

Constance Steinkuehler

Assistant Professor, University of Wisconsin-Madison
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Formal Education

Ph.D. Curriculum & Instruction 2005
University of Wisconsin-Madison
Advisor: Dr. James Paul Gee
Major: Literacy Studies
Minor: Cognitive Science Applied to Education

Doctoral Thesis: *Cognition & Learning in Massively Multiplayer Online Games: A Critical Approach*

M.S. Educational Psychology 2000
University of Wisconsin – Madison
Major: Cognitive Science Applied to Education

B.A. Mathematics 1993
B.A. English
B.A. Religious Studies
University of Missouri–Columbia

Positions Held

Senior Policy Analyst 2011-present
Office of Science and Technology Policy, Executive Office of the President

Senior Policy Analyst, Game Design & Development 2011
Morgridge Institute for Research, University of Wisconsin-Madison

Assistant Professor, Educational Communication & Technology 2005-present
Curriculum and Instruction; Educational Psychology on leave
University of Wisconsin-Madison

Project Assistant 2002-2005
Videogames & Literacy Project, University of Wisconsin-Madison

Associate Lecturer, Human Abilities & Learning 2003, 2004
Educational Psychology, University of Wisconsin-Madison

Research Assistant 1998-2002
Secondary Teacher Education Project, University of Wisconsin-Madison

Consultant 2001
Asynchronous Learning Network, New Jersey Institute of Technology, Newark NJ

Grader, Language & Social Interaction 2001
Sociology, University of Wisconsin-Madison

Teaching Assistant, Human Abilities & Learning Educational Psychology, University of Wisconsin-Madison	1998
Homebound Instructor & Substitute Teacher Jefferson City School District, Jefferson City MO	1997-1998
Grader, General Chemistry Chemistry, University of Missouri-Columbia	1996
Instructor, Sign Language Columbia Area Adult Education, Columbia MO	1991-1996
Instructor, Sign Language Medical School, University of Missouri-Columbia	1993

Books & Reports

1. Steinkuehler, C., Squire, K., & Barab, S. (Eds.) (2012). *Games, learning, and society: Learning and meaning in the digital age*. Cambridge: Cambridge University Press.
2. Steinkuehler, C., Martin, C., & Ochsner, A. (Eds.) (2011). *Proceedings of the Games, Learning, and Society Conference: Vol. 1*. Pittsburgh PA: ETC Press.
3. Steinkuehler, C. (2011). The mismeasure of boys: Reading and online videogames. *WCER Working Paper*.
4. Dikkers, S., Zimmerman, E. Squire, K., & Steinkuehler, C. (Eds.) (2010). *Real-time research: Improvizational game scholarship*. Pittsburgh PA: ETC Press.
5. Honey, M.A. & Hilton, M. (Eds). Committee on Science Learning: Computer Games, Simulations, and Education (2010). *Learning science through computer games and simulations*. Washington DC: The National Academies Press.

Academic Journal Articles

* designates peer reviewed; † designates work completed prior to joining UW faculty

6. * Steinkuehler, C., Alagoz, E., King, E., & Martin, C. (in press). A cross case analysis of two out-of-school programs based on virtual worlds. To appear in the *International Journal of Gaming and Computer Mediated Simulations (IJGCMS)*.
7. * King, E., Alagoz, E., Martin, C., Chu, S., Zhang, B., Oh, Y., & Steinkuehler, C. (2011). Soft modding in two out-of-school virtual worlds-based programs. *The International Journal of Learning and Media*, 2(4). doi: 10.1162/ijlm_a_00054
8. * Steinkuehler, C. (2010, September). Video games and digital literacies. *Journal of Adolescent & Adult Literacy*, 54(1), 61–63. DOI: 10.1598/JAAL.54.1.7
9. * Martin, C. & Steinkuehler, C. (2010). Collective information literacy in massively multiplayer online games. *eLearning and Digital Media*, 7(4), 355-365.

