# Speaker's Bio:

**Diana Hughes** is an experienced practitioner of game design and personalized learning. Diana has led the development of Age of Learning's science-backed, evidence-centered programs, *My Math Academy,* and *My Reading Academy*. With three patents in personalized learning technologies to her name, Diana is known for her innovative and effective contributions to digital education methodologies. Her work, underpinned by a profound commitment to student-centric design and efficacy, exemplifies her dedication to providing equitable, effective, and engaging learning experiences for children globally.

Diana helps drive Age of Learning's vision for AI-powered solutions, placing a strong emphasis on enhancing accessibility and engagement in early education. Her innovative strategies involve a unique blend of learning science insights with digital technology and AI, helping position the company at the forefront of creating more interactive and personalized educational programs.

Diana's past work includes an empathy game for children on the autism spectrum, a graphics-free game for blind and low-vision players, and soft skills training games for the United States Military. She holds an MFA in Game and Interactive Design from the University of Southern California and a BS in Multimedia from Bradley University.