



## Friday Lightning Talk Roundtable Sessions

### Technology Resources for Games@Illinois

<p><b>Moderator: Jamie Nelson (moderator), Center for Innovation in Teaching &amp; Learning (CITL)</b></p>	
	<p>Jamie Nelson is Assistant Director of Emerging Educational Technologies at the Center for Innovation in Teaching &amp; Learning. He drives innovation by helping faculty, staff, and students explore educational technologies that advance their teaching and learning goals. Jamie specializes in emerging technologies and playful pedagogies that impact student success, including virtual/augmented reality, 3D printing, drones, esports, the internet of things, and more. He oversees the operations and programming of the CITL Innovation Spaces - Innovation Studio, VR Lab, and TechHub. Jamie has an appointment as Associate Director, Educational Technologies with the Gies College of Business, where he works with the Disruption Lab to expose business students to new and innovative technologies that will impact their future. He is also Advisor for Illini Esports.</p>
<p><b>Eric Kurt, Media Commons</b></p>	
	<p>Eric Kurt is the Media Commons Coordinator for the Undergraduate Library at the University of Illinois at Urbana - Champaign, where he constructed and now runs the services and spaces within the Media Commons which focuses on media, innovation and emerging technology. His main focus for the Media Commons is on strategy as well as outreach and marketing.</p>
<p><b>Neil Pearse, Siebel Center for Design</b></p>	
	<p>I have always loved making things. Long before joining the team at SCD, I recall nailing two boards together as a 6-year-old and gleefully declaring my creation an airplane. From that day, I have never stopped building. Each thing we create leads us to the next iteration, and I wouldn't have been able to have a career in fabrication without that "airplane." It has been 9 years since I began my career with the University of Illinois and each of those years has brought new projects, skills, collaborators, and friends into my life. In my time away from the university I enjoy spending time with my wife and our 1-year-old son, building things in my workshop, and puttering around our hobby farm on an antique tractor.</p>

## Elisandro Cabada, Idea Lab, Grainger Library



Elisandro Cabada is an Assistant Professor and Research and Instruction Coordinator for the Grainger Engineering Library IDEA Lab where he provides emerging technology services to support higher education. Elisandro holds faculty appointments in the University Library and in the engineering-based Carle Illinois College of Medicine. His research interests include studying the barriers to access, pedagogical affordances, and application of emerging and immersive technologies in research and instruction.

## Michael Curtin, Technology Services



A Champaign native, Michael is a coffee enthusiast and UIUC Alum (2003 - BFA: Painting). A self-titled game development generalist, he has 15 years of experience spanning the professional (AAA), mobile, educational and indie-dev arenas. He has 2 kids, 1 big cat (19 lbs!) and half a dog (an 8 lb chihuahua / pekingese mix).

## Lisa Bievenue, CU Community Fablab



Lisa Bievenue is Director of Informatics Programs at the University of Illinois, where she manages interdisciplinary research and instructional programs involving informatics. Current informatics program growth areas include game studies & design and health informatics. She is also involved in educational research on making and design activities in middle school classrooms, and is PI for the NSF-funded exploratory research Project MAPLE: MAkerspaces Promoting Learning and Engagement.

## Game Studies Research

### Moderator: Dan Steward, Sociology

### Mara Thacker and Chris Bailey, Library



Mara Thacker is the South Asian Studies and Global Popular Culture Librarian at the University of Illinois Urbana-Champaign. As an associate professor, she has cultivated a research agenda on trends in area studies librarianship with a focus on distinctive collections, and public engagement. Mara's work to build and market one of the largest collections of South Asian comics in a North American research library contributed to her receiving the 2017 Library Journal Movers & Shakers award. Mara is also one of the founders and editors-in-chief of the Journal of Library Outreach and Engagement.

