About the Contributors

Karen Schrier is a doctoral student at Columbia University and an adjunct professor at Parsons The New School for Design. She also currently works full-time as an executive producer at Scholastic, where she spearheads digital initiatives for the Corporate and International divisions. Previously, she worked at Nickelodeon, BrainPOP and Barnes & Noble's SparkNotes. Karen was the Games Program co-chair of the ACM SIGGRAPH Conference in 2008 and 2009, and she currently serves on the advisory boards of the *Computer Game Education Review* (CGER) and the 2010 LEEF Conference. She has spoken on games and learning at numerous conferences, including GDC, SIGGRAPH, AERA, Games for Change, NECC, and SITE. She has also co-developed numerous games, educational materials, and digital properties, including Mission US: For Crown or Colony?; Scholastic's Summer Challenge and Scholastic.com; SparkCharts and SparkNotes; and Nickelodeon's ParentsConnect, which was nominated for a Webby Award. Karen holds a master's degree from MIT and a bachelor's degree from Amherst College. (kschrier@gmail.com)

Dr. **David Gibson** conducts research at the Equity Alliance at Arizona State University (http://www.equityallianceatasu.org/), the Region IX assistance center of the U.S. Department of Education, and serves as Executive Director of The Global Challenge Award (www.globalchallengeaward.org), a team and project-based learning and scholarship program for high school students that engages small teams in studying science, technology, engineering and mathematics in order to solve global problems. His research and publications include work on complex systems analysis and modeling of education, Web applications and the future of learning, the use of technology to personalize education, and the potential for games and simulation-based learning. He is creator of simSchool (www.simschool.org), a classroom flight simulator for training teachers, currently funded by the US Department of Education FIPSE program and eFolio, an online performance assessment system. His business, CURVESHIFT, is an educational technology company (www.curveshift.com) that assists in the acquisition, implementation and continuing design of games and simulations, e-portfolio systems, data-driven decision making tools, and emerging technologies.

* * *

Stephen R. Balzac is the president of 7 Steps Ahead, an organizational development firm focused on helping businesses dramatically increase revenue and build their client base. He is also an adjunct professor of Industrial/Organizational Psychology. Steve's passion for game design started out as a hobby while he was attending the Massachusetts Institute of Technology. His games have ranged in

length from two hours to two weeks, and in size from eight to over two hundred players. They have been played at numerous locations around the United States and in Europe. Steve's games are noted for their richness of detail, depth of characterization, and intricate plotting, enabling the willing suspension of disbelief. Carefully-designed, easy-to-use game mechanics provide the structure which makes the world of the game feel real. Players become immersed in the game scenario, acting and reacting in highly realistic ways. The skills participants acquire, such as negotiation, communication, public speaking, leadership, teamwork, flexible planning, and crisis management, transfer readily to real-world situations. Many players have cited the experience of playing in Steve's games as being instrumental in their career development.

Brenda Brathwaite, a 27-year veteran of the video game industry, is an award-winning game designer and has worked on 22 internationally known titles including titles in the *Def Jam, Dungeons & Dragons, Jagged Alliance* and *Wizardry* series. Brathwaite serves on the board of the International Game Developers Association (IGDA), was the chair of the IGDA's Education SIG Ad hoc Committee and the co-founder and chair of the IGDA's Savannah chapter. She was named one of the top 20 most influential women in the game industry by Gamasutra.com in 2008 and of the 100 most influential women in the game industry by Next Generation magazine in 2007. Nerve Magazine also called her one of the "the 50 artists, actors, authors, activists and icons who are making the world a more stimulating place." Her current works lean toward non-digital, art and social media games. She is presently building a series of six gallery games for an installation titled *The Mechanic is the Message*.

J. Alison Bryant (Alison@PlayScienceLab.com) is Founder and President of PlayScience, a research, consulting, and innovation firm on a mission to break down the walls between industry innovators, academics, and consumers. Alison has spent her adult life moving seamlessly between the academic and industry worlds (and usually sitting in both concurrently). She spent several years as Senior Research Director of Digital Research and Brand & Consumer Insights for the Nickelodeon/MTV Networks Kids & Family Group; and was Chief Strategy Officer for Smarty Pants, a research and consulting firm focused on kids and families. She was also an assistant professor of communication at Indiana University. Alison has published extensively on youth, families, media, and education, including three edited books –*The Children's Television Community, Television and the American Family* (2nd Ed), and *Service-Learning in the University Classroom*. She is presently associate editor for the *Journal of Children & Media* and Chair of the Children, Adolescents, & Media division of the International Communication Association. Her Ph.D. is from the Annenberg School of Communication at the University of Southern California.

