

Request for Approval under the “Generic Clearance for the Collection of Routine Customer Feedback” (OMB Control Number: 1880-0542)

TITLE OF INFORMATION COLLECTION:

FY2020 ED Games Expo Meeting Feedback Surveys

PURPOSE:

The ED Games Expo is a public event hosted by Department of Education and Institute of Education Sciences’ Small Business Innovation Research (ED/IES SBIR) to showcase innovative learning games and technologies developed through its program and programs across the Federal government. Held annually since 2013, the event now draws more than 100 teams of government funded developers and researchers who demo their games and technologies, representatives from more than 30 government offices, dozens of key stakeholders, more than 1,000 K12 students from area schools, and hundreds of members of the public.

The goals of the 2020 *Expo* were to:

- (1) Demonstrate the impact of Federal government programs that invest in innovations in learning games and technologies to address critical needs to improve education and special education from early childhood through adulthood.
- (2) Build capacity for the education technology ecosystem by connecting developers and researchers to key stakeholders in and outside of government, with a focus on strengthening research and pathways for wide-scale distribution and sustainability of innovations.
- (3) Provide attendees (most of all students, practitioners, and school decision makers) a rich experience to demo emerging learning technologies while meeting the developers.

In 2020, the ED Games Expo spanned the week of January 6 to 10 and included multiple events:

- The ED Games Expo at the John F. Kennedy Center for the Performing Arts on Thursday, January 9 from 5PM to 8PM: 100+ developers will demo their games and technologies developed through government programs. Students and individuals of all ages will play across STEM, reading, social studies, 21st Century Skills, SEL, health, career and vocational training
- Office Hours at the John F. Kennedy Center for the Performing Arts, Friday, January 10 from 9AM to Noon: Stakeholders from across the education technology ecosystem (e.g., government program representatives, educational researchers, organizations, philanthropy & venture capitalists) hosted tables to meet and network with the developers.
- Learning Game Developers Visit DC-Area Schools from January 6 to 10: Schools signed up for game developers to visit their school to demo their game-based interventions in classrooms and to present to students on “How the Game Was Developed” and “So You Want to be A Game Developer?” in assemblies.
- Expo Events across Washington DC from January 6 to 10 In addition to the Expo, government offices hosted half or full-day Expo Convenings focusing on emerging topics

in education and technology, including on topics: Maker Spaces; Virtual and Augmented Reality; Early Learning; Special Education; and eSports in Education

Across all of the events, the ED Games Expo provided opportunities for:

- education technology developers to demo their innovations to attendees from government and members of the public outside of government.
- in-depth conversations between developers and researchers, and IES and Department of Education (Department) staff to discuss challenges and solutions in the field of education technology
- IES and government funded grantees awardees to share their ongoing research activities carried out in support of the mission of the Department and IES
- opportunities for capacity building for strong research, development, and commercialization
- opportunities for students, teachers, and members of the public to learn about and demo cutting edge technologies.

Funding for two days (January 9 and 10) of the ED Games Expo came from the ED/IES SBIR 2020 program budget, as allowed by the Administrative Funding Pilot Program which is part of the SBIR legislation, and as approved by the Small Business Administration.

Per the requirements of the Small Business Administration, the ED/IES SBIR program must provide measurable results on the impact of the AFPP on supporting SBIR program goals. This document is a request for approval for ED SBIR to conduct feedback surveys with participants of the 2020 the ED Games Expo. Feedback from the surveys will provide a measurable impact of the 2020 ED Games Expo with the data provided to SBA on the critical role of the AFPP funding, and will also be used to improve future ED Games Expo events.

DESCRIPTION OF RESPONDENTS:

This request is for ED/IES SBIR to conduct three separate feedback surveys for participants at the ED Games Expo, including (1) the developers who demoed their technologies, (2) the individuals who attended the Office Hours session, and (3) the individuals who attended the ED Games Expo.

A link to the web-based surveys will be e-mailed for a response 8-months after the Expo to determine the longer-term impact of the ED Games Expo.

No individual reminders/follow-ups will be conducted because survey submissions will be anonymous.

TYPE OF COLLECTION: (Check one)

- Customer Comment Card/Complaint Form
- Usability Testing (e.g., Website or Software
- Focus Group

- Customer Satisfaction Survey
- Small Discussion Group
- Other: _____

CERTIFICATION:

I certify the following to be true:

1. The collection is voluntary.
2. The collection is low-burden for respondents and low-cost for the Federal Government.
3. The collection is non-controversial and does not raise issues of concern to other federal agencies.
4. The results are not intended to be disseminated to the public.
5. Information gathered will not be used for the purpose of substantially informing influential policy decisions.
6. The collection is targeted to the solicitation of opinions from respondents who have experience with the program or may have experience with the program in the future.

Name: Edward Metz

To assist review, please provide answers to the following question:

Personally Identifiable Information:

1. Is personally identifiable information (PII) collected? [] Yes [X] No
2. If Yes, is the information that will be collected included in records that are subject to the Privacy Act of 1974? [] Yes [] No
3. If Applicable, has a System or Records Notice been published? [] Yes [] No

Gifts or Payments:

Is an incentive (e.g., money or reimbursement of expenses, token of appreciation) provided to participants? [] Yes [X] No

BURDEN HOURS

Category of Respondent	No. of Respondents	Participation Time	Burden
ED Games Expo Developers	100	5 minutes	8
Office Hours Participants	200	5 minutes	17
ED Games Expo attendees	500	5 minutes	42
Totals	800	5 minutes	67

FEDERAL COST: The estimated annual cost to the Federal government is \$0

If you are conducting a focus group, survey, or plan to employ statistical methods, please provide answers to the following questions:

The selection of your targeted respondents

1. Do you have a customer list or something similar that defines the universe of potential respondents and do you have a sampling plan for selecting from this universe?
[X] Yes [] No

If the answer is yes, please provide a description of both below (or attach the sampling plan)?

If the answer is no, please provide a description of how you plan to identify your potential group of respondents and how you will select them?

The following three groups will be surveyed:

- I. ED Games Expo Developers (n=~100): the organizers of the ED Games Expo have email addresses for the developers who demoed at the ED Games Expo. These developers will be contacted to complete the feedback survey.
- II. Office Hours Participants (n=~200): During the meeting registration process, Office Hours attendees were asked to provide their contact information, including e-mail address. All registered attendees that provided an e-mail address will be contacted to complete the feedback survey
- III. ED Games Expo attendees (n=~500): During the meeting registration process, ED Games Expo attendees were asked to provide their contact information, including e-mail address. All registered attendees that provided an e-mail address will be contacted to complete the feedback survey.

Administration of the Instrument

1. How will you collect the information? (Check all that apply)

- Web-based or other forms of Social Media
- Telephone
- In-person
- Mail
- Other, Explain

2. Will interviewers or facilitators be used? Yes No

Please make sure that all instruments, instructions, and scripts are submitted with the request.

- The Surveys will be created and available through the IES Survey portal:
<https://surveys.ies.ed.gov/>
- A draft of the surveys and the items are available for review at:

Developer survey: <https://surveys.ies.ed.gov/?id=155>

Office hours survey: <https://surveys.ies.ed.gov/?id=156>

Attendees survey: <https://surveys.ies.ed.gov/?id=157>

Password = **ED_Expo**