

Diversity, Equity, and Inclusion (DEI) and

OZARIA™

Computer Science that Captivates

Our Commitment

The entire team at CodeCombat is committed to ensuring that our content and learning experiences are designed with diversity, equity, and inclusion (DEI) in mind. We follow the design thinking process, which means we are constantly iterating and improving our product based on the unique perspectives of our players from around the world.

Below, we've included a few examples of how DEI is reflected in the playing experience and curriculum of Ozaria, our core Computer Science education platform.

Diversity

For us, diversity is not only acknowledging the presence of differences within our learning community but it is also the practice of celebrating those differences. In Ozaria, you'll find that we've offered a diverse representation of characters that players can interact with and also play as.



In fact, players can now select from a variety of body types and skin colors so that their avatar can represent who they are.



Equity

With equity, we strive to ensure every learner has access to the same opportunities when they are playing Ozaria. This includes making a commitment to correct and address imbalances that may exist due to inherent advantages or barriers.

For example, in Ozaria, we've started to add voice-overs to the dialogue that happens between our characters so that a player's reading ability doesn't get in the way of their ability to learn about computer science and coding concepts.



Furthermore, our turnkey lesson slides are filled with activities and projects that connect computer science concepts to real world examples that are relevant to students' day to day lives. They also provide opportunities to reinforce concepts for players who may be struggling or extend the learning for players who need an extra challenge.

Inclusion

When it comes to inclusion, we design our content with the intention that groups or individuals from different backgrounds and disabilities feel welcomed and valued, both culturally and socially.

This includes designing our content so that students with different learning disabilities are supported with the Ozaria experience. For example, the color system for our code was designed to be user friendly for individuals who are color blind.

```
var ruin = game.createObstacle("ruin");
var gem = game.createResource("gem");
gem.setColor("red");

for (var i = 0; i < 3; i += 1) {
    game.spawnTopLane(ruin);
    game.spawnMiddleLane(gem);
    game.spawnBottomLane(ruin);
}
```

Our curriculum also promotes a flexible classroom environment, where players progress at their own pace and the content invites them to express themselves through game design projects.

Finally, we continually test the Ozaria experience with teachers and students from a variety of backgrounds. This has allowed us to constantly improve our content so that players from different perspectives feel respected and included while they explore and learn from the world of Ozaria.



Any Questions?

For more information about Ozaria and our commitment to diversity, equity, and inclusion, you can visit our website at: <https://www.ozaria.com/>