

**Curriculum Vitae**

December 2007

**Kurt D. Squire**

Assistant Professor

Educational Communications and Technology

University of Wisconsin-Madison

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**Formal Education**

**Ph.D in Instructional Systems Technology**, School of Education, Indiana University, Bloomington, IN, May 2004.

Thesis: *Replaying History: Learning World History through playing Civilization III*

**B. Phil. in Interdisciplinary Studies with a Focus in Social Science Education**, *magna cum laude*. Western College Program, Miami University. Oxford, OH, May, 1990.

Senior thesis: *Becoming a teacher: Approaches to School Reform*.

**Positions Held**

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|--------------|---|
| 2003-present | <b>Assistant Professor</b> , University of Wisconsin-Madison, Madison, WI.                    |
| 2003-present | <b>Research Scientist</b> , ADL Academic Co-Lab, University of Wisconsin System, Madison, WI. |
| 2003-2005    | <b>Visiting Research Fellow</b> , MIT Comparative Media Studies, Cambridge, MA.               |
| 2001-2003    | <b>Research Manager</b> , MIT Games-to-Teach Project, Cambridge, MA.                          |
| 1997-2001    | <b>Associate Instructor</b> , Indiana University, Bloomington, IN.                            |
| 1996-1997    | <b>Research Fellow</b> , Indiana University, Bloomington, IN.                                 |
| 1995-1996    | <b>Teacher</b> , McGuffey Foundation School, Oxford, OH.                                      |
| 1994-1995    | <b>Teacher</b> , Knoxville Montessori Academy, Knoxville, TN.                                 |

## **Special Honors and Awards**

**Outstanding Reviewer, Educational Researcher**, American Educational Research Association.  
Award giving to outstanding reviewer.

**Outstanding Paper Award**. Association of Educational Communications and Technology, October 2001. Annual award given to top research paper in the field of Educational Communications and Technology from the Division of Instructional Development. Awarded to Kurt Squire and Christine Johnson.

**Cochrun Award Recipient**: Educational Communications and Technology Foundation, Association of Educational Communications and Technology, 1999, \$500. Award given to conference interns from the Association of Educational Communications and Technology.

## **Research and Other Scholarly Publications**

\* Peer Reviewed.

\* # Completed Prior to UW-Madison

1. \* Squire, K. (in press). From information to experience: Place-based augmented reality games as a model for learning in a globally networked society. To appear in *Teacher's College Record*.
2. Squire, K. (in press). Video Games and education: Designing learning systems for an interactive age. To appear in *Educational Technology*.
3. \* Squire, K. (in press). Artists in the medium. To appear in R. Ferdig (Ed.) *The handbook of educational gaming*. Hershey, PA: Information Science Reference.
4. \* Squire, K. (in press). Video games literacy: A literacy of expertise. To appear in J. Coiro, M. Knobel, D. Leu, & C. Lankshear, *Handbook of research on new media literacies*. New York: MacMillan.
5. \* Squire, K., & Durga, S. (in press). Productive gaming: The case for historiographic game play. To appear in R. Ferdig (Ed.) *The handbook of educational gaming*. Hershey, PA: Information Science Reference.
6. \* Squire, K. (in press). Critical education in an interactive age. To appear in Diana Silberman Keller, (Ed). *Mirror Reflections: Popular culture and education*. NY: Peter Lang Publishers.
7. \* Squire, K.D., DeVane, B. & Durga, S. (in press). Designing centers of expertise for academic learning through video games. To appear in *Theory Into Practice*.
8. \* Klopfer, E. & Squire, K. (in press). Environmental Detectives: The development of an augmented reality platform for environmental simulations. To appear in *Educational Technology Research & Development*.
9. \* Squire, K.D. (in press). Game-based learning: An emerging paradigm for learning. To appear in *Performance Improvement Quarterly*.
10. \* DeVane, B. & Squire, K. (in press). The Meaning of Race and Violence in *Grand Theft Auto: San Andreas*. To appear in *Games & Culture*.