Christopher Bailey is the Information Sciences Librarian at the University of Illinois Urbana-Champaign. His subject areas include library & information science, information management, and game studies. Christopher works as part of the Social Sciences, Health, and Education Library, where he also serves as the web content coordinator. Christopher serves as an ex-officio member of the library Research & Publication Committee and the School of Information Sciences Curriculum Committee. He spends most of his time working closely with the



School of Information Sciences, providing dozens of tailored instruction sessions each semester, as well as meeting with students for research consultations. Prior to becoming a librarian, Christopher's background includes degrees in Media & Cinema Studies and 3D Animation & Game Design.

### **Jacob Fisher, Advertising**



Jacob Fisher's current work uses functional neuroimaging and behavioral measures to explore how cognitive load, perceptual load, and motivation in digital environments can modulate attention networks in the brain, and how these can be harnessed to develop novel treatments for cognitive processing disorders such as ADHD. He has worked on the development of measures for assessing attention and cognitive control variables within a naturalistic, interactive environment. This has resulted in the creation of Asteroid Impact, an open-source video game stimulus and behavioral measurement tool. He has also conducted research linking the fields of neuroscience and media psychology, highlighting the necessity of developing research at the intersection of the two fields in order to understand the neural underpinnings of real world behavior and to assess the influence of digital technology design on cognition and neural function.

### **Christopher Ball, Journalism**



Christopher Ball, PhD, is an assistant professor at the University of Illinois at Urbana-Champaign within the Department of Journalism, Institute of Communications Research, and Informatics (faculty affiliate). Dr. Ball teaches various emerging media courses, including Augmented and Virtual Reality (JOUR430) and Interactive Media & You (JOUR101). He obtained his PhD in Media and Information Studies from Michigan State University. In addition to his PhD, Dr. Ball also received graduate certifications in both Educational Technology and Serious Game Design and Research. Before beginning his doctoral studies, he worked as a research associate at Clemson University, where he designed and tested educational virtual world programs.

### **Chad Lane, Education Psychology**



Research in my lab seeks to develop educational technologies that are as compelling and engaging as the very best social media apps, video games or movies. Like our most dedicated educators, I would like our technology to captivate learners, young and old, and help cultivate attitudes towards learning and growth that are compatible with the demands of the modern world. In pursuit of these goals, I conduct research on the design, use, and impacts of intelligent technologies for learning and behavior change. This work involves blending techniques from the entertainment industry (that foster engagement) with those from artificial intelligence and intelligent tutoring systems (that promote learning), as well as running studies to better understand whether and how the resulting learning experiences impact learners. Chad received his PhD in Computer Science in 2004 from the University of Pittsburgh, was then a Research Scientist at the University of Southern California's Institute for Creative Technologies until January of 2015 when he joined the University of Illinois, Urbana-Champaign where he is now an Associate Professor of Educational Psychology, Computer Science, and Curriculum & Instruction.

## Mike Tissenbaum, Curriculum & Instruction



Dr. Tissenbaum's research, which focuses on collaborative learning and knowledge communities, aims to understand how children develop STEM and computational literacies when engaged with technology-enhanced learning. More broadly, his work focuses on how to design transformational learning environments that combine interactive physical spaces, digital information, and collaboration between learners to envision the future of learning both in and out of schools. Dr. Tissenbaum has developed several theories on how students collaborate and learn in open-ended and exploratory learning environments.

## Friday Lunch Time Talk

### Accessibility in Gaming

## Tina Cowsert and Ann Fredricksen, Disability Resources & Educational Services (DRES)



Tina Cowsert has worked at DRES since December 2014. A National Board Certified Teacher with teaching licenses in Language Arts: Reading and Writing, Social Studies and Deaf Education (ages 3-21), Tina completed her undergraduate degree in Deaf Education at Illinois State University and taught in the public school setting for 20 years. She has been an Interpreter for the Deaf, has a master's degree in Educational Administration from Eastern Illinois University, and has a second master's degree in Library Information Sciences from the University of Illinois Urbana/Champaign. Newly Hard of Hearing herself, Tina works with students who are Deaf/Hard of Hearing, Blind/Low Vision, and students with Speech disabilities on campus. She also coordinates and supervises all interpreters and live captioning events on campus. Her passions include reading, traveling, playing with her two small dogs, and involvement on campus in social justice.



