



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

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



The **2026 ED Games Expo** takes place as a part of the [16th annual Marvelous Education Alliance Symposium](#). At the Expo, schools across the DMV metro areas (DC, MD, and VA) can host an EdTech developer or organization at their school on Friday, October 9. And teachers, students, and families can attend the free Expo at George Mason University on Saturday, October 10 for demos and engaging sessions.

- **For Students & Families:** The ED Games Expo is not passive screen time. The learning games and tools are collaborative, hands on, and center on active thinking and doing. There are also opportunities to learn from developers about *how the edtech was created* and about *future careers*.
- **For Teachers and School Leaders:** Participate in hands-on professional learning, see how AI-powered learning tools work “under the hood.” Explore game design and collaborative learning approaches, and discover new programs you can bring back to your students.

There are three ways to sign up!

#1. SCHOOLS: Invite an EdTech Developer or Game Design Organization to your DMV school on **Friday, October 9, from 8AM to Noon**. A developer or reps from an organization that you select will travel to your school to lead a live classroom or school-assembly demo of their learning game or tool, give a career talk, or lead a workshop. *See the list of developers on page 2. [Sign up HERE](#).*

#2. TEACHERS & SCHOOL LEADERS: Attend Professional Learning Workshops during the ED Games Expo at the GMU FUSE in Arlington, VA on **Saturday, October 10, from 10AM to 2PM**. Informative and engaging workshops on how the “AI is working behind the scenes” of edtech learning games and tools to support student learning, as well as programs that engage students through game design and give them college and career-skills. *See the list below on page 5. [CLICK HERE](#) to register.*

#3. FAMILIES + STUDENTS + TEACHERS + SCHOOL LEADERS: to attend the ED Games Expo at the GMU FUSE in Arlington, VA on **Saturday, October 10, from 10AM to 2PM**. Students test learning games and tools while meeting the developers to learn how and why they created them. Teachers and school leaders discover new programs and meet the developers and organizations. Families attend Really Engaging Learning Sessions. *See the list below on page 6. [CLICK HERE](#) to register.*

Please contact Ed Metz with any questions or requests at ed@appclub.org

Confirmed EdTech Developers & Game Design Organizations at the ED Games Expo:

(Updated August 20)

STEAM, GAME DESIGN, CREATIVE CAREERS



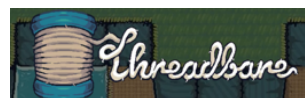
Urban Arts, New York, NY | STEAM | 9-12 | [VIDEO TRAILER](#) | Have Urban Arts lead a hands-on game design workshop — no tech needed! Urban Arts also provides year-round curriculum and teacher training in [Creative Coders](#), a middle school program where students build games in **MINECRAFT Education**, 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: aboykin@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



Threadbare | San Francisco, CA | STEAM | 1-12 | In Threadbare, students are creators in an adventure game (built in Godot), learning coding, art, and narrative design across short workshops or full multi-session courses.



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

MATH



dfuion | Math | 6-12 | [VIDEO TRAILER](#) | Hey **WASHINGTON COMMANDER fans**, check *this out!* In this program, students build fantasy sports teams using real football 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](#), 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@qiqanticmechanic.com

READING, ENGLISH LANGUAGE ARTS



[Sirius Thinking](#), New York, NY | Reading | K–4 | *Reading Between the Lions* extend the Emmy-winning PBS series into a game-based literacy program that pairs struggling readers to practice reading through collaborative activities. *Contact:* Christopher Cerf chris@siriusthinking.com



[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



[Capti ReadBasix](#) | Buffalo, NY | K-12 | Capti ReadBasix is a diagnostic reading assessment that quickly and reliably identifies the root causes of adolescent students' reading difficulties. Teachers receive information to interpret data to inform instruction. Use ReadBasix as a universal screener, dyslexia screener, benchmark, diagnostic, progress monitor, and a Lexile measure. *Contact:* support@capti.com



[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:* hello@wigglewoo.app

INCLUSIVE EDTECH



[HiNAIA](#), Arlington, VA | Inclusive Learning | K–12 | [VIDEO TRAILER](#) | HiNAIA is an AI-powered adaptive learning platform built for the full special education ecosystem. It delivers real-time, personalized instruction for students with learning differences while helping educators reduce workload, implement accommodations consistently, and strengthen IEP and 504 compliance. *Contact:* kim_ramos@nksd.net



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

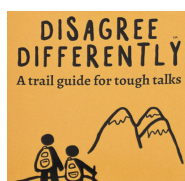
SOCIAL EMOTIONAL LEARNING



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



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

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

[CLICK HERE](#) to register.