10. * Steinkuehler, C. & Duncan, S. (2009). Scientific habits of mind in virtual worlds. *Journal of Science Education & Technology*. DOI: 10.1007/s10956-008-9120-8.
11. * Steinkuehler, C. & Johnson, B. Z. (2009). Computational literacy in online games: The social life of a mod. *The International Journal of Gaming and Computer Mediated Simulations*, 1(1), 53-65.
12. * Steinkuehler, C. & King, B. (2009). Digital literacies for the disengaged: Creating after school contexts to support boys' game-based literacy skills. *On the Horizon*, 17(1), 47-59.
13. * Steinkuehler, C. & Williams, C. (2009). Math as narrative in *World of Warcraft* forum discussions. *The International Journal of Learning and Media*, 1(3). DOI:10.1162/ijlm_a_00028
14. * Steinkuehler, C., King, E. Chu, S., Alagoz, E., Bakar, A., Oh, Y., & Zhang, B. (2009). Identifying protoform practices: Leadership. *The International Journal of Learning and Media*, 1(2). Available at <http://ijlm.net/knowninganddoing/10.1162/ijlm.2009.0019>
15. * Fahser-Herro, D. & Steinkuehler, C. (2009). Web 2.0 literacy and secondary teacher education. *The Journal of Computing in Teacher Education*, 26(2).
16. * Zimmerman, E., Squire, K., Steinkuehler, C. & Dikkers, S. (2009). Real-time research: An experiment in the design of scholarship. *eLearning*, 6(1), 199-140.
17. * Steinkuehler, C. (2008). Massively multiplayer online games as an educational technology: An outline for research. *Educational Technology*, 48(1), 10-21.
18. * Simkins, D. & Steinkuehler, C. (2008). Critical ethical reasoning & role play. *Games & Culture*, 3, 333-355.
19. * Steinkuehler, C. (2007). Massively multiplayer online gaming as a constellation of literacy practices. *eLearning*, 4(3) 297-318.
20. * Steinkuehler, C. (2006). The mangle of play. *Games & Culture*, 1(3), 1-14.
21. * Steinkuehler, C. A. (2006). Massively multiplayer online videogaming as participation in a Discourse. *Mind, Culture & Activity*, 13(1), 38-52.
22. * Steinkuehler, C. (2006, November 17). Virtual worlds, learning, & the new pop cosmopolitanism. *Teachers College Record*, 12843. Available at: <http://www.tcrecord.org/Content.asp?ContentId=12843>.
23. * Steinkuehler, C. A. (2006). Why game (culture) studies now? *Games and Culture*, 1(1), 97-102.
24. * Steinkuehler, C. & Williams, D. (2006). Where everybody knows your (screen) name: Online games as "third places." *Journal of Computer-Mediated Communication*, 11(4), article 1.
25. *† Steinkuehler, C. A. (2005). The new third place: Massively multiplayer online gaming in American youth culture. *Tidskrift Journal of Research in Teacher Education*, 3, 17-32.
26. * Steinkuehler, C.A., Black, R.W., & Clinton, K.A. (2005). Researching literacy as tool, place, and way of being. *Reading Research Quarterly*, 40(1), 7-12.

27. * Squire, K. D. & Steinkuehler, C. A. (2005). Meet the gamers. *Library Journal*, April 15. Available at: <http://www.libraryjournal.com/article/CA516033>
28. *† Steinkuehler, C. A., Derry, S. J., Hmelo–Silver, C. E., & DelMarcelle, M. (2002). Cracking the resource nut with distributed problem-based learning in secondary teacher education. *Distance Education*, 23(1), 23–39.

Book Chapters

* designates peer reviewed, † designates work completed prior to joining UW faculty

29. * Steinkuehler, C. & Oh, Y. (in press). Apprenticeship in massively multiplayer online games. In Steinkuehler, C., Squire, K., & Barab, S. (Eds.) (in progress). *Games, learning, and society: Learning and meaning in the digital age*. Cambridge: Cambridge University Press.
30. Martin, C., Williams, C., Ochsner, A., King, E., Anton, G., & Steinkuehler, C., (in press). Playing together separately: Mapping out literacy and social synchronicity. To appear in G. Merchant, J. Gillen, J. Marsh & J. Davies (Eds.) *Virtual literacies: interactive spaces for children and young people*. London: Routledge.
31. * Martin, C., Chu, S., Johnson, D., Ochsner, A., Williams, C., & Steinkuehler, C. (2011). Ding! World of Warcraft: Well played, well researched. In D. Davidson (Ed.), *Well played 3.0*. (pp. 2226-245). ETC Press.
32. * Black, R. W. & Steinkuehler, C. (2009). Literacy in virtual worlds. In L. Christenbury, R. Bomer, & P. Smagorinsky (Eds.), *Handbook of Adolescent Literacy Research* (pp. 271-286). New York: Guilford.
33. * Steinkuehler, C. A. (2008). Cognition and literacy in massively multiplayer online games. In J. Coiro, M. Knobel, C. Lankshear, & D. Leu (Eds.), *Handbook of Research on New Literacies*, (pp. 611-634). Mahwah NJ: Erlbaum.
34. * Steinkuehler, C. (2007). Massively multiplayer online gaming as a constellation of literacy practices [reprint]. In B. E. Shelton & D. Wiley (Eds.), *The design and use of simulation computer games in education* (pp. 187-214). Rotterdam, The Netherlands: Sense Publishers.
35. * 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* (pp. 177-198). Albert Park, Australia: James Nicholas Publishers.
36. *† Derry, S. J., Seymour, J. Steinkuehler, C. A., Lee, J., & Siegel, M A. (2004). From ambitious vision to partially satisfying reality: Community and collaboration in teacher education. In S. Barab, R. Kling, J. H. Gray, Pea, R., Brown, J. S., & Heath, C. (Eds.), *Designing for virtual communities in the service of learning*, (pp. 256-295). Cambridge: Cambridge University Press.
37. *† Derry, S. J. & Steinkuehler, C. A. (2003). Cognitive and situative theories of learning and instruction. In L. Nadel (Ed.), *Encyclopedia of Cognitive Science* (pp. 800-805). England: Nature Publishing Group.