11. \* Squire, K.D. & Giovanetto, L. (in press). The higher education of gaming. To appear in *eLearning*.
12. \* Squire, K. (2008). Open-ended video games: A model for developing learning for the interactive age. In K. Salen (Ed.) *The John D. and Catherine T. MacArthur Foundation series on digital media and learning*. (167-198) Cambridge, MA: The MIT Press.
13. \* Squire K.D. & Jan, M. (2007). Mad City Mystery: Developing scientific argumentation skills with a place-based augmented reality game on handheld computers. *Journal of Science Education and Technology*, 16(1) 5-29.
14. \* Squire, K., & Klopfer, E. (2007). Augmented reality simulations on handheld computers. *Journal of the Learning Sciences*, 16(3), 371 - 413.
15. Squire, K. (2007). Games, learning, and society. Building a field. *Educational Technology*, 4(5), 51-54.
16. Squire, K.D., Jan, M., Matthews, J., Wagler, M., Martin, J., Devane, B. & Holden, C. (2007). Wherever you go, there you are: The design of local games for learning. In B. Sheldon & D. Wiley (Eds). *The design and use of simulation computer games in education*, (265-296). Rotterdam, Netherlands: Sense Publishing.
17. Jenkins, H. & Squire. K. (2007). Applied game theory: Innovation, diversity, experimentation in contemporary game design. In A. Jahn-Sudmann (Ed). *Games without frontiers*.
18. \* Squire, K.D. (2006). From content to context: Video games as designed experiences. *Educational Researcher*, 35(8), 19-29.
19. \* Shaffer, D. W., & Squire, K. D. (2006). The Pasteurization of Education. In *Education and technology: Issues in policy, administration and application (43-55)*. London: Elsevier.
20. \* Squire, K. D. & Steinkuehler, C. A. (2006). Generating CyberCulture/s: The case of Star Wars Galaxies. In D. Gibbs & K. L. Krause (Eds.), *Cyberlines 2.0 Languages and cultures of the Internet (177-198)*. Albert Park, Australia: James Nicholas Publishers.
21. \* Squire, K.D. Giovanetto, L., DeVane, B. & Durga, S. (2005). From users to designers: Building a self-organizing game-based learning environment *Technology Trends* 49(5), 34-42.
22. \* Squire, K.D. (2005). Educating the fighter. *On the Horizon* 13(2), 75-88. To be reprinted in D. Davidson (Ed.). (in press). *Serious games*. Pittsburgh, PA: Carnegie Mellon Entertainment Technology Press.
23. \* Shaffer, D. W., Squire, K.D., Halverson, R., & Gee, J.P. (2005). Video games and the future of learning. *Phi Delta Kappan*, 87(2), 105-111.
24. \* Squire, K.D. (2005). Toward a media literacy for games. *Telemidium* 52 (1-2), 9-15).
25. \* Squire, K.D. (2005). Resuscitating research in educational technology: Using game-based learning research as a lens for looking at design-based research. *Educational Technology* 45(1), 8-14.
26. \* Squire, K.D. (2005). Changing the game: What happens when video games enter the classroom?. *Innovate* 1(6). Available: <http://www.innovateonline.info/index.php?view=article&id=82>

27. \* Squire, K.D. & Steinkuhler, C.A. (2005). Meet the gamers: Games as sites for new information literacies. *Library Journal*. Available: <http://www.libraryjournal.com/article/CA516033.html>
28. \* Squire, K.D. (2005). Civilization III as a world history sandbox. In M. Bittanti (Ed.) *Civilization and its discontents. Virtual history. Real fantasies*. Milan, Italy. Ludologica Press.
29. \* Barab, S., & Squire, K. (2004). Design-based research: Putting a stake in the ground. *The Journal of the Learning Sciences*, 13(1), 1-14.
30. \*# Barab, S, A., Thomas, M, Dodge, Squire, K., & Newell, M. (2004). Critical design ethnography: Designing for change. *Anthropology and Education Quarterly* 35(2), 254-268.
31. \* Klopfer, E. & Squire, K., Jenkins, H. (2004). Environmental Detectives: PDAs as a Window into a Virtual Simulated World. Kerres, M., Kalz, M., Stratmann, J., de Witt, C. Eds., *Didaktik der notebook-universität*, (pp.259-274). Münster: Waxmann Verlag.
32. \* Jenkins, H. & Squire, K (2003). Harnessing the power of games in education. *Insight (3)1*, 5-33.
33. # Jenkins, H. Squire, K. & Tan, P. (2003). You Can't Bring That Game To School!: Designing *Supercharged!* In B. Laurel (Ed.) *Design research*. (pp. 244-252). Cambridge, MIT Press.
34. # Holland, W., Jenkins, H. & Squire, K. Theory by Design (2003). In Perron, B., and Wolf, M. (Eds). *Video game theory reader*. (pp. 25-46). London: Routledge.
35. \*# Squire, K. & Johnson, C. (2003). Using interactive television to enhance authenticity in K-12 REALS: Two case studies. In the *International Journal of Continuing Engineering Education and Lifelong Learning* 13(5-6), 454-470.
36. # Games-to-Teach Team. (2003). Design principles of next-generation digital gaming for education. *Educational Technology*, 43(5), 17-33.
37. \*# Jenkins, H., Klopfer, E., Squire, K. & Tan, P. (2003). Entering the education arcade. *Computers in Entertainment 1(1)*, 17-17.
38. \*# Squire, K.D., Makinster, J., Barnett, M., Barab, A.L., & Barab, S.A. (2003). Designed Curriculum and Local Culture: Acknowledging the Primacy of Classroom Culture. *Science Education*. 87,1- 22.
39. \*# Squire, K. (2003). Video games in education. *International Journal of Intelligent Simulations and Gaming (2) 1*.
40. # Jenkins, H. & Squire, K. (2002) Art of contested spaces. In King, L. (Ed.), *Game on: The history and culture of video games* (pp. 64-75). New York: Universe Publishing.
41. \*# Squire, K.D. (2002). Cultural framing of computer/ video games. *Game Studies*, 2(1). (<http://gamestudies.org/0201/Squire/>).
42. \*# Barab, S. A., Barnett, M., & Squire, K. (2002). Developing an empirical account of a community of practice: Characterizing the essential tensions. *The Journal of the Learning Sciences* 11(4), 489-542.
43. \*# Barab, S., A., Barnett, M., Yamagata-Lynch, L., Squire, K., & Keating, T. (2002). Using activity theory to understand the contradictions characterizing a technology-rich introductory astronomy course. *Mind, Culture, and Activity*, 9(2), 76-107.

