

# GLOBAL LEARNING FOUNDATION INTERNSHIP

Become part of the solution for global learning

## OVERVIEW

As a team, interns will build the UX and UI design for the game world (working title: Journey) with the non profit Global Learning Foundation, one of 198 global teams competing in the Global Learning XPRIZE. The challenge is to create a game that can teach 7 - 12 year olds how to read, write and understand basic numeracy with no adult intervention (in areas of the world where there is no infrastructure for teachers). Semi-Finalists will have their software tested in one of three African countries. The winner will have their software installed globally, impacting 100 million children. [XPRIZE.org](http://XPRIZE.org) provides all tablets for usage in the field.

## SUMMARY OF GAME WORLD

Player enters the game world immediately as themselves and explore the fantasy world around them. They are presented with multiple challenges related to sourcing needed resources, building villages and helping others succeed. The game is imbedded with the Hero's Journey by scholar Joseph Campbell. As the player plays, they learn in context how to read, understand basic numeracy and begin to write.

## EXPECTATIONS

- Time Frame: January - May, 2016 at a minimum; January - August or October preferred. 10 - 12 hours per week expected
- Weekly Creative Team Meeting with Founder of the Global Learning Foundation
- Credits: available through the University of Arizona for up to 3 units and/or capstone project
- Ownership of IP: Open Source

## HOW TO APPLY

1. Email bio, resume or links to Founder of GLF directly at [enriquehankfeldman@gmail.com](mailto:enriquehankfeldman@gmail.com) or contact via website at [www.globallearning.foundation](http://www.globallearning.foundation)
2. You may be contacted for live interview either individually or in groups
3. If interviewed, bring any examples of your work and be prepared to engage in a fun, active, and creative discussion.



GLOBAL LEARNING  
FOUNDATION

## **GLOBAL LEARNING INTERNSHIP FAQS and TABLET SPECS**

### **FAQS**

- Unity cannot be used.
- Tablets will use Android 4.4.4 or newer
- Software developed for the Global Learning XPRIZE must be released under the Apache License 2.0
- Open Source projects can be used built upon; Apache, BSD, & MIT.
- Existing work may be built upon.
- You may use a proprietary/closed source design tool to create content.

### **TABLET SPECIFICATIONS**

We believe these tablets will have capabilities approximately comparable to the current Kindle Fire HD 7", Lenovo A8, Samsung Galaxy Tab 4, or Huawei MediaPad 7 Youth2 devices. Teams can expect the following minimum hardware features:

Display: Touchscreen: Battery Life: Cameras:

Audio:

Internal Storage: DRAM: Wireless: Processor:

7" high-resolution display Capacitive, at least 3-finger support 6 hours

Front- and rear-facing cameras Mono microphone, stereo speakers 16GB

1GB

WiFi and Bluetooth

Quad-core, 1.2GHz with GPU Android 4.4 (KitKat)

OS:

No external accessories such as headsets or styli will be included.