LOCATION:

George Mason University FUSE

3351 Fairfax Dr, Arlington, VA 22201

5 minutes from the Virginia Square Metro station

★ [The AI Under the Hood: What Teachers Should Know](#)

In a series of 30-minute sessions, 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 practical questions they can ask when evaluating AI-powered learning tools for their classrooms and schools.

Presenters:

- OKO, New York, NY
- PocketLab, Nashville, TN
- Storytime AI, Baltimore, MD
- Knowzy, Philadelphia, PA
- HiNAIA, Alexandria, VA

★ [Game Design 101: Helping Students Create Their Own Games](#)

Urban Arts (New York, NY) will show how middle and high school students can design and build their own video games while learning computer science, storytelling, problem solving, and collaboration. Session attendees 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, to a student team ready to compete at Duel in the District, a DC-based competition that uses **Minecraft Education** (Seattle, WA).

★ [Games without the Gear: Using EscapelF for Educational Storytelling Games](#)

mEducation Alliance, Wilfrid Laurier University (Ontario, Canada). As children, we 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 Families, Students, & Teachers on Saturday, October 10, 10AM to 2PM

[CLICK HERE](#) to register.

LOCATION:

George Mason University FUSE

3351 Fairfax Dr, Arlington, VA 22201

5 minutes from the Virginia Square Metro station

PLAY. THINK. HANDS ON. From 10am to 2pm, attend one or a few of eight engaging 30-minute sessions, run by the developers themselves, where families, students, and teachers can dig deeper into the games behind the tables. After, visit tabletop demos from EdTech developer from around the US and some from around the globe. Try the learning games and tools yourself, and ask the people who built them how they did it.

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

- **10:00 AM: HEY KIDS! Join the Friends from INSIGHTS into Children's Temperament (*Insights Intervention*)** Meet the INSIGHTS puppet friends, Coretta the Cautious, Gregory the Grumpy, Henry the Hard Worker, and Fredrico the Friendly, as they help children explore their own temperaments. Parents and teachers will gain concrete tools to support children's social, emotional, and behavioral development from kindergarten through second grade.
- **10:30 AM: HEY KIDS! Read with Cleo and Theo from *Between the Lions* (*Sirius Thinking, Success For All*)** Cleo and Theo from the Emmy-winning PBS series will be in the room for a live reading lesson, built on Sirius Thinking's game-based literacy software and evidence-based Success For All research.
- **11:00 AM: Build Your Own Game World (*Endless*)** Students step into 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.
- **11:30 AM: 20 Years Ahead of its Time Now. (*Juxtapia*)** Join a session to see the results of 20 years of R&D - augmented-reality and mixed-reality STEAM tools aimed at closing the learning gap for underserved students.
- **12:00 Noon: Step Inside the Story (*Tilt Five*)** Attend to be part of a live demos an AR glasses and holographic tabletop system, where families and students crowd around a table together, seeing and manipulating shared 3D science, history, and design content in the room with them.
- **12:30 PM: Calling all WASHINGTON COMMANDER football team fans! Draft Your Team, Learn the Math (*dfusion*)** The dfusion team shows families how students build a fantasy football team using real Washington Commanders players, then track stats week to week, practicing math in a context that actually holds their attention.

- **1:00 PM: From Rap Lyrics to Rigorous Texts (*Words Liive*)** The Words Liive team walks attendees through a Science-of-Reading-backed lesson plan in action, showing how pairing rap lyrics and pop culture with rigorous texts turns reluctant readers into engaged ones, in minutes.
- **1:30PM: A Math Music Concert (*Muzology*)** Come hear math performed live! A Muzology artist 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 students in grades 3–8.

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