Message from Founders

We’re delighted to share the first joint annual report of Connected Camps and the Connected Learning Alliance.

In 2022, Connected Camps became the organizational steward for the Connected Learning Alliance, a network of educators, experts and youth serving organizations centered on the values of connected, playful, and equity-oriented learning. In addition to continuing to offer programs on Outschool, Connected Camps launched two exciting new collaborations: one with Tokyo City University in Japan, and the other with Experience Camps - an organization offering support for grieving children. The Connected Learning Alliance hosted its annual summit, and secured funding to support programs and communication focused on community capacity building.

We’re proud of the strength and adaptability of our team navigating a landscape of continuous change in technology and kids!

— Mimi Ito and Katie Salen
Our **Mission**

We envision a world where all young people have access to participatory, interest-driven, **connected learning** that connects to educational, civic and career opportunities.

Connected learning combines personal interests, supportive relationships, and opportunities. It is learning in an age of abundant access to information and social connection that embraces the diverse backgrounds and interests of all young people.

Our **Approach**

The Connected Learning Alliance is a group of partners around the world, stewarded by the **Connected Learning Lab at UC Irvine** and powered by the team at the independent nonprofit **Connected Camps**.

We support the expansion and influence of a network of educators, experts and youth-serving organizations mobilizing new technology in the service of equity, access and opportunity for all young people.
PROGRAMS
As a part of the Connected Learning Alliance, Connected Camps provides a global online community where kids build, code, play, and learn from one another in camps, clubs, and courses. Our programs are designed based on the extensive research in the learning sciences. With our near-peer mentorship model, our programs are run by young adults - counselors and coaches from top universities in computer science, game development, economics, and sports performance - who have the same passion for technology, games, and digital making as our learners.

2022 by the Numbers

12,135 Session Hours Played

204 Camps
1053 Enrollments

116 Courses
353 Enrollments

149 Unique Clubs
37281 Enrollments

497 players logged into Kid Club

9512 hours of play time (a little over a year!)
Affiliate Programs

In 2022, Connected Camps teamed up with various organizations to provide more connected learning opportunities beyond our usual offerings.

These programs included:

- **The Seattle Public Library**
  - A year-long program with Seattle Public Library to offer esports coaching to minoritized youth in their communities

- **東京都市大学**
  - Minecraft Survival Camp in Japan, through Tokyo City University and Chiba Institute of Technology’s Henkaku Lab

- **変革センター**
  - A custom MinecraftEDU camp with students at Tacoma Online

**Parent Testimonials**

**Virology Course**

This was such a fun class - combining virology and Minecraft made it fantastically engaging. He was excited for every class and disappointed when it was over.

- Pamula U.

**Roblox Coding Camps**

I’d say this class is best for kids who at least have the most introductory base of what coding is and who enjoy social online gaming.

- Kathy T.

**Survival Club**

My son really enjoyed this ongoing class. It was well facilitated which supported a really lovely community of like minded children.

- Helena

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In partnership with Experience Camps, a nonprofit that transforms the lives of grieving children through summer camp programs and year-round initiatives, we launched ExperienceCraft in August 2022 - an online community created via Minecraft and Discord designed with and for grieving children to connect year-round. Using the same near-peer mentorship model as Connected Camps, we tapped our young adult counselors uniquely trained to support kids to help design and moderate the ExperienceCraft community.

ExperienceCraft is host to numerous features catered to the community. The Memorial Garden offers each player a protected memorial that they can customize and dedicate to their loved one. For conflict resolution and one-on-one care, moderators can speak with players who need extra support at an in-game island called the Resort. “Zen” spaces offer players a platform for relaxation and reflection.

After a successful pilot, ExperienceCraft is now open every week from Friday-Sunday, 5 p.m. to 8 p.m. ET. To bring the program to a wider audience, we are now partnering with Boys and Girls Clubs around the country and working with the Tragedy Assistance Program for Survivors, a nonprofit that aids survivors of military deaths, to support youths in Gold Star families.
The fifth annual Connected Learning Summit, held virtually in July 2022, engaged over 300 participants in interactive discussions about research, design, and practice, as well as hands-on workshops and inspiring talks. In addition to keynotes featuring Professor Yeran Kim from Kwangwoon University and artist and educator Marisa Morán Jahn, CLS2022 featured plenary panels, research papers, showcases, exhibits, workshops, and roundtable discussions where educators, designers, and researchers shared their innovations and insights.

Look back at the 2022 Connected Learning Summit at our blog.
Staff at a Glance
IN CONNECTED CAMPS

Race & Ethnicity

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<th>Race &amp; Ethnicity</th>
<th>2022</th>
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<tbody>
<tr>
<td>White</td>
<td>31.7%</td>
<td>32.9%</td>
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<tr>
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<tr>
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<td>1.3%</td>
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<tr>
<td>Native Hawaiinann, Pacific Islander</td>
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<td>1.3%</td>
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<tr>
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<tr>
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Do you identify as neurodivergent?

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<th>Identification</th>
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<tr>
<td>No</td>
<td>62.8%</td>
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<tr>
<td>Yes</td>
<td>32.6%</td>
<td>23.7%</td>
</tr>
<tr>
<td>Prefer not to disclose</td>
<td>4.7%</td>
<td>6.6%</td>
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“It’s so rewarding to support a cutting-edge community of educators, researchers, innovators, and change makers working to ensure equity, access and opportunity for all young people.”

“It’s amazing to me seeing Connected Learning in practice in games like Minecraft in our Connected Camps programs. I’ve seen parents thanking us because our programs provide an opportunity for kids to participate in a safe social gaming space. Plus, they get to geek out with other kids who love Minecraft too. It’s fun seeing kids interact with each other to generate new ideas and build things together.”

Elissa Alves (she/her)

Don Miller (he/him)

Victor Lazo (he/him)
Through my work as a Lead Counselor and Peer Mentor, I have had the opportunity to make lasting relationships with intelligent and creative college students, develop communities with children from all over the world, and combine my best skills and qualities to develop programs that promote lifelong learning among children through gaming.

It’s really special to see kids exploring, learning, and building friendships in worlds I helped create, and it makes me want to make something even better every time. I’ve always wanted to build experiences that let people learn and connect with each other, and I try to inspire my students to do the same!

I’m really grateful for the opportunity to be a part of the community. From the unique format of programs to the value placed on building a community, Connected Camps has given me valuable experiences. While my role has changed overtime, the one thing that has stayed the same is the kind and supportive environment.

Maricruz Galvan (she/her)

Costin Schelling (he/him)

Allie Yuan (she/her)
EXPERIENCE CAMPS

+ McMaster University

Templeton sub-grant

+ Experience Camps funders

Pivotal Ventures

Seattle Public Library

and Juan Rubio

SPECIAL THANKS

Tokyo City University

and Okabe Daisuke

The Seattle Public Library

EXPERIENCE CRAFT THANKS

Experience Camps

and Sara Deren, Courtney Dubin, Josh Landay

Institute of Human Development at Berkeley

and Ron Dahl and Krithika Jagannath

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Chiba Institute of Technology

Experience Camps

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