Minor Publications

* designates peer reviewed, † designates work completed prior to joining UW faculty

38. * Steinkuehler, C., King, E., Alagoz, E., Anton, G., Chu, S., Elmergreen, J., Fahser-Herro, D., Harris, S., Martin, C., Ochsner, A., Oh, Y., Owen, V. L., Simkins, D., Williams, C., & Zhang, B. (2011). Let me know when she stops talking: Using games for learning without colonizing play. In C. Steinkuehler, C. Martin, & A. Ochsner (Eds.), *Proceedings of the 7th Annual Games+Learning+Society (GLS) Conference*. Pittsburgh PA: ETC Press.
39. * Martin, C. & Steinkuehler, C. (2011). Information literacy and online reading comprehension: Two interconnected practices. In C. Steinkuehler, C. Martin, & A. Ochsner (Eds.), *Proceedings of the 7th Annual Games+Learning+Society (GLS) Conference*. Pittsburgh PA: ETC Press.
40. * Steinkuehler, C., King, E., Martin, C., Oh, Y., Chu, S., Williams, C., Ochsner, A., Harris, S., Owen, V. E., Anton, G., & Elmergreen, J. (2011). Mixed methods for studying games and learning. In C. Steinkuehler, C. Martin, & A. Ochsner (Eds.), *Proceedings of the 7th Annual Games+Learning+Society (GLS) Conference*. Pittsburgh PA: ETC Press.
41. * Chu, S., & Steinkuehler, C. (2011). Keep it simple. At first. Designing game-based tools for youth. *User Experience Magazine*, 10(1), 28-30.
42. * Steinkuehler, C. & Alagoz, E. (2010). Out-of-school virtual worlds based programs: A cross-case analysis. In K. Gomez, L. Lyons, J. Radinsky (Eds.) *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) Volume 2, Short Papers, Symposia, and Selected Abstracts* (pp. 304-305). International Society of the Learning Sciences: Chicago IL.
43. * Steinkuehler, C. Compton-Lilly, C. & King, E. (2010). Reading in the context of online games. In K. Gomez, L. Lyons, J. Radinsky (Eds.) *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) Volume 1, Full Papers* (pp. 222-230). International Society of the Learning Sciences: Chicago IL.
44. * Steinkuehler, C., King, E., Alagoz, E., Oh, Y., Chu, S., Zhang, B., Bakar, A., & Martin, C. (2010). Using a designed online games based affinity space as a quasi-natural ethnographic context and experiment lab. In K. Gomez, L. Lyons, J. Radinsky (Eds.) *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) Volume 2, Short Papers, Symposia, and Selected Abstracts* (pp. 330-331). International Society of the Learning Sciences: Chicago IL.
45. * Steinkuehler, C. (2009). Games, learning & society: Introduction to the special issue. *eLearning*, 6(1), 1-3.
46. * Steinkuehler, C. & Squire, K. (2009). Virtual worlds and learning: Introduction to the special issue. *On the Horizon*, 17(1), 8-11.
47. * Steinkuehler, C. (2008). Introduction to the Games Learning & Society (GLS) Conference special issue. *Games & Culture*, 3, 251 - 252.
48. Steinkuehler, C. (2007, September 2). The game of life. *Ottawa Citizen*, A9. Available at: <http://www.canada.com/ottawacitizen/news/opinion/story.html?id=c4a152b8-1c3c-42d8-8e53-c7a917041e3f>

49. * Steinkuehler, C. A. (2007). Massively multiplayer online games & education: An outline of research. In C. Chinn, G. Erkins, and S. Puntambekar, (Eds.) *Proceedings of the Eighth Conference of Computer Supported Collaborative Learning* (pp. 674-684), New Brunswick, NJ: Rutgers University.
50. * Steinkuehler, C. (2006). Games as a highly visible medium for the study of distributed, situated cognition. In S.A. Barab, K.E. Hay, N.B. Songer, & D.T. Hickey (Eds.), *Proceedings of the International Conference of the Learning Sciences* (pp. 1048-1049). Mahwah NJ: Erlbaum.
51. * Steinkuehler, C. & Chmiel, M. (2006). Fostering scientific habits of mind in the context of online play. In S.A. Barab, K.E. Hay, N.B. Songer, & D.T. Hickey (Eds.), *Proceedings of the International Conference of the Learning Sciences* (pp 723-729). Mahwah NJ: Erlbaum.
52. *† Steinkuehler, C. A. (2004). A Discourse analysis of MMOG talk. In J. H. Smith & M. Sicart (Eds.), *Proceedings of the Other Players Conference*, Copenhagen: IT University of Copenhagen. Available at <http://www.itu.dk/op/proceedings.htm>
53. *† Steinkuehler, C. A. (2004). Learning in massively multiplayer online games. In Y. B. Kafai, W. A. Sandoval, N. Enyedy, A. S. Nixon, & F. Herrera (Eds.), *Proceedings of the Sixth International Conference of the Learning Sciences* (pp.521–528). Mahwah, NJ: Erlbaum.
54. *† Steinkuehler, C. A., Derry, S. J., Woods, D. K., & Hmelo-Silver, C. E. (2002). The STEP Environment for distributed problem-based learning on the world wide web. In G. Stahl (Ed.), *Computer support for collaborative learning: Foundations for a CSCL community*, (pp. 217–216). Mahwah, NJ: Erlbaum.
55. *† Derry, S. J., Siegel, M. Stampen, J. & STEP* (2002). The STEP system for collaborative case-based teacher education: Design, evaluation and future directions. (*Steinkuehler, C. A., Hmelo, C., Spiro, R., Woods, D., Street, J., Sung, Y.-K., DelMarcelle, M., Seymour, J. Feltovich, P., Feltovich, J., & Koo, H.). In G. Stahl (Ed.), *Computer support for collaborative learning: Foundations for a CSCL community* (pp. 209–216). Mahwah, NJ: Erlbaum.
56. *† Siegel, M., Derry, S., Kim, J., Steinkuehler, C., Street, J., Canty, N., Fassnacht, C., Hewson, K., Hmelo, C., & Spiro, R. (2000). Promoting teachers' flexible use of the Learning Sciences through case-based problem solving on the WWW: A theoretical design approach. In B. Fishman & S. O'Connor-Divelbiss (Eds.), *Proceedings of the Fourth International Conference of the Learning Sciences* (pp. 273-279). Mahwah, NJ: Erlbaum.

