science of Reading, K2theL engages learners in exploring the structure and meaning of language through rhythm, movement, storytelling, and interactive experiences designed to build literacy skills, deepen language understanding, and ignite creativity. *Contact:* Dr. Benjamin R. Moore III mooreben@gram.edu.

SOCIAL EMOTIONAL LEARNING



[Insights Intervention](#) by Insights, LLC, New Fairfield, CT | SEL | K-2 | [VIDEO TRAILER](#) | A hybrid SEL intervention for elementary school educators and parents, and a curriculum for kindergarten and 1 st grade. The INSIGHTS Kids portray four characters who react differently based on their temperaments. Strategies, tailored to the various temperaments, have proven to enhance children's reading and math skills and reduce their behaviour problems. *Contact:* sandee.mcclowry@nyu.edu



[Filament Games](#) | Madison WI | SEL | 4-6 | [Tales from the Middle](#) is a learning game to prepare students for their transition from grade school to middle school. *Contact:* Edward Metz ed@appclub.org

Other International and Local Organizations



[Chatac](#), Boston, MA | **Chatac** delivers teacher learning and training through familiar messaging platforms like WhatsApp, making professional development more accessible in low-connectivity and low-resource settings. Its AI-supported chatbot provides modular learning content designed for teachers' everyday needs, while supporting reflection, goal-setting, and professional growth. Developed and piloted with primary school teachers in Cameroon, Chatac explores how AI can be made more accessible, relevant, and culturally grounded.



[Peripheral Vision International](#), Brooklyn, NY | BiBi's Book Bus, created by Peripheral Vision International (PVI), is a children's media initiative bringing the joy of shared reading to young children and families across Africa. Designed for ages 4–6, the series features African-authored stories, local voices, animation, music, and interactive activities that encourage children to engage with books.



[Frontier Counties Development Council](#), Nairobi, Kenya | Explore an innovative offline digital learning kit designed to bring high-quality educational content to learners in regions of Kenya where internet connectivity can be limited or unavailable. The kit comes embedded with digital learning resources that students and teachers can access without an internet connection. Developed through a broader digital learning initiative reaching more than 200 schools and 100,000 learners, it demonstrates how technology can expand access to learning in underserved communities.

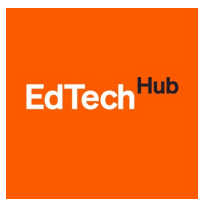


[Engineers Without Borders](#), Washington, DC | Engineers without Borders will share information about EWB-USA involvement in global education, successful and ongoing projects from local chapters, and an interactive game about the importance of infrastructure to global education.

[IEEE TryEngineering](#), Piscataway, NJ | TryEngineering is a collection of high-quality resources that aims to empower educators, engineers, technical professionals, and parents to engage school-age children to foster the next generation of technology innovators. TryEngineering activities include lesson plans centered around engineering design challenges, using low-cost materials. In addition, TryEngineering supports programs for educator training, an eMentoring program, and summer programs for high school students.



[WISE Zambia](#), Kaoma, Zambia | WISE Zambia supports vulnerable women and children in Zambia's Western Province, with a particular focus on helping girls and young people from remote communities pursue education. Visit the WISE Zambia table to learn about its scholarship program, explore winning stories written by WISE Zambia students, and discover how educational support can create opportunities that extend from individual students to their families and communities.



[EdTech Hub](#), Dar es Salaam, Tanzania | EdTech Hub showcases its research portfolio on the effective use of technology in education in low- and middle-income countries. Explore research and real-world trials focused on topics including digital personalized learning, girls' education, teacher professional development, data for decision-making, and more. With studies spanning countries including Bangladesh, Ghana, Kenya, Pakistan, Sierra Leone, and Tanzania, EdTech Hub's work helps generate evidence to guide better education technology decisions.



[Tangerine Central](#), Durham, North Carolina | Tangerine Central showcases Tangerine:Teach, an open-source platform that helps teachers and education programs collect and use learning data, even in settings with unreliable connectivity. Visitors can explore the platform, learn how formative assessments can generate actionable feedback for teachers, and ask questions about Tangerine's growing open-source ecosystem. Tangerine has supported learning data collection and use in more than 65 countries and 100 languages.



[Arlington Public Library](#), Arlington, Virginia | Arlington Public Library will be sharing information about the library, its events, and its programs. Visit to sign people for an APL library card!

Professional Learning Workshops for DMV Teachers on Saturday, October 10, 10AM to 2PM

[SIGN UP HERE](#) for free tickets for this workshop for teachers

LOCATION: George Mason University FUSE; 3351 Fairfax Dr, Arlington, VA 22201 (5 minutes from the Virginia Square Metro station)

INTERACTIVE & VISUAL. Every hour from 10am to 2pm, sign up for a one-of-a-kind learning session run by the EdTech developers and organizations who created the learning games, tools, and programs that can be used in the classroom. After or before the session, visit tabletop demos from EdTech developer from around the US and some from around the globe. Try the learning games and tools yourself, and extend the conversations started at the workshops. Teachers who attend a workshop receive a **Certificate of Completion** from the mEducation Alliance.