44. \*# Barab, S. A., Hay, K. E., Barnett, M. G., & Squire, K. (2001). Constructing Virtual Worlds: Tracing the Historical Development of Learner Practices/Understandings *Cognition and Instruction*. 19(1), 47-94.
45. \*# Squire, K.D. & Johnson, C.B. (2000). Supporting Distributed Communities of Practice with Interactive Television. *Educational Technology Research & Development*, (48),1, 23-44.
46. \*# Squire, K. D. & Reigeluth, C. M. (2000). The Many Faces of Systemic Change. *Educational Horizons*, 78(3), 143-152.
47. \*# Barab, S. A., Squire, K., & Dueber, B. (2000). A co-evolutionary model for supporting the emergence of authenticity. *Educational Technology Research and Development*, 48(2), 37-62.
48. \*# Barab, S. A., Hay, K. E., Squire, K., Barnett, M., Schmidt, R., Karrigan, K., Yamagata-Lynch, L., & Johnson, C. (2000). Virtual solar system project: Learning through a technology-rich, inquiry-based, participatory learning environment. *Journal of Science Education and Technology*, 9(1), 7-25.
49. \*# Squire, K. D. (1999). Opportunity Initiated Systems Design. *Systems Practice and Action Research*. 12(6), 633-648.
50. # Reigeluth, C. M. & Squire, K. D. (1998) Emerging Work in the New Paradigm of Instructional Theory. *Educational Technology*, July-August, 41 – 47.

### **Minor Publications**

51. Squire, K., Halverson, R., Gee, J.P, Halverson, E., & Steinkuehler, C. (2007). *National Center for Games and Learning: Using video games to improve middle school literacy*. Madison, WI: Wisconsin Center for Educational Research.
52. Squire, K. (2007). *NSF CAREER: Scientific Role-Playing Games for 21st-Century Citizenship*. Madison, WI: Wisconsin Center for Educational Research.
53. Squire, K. D. (2007). Electronic gaming. *World book encyclopedia*.
54. Squire, K. (2006). Replaying history: Gaming and Learning. Grant submitted to the Wisconsin Alumni Research Fund.
55. Squire, K.D. (2005). Augmented reality simulation games for mathematics and literacy learning with emerging mobile technologies. Grant submitted to the Department of Education STAR Schools Program.
56. Squire, K. & Barab, S.A. (2004). Replaying history. Paper published in *the proceedings of the 2004 International Conference of the Learning Sciences*. Los Angeles: UCLA Press.
57. Barnett, M. Squire, K. Higgenbotham, T. & Grant, J. (2004). Electromagnetism Supercharged! Paper published in *the proceedings of the 2004 International Conference of the Learning Sciences*. Los Angeles: UCLA Press.
58. Klopfer, E. & Squire, K. (2004). Getting your socks wet: Augmented reality environmental science. Poster published in *the Proceedings of the 2004 International Conference of the Learning Sciences*. Los Angeles: UCLA Press.
59. Squire, K.D. (2004). Sid Meier's Civilization III. *Simulations and Gaming*, 35(1): 135-140.
60. Klopfer, E. & Squire, K. (2003). Collaboration in augmented worlds. *Proceedings of the Computer Supported Collaborative Learning Conference*, June, Norway.

61. Squire, K. & Klopfer, E. (2004). Designing inclusive augmented reality games in environmental science. Paper presented at the annual meeting of the American Educational Research Association.
62. Squire, K. (2004). Learning Arcade. Proposal submitted to the Department of Education fund for the improvement of post secondary education.
  - Co-Author of over 50 “Applied Game Theory” columns for Computer Games magazine with Henry Jenkins (2003-2006)
  - Authored over 30 columns, features, interviews, and reviews for joystick101.org

### **Research and Publications in Progress**

1. Squire, K., Mathews, J., Jan, M., Wagler, M., Martin, J., & Holden, C. (in preparation). Sick at South Beach: Enhancing scientific literacy with place-based augmented reality games. To be submitted to *Journal of Research on Science Teaching*.
2. Squire, K., & Durga, S. (in preparation). Historiographic gaming. To be submitted to *Convergence*.
3. Squire, K. (in preparation) Assessing learning through game play. To be submitted to *On the Horizon* Special Issue on Games and Learning.
4. Squire, K. (in preparation). Rhythm action game play: How genres evolve. To be submitted to *Games & Culture*.

### **Research Support**

#### **Department of Education**

Awarded \$1,459,000 to research the potential of Augmented Reality Games on Handheld Computers to support middle school literacy development in collaboration with MIT and Harvard. Principal Investigator, 2005-present.

#### **MacArthur Foundation**

Co-Investigator, of Games, Learning, and Society, project, MacArthur Foundation. Awarded grant to investigate the potential of video games for supporting learning. Responsible for 2 of 7 programs and roughly \$600,000 of budget, 2005-present.