Publications in Progress

57. Steinkuehler, C. (2011). *Massively multiplayer online games, teenage guys, and learning: Experiments in an after school game lab*. Manuscript in preparation.
58. Steinkuehler, C., Martin, C., Ochsner, A, & Anton, G. (2011). *Information literacy in online games versus school*. Manuscript in preparation.
59. Steinkuehler, C., Owen, L., & Harris, S. (2011). *Epistemological beliefs about online games versus school*. Manuscript in preparation.

60. Steinkuehler, C., Ochsner, A., Chu, S., Oh, Y. & Anton, G. (2011). *Social reasoning about ethical dilemmas in online games versus school*. Manuscript in preparation.

Research Support

National Science Foundation DRK12 (\$350,000)

2012 – 2015

CyberSTEM: Making Discovery Visible Through Digital Games. \$2.4 million to develop and research CyberSTEM, a game-based learning network designed to engage K–12 and adult learners, teachers, administrators, informal science educators, and research scientists (Kurt Squire, PI, Richard Halverson & Susan Millar, co-PIs). Investigator on “Phase 4: Ethnography of CyberSTEM” which consists of studies using a combination of qualitative (content analysis, discourse analysis) and quantitative analysis (quantifying coded data) to assess scientific discursive patterns, model-based reasoning, and epistemological scientific habits of mind present in CyberSTEM.

MacArthur Foundation Grant (\$350,000)

2011 – 2013

Review and Research on Games and Learning. Financial support for research to examine learning associated with videogame play across multiple domains, and the development of reports and convenings to share the findings of research on games. The purpose of the project is to support research and reports that advance understanding among policymakers, practitioners and civic leaders of the role of games in learning.

MacArthur Foundation Grant (\$350,000)

2010 – 2012

Adolescent Online Games and Reading. Financial support for a three phase project to investigate the nature, function, and quality of texts that are a regular part of online videogame play, how reading performance of adolescents on such game-related texts compares to performance on school-related texts, (as well as the factors that contribute to such differences (e.g., prior knowledge, strategy, persistence, choice), and how game-related reading activities are situated within (or against) children’s everyday literacy networks across contexts, including both school and home.

University of Wisconsin-Madison Graduate School Research Grant (\$28,000)

2010-2011

Online Games & Adolescent Learning. To support one project assistant to aid in data collection, organization and analysis in a qualitative study of cognition and learning a massively multiplayer online game popular with children (ages 10-16) entitled *Runescape*. The goal of this project is to assess what youth learn through online gameplay, how that learning aligns or conflicts with educational standards, and how such games fit into the fabric of their everyday experience. Analyses will focus primarily on science and literacy (both digital and print), with special attention paid to the development of so-called “twenty first century skills.”

Spencer / National Academy of Education Post-Doctoral Fellowship (\$55,000)

2009-2011

Cognition and Learning in Online Games for Adolescents. Provides financial support for one course buyout per semester for two academic years. The goal of this project is to explore the educational merit of games designed for and played by youth instead of adults (as typically studied) and to examine how games are situated in young people’s everyday lives. This work will include a cognitive ethnography of the game *Runescape*, the most popular online game with children (ages 10-16) and longitudinal study of 8-12 gaming youth from local schools in order to assess the impact of gameplay on their day-to-day lives, social

relationships, and school work.

MacArthur Foundation Sub-Contract (\$35,000) 2009

Sub-Contract with Global Kids. To support one project assistant in data collection, analysis, assessment and comparison of two formalized out-of-school programs that utilize virtual worlds: the Global Kids Power of Citizenry Program (using Second Life) and the Games, Learning & Society (GLS) After School Online Gaming Lab (using *World of Warcraft* (WoW)). The goal of this small grant is to better understand the differences between using a narrative-based virtual world (WoW) and an open ended virtual world (Second Life) to develop digital literacy and leadership skills.

