



Chamber of Eco Commerce

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**FOR IMMEDIATE RELEASE**

**Chamber of Eco Commerce (CEC)**

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## **International Education and eGaming Experts Unite to Improve preK-12 Learning**

**July 20, 2017, Chamber of Eco Commerce, Alpharetta, Georgia USA** --- International Team of Education and Technology Experts unite in Alpharetta, the Technology Hub of the South, to exchange their experience and expertise in 21st Century Learning for U.S. classrooms. Leaders in pre K-12 Education and eGaming are combining their technology and pedagogical abilities to improve learning, while making learning fun for younger children.

These international experts in Education and Technology, will collaborate through SMART Education Exchange (SEE) in Alpharetta, to design and make SMART Learning Solutions available to pre K-12 classrooms

Why eGaming in pre K-12 classrooms? Simply, when two children are teaching each other, both children learn. Some eGaming experts have demonstrated a learning improvement of more than 50 percent in specific topics as a result of just two hours of gameplay.

“I was inspired during our recent meeting in Alpharetta, Georgia, with a team of eSports experts. Our approach is always based on scientific conceptual learning theories and lessons learned, that can be shared and applied to any subject, such as mathematics, physics, chemistry, geography, biology and languages. Our experts have used their SMART Learning tools effectively in homes and primary schools, and want to make these proven Education and eGaming learning tools available to more students in pre K-12 classrooms. Our goal is to make SMART Learning Solutions available to Educators through our 21st

Century Education Workforce Training and Development program. Our experts are inspired to share strategic information and implement these SMART Learning and Teaching Tools with U.S. Educators”, Minna LeVine, CEO, Chamber of Eco Commerce, and Founder, SEE.

The SEE Education Workforce Training and Development program, supports Teachers and School Administrators by educating them about SMART Learning Solutions and how to access and implement them in their classrooms. The SEE brings together Education and Technology experts from industry, government, and academia. “The real impact is motivation and support for individualized learning by providing personal eGaming learning tools, that motivate the children to learn at home and at school at their own pace with fun eGaming features”, adds LeVine.

The bilateral SMART Education Exchange (SEE) program first launched in 2013 in Finland and the state of Georgia USA, with the idea of combining Finnish excellence in pre K-12 education and eGaming Technology, throughout the vast U.S. Education marketplace. Today, SMARTeGaming motivates young children to practice their skills, while learning and having fun.

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**About SMART Education Exchange (SEE)**

[SMART Education Exchange \(SEE\)](#)

[The Center of EdTech Excellence \(CEdE\)](#)

[SMART Education Exchange \(SEE\) 2017 Report](#)

[SMART Education Review](#)

[SMART Community Exchange \(SCE\)](#)

[SMART Summits](#)