Darnel Degand is a doctoral candidate in Columbia University's Teachers College majoring in Instructional Design and Technology. He received a Master of Science degree in Digital Imaging and Design from New York University's Center for Advanced Digital Applications and a Bachelor of Science in Engineering degree in Mechanical Engineering and Applied Mechanics from the University of Pennsylvania's School of Engineering and Applied Science. Degand is an experienced multimedia developer with interests in cartoons, video games and interactive narratives. His portfolio includes children's entertainment media, instructional design tools, advertisements, websites, and books. He is the co-creator of *Coomacka Island*, a children's entertainment media brand based off of Afro-Caribbean folktales. Degand has also developed curricula and led classes for corporate clients, nonprofit organizations and college level students. He currently sits on the board of directors for Ase Saturday School Academy, a Philadelphia-based academic cultural enrichment program sponsored by Lion's Story, Inc.

James Diamond is a research associate at the EDC/Center for Children and Technology, where he works on several projects related to the development and use of video games in K-12 science and history education. James has taught at the elementary, undergraduate, and graduate level, in addition to developing professional development programs for teachers in the area of educational technology. He has a bachelor's degree in history and an Ed.M in educational technology, both from Boston University, and is currently at work on his Ph.D. at New York University, focusing on the use of video games for developing disciplinary skills in social studies, history, and civics education.

Jordana Drell is the Director of Preschool Games in the Nickelodeon Kids and Family Games Group. Jordana is responsible for Nick Jr. games across all platforms including, NicKJr.com, NickJrArcade.com, myNOGGIN .com, mobile, console and handheld. She produced the first game for preschoolers on the Wii, *Diego Safari Rescue*. Before joining Nickelodeon, Jordana was a producer in the Interactive Group at Sesame Workshop, where she produced numerous Flash games for *Sesamestreet.com*. Jordana lives in Brooklyn with her husband, mini-dachshund and two retired racing greyhounds.

Stephen M. Fiore, Ph.D., holds a joint appointment with the Cognitive Sciences program in the Department of Philosophy and the Institute of Simulation and Training at the University of Central Florida. He earned his Ph.D. in Cognitive Psychology from the University of Pittsburgh (2000) working primarily in the Learning Research and Development Center. He is Director of the Cognitive Sciences Laboratory (CSL) and is co-editor of recent volumes on *Distributed Learning* and on *Team Cognition*; he has published extensively in the area of learning, memory, and problem solving at the individual and group level. Through numerous collaborative efforts, Dr. Fiore has helped to manage over $10 million in research funding from organizations such as the National Science Foundation, the Transportation Security Administration, the Office of Naval Research, and the Air Force Office of Scientific Research.

Sam Gilbert is a researcher on the GoodPlay Project at Project Zero, a research center at the Harvard Graduate School of Education. Under the direction of Howard Gardner, the GoodPlay project seeks to understand the ethical dimensions of young people's online gaming, social networking, blogging, and general new media practices. In conjunction with GoodPlay, Sam works with a group of Boston-area researchers and game designers to explore how videogames can address ethical issues and create meaningful experiences. Sam's research interests include the role of web design in the formation of online norms, the ethics of gaming, and the interface between social networking websites and offline social life. Sam graduated from Harvard University in 2007 with a BA in social studies and plans to pursue graduate study in the social sciences.

Erin Hoffman is lead designer at HumaNature Studios and an independent game design consultant at Philomath Games. She has been a working game designer for over ten years on an assortment of games for PC, XBox, PlayStation 2, Nintendo DS, and GBA. In 2006 she was included in Next-Gen's list of "top 100 women in games," and her independent designs have won awards in the games for health space. She is also a freelance contributor to *The Escapist, Gamasutra*, and other video game and speculative fiction magazines, in addition to co-editing *Settlers of the New Virtual Worlds*, an essay collection exploring user rights in the future of massively multiplayer online games. In 2004 she authored an essay on working conditions at Electronic Arts under the pseudonym "ea_spouse," and has since been involved in grassroots developer-driven efforts to reform quality of life practices across the industry.

Henry Jenkins is the Provost's Professor of Communication, Journalism and Cinematic Art at the University of Southern California and was previously the Peter de Florez Professor in the Humanities and the Co-Director of the Comparative Media Studies Program at the Massachusetts Institute of Technology. He has helped to launch innovative projects in the areas of games-based education (Games to Teach and the Education Arcade), media education (Project New Media Literacies), civic participation (The Center for Future Civic Media), consumer relations (The Convergence Culture Consortium), and game design (The Singapore-MIT GAMBIT Games Lab). He is currently helping to launch a new initiative focused at bridging between participatory culture and public participation. He has written or edited 13 books on media and popular culture, including *Convergence Culture: Where Old and New Media Collide, Fans, Gamers and Bloggers: Exploring Participatory Culture*, and *From Barbie to Mortal Kombat: Gender and Computer Games*. He blogs regularly about fan studies, transmedia stories, media policy, and new media literacies, among other topics, at henryjenkins.org.