Ann Fredricksen has her BA in Physics from Carthage College and has her MS/LIS degree from the University of Illinois Urbana-Champaign. She has been working for Disability Resources and Educational Services in the Accessible Media Services Office since 2008. She now serves as the Coordinator of Accessible Media Services, which provides accessible learning material for courses being taught within the University's system. In 2020 she was Awarded the Lorine Y. Cowan Award for Excellence in Access and Accommodations from the Office of the Vice Chancellor for Diversity, Equity & Inclusion. Ann has been focusing her career on media accessibility and not only is she the captioning expert on campus but is also responsible for responding to inquiries and information about audio description. She has created a captioning training course to serve as a resource for the University of Illinois' faculty and staff on how to meet accessibility standards with free to low-cost software already available to this population.

## Teaching Game Design

### Moderator: Emilie Butt, Informatics, CU Fablab



Emilie is the Instruction and Engagement Coordinator for the Champaign-Urbana Community Fab Lab, within the School of Information Sciences at the University of Illinois. She is a makerspace educator who has taught introductory Game Design and Escape Room design courses for the university since 2019, bringing students across multiple departments in the university together to design multi-room experiences for the public. Her background is in Youth and Teen Services librarianship, and her experience with escape room and game design began with summer programs for 10- to 15-year-old youth. These programs continue to be offered each year and consistently inspires her university instruction.

### Dan Cermak, Game Studies



Dan brings 30+ years of experience in the video game industry to teaching Video Game Design and Production classes as part of the Informatics department. In addition, he co-taught a VR/AR class in CS and has been part of the University of Illinois game studies program since the spring of 2018. Prior to teaching, Dan spent almost 15 years with Volition, a Champaign video game studio known for creating high end console and PC video games such as the Saints Row series. Dan joined Volition in 2003 as the Vice President of Production and acted as General Manager for 6 years before leaving in 2017. He is active in assisting the development of various educational experiences on campus in his role as Game Studies Coordinator.

### Dan Roche, English



Daniel recently launched Creative Game Design (BTW263) in the Department of English, which explores the artistry of storytelling and world building as expressed in proposals and technical manuals. In the course, students create original game documentation while simultaneously building a demo using Unity. Outside the classroom, Daniel is an active member of the Electronic Literature Organization where he recently exhibited his game, "Adventures in Morality" (available on Steam). He is also an award-winning screenwriter, playwright, and fiction writer. For more information, please visit [www.daniel-roche.com](http://www.daniel-roche.com).

### Eric Schaffer, Computer Science



Eric Schaffer is an Associate Teaching Professor in the Department of Computer Science at the University of Illinois at Urbana Champaign. His research interests include computer graphics, visualization, scientific computation, and gaming.

## Randy Sadler, Linguistics



Dr. Randall Sadler is Associate Professor of Linguistics and Director of TESL and ESL at the University of Illinois. He teaches courses on telecollaboration, VWs and language learning and teaching L2 reading and writing. He has published in journals including CALICO Journal, ReCALL, LLT, Computers & Education, ELT, and in numerous edited volumes. His books include Virtual Worlds, Telecollaboration, and Language Learning (2012, Peter Lang), the Handbook of Informal Language Learning and New Ways in Teaching with Games. He is the current President of CALICO, the Computer-Assisted Language Instruction Consortium.

## Lawrence Angrave, Computer Science



Lawrence Angrave is a Teaching Professor at the Computer Science department of the University of Illinois at Urbana Champaign (UIUC). His interests include digital accessibility and how students can succeed in on-campus and online learning environments, especially underrepresented students. With live captioning during lecture, and online text-searchable videos, his ClassTranscribe project is helping all students be more effective learners. Prior to joining UIUC, Lawrence worked in the digital game industry including consulting for UK Game Studios and working with Sony, Intel and Microsoft on next generation graphics and physics libraries. Today he teaches and mentors UIUC students interested in digital game design, accessibility, and development.