MacArthur Foundation Grant (\$283,000) 2006 – 2009

A Productive Approach To Learning & Media Literacy Through Videogames & Simulations. \$1.7 million, distributed equally among faculty members of the GAPPS (Games and Professional Practice Simulations) Group. Lead PI on “Monument 6: Knowledge Communities in Online Gaming Worlds,” the goals of which are to identify the key media literacy practices that arise in the context of MMOs, particularly in the form of informal scientific reasoning, computational literacy, and collaborative problem-solving; and to develop & test models for using MMOs to develop media literacies among young women and other youth.

Vilas Associate Award (\$12,500) 2006 – 2007

Two months of summer salary. Funding used to continue investigation of the forms of cognition and learning entailed in massively multiplayer online games, specifically as tied to notions of digital cosmopolitanism, argumentation, and critical reasoning skills.

Spencer Doctoral Research Fellowship (\$56,000) 2000 – 2004

Argumentation Online. Spencer Foundation support for graduate work, two years; Department of Educational Psychology, University of Wisconsin-Madison support for graduate work, two years to study argumentation in online learning environments as part of my doctoral research.

White House Presentations

Steinkuehler Squire, C. (2012). *Comic books for Impact.* To be presented at the Comic*Con Festival, San Diego, July 13.

Steinkuehler Squire, C. (2012). *Games for Addressing National Challenges.* Presented at the Aspen Institute Ideas Festival, Aspen CO, June 30.

Steinkuehler Squire C. (2012). *Educational technology and its potential.* Presented to House of Representatives staff, Washington, DC, Jun 21.

Steinkuehler Squire, C. (2012). *Federal Games Guild Summit.* Opening and closing comments presented at the Games for Change Conference, New York, June 18.

Steinkuehler Squire, C. (2012). *Games & Learning Roundtable.* Opening comments presented at the ESA Roundtable Event on Games and Learning, E3 Conference, Los Angeles, June 5.

Steinkuehler Squire, C. (2012). *The ‘Art of Video Games’ exhibit: Beyond Play panel.* Opening comments presented at the Smithsonian, Washington DC, May 4.

Steinkuehler Squire, C. (2012). *Games for national impact*. Plenary presented at the Council on Foundations, Los Angeles, May 2.

Steinkuehler Squire, C. (2012). *Collaboration between Social Networking and Education*. Panelist at the Brookings Institute, Washington DC, April 24.

Steinkuehler Squire, C. (2012). *Games to address national challenges*. Presented at the GameTech Conference, Orlando, March 28.

Steinkuehler Squire, C. (2012). *Games to address national challenges*. Presented at the Game Developers Conference (GDC), San Francisco, March 8.

Steinkuehler Squire, C. (2012). *Games to address national challenges*. Presented at the Microsoft, Seattle WA, February 24.

Steinkuehler Squire, C. (2012). *Games to address national challenges*. Presented at the Cyberlearning Research Summit, Washington DC, January 18.

Steinkuehler Squire, C. (2011). *Interactive gaming*. Presented at the Educational Technology Directors Association (SETNA), National Harbor MD, November 9.

Academic Keynotes & Invited Presentations

† *designates work completed prior to joining UW faculty*

Steinkuehler, C. (2012). Keynote to be presented at the International Forum for Women in E-learning, Bonita Springs, FL, November 27-29.

Steinkuehler, C. (2012). *Overview of serious games space*. Keynote to be presented at the National Academy of Engineering US Frontiers of Engineering Symposium, Warren, MI, September 13-15.

Steinkuehler, C. (2012). Keynote to be presented at the Korea Serious Games Festival, SeongNam City, Korea, August 31- September 2.

Steinkuehler, C. (2012). *Games for impact*. To be presented at the Santa Fe Institute, Santa Fe NM, August 6-8.

Steinkuehler, C. (2012). *Interest driven learning through online play*. Keynote presented at the International Computer Game Conference Cologne, May 23-25.

Steinkuehler, C. (2011). *National Research Council report: Learning science through computer games and simulations*. Keynote presented at the Annual Games+Learning+Society (GLS) Conference, Madison WI, June 15-17.

Steinkuehler, C. (2011). *National Research Council report: Learning science through computer games and simulations*. Invited talk presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 8-12.