Neha Khetrapal is currently a graduate student at the Center of Excellence, Cognitive Interaction Technology, University of Bielefeld in Germany, studying the interaction of spatial processes and language and is supported by a grant from DSF. The author has been a holder of various prestigious awards and has done work on developing theoretical frameworks that have been well received both nationally and internationally. The most important recognition earned by her is from Marquis Who's Who in the World for 2009.

Gene Koo is a Fellow at the Berkman Center for Internet & Society at Harvard University, where he researches the impact of new technologies on learning, particularly in legal and civic education. He has piloted numerous educational ventures, including the civic engagement project Hub2 (winner of the 2009 MacArthur Digital Media & Learning Competition); two online virtual law programs, CyberOne and State of Play Academy; and the Center for Legal Aid Education. Mr. Koo holds a J.D. from Harvard Law School.

David Langendoen is a principal at Electric Funstuff, a New York-based design and development company founded in 1998 that specializes in applying motivational principles from the computer game world to the realm of educational software. David has served as lead designer on Scholastic's *ReadAbout* reading comprehension program, on Scholastic's new transmedia property *The 39 Clues*, and most recently on *Mission US*, one of the projects funded by CPB's American History and Civics Initiative.

Colleen Macklin is an Associate Professor in the School of Art Media and Technology at Parsons The New School for Design in New York City. She is also director of PETLab (Prototyping Evaluation, Teaching and Learning lab), a joint project of Games for Change and Parsons focused on developing games and interactive media for experimental learning and investigation into social and global issues. She is a member of the game design collectives Local No. 12 and The Leisure Society. Her interactive work has been shown at Come Out and Play, SoundLab, The Whitney Museum for American Art and Creative Time and she has collaborated on projects with the Boys & Girls Clubs of America, Open Society Institute, UNESCO, Wildlife Conservation Society, and the Yes Men. BFA, Media Arts, Pratt Institute, graduate studies in Computer Science, CUNY and International Affairs, The New School.

Rudy McDaniel, Ph.D., is an Assistant Professor of Digital Media at the University of Central Florida (UCF). His research interests include XML, narrative theory, video game technologies, and knowledge management frameworks. He received his doctorate from the University of Central Florida's Texts and Technology program after building an online software application for the narrative classification and analysis of organizational knowledge. He holds additional degrees in Psychology, Technical Writing, and Computer Science. Rudy is co-author of *The Rhetorical Nature of XML: Constructing Knowledge in Networked Environments* (Routledge, 2009) and is technical editor for *Emotion Notions: Modeling Personality in Game Character AI* (forthcoming from Cengage Learning). Rudy is currently producing ethical learning games for multiple clients (including EthicsGame.com in Denver, CO) out of the Partnership for Research on Storytelling Environments (PROSE) Lab at UCF.

John Nordlinger, a 10-year veteran at Microsoft, leads education initiatives for Microsoft External Research. In this role, he covers the use of transmedia to enhance education—ranging from multi-touch (MS Surface and Tablet PC), to games to enhanced video. He also manages a broad program on Gaming & Computer Science, producing related assets (such as the Microsoft Research Gaming Kit) and events. In 2008, he was responsible for the creation and launch of the Games for Learning Institute at New York University. John recently co-edited the book *Wrath of the Philosopher King: Philosophy and the World of Warcraft* with Luke Cuddy. John has also written, directed and produced a short film "Allegory of the Game" (a MMOG interpretation to Plato's "Allegory of the Cave"), which was selected to be shown at the 2008 Chicago, Los Angeles and San Francisco Short Film Festivals. John has philosophy degree from Northeastern University, has lived in Thailand and India. In addition to playing Massively Multiplayer Games online, John also enjoys things that purr including his cats and Enduro motorcycle.

David Phelps is graduate student at Indiana University studying Learning Science. He holds a B.A. in Theology and Psychology from Hanover College. He has designed several in-game machinimas for the educational software *Quest Atlantis*. He is currently assisting his graduate advisor, Joshua Danish, with research that examines how game-like simulations and electronic technology can enrich young children's comprehension of complex systems. His studies and artwork focus on the relationship between time, technology, and ethics. He was born in Austin, Texas.

Scott Seider is an Assistant Professor of Curriculum & Teaching at Boston University where his research focuses on the sociopolitical development of adolescents and emerging adults. His work has been published in scholarly journals such as the *Journal of Adolescent Research* and the *Journal of Moral Education* as well as practitioner journals such as *Educational Leadership* and *Edutopia*. A former high school English teacher, Dr. Seider earned his Doctorate in Education from Harvard University where he trained under Dr. Howard Gardner.