## Robb Lindgren, Curriculum & Instruction



Robb Lindgren is an Associate Professor in Curriculum & Instruction and Educational Psychology in the College of Education at UIUC. His research examines theories and designs for learning within emerging media platforms such as augmented and virtual reality. In particular his work investigates how physical, body-based interactions with learning technologies can facilitate new understandings, and how games and simulations can be effectively designed to use physical interactions as input. Robb has taught an Educational Game Design course at UIUC for the past 6 years, a class where students design both physical games (e.g. board games) and video games.

## Kaitly Bequette, CUDO Plays



Kaitly Bequette is an IT professional at the University of Illinois. After designing her first game, she joined the CUDO Plays committee to improve the outreach of the program. As co-chair since Season Four, she has been instrumental in starting CUDO Plays Academy, a program for education of K-12 students in design thinking through games.

## Gameful Pedagogy

### Moderator: Ava Wolf, CITL

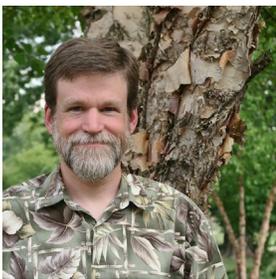


Ava Wolf is an Assistant Director at the Center for Innovation in Teaching & Learning where she works with faculty and staff across the campus on the development and support of active learning classrooms and teaching strategies that encourage student collaboration and engagement. Ava enjoys board games and puzzles and is particularly interested in the use of games and gameful activities to promote classroom learning.

### Petra Jelinek, Anthropology

Dr. Petra Jelinek is Biological Anthropologist and a Lecturer in the Department of Anthropology. Her courses are mainly aimed at undergraduate instruction, and include introductory courses and a few upper level classes focusing on human cognitive evolution and growth and development. She enjoys exploring ways games can be applied in the classroom to promote engagement and creative learning processes.

### John Weible, iSchool



After two decades developing and managing production IT systems, services, and staff in academic libraries, John briefly left academia. He co-founded and leads Sharp Moon Inc. which provides a unique information service for research libraries to proactively troubleshoot their online subscriptions (e-journals, e-books, scholarly databases, etc.). But his IT + library experience also created an affinity with the School of Information Sciences, where he has been teaching since 2012.

### Rob Carroll, Political Science



Robert J. Carroll is an assistant professor in the Department of Political Science at the University of Illinois. His research focuses on international relations, namely international relations theory with a focus on the political economy of violence. He teaches undergraduate and graduate courses in international relations, political methodology, and game theory. Finally, Rob is very thankful for the chance to learn more about playful pedagogies and to get feedback on his own teaching.

## Ryan Lamare, Labor & Employment Relations and Karle Flanagan, Statistics



Ryan Lamare is Professor in the School of Labor & Employment Relations. He teaches classes on the application of game theory to strategic human resource management, workplace dispute resolution, and collective bargaining. He is a two-time winner of the LER Faculty Teaching Excellence Award and has been listed on the Illinois List of Teachers Rated as Excellent each semester from 2015-2021. His research focuses on the strategic interactions between institutions and workplace voice mechanisms.



Karle Flanagan is a Senior Instructor of Statistics at the University of Illinois at Urbana-Champaign (UIUC). She has taught introductory statistics to over 20,000 students at UIUC since Spring of 2014. In 2018, she was awarded the Illinois Student Government's Teaching Excellence Award and in February of 2019, she also won the Campus Award for Excellence in Undergraduate Teaching. Before working at UIUC, she taught mathematics at a small-town high school and worked as a statistician in the insurance industry. Along with teaching introductory statistics, she is currently working on course development for other advanced statistics courses and data science courses using Python. Her research interests include statistics and data science education, optimizing efficiency in office hours for large classes, and active learning methods for undergraduate statistics instruction.