#### **MacArthur Foundation**

With Gamelab, Katie Salen, James Paul Gee and Betty Hayes investigating the design of a game to teach game design, \$1.3 million, 2005-present.

#### **University of Wisconsin-Madison Research Grant**

Granted funds of \$25,000 to design and research after school game-based learning programs for disadvantaged youth.

#### **Masie Foundation**

Research grant awarded to investigate the potential of games in e-learning, 2004, \$7,500.

**Entertainment Software Association**

Co-Director, Education Arcade, With MIT, co leading research and service initiative for educational games, \$75,000 awarded, 2003-2005.

**Presentations: Conference and Invited**

*Academic Peer-Reviewed Conference Presentations and Papers*

1. Squire, K., Mathews, J., Jan, M., Wagler, M., Martin, J., & Holden, C. (2007). "Designing local games for learning." Presentation at the Games, Learning, and Society Conference 3.0, Madison, WI.
2. Squire, K., Devane, B. & Durga, S. (2007). Civworld: Designing learning systems for the interactive age. Presentation at the Games, Learning, and Society Conference 3.0, Madison, WI.
3. Jenkins, H. & Squire, K. (2007). Learning in a participatory age. Presentation at the Games, Learning, and Society Conference 3.0, Madison, WI.
4. Squire, K., Mathews, J., Jan, M., Wagler, M., Martin, J., & Holden, C. (2007). "Wherever You Go, There You Are: Place-based Augmented Reality Games for Learning (Interactive Symposium)". Symposium held at the annual meeting of the American Educational Research Association Conference, Chicago, IL.
5. Squire, K. (2007) "Historical simulation games and new media literacy. Symposium held at the annual meeting of the American Educational Research Association Conference, Chicago, IL.
6. Squire, K. (2006). Designing learning systems for the Interactive age. Presentation made at the annual meeting of the Society of Learning Science, Bloomington, IN.
7. Squire, K. & Devane, B. (2006). How kids construct race, gender and class in Grand Theft Auto. Keynote presentation made to the Media, Culture, and Communication SIG of AERA, San Francisco, CA.;
8. Squire, K. (2006). Video games as a new media literacy. Games Learning Society Conference, Madison, WI.
9. Squire, K. (2006). Video games as designed experiences. Games Learning Society Conference, Madison, WI.
10. Squire, K., Giovanetto, L., Durga, S., & Devane, B. (2006). Designing Centers of Expertise. Presentation made at the Annual meeting of the American Educational Research Conference, San Francisco, CA.
11. Squire, K. (2005). Designing informal gaming environments for learning. MetroNet, St. Paul, Minnesota December 12, 2005.
12. Squire, K. (2005). Methodologies for studying game-based learning environments. Paper presented at the annual meeting of the Association for Educational Communications and Technology.

13. Squire, K., Giovanetto, L., & Chmiel, M. (2005). New media literacies among pre-service teachers. Paper presented at the annual meeting of the Association for Educational Communications and Technology.
14. Squire, K. & Jan, M. (2005). Mad City Murder. Paper presented at the Annual Distance Educators Conference, Madison, WI.
15. Squire, K. Don't touch my people! Gender and Civ3. Paper presented at the Women & Games Festival, Dundee, Scotland.
16. Squire, K.D., Jenkins, H., Frome, J., & Bordwell, D. (2005). Four generations of media scholars. *Games, Learning & Society*, Madison, WI.
17. Squire, K.D. & Giovanetto, L. (2005). "The higher education of gaming." *Games, Learning & Society*, Madison, WI.
18. Squire, K.D. & Giovanetto, L. (2005). "The higher education of gaming." Presentation made to the CAL Learning Conference, Bristol, UK.
19. Squire, K.D. (2005). "The higher education of gaming." Presentation made to the annual meeting of the digital games research association, Vancouver CA.
20. Squire, K. (2005). Educating the Fighter. *Research on Digital Games and Learning*. Symposium at the annual meeting of the American Educational Research Association, April 2005. Montreal, CA.
21. Squire, K. (2005). Mad City Murder. Paper delivered at the annual meeting of the American Educational Research Association, April 2005. Montreal, CA.
22. Squire, K.D. (2004). Video games and next-generation learners. Presentation made at the Annual Education and Information Systems Conference, Orlando, FL.
23. Squire, K. & Barab, S.A. (2004). Replaying history. Presentation made at the 2004 International Conference of the Learning Sciences. Los Angeles: UCLA Press.
24. Barnett, M. Squire, K. Higgenbotham, T. & Grant, J. (2004). Electromagnetism Supercharged! Presentation made at the 2004 International Conference of the Learning Sciences Los Angeles: UCLA Press.
25. Klopfer, E. & Squire, K. (2004). Getting your socks wet: Augmented reality environmental science. Poster presented at the 2004 International Conference of the Learning Sciences. Los Angeles: UCLA Press.
26. Barnett, M. Squire, K. Higgenbotham, T. & Grant, J. (2004). The Games to Teach Project: Supporting Science Learning through Video Game Play. Presentation to be made at the annual meeting of the National Association for Research in Science Teaching, Vancouver, BC.
27. Squire, K. D. (2004). Toward a pragmatic epistemology for design-based research. In *Design-Based Research: Grounding a New Methodology* symposium at the annual meeting of the American Educational Research Association, April 12, 2004. San Diego, CA.
28. Squire, K.D. (2004). Games and learning. Session chair and discussant. In *Like It or Not, They're Here to Stay: Research on Digital Games and Learning*. Symposium at the annual meeting of the American Educational Research Association, April 14, 2004. San Diego, CA.
29. Squire, K.D. & Klopfer, E. (2004). Recruiting scientific identities. In *Race, Gender, Class, Language and Culture in Multi-user Virtual Environments* symposium at the annual