John Sharp is a game designer, art historian and educator with over 20 years experience. John's design work is focused on Twitter and social platform games, artgames and non-digital games. His current research is focused on game design curriculum for after-school programs, the history of play and the early history of computer and video games. John is a professor in the Interactive Design & Game Development department and the Art History department at the Savannah College of Art and Design-Atlanta. He also is a member of Local No. 12, a social network game collaboration; a member of The Leisure Society, an artgame collective; and a partner in Supercosm, a digital media consultancy. John's work has been recognized by ID Magazine, the Art Director's Club and the Webby Awards.

Miguel Sicart is an Assistant Professor at the IT University of Copenhagen, where he teaches game design. He received his Ph.D. in game studies 2006; taking a multidisciplinary approach to ethics and computer games, he studied issues of game design, violence and videogames and the role of age-regulation codes. His book, *The Ethics of Computer Games*, which is based on his doctoral work, is published on MIT Press. He is currently working on developing a design framework for implementing ethical gameplay in digital games. Email: miguel@itu.dk.

David Simkins holds an MS and is completing his PhD in educational technology at the University of Wisconsin–Madison. He is a founding member of the Games + Learning + Society group and has held the position of co-chair and facilities manager for the GLS conference. An avid fan of most game genres, his first and true love is role playing. He has been playing role playing games since 1975, and is actively involved in designing and organizing face-to-face role playing games and events. Before returning to graduate school, David worked in training and change management for the Illinois and Wisconsin state child welfare social work agencies and used games to teach science and systems thinking to secondary school students. David holds a BA in Philosophy and History from Earlham College.

Dan Staines is currently completing a Ph.D. on videogames and moral pedagogy at the University of New South Wales, Australia. An avid gamer for almost 20 years, Dan has spent much of the last decade working as a professional games critic and writer for the *Australian Enthusiast Press*. His current (profane, sometimes NSFW) blog can be found at http://www.eegra.com.

Jaroslav Švelch is a Ph.D. candidate at Charles University in Prague, Czech Republic. He teaches game studies and new media studies at both Charles University and Masaryk University in Brno. He has been a video game enthusiast since the eighties, when he played Super Mario clones on East German computers. From 2007 to 2009, he was a Fulbright visiting scholar at the MIT-Singapore GAMBIT Game Lab and the Comparative Media Studies program at MIT. There, he took part in the Harvard-MIT Valuable Games initiative. His main research interests are history of video games in Eastern Europe, innovations in game design, and popular culture in new media. Besides research and teaching, he works as a journalist and translator.

Chris Swain is a game designer, USC professor, and co-author of the textbook *Game Design Workshop.* Chris directs the USC Games Institute and was a founder of the EA Game Innovation Lab at USC. His research projects include: *SurgeWorld* (funded by the NIH and created with Children's Hospital LA), *The Redistricting Game* (funded by the Annenberg Center), *Immune Attack* (funded by the NSF and created with the Federation of American Scientists), *ELECT-BiLat* and *ELECT-urbanism* (funded by the US Army for the Institute for Creative Technologies). Chris led game projects in industry for Microsoft, Sony, Disney, Activision, and many others. He was a founding member of the New York design firm R/GA Interactive. At R/GA he lead over 100 projects for clients that include AOL, PBS, Intel, IBM and many others. Chris served on the Board of Directors of the Emmy's from 2000-2004. His work has received many awards including *Time Magazine*'s Best of the Web.

Roger Travis is Associate Professor of Classics in the Department of Modern and Classical Languages of the University of Connecticut. He is also the Director of the Video Games and Human Values Initiative, based at UConn, an interdisciplinary online nexus for online courses and scholarly activities

like fellowships, symposia, and the initiative's Proceedings, of which Travis is the editor. He received his Bachelor's degree in classics from Harvard College, and his Ph.D. in comparative literature from the University of California, Berkeley before arriving at UConn in 1997. He has published on Homeric epic, Greek tragedy, Greek historiography, the 19th C. British novel, *Halo*, and the massively-multiplayer online role-playing game. He is a past President of the Classical Association of New England.

Lance Vikaros is a doctoral candidate and instructor of programming at Teachers College, Columbia University with over 15 years of industry experience designing video games and online educational environments. His research investigates the integration of artificial intelligence and knowledge visualization tools into teachable agents. He holds a M.Ed. in educational technology from Harvard University, and a B.F.A in computer graphics as well as a B.A. in cognitive psychology from Cornell University. He is a cofounder of the LearnPlay student group, which introduces local New York City teachers to the educational use of video games, and he sits on the board of directors of Bold Learning Solutions Inc., a learning management software provider.