Steinkuehler, C., King, E., Martin, C., Ochsner, A., Williams, C., & Anton, G. (2011). *Connected cognitive ethnography of online games*. Invited talk presented at the Annual Meeting of the

- American Educational Research Association (AERA), New Orleans LA, April 8-12.
- Steinkuehler, C. (2011). *Literacy and online games: Proficiency, persistence, and play*. Invited talk presented at the Annual Meeting of the National Council of Teachers of English Assembly for Research (NCTEAR), Madison WI, February 18-20.
- Steinkuehler, C. (2010). *Creating powerful learning environments through games: Don't colonize my play space*. Invited talk presented at the Big Ideas Fest, Half Moon Bay CA, December 5-8.
- Steinkuehler, C. (2010). *Online games and adolescent literacy*. Presented at the National Academies of Education / Spencer Foundation Retreat, Washington DC, November 4-6.
- Steinkuehler, C. (2010). *The intellectual life of online play*. Keynote presented at the Meaningful Play Conference, East Lansing MI, October 7-9.
- Steinkuehler, C. (2010). *Massively multiplayer online games, teenage guys, and learning: Experiments in an after school game lab*. Invited talk presented at the Annual Meeting of the American Educational Research Association (AERA), Denver CO, April 30-May 4.
- Steinkuehler, C. (2010). *Massively multiplayer online games, learning, and the new pop cosmopolitanism*. Keynote presented at the Annual NMC Spring Symposium on New Media and Learning, Second Life, March 24-25.
- Gee, J.P., Salen, K., Squire, K., & Steinkuehler, C. (2009). *Games and assessment*. Invited panel discussion presented at the Games for Change Conference, New York, May 28-29.
- Steinkuehler, C. (2009). *The intellectual life of online play*. Invited talk presented at University of Zurich, Switzerland, May 14.
- Steinkuehler, C. (2009). *The intellectual life of online play*. Invited talk presented at the International Conference on the Foundations of Digital Games (ICFDG). Disney Wonder Cruise Ship departing Port Canaveral FL, April 26-30.
- Tinker, R., Steinkuehler, C., & Quintana, C. (2009). *Visualizations for science learning: Molecular workbench, virtual worlds, and handheld computers*. Invited talk presented at the Annual Conference of the National Association for Research on Science Teaching (NARST), Garden Grove CA April 17-21.
- Steinkuehler, C. (2009). *Media, culture & curriculum in the context of online play*. Keynote presented at the Media Culture & Curriculum Special Interest Group (SIG) at the Annual Meeting of the American Educational Research Association (AERA), San Diego CA, April 13-17.
- Steinkuehler, C. (2009). *Virtual worlds as the new educational frontier*. The Fifth Annual Robert C. Heterick, Jr., Lecture presented at the EDUCAUSE Learning Initiative 2009 Annual Meeting, Orlando FL, January 20-22.
- Steinkuehler, C. (2008). *Virtual worlds as naturally occurring online learning environments*. Keynote presented at the DevLearn Conference, San Jose CA, November 11-14.

- Steinkuehler, C. (2008). *Pop cosmopolitanism, cognition, and learning on the virtual frontier*. Keynote presented at the International Society for the Learning Sciences (ICLS), Utrecht, Netherlands, June 24-28.
- Steinkuehler, C. (2008). *Virtual worlds & education*. Invited talk presented at the Microsoft Education Forum: "School of the Future," Hsinchu City, Taiwan, May 15-16.
- Steinkuehler, C. (2008). *Online games, learning & society*. Keynote presented at the Dickinson College Gaming Conference, Carlisle PA, February 1-3.
- Steinkuehler, C. (2007). *Virtual worlds and learning*. Keynote presented at the FuturePlay Conference, Toronto Canada, November 15-17.
- Steinkuehler, C. (2007). *Virtual worlds, learning, & the new cosmopolitan*. Keynote presented at the European Conference on Games Based Learning (ECGBL), Paisley Scotland, October 25-26.
- Steinkuehler, C. (2007). *Digital media literacy & learning in virtual worlds*. Keynote presented at the IT Littleton Seminar, Raleigh NC, May 1.
- Au, J. Bower, J., Steinkuehler, C., & Kruper, J. (2007). *The Internet's Next Generation: Web3D*. Invited panel discussion presented at the Milken Institute Global Conference, Los Angeles, April 23-25.
- Steinkuehler, C. (2007). *Media literacy & libraries: The case for massively multiplayer online games*. Keynote presented at the Kansas City Public Library Staff Day, Kansas City MO, February 19.
- Steinkuehler, C. (2006). *Massively multiplayer online games as the new online learning environment*. Invited talk presented at the Human-Computer Interaction und Usability Engineering (HCI&UE) Meeting of the Austrian Computer Society, Vienna Austria, November 23.
- Steinkuehler, C. (2006). *Literacy, pop cosmopolitanism & the case of massively multiplayer online games*. Keynote presented at the Wisconsin Council of Teachers of English Language Arts, Madison WI, November 3.
- Steinkuehler, C. (2006). *The digital collective and commons: Massively multiplayer online games & the new media literacy*. Keynote presented at the Minnesota Educational Media Organization (MEMO) Conference, Bloomington MN, October 13.
- Steinkuehler, C. (2006). *Cognition & learning in massively multiplayer online games*. Keynote presented at the University of the West Indies, Bridgetown, Barbados, October 4-11.
- Steinkuehler, C. (2006). *MMOGaming as a form of media literacy*. Keynote presented at the Metrowest MA Regional Library System, Waltham MA, May 22.
- Steinkuehler, C. (2006). *Third places & Education: The good, the bad, & the ugly truth about formal schooling*. Invited talk presented at the Microsoft Research (MSR) 2006 Social Computing Symposium, Seattle WA, May 8-9.
- Steinkuehler, C. (2006). *Cognition/culture in massively multiplayer online games*. Invited talk presented at the Educational Technology Center at the University at Buffalo, Buffalo NY, February 3-4.