- meeting of the American Educational Research Association, April 15, 2004. San Diego, CA.
30. Barnett, M. Squire, K. Higgenbotham, T. & Grant, J. (2004). The Games to Teach Project: Supporting Science Learning Through Video Game Play. Presentation made at the annual meeting of the American Educational Research Association, April 12, 2004. San Diego, CA.
  31. Squire, K. (2004). Bringing games into the classroom. Presentation made at the annual meeting of the American Association for Teacher Educators. February 8, 2004. Chicago, IL.
  32. Squire, K. (2004). Revolution: Designing online games for education. Presentation on Online videogames: "Psychopathological or psychotherapeutic?" workshop at the 2004 American Psychiatric Association Annual Meeting in New York, NY.
  33. Squire, K. (2003). Replaying History: Teaching World History with Civilization III. Paper presented at the annual meeting of the American Educational Research Association, Chicago, IL, April.
  34. Squire, K., Dodge, T. & Barab, S. (2003). Participatory Empowerment Design Research. Paper presented at the annual meeting of the American Educational Research Association, Chicago, IL, April.
  35. Klopfer, E. & Squire, K. (2003). Augmented reality on PDAs. Paper presented at the annual meeting of the American Educational Research Association, Chicago, IL, April.
  36. Squire, K & Jenkins, H. (2002, November). Research Results from Year One of the Games-to-Teach Project. Paper presented at the Association of Educational Communications and Technology, Dallas, TX.
  37. Squire, K & Jenkins, H. (2002, November). The Games-to-Teach Project: Envisioning the next-generation of educational games, the first ten prototypes. Paper presented at the Association of Educational Communications and Technology, Dallas, TX.
  38. Klopfer, E., K. Squire & H. Jenkins. (2002). Environmental Detectives PDAs as a Window into a Virtual Simulated World. Paper presented at International Workshop on Wireless and Mobile Technologies in Education.
  39. Smith, J. & Squire, K.D. (2002). Sound Screen: Points of Convergence in Recorded Sound and Digital Gaming. Presented at Media in Transition 2. Cambridge, MA.
  40. Squire, K., Barnett, M., Thomas, M., & Barab, S. (2001, April). Fostering against-the-grain teaching in a community of teachers. Paper presented at the annual meeting of the American Education Research Association, Seattle, WA.
  41. Barab S. A., Kelly C., Squire K., Barnett M., & MaKinster J. (2001, April). Designed curriculum and local culture: Acknowledging the primacy of classroom culture. In S. Barab (chair), Building sustainable science curriculum: Acknowledging and accommodating local adaptation. Symposium conducted at the annual meeting of the American Education Research Association, Seattle, WA.
  42. Barnett, M., MaKinster, J., Barab, S., Squire, K., & Kelly, C. (2001, March). Addressing the challenges of designing an on-line environment to support student learning through the use of inscriptions and technology-rich resources. In E. Toth (chair), Using online modeling tools to support knowing-in-the-making. Symposium conducted at the annual conference of the National Association for Research in Science Teaching, St. Louis, MO.