## Wade Fagen-Ulmschnieder, Computer Science



Wade Fagen-Ulmschnieder is a Teaching Associate Professor of Computer Science at the University of Illinois at Urbana-Champaign (UIUC). With a passion for data, he often teaches thousands of students each year in his courses on Data Structures, Data Visualization, and Data Science. He was selected as one of the National Academy of Engineering's Frontiers of Engineering Education scholars, awarded the Collins Award for Innovation Teaching, and has been consistently ranked as an excellent instructor by his students for the past ten years. His work on data visualizations has been used by governors of multiple states, featured by websites including Popular Mechanics and The Verge, and has been viewed by millions of readers.

## Bob Morrissey, History



Bob Morrissey is an Associate Professor in the department of History at the University of Illinois at Urbana-Champaign. He teaches American history and environmental history at. He research is about our local region of the Midwest and Great Lakes in the colonial period. He is finishing a book on the tallgrass prairies and their role in the human history of this region prior to its transformation to industrial agriculture.

## Serious Games & Simulations

### Moderator: Dave Dubin, iSchool



Dave Dubin is a Teaching Associate Professor at the University of Illinois School of Information Sciences. His teaching and scholarship are in the areas of games, models, and representations of cultural resources.

### Dan Steward, Sociology



Dan Steward is an Assistant Teaching Professor in the Sociology Department, where he teaches a broad range of courses, from introductory classes to methods courses to courses in technology & society and law & society. His professional training as a sociologist (University of Wisconsin at Madison) is complemented by professional training as a lawyer (Columbia University) and countless hours of autodidactic work as a computer programmer and web designer. All of this builds upon years as a liberal arts student (UNC-Chapel Hill) and teacher (Oberlin College, Ohio Wesleyan University). He is still fiddling around with better ways to bring this to fruition in public STEAM universities (like the University of Illinois).

### Cliff Singer, Arms Control, Disarmament & International Security (ACDIS)



Clifford Singer is a Research Professor, an Emeritus Professor having held appointments in Nuclear, Plasma, and Radiological Engineering and in Political Science, and a faculty member and former director of the Program in Arms Control & Domestic and International Security at the University of Illinois at Urbana-Champaign. His research concentrates on development of the Climate Action Gaming Experiment simulations of international negotiation concerning climate change policies and on consequences of use of military force.

### Tim Wedig, LAS Global Studies



Dr. Wedig is Associate Director of the LAS Global Studies program. He holds a PhD in Political Economy from the University of Maryland, College Park. Research and teaching interests are focused on approaches to diplomacy and negotiation, conflict prevention and resolution, humanitarian intervention, and state-sponsored mass killing/genocide, particularly the Rwandan Genocide. He has extensive experience in designing and facilitating simulation exercises for classroom and professional/community training environments.

### Angela Di Fulvio, Nuclear, Plasma and Radiological Engineering



Prof. Angela Di Fulvio is an assistant professor in the Department of Nuclear, Plasma, and Radiological Engineering (NPPE) at the University of Illinois, director of the Neutron Measurement Laboratory, and a researcher in the technical aspects of nuclear safeguards and nonproliferation. Angela is a founding member of the Physicists Coalition for Nuclear Threat Reduction and a full member of the European Dosimetry Group.

## **Laura Shackelford, Anthropology**



Laura is a professor of Anthropology in LAS and a professor of Anatomy in the Carle-Illinois College of Medicine. She has been researching educational VR since 2016, including teaching an undergraduate course at UIUC on archaeological field methods with immersive VR.

## **Lucas Henry, European Union Center (EUC)**



Lucas Henry is the Coordinator of Academic Programs at the European Union Center and a PhD Candidate in Musicology at the University of Illinois, Urbana-Champaign. His research involves networks of musicians and music festivals in Europe, their respective engagement with the European Commission's Creative Europe Program, and the role of popular music in European integration and identity creation. Lucas oversees the academic elements of the European Union Center, including instruction, advisement, and management of the EUC degree programs.