- Squire, K. D. & Steinkuehler, C. A. (2005). *Retooling libraries for the digital age: What gamers can teach us about knowledge production/consumption*. Invited talk presented at Metronet, St. Paul MN, December 12.
- Steinkuehler, C. A. (2005). *The gaming generation and libraries: Intersections*. Invited talk presented at the Metropolitan Library System's Symposium on Gaming in Libraries, Chicago, December 5-7.
- Squire, K. & Steinkuehler, C. A. (2005). *Gaming: What it means for information literacy*. Invited talk presented at the Wisconsin Library Association Annual Conference, La Crosse WI, October 26.
- Steinkuehler, C. A. (2005). *Digital property*. Invited participant in closed workshop at the State of Play Conference, New York Law School, New York, October 6-8.
- Steinkuehler, C. A. (2005). *MMOGaming and education*. Invited talk presented at the New Media Consortium (NMC) New England Regional Conference, Yale University, New Haven CT, October 5-7.
- Steinkuehler, C. A. (2005). *Gamers and gaming*. Invited talk presented at the Nebraska Library Association's Fall Conference, Lincoln NE, September 29 -30.
- Steinkuehler, C. A. (2005). *Gamer chicks: How a generation of young women inhabit virtual worlds online*. Keynote address presented at the Women in Games Conference, University of Abertay Dundee, Scotland, August 8-10.
- † Steinkuehler, C. A. (2005). *Why should libraries care about videogames?* Invited talk presented at the Online Computer Library Center (OCLC) Annual Meeting, Washington DC, May 11.
- † Squire K. A. & Steinkuehler, C. A. (2005). *Gaming and the significance for information literacy learning*. Invited talk presented at the American Libraries Association (ALA) Midwinter Conference, Boston, January 14.
- † Squire, K. D. & Steinkuehler, C. A. (2004). *The anatomy of a gamer*. Keynote presented at the Online Computer Library Center (OCLC) Meeting of Council, Dublin, Ohio, October 24-26.

Academic Peer-Reviewed Conference Presentations

* designates peer reviewed; † designates work completed prior to joining UW faculty

- *Steinkuehler, C., Martin, C., Williams, C., Ochsner, A., Harris, S., Owen, V. E., Anton, G., and Elmergreen, J. (in submission). *Studying Games and Learning with Mixed Methods*. Symposium to be presented at International Conference of the Learning Sciences. Sydney, Australia, July 2-6.
- *Martin, C., Ochsner, A., & Steinkuehler, C. (in submission). *Murlocs Don't Trump Tigers: Online Reading Comprehension in School vs. Game Texts*. To be presented at International Conference of the Learning Sciences. Sydney, Australia, July 2-6.
- *Ochsner, A. & Steinkuehler, C. (in submission). *Need or greed: Social and ethical reasoning across in-and out-of-game contexts*. To be presented at International Conference of the Learning Sciences. Sydney, Australia, July 2-6.
- *Owen, V. E. & Steinkuehler, C. (in submission). *Epistemological beliefs in games vs. school: A mixed-methods approach*. To be presented at International Conference of the Learning Sciences.

Sydney, Australia, July 2-6.

- *Steinkuehler, C. (Chair). (2012). *Massively multiplayer online games, teenage guys, and learning: Experiments in an after school game-based casual learning lab*. Symposium to be conducted at the 2012 American Educational Research Association Annual Meeting and Exhibition. Vancouver, BC, April 13-17.
- * Steinkuehler, C., Martin, C., Harris, S., Fahser, D., Elmergreen, J., Chu, S., Anton, G., Alagoz, E., King, B., Ochsner, A. & Owen, L (2011). *Let me know when she stops talking: Using games for learning without colonizing play*. Presented at the Annual Games+Learning+ Society (GLS) Conference, Madison WI, June 15-17.
- * Martin,C. & Steinkuehler, C. (2011). *It's peer-to-peer: Information literacy and MMOs*. Poster presented at the Annual Games+Learning+ Society (GLS) Conference, Madison WI, June 15-17.
- * Steinkuehler, C. (2011). *Reading and online games*. Presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 8-12.
- * Steinkuehler, C., & Oh, Y. (2011). *Apprenticeship in massively multiplayer online games*. Presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 8-12.
- * Steinkuehler, C., Compton-Lilly, C. & King, E. (2011). *Literacy & virtual worlds: An empirical assessment of reading in the context of online games*. Poster presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 8-12.
- * Steinkuehler, C., Martin, C., Williams, C., Ochsner, A., King, E., & Anton, G. (2011). *Playing together separately: Mapping out literacy and social synchronicity*. Presented at the Annual Meeting of the National Council of Teachers of English Assembly for Research (NCTEAR), Madison WI, February 18-20.
- * Martin, C. & Steinkuehler, C. (2010). *Calling on your peers: Collective information literacy in World of Warcraft*. Presented at the Meaningful Play Conference, East Lansing MI, October 7-9.
- * Steinkuehler, C. (2010). *Model based reasoning & use in massively multiplayer online games*. Presented at the International Conference of the Learning Sciences, Chicago, June 29-July 2.
- * Steinkuehler, C. Compton-Lilly, C. & King, E. (2010). *Reading in the context of online games*. Presented at the International Conference of the Learning Sciences, Chicago, June 29-July 2.
- * Steinkuehler, C. & Alagoz, E. (2010) *Out-of-school virtual worlds based programs: A cross-case analysis*. Poster presented at the International Conference of the Learning Sciences, Chicago, June 29–July 2.
- * Steinkuehler, C., King, E., Alagoz, E., Oh, Y., Chu, S., Zhang, B., Bakar, A., & Martin, C. (2010). *Using a designed online games based affinity space as a quasi-natural ethnographic context and experiment lab*. Poster presented at the International Conference of the Learning Sciences, Chicago, June 29–July 2.
- * Steinkuehler, C. & Alagoz, E. (2010). *Intentional versus interest-driven learning: A cross case analysis of two out-of-school programs based on virtual worlds*. Poster presented at the Games, Learning