43. Barab, S., A., Hay, K. E., Squire, K., Barnett, M., Schmidt, R., Karrigan, K., & Johnson, C. (2000, April). Virtual solar system project: Developing scientific understanding through model building. Paper presented at the Annual Convention of the American Association for Research in Education, New Orleans, LA.
44. Barnett, M., Yamagata-Lynch, L., Keating, T., Barab, S. A., & Squire, K. (2000, April) The virtual solar system project: Tracing the historical development of learner conceptual understandings. Paper presented at the Annual Convention of the National Association for Research in Science Teaching, New Orleans, LA.
45. Squire, K. D. (1999). Opportunity Initiated Systems Design. Presented at the annual meeting of the Association for Educational Communications and Technology, Houston, TX.
46. Squire, K. D. & Johnson, C. B. (1999). Case Study of a Systemic Change Effort. Presented at the annual meeting of the Association for Educational Communications and Technology, Houston, TX.
47. Johnson, C. B. & Squire, K. D. (1999). Fostering School – Community Collaborations Through Distance Learning Technologies. Presented at the annual meeting of the Association for Educational Communications and Technology, Houston, TX.
48. Barab, S.A., Squire, K. D., Dueber, W. (1999). Situating Teacher Preparation With Technology. Presented at the annual meeting of the American Educational Research Association, Montreal, CA.
49. Barab, S. A., Squire, K., & Barnett, M. (1999, April). From teachers' fixed curricular objectives toward students' emergent practices. Paper presented at the annual meeting of the American Educational Research Association, Montreal, CA.
50. Barab, S. A., Barnett M., Yamagata-Lynch, L., Squire, K., & Keating, T. (1999, April). Using activity theory to understand the contradictions characterizing a technology-rich introductory astronomy course. Paper presented at the annual meeting of the American Educational Research Association, Montreal, CA.
51. Johnson, C. & Squire, K. D. (1998) Problem Solving Instruction Through Multiple Distance Learning Vehicles. Presented at the annual meeting of the Association for Educational Communications and Technology, St. Louis, MO.
52. Squire, K. D., Johnson, C. & Toya, K. (1998) Authentic Problem Solving in Performance Technology. Presented at the annual meeting of the Association for Educational Communications and Technology, St. Louis, MO.
53. Squire, K. D., Johnson, C. & Bichelmeyer, B. A. (1998) Personalized Independent Learning Systems in High Technology Environments. Research Roundtable Session presented at the annual meeting of the Association for Educational Communications and Technology, St. Louis, MO.
54. Reigeluth, C. M. & Squire, K. D. (1998). An overview of Theories in a New Paradigm of Instructional Theory. Keynote Address to the Research and Theory Division of the Association for Educational Communications and Technology, St. Louis, MO.
55. Boling, E. X., Squire, K. D., & Kirkley, S. E. (1997). Web Site Design Profiles: Guidelines that Make Sense for You. Presented at the annual meeting of the Association for Educational Communications and Technology, Albuquerque, NM.

56. Boling, E. X., Bichelmeyer, B. A., Squire, K. D., & Kirkley, S. E. (1997). Visual Design Profiles: Making Sense of Web Design Guidelines. Presented at the Annual Association for Media and Technology in Education in Canada meeting in Saskatoon, CA.

*Selected Keynote Presentations, Invited Lectures, and Workshops*

1. "The design of game-based learning environments." Keynote presentation at ASCILITE, Singapore, December 3, 2007.
2. "Immersion in games." Panel presentation at Future Play, Toronto, CA, November, 2007.
3. "Games as a paradigm of instruction." Keynote presented at the European Conference on Games Based Learning (ECGBL), Paisley Scotland, October 25-26, 2007.
4. "The design of games for learning." Workshop at Grandparents University, UW-Extension. University of Wisconsin-Madison.
5. "Learning and Casual Gaming". Presentation made at UbiDays, The Louvre, Paris, France, June 2007.
6. "The design of game-based learning.. " To be presented at the Human-Computer Interaction and Usability Engineering (HCI&UE) Meeting of the Austrian Computer Society, Vienna Austria, November 23, 2006.
7. "Games & learning." Presented at FilmCon, Madison WI, November 19, 2006.
8. "Gaming and libraries in the digital age". Presented at the Academic & Research Libraries Division (ARLD) of the Minnesota Library Association, Chanhassen MN, with Constance Steinkuehler April 28, 2006
9. "Game-based learning: A new paradigm of Instruction. Invited address to the University of the West Indies, Barbados, October 2006."
10. "Video Games as instructional media," Keynote presentation to Ed Media, Orlando, 2006, June.
11. "Video game studies and the learning sciences," workshop conducted with Constance Steinkuehler at the annual meeting of the learning sciences, June 2006.
12. "The future of the textbook in a digital culture," invited presentation to the National Science Foundation Distinguished Teaching and CAREER Scholars, National Academy of the Sciences, May 25, 2006.
13. "Using historical games in classrooms," panel organizer and presenter, Serious Games March, 2006.
14. "Designing learning systems for an interactive age. Presented at the Educational Technology Center at the University at Buffalo, Buffalo NY, February 3-4, 2006.
15. "The design of game-based learning environments on handheld computers." Presentation made to the OII, Washington, DC, December 2005.
16. "Games & the future of learning." Presentation to Scholastic, New York., December, 2005.
17. "The design of game based learning environments". Presentation made to the Kaufmann Foundation Working Group on Entrepreneurialship, Center for Supercomputing, University of IL, November 4, 2005..
18. "Why games matter." Presentation at the Video Games Symposium, McKinley High School, Washington DC, November 3, 2005.
19. "Assessment in games for learning." Presentation and session chair, National Academy of Sciences, Washington DC, November 2, 2005.

20. "Teaching with games: Best practices." Roundtable at the Serious Games Summit, Washington DC, November 1, 2005.
21. "An overview of research on games and learning". Panel moderator at a special symposium on games and learning Federation of American Scientists, October 2005.
22. "Getting Civilized." Panel organizer, moderator, and participant, Education Arcade, Los Angeles, CA, May 2005.
23. "Video Games: Toys to think, learn, and live in". Keynote made to the Toys and Games Conference, National Taipei Teachers College. Taipei, Taiwan, April, 2005.
24. "Games and the future of learning". Invited keynote made at Educause Midwest March 23, 2005.
25. "Building bridges across academy and industry." Panel organizer and participant at the annual Game Developer's Conference. 121212
26. "Media literacy for educators." Presentation made to Educational Technology students Hobart Smith & Mary College, March 1, 2005.
27. "Games and the future of learning." Friday February 25, 2005.
28. "Gaming Generation and the future of business." Invited Presentation made to Accelerate Madison, January 20, 2005.
29. "Gaming and its significance for information literacy and learning. Presentation made to the American Libraries Association as a part of the Online Computer Library Center. January 19, 2005.
30. "Video gamers and next-generation information users." Invited lecture in the Evolving Directions in Academic Research and Resources lecture series, University of Wisconsin libraries, Madison WI, December 10, 2004.
31. "Augmented reality games in education and training". Presentation made at I/ITSEC as part of the Naval Education and Training Command. December 3, 2004.
32. "Researching digital gaming literacies." Workshop conducted at the National Council of Teachers of English, November 22, 2004.
33. "Gaming cultures, learning cultures." Invited lecture made to the learning sciences program at Indiana University, November 19, 2004.
34. "I'm Game: Gaming as an instructional tool". Invited presentation to the Canadian Association for Distance Education. November 17, 2004.
35. "Anatomy of a gamer." Keynote presentation made with Constance Steinkuehler to the Annual meeting of the Online Computer Library Center, Dublin, OH, October 24, 2004.
36. "Games and instructional design." Presentation made to the Masie Consortium, October 21, 2004.
37. "Gaming cultures, school cultures, learning cultures." Presentation made to the Serious Games Summit, Washington D.C., October 19, 2004.
38. "Designing games for health." Panelist at the Serious Games Health Conference, Madison WI, September 17, 2004.
39. "Next generation technologies meet next generation learners". Presentation and panelist at the Annual Conference on Distance Learning and Education, Madison, WI August 4.

40. "Digital Gaming Technologies: Challenges to Higher Education." Keynote address to the Technology Academy Conference, Waukesha County Technical Colleges, Pewaukee, WI, June 1, 2004.
41. "Using Games in College Classes." Workshop conducted at the Technology Academy Conference, Waukesha County Technical Colleges, Pewaukee, WI, June 1, 2004.
42. "Designing the Classrooms of the Future, Pedagogy and Play." Workshop at the Classrooms of the Future Conference, Madison, WI, May 23, 2004.
43. "What Games Have to Teach us About Classrooms of the Future." Keynote address to the Classrooms of the Future Conference, Associated Colleges of the Twin Cities, Minneapolis, MN, May 24, 2004.
44. "From Simulations to Interaction." Presentation and panel leader at the Education Arcade Consortium meeting, May 10, 2004.
45. "Games in Schools". Presentation made at the annual meeting of WISCNET, Monona Terrace, April 27, 2004.
46. "From Content to Context," presentation made at the Serious Games Summit, February 24, 2004.
47. "What Do They Know About Learning, Kids, and Games?" with Henry Jenkins, James Paul Gee. Wisconsin Alliance for Arts Educators SUMMIT XVIII "The Intersection of Media, Education, and the Arts" February 27, 2004.
48. "Using computer games in the classroom." Workshop for Madison teachers. February 14, 2004.
49. "Designing Supercharged!" Presentation made to the visual culture faculty research forum on interfaces, Madison WI. February 4, 2004.
50. "Video games and training." Presentation made to the Masie Research Center. January, 2004.
51. "Video games, education, and visual culture." Presentation made to the visual culture faculty research forum, Madison WI. October 24, 2003.
52. "Putting the Education in Distributed Educational Games." Keynote presentation at the Annual Meeting of the Advanced Distributed Learning Co-Laboratory, Orlando, FL, September 24, 2003.
53. "Results from the Games-to-Teach Project." Presentation to the Microsoft Leaders in Higher Education Symposium, Redmond, WA, September 10, 2003.
54. "The Impact of Games in Education." Presentation made to the Academic Co-Lab, ADL Summer Sequence Workshop. Madison, WI, August 12, 2003.
55. "Assessing the Impact of Educational Games." Invited presentation at the Microsoft Faculty Research Summit, July 25, 2003.
56. "Second Year Results From the Games-to-Teach Project." Invited presentation at the Microsoft Faculty Research Summit, July 24, 2003.
57. "*Supercharged!* Teaching Electromagnetism with Computer Games." Invited presentation to The Annual Meeting of the Learning Federation. December 5, 2002.
58. "New perspectives on games in policy making." Presented to the serious games workshop, Woodrow Wilson Foundation, Washington: DC, February.
59. "The Future of Games and Education" Invited Panelist at the Game On: Exploring the Potential of Computer Games in Learning, Edinburgh, Scotland, November 22, 2002.

60. "The Games-to-Teach Project." Game On: Exploring the Potential of Computer Games in Learning, Edinburgh, Scotland, November 21, 2002.
61. "Games-to-Teach: An MIT Workshop." Workshop prepared with Eric Klopfer, International Conference of the Learning Sciences, October, 2002.
62. "Next Generation Educational Gaming: An MIT Workshop. Electronic Entertainment Expo, Los Angeles, CA. Moderator, May, 2002.
63. "Case Studies in Community Design," Delivered to Electronic Arts Creative Leaders Workshop, September, 2002.
64. "Teaching History with Civilization III" Presentation to MIT Comparative Media Studies Research Laboratory Groups, September, 2002.
65. "Games in Science Education," with Henry Jenkins. Delivered to Microsoft Faculty Research Summit, July, 2002.
66. "Interactive Sound Design," Delivered to SONY / MIT Comparative Media Studies Workshop, January, 2002.
67. "Games-to-Teach," with Henry Jenkins, Microsoft Research Summit, Redmond, WA, July, 2001.
68. "Sound and Video Games. Electronic Entertainment Expo, Los Angeles, CA, May, 2001.

## **Teaching and Advising**

### **Courses Taught**

#### *Principle Areas*

Instructional design and theory, the design of game-based learning environments, theories of interactive media, theories of new media, emerging technologies in education, design-based research.

#### *Teaching Experience*

Course	Title	Term
C&I 514	Instructional Computing I	Fall 2003, Fall 2004, Fall 2005
C&I 606	Critical Use of the Internet in Education	Fall 2004
C&I 614	Instructional Computing II	Spring 2004, Spring 2005, Fall 2007
C&I 675	Teaching with Immersive Media	Summer 2005
C&I 701	Critical Analysis of Computers in the Curriculum	Fall 2006

Course	Title	Term
C&I 801	Interactive Multimedia Computers in the Curriculum	Spring 2004, Spring 2005, Spring 2006, Spring 2007
C&I 900	Seminar on Educational Technology	Spring 2006

### *Advising*

Advisees currently active:

    Doctoral Advisees: 11  
    Doctoral Committee Member: 15  
    Masters Advisees: 8  
    Masters Committee Members

    Doctoral of Philosophy Advisees Completed: 0  
    Doctor of Philosophy Committee Member Completed: 5  
    Doctor of Philosophy Advisees with Approved Thesis Topics: 2  
    Masters Degree Students Completed: 7

### **Service**

#### *Service to the University:*

    School of Education Committee Service  
    C&I Representative to ITPAC

    Department of Curriculum & Instruction Committee Service  
    Graduate Program Committee (2004-2006)  
    Technology Committee (2004-2005)  
    Student Awards Committee (2006-2007)

#### Special University Lectures

    Presentation made to the Spencer doctoral program seminar, September 13, 2007  
    Presentation made to the Spencer doctoral program seminar, December, 2005.  
    Panel presentation to the visual culture faculty research forum. February 4, 2004.  
    Presentation made to the visual culture faculty research forum, October 24, 2003.  
    Lecture in the Evolving Directions in Academic Research and Resources lecture series, University of Wisconsin libraries December 10, 2004.

#### *Service to the Profession:*

    Editorial Board Member:

**Associate Editor**, 2003 - present, *E-Learning*.  
        **Consulting Editor**, 2002 - present, *Educational Technology Research & Development*.

**Contributing Editor**, 2008-present, *Educational Technology*.

**Editorial Review Board**, 2005-present, *Games & Culture*

**Editorial Review Board**, 2005- present, *Convergence*

**Editorial Review Board**, 2002- present, *Game Studies: The International Journal of Computer Game Research*.

**Editorial Review Board**, 2002 – present, *The International Journal of Intelligent Games & Simulation*.

**Editorial Review Board**, 2006 – present, *Research and Practice in Technology Enhanced Learning*.

**Editorial Review Board**, 2007, *Handbook of Educational Gaming*.

American Educational Research Association (AERA):

Conference Program Chair, Section C, Division 7: 2007-2008

Proposal Reviewer, Division C, Section 7, 1999-present

Proposal Reviewer, Advanced Learning Technology SIG, 2004-present

Games, Learning, and Society Conference:

Conference Co-founder and Co-Chair, 2005

Conference Steering Committee, 2006-present

The Education Arcade:

Co-Founder of organization supporting game-based research

Co-chair of annual conference held in Los Angeles (2004-2005)

International Society of the Learning Sciences (ISLS):

International Conference of the Learning Sciences Reviewer, 2003-present

Digital Games Research Association (DiGRA):

DiGRA Conference Reviewer, 2005-present

Manuscript Reviewer:

*Educational Researcher*, 2005-present

*Curriculum and Instruction*, 2004-present

*Journal of the Learning Sciences*, 2002-present

*International Journal of Science Education*, 2004-present

*Convergence*, 2002-2005

*Journal of Virtual Environments*, 2000-present

*Science Education* 2007-present

American Educational Research Association, 2000-present

Singapore National Research Foundation, 2007-present

National Science Foundation, 2004-present

Association for Educational Communications and Technology, 1998-2000

MIT Press, 2004-present

*Public Service:*

- Project volunteer, Wisconsin Youth Company. Since 2004, I have run an after school program for disadvantaged children, using the Civilization series to help with social studies learning. This program runs twice per week in the summers, and one per week after school during the school year.
- As a part of my research on local games for learning, I have worked with over 30 Wisconsin teachers and worked with thousands of students. As a part of this work, I conduct professional development workshops for teachers and visit classrooms to give guest lectures about my research.