10AM to 12 Noon

The AI Under the Hood: What Teachers Should Know and See

EdTech developers across all topics (STEM, ELA, SEL) will demonstrate their AI-powered learning tools and show teachers *how the AI works behind the scenes* - how it personalizes learning, and how they protect student data and the students who use their products. Teachers will leave with knowledge of AI across use cases, and practical questions they can ask when evaluating AI-powered learning tools for their classrooms and schools.

10AM: AI Under the Hood: Group 1 - English Language Arts

Storytime AI (Baltimore, MD) & Knowzy (Columbus, OH)



11AM: AI Under the Hood: Group 2 - STEM

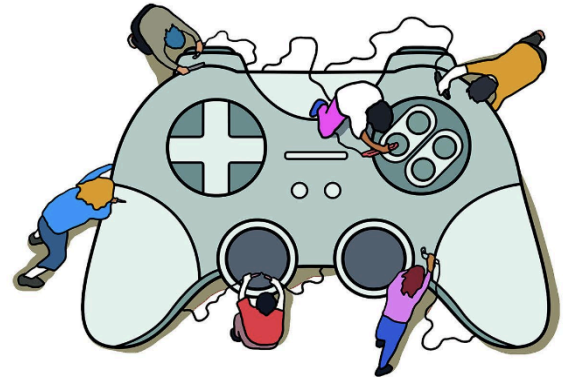
OKO Labs (New York, NY) & PocketLab (Nashville, TN)



12 Noon

★ **Game Design 101: Programs Middle and High School Teachers Can Use to Teach Students How to Create Their Own Video Games**

Urban Arts (New York, NY). This session presents engaging middle and high schools programs that teach students to design and build their own video games, while obtaining computer science, storytelling, problem solving, and collaboration skills. Teachers will take part in a hands-on game creation activity that can be used in any classroom. The session will walk through how a school can move from classroom exposure to hands-on game design activities. Teachers can also learn about an opportunity to compete at the Duel in the District, a DC-based competition that uses Minecraft Education.



1PM

★ **Games without the Gear: Using EscapelF for Educational Storytelling Games**

Wilfred Laureate University (Ontario, CAN). Children find ways to play games and tell stories without relying on screens or cardboard. The open-source EscapelF system and repository allows anyone to create and play branching narrative-based storytelling games that can be played in classrooms or homes with very few resources, including to learn math. Attendees will play an EscapelF game, be introduced to the concepts of Choices and Challenges, and come away with this new toolkit to create and help learners create their own storytelling educational games to use in math.

REALLY Engaging Learning Sessions for Students, Families, & Teachers on Saturday, October 10, 10AM to 2PM

[SIGN UP HERE](#) for free tickets to attend a REALLY Engaging Learning Session

LOCATION: George Mason University FUSE, 3351 Fairfax Dr, Arlington, VA 22201 (5 minutes from the Virginia Square Metro station)

PLAY. THINK. HANDS ON. Who said EdTech is all about “screen time alone”? Sign up for a 45-minute session or two at 10AM, 11AM, Noon, or 1PM run by the EdTech developers, where students, families, and teachers experience education programs that are engaging, collaborative, and promote active and deep learning. During these interactions sessions, ask the developers how and why they created their innovations.

[After or before the session, visit the tabletop demos by developers and organizations from around the US and some from around the globe. Try the learning tech and non-tech games and tools yourself, and ask the people who built them how they did it.]

❖ **Sessions for K to 5 Families, Children, & Students**

10AM | Presenters: Sirius Thinking & INSIGHTS | Topics: Social Emotional Learning, Early Reading

HEY PARENTS OF LITTLE KIDS! Bring them out for three programs built just for early learners. In **INSIGHTS Intervention into Children's Temperament**, friends Coretta, Gregory, Henry, and Fredrico help kids explore their own temperament, while parents and teachers pick up real tools for supporting social and emotional growth at home. **WiggleWoo's Word Quest** turns early reading into a game kids actually want to play. Try the phonics activities as a family, watch your child practice sounds, blending, and early words, and meet the team who built it. You'll also see how WiggleWoo fits into short daily practice at home and how to track your child's progress. **Keys 2 the Lexis** unlocks the power of words through music, dance, theater, and digital media. Built on the Science of Reading, it teaches kids to hear and play with language through rhythm, movement, and storytelling, while lighting up their creativity along the way.



Sessions for Middle and High Schools

10AM | Presenters: Gigantic Mechanic & Future People Lab | Social Studies, SEL

Experience two face-to-face collaborative student roleplays in one session! In [VOXPOP](#), students step into historical events and participate in an engaging classwide roleplay - debating, deciding, and discovering how perspective shapes outcome. In [Disagree Differently](#), pairs of students (or student/counselor pairs) practice constructive disagreement through a cooperative card game built from behavioral science research. No tech, no rules, no facilitator needed.



11 AM | Presenter: dFusion | Topic: Math

Calling all **WASHINGTON SPIRIT** soccer team & **WASHINGTON COMMANDER** football team fans! During this session, students learn to [build a fantasy soccer or football teams](#) using real Washington Spirit and Commander players, then track stats week to week, practicing math in a context that actually holds their attention.



11AM | Presenter: Juxtopia | Topic: STEM



Meet and be inspired by the coolest engineer in the room, Jayfus Doswell, who is and has always been 20 years ahead in time, for a session to see the augmented-reality and mixed-reality STEAM tools aimed at closing the learning gap for underserved students.

12 Noon | Presenter: Tilt Five | Topic: STEAM

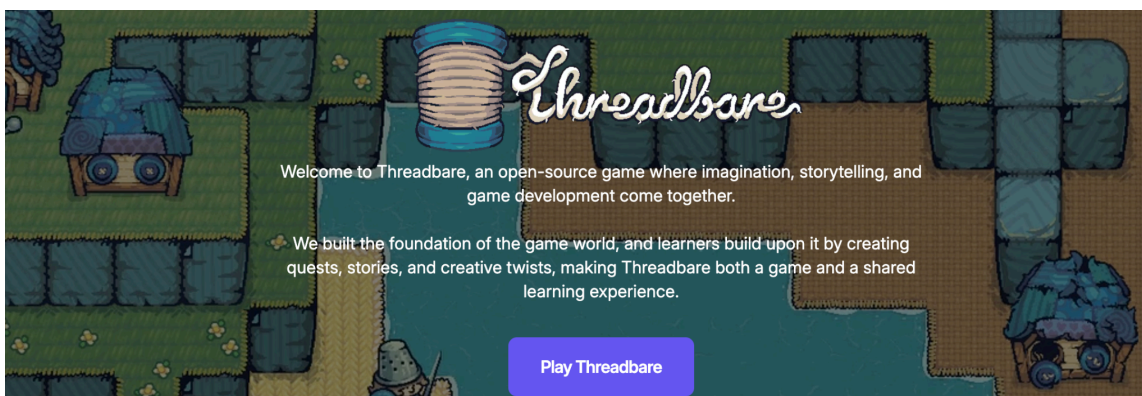
We promise you have never seen anything [like this](#) before!

Students step inside the story and are part of a live demo using AR glasses and holographic tabletop system. Students crowd around a table together, seeing and manipulating shared 3D science, history, and design content in the room with them.



12 Noon | Presenters: Endless | Topics: STEAM, creating & making |

In this session, students build their own game world in Threadbare, an open-source adventure game where players become the Story Weaver, restoring a world consumed by the Void. The Endless team walks families through the game's world, then shows how students of any skill level can shape its quests, art, and code, all built in Godot.



1PM | Presenter: Killer Snails | Topics: STEAM, Data

Science | In this session, students build their own data scientist character, interpret data to hack into the Trend Trackers lab, and discover their team's mission. The Killer Snails team introduces students and families to Trend Trackers and offers families opportunities to play, brainstorm ideas, and even sign up to be part of our co-design team.

❖ A Session for Any Grade K-12

1PM | Presenter: Muzology | Topic: Math

Come hear math performed live by music star ADARA! Who will perform catchy, pop-style songs that turn concepts from fractions to pre-algebra into music students can remember — and show families how Muzology uses music videos and gamified practice to make math engaging for all students.



Performing Artist: ADARA

Hey High School Students

Sign Up to be a Playtester with Your Friends on Saturday, October 10, 10AM to 2PM

We are inviting groups of **2–3 high school students, age 16 or older**, to participate as Student Play Testers during the Expo on Saturday, October 10.

- **How It Will Work:** Students will be assigned to 2 or 3 developer exhibit tables (or sessions) where they will play or use new learning games and tools, give feedback, and talk directly with developers about how the products were created. They will also learn about pathways into careers in technology, game design, research, education, and related fields.
- Students who participate will receive an **Expo Student Play Tester Certificate** from the mEducation Alliance that they can include on a resume, college application, or list of activities and experiences.
- We expect to accommodate approximately 25 groups of students.
- **To sign up:** Email the names, email addresses, and grade levels of the 2–3 students to Ed Metz ed@appclub.org. Please also include the name and email address of a teacher or parent/caregiver who can be copied on correspondence. Ed Metz reply to confirm a slot for these students and with next steps.



Please contact Edward (Ed) Metz, Ph.D. at ed@appclub.org with any questions.
Thank you for your interest.