& Society (GLS) Conference, Madison, June 9-11.

- * Steinkuehler, C. Compton-Lilly, C. & King, E. (2010). *Massively multiplayer online games & reading*. Presented at the Games, Learning & Society (GLS) Conference, Madison WI, June 9-11.
- * Steinkuehler, C., King, E., Chu, S., Oh, Y., Alagoz, E., Martin, C., & Zhang, B. (2010). *PopCosmo: An out-of-school casual learning lab based on WoW*. Presented at the Games, Learning & Society (GLS) Conference, Madison WI, June 9-11.
- * Martin, C. & Steinkuehler, C. (2010). *Hey, how do you ...? Collective information literacy practices in World of Warcraft*. Poster presented at the Games, Learning & Society (GLS) Conference, Madison WI, June 9-11.
- * King, E., Alagoz, E., Martin, C., Chu, S. Oh, Y., Zhang, B., Steinkuehler, C. (2010). *Soft modding: Production & performance*. Presented at the Games, Learning & Society (GLS) Conference, Madison WI, June 9-11.
- * Steinkuehler, C. (2010). *Literacy in online games for adolescents*. Poster presented at the Annual Meeting of the American Educational Research Association (AERA), Denver CO, April 30-May 4.
- * Steinkuehler, C. Compton-Lilly, C. & King, E. (2010). *Literacy practice & reading performance in the context of MMO games*. Poster presented at the Annual Meeting of the American Educational Research Association (AERA), Denver CO, April 30-May 4.
- * King, E., Chu, S., Steinkuehler, C., Simkins, D., Alagoz, E., Oh, Y., Bakar Corez, A., Zhang, B., (2010). *After school program for adolescent boys leveraging online games for literacy*. Presented at the Annual Meeting of the American Educational Research Association (AERA), Denver CO, April 30-May 4.
- * Steinkuehler, C. (2009). *Informal science literacy & games*. Presented at the annual Games, Learning, & Society (GLS) Conference, Madison WI, June 10-12.
- * Steinkuehler, C. & Compton-Lilly, C. (2009). *Reading performance & literacy practice in the context of massively multiplayer online games*. Presented at the annual Games, Learning, & Society (GLS) Conference, Madison WI, June 10-12.
- * Steinkuehler, C., King, E., Simkins, D., Alagoz, E., Chu, S., Oh, Y., Bakar Corez, A., Zhang, B., (2009). *After school online gaming lab for boys*. Poster presented at the annual Games, Learning, & Society (GLS) Conference, Madison WI, June 10-12.
- * Williams, C. & Steinkuehler, C. (2009). *Mathematics in a World of Warcraft gorum: Identity and argumentation*. Worked example presented at the annual Games, Learning, & Society (GLS) Conference, Madison WI, June 10-12.
- * Simkins, D., Chu, S., Oh, Y., Steinkuehler, C. (2009). *Need or greed: An analysis of ethical issues across in-game and out-of-game contexts*. To be presented at the annual Games, Learning, & Society (GLS) Conference, Madison WI, June 10-12.

- * Steinkuehler, C. (2009). *A topology of literacy practices in virtual worlds*. Presented at the Annual Meeting of the American Educational Research Association (AERA), San Diego CA, April 13-17.
- * Steinkuehler, C. (2009). *Virtual worlds as naturally occurring learning environments*. Presented at the Annual Meeting of the American Educational Research Association (AERA), San Diego CA, April 13-17.
- * Steinkuehler, C., King, E., Fahser-Herro, D. Simkins, D., & Alagoz, E. (2009). *Digital literacies for the disengaged: Creating after school online game based environments for boys*. Presented at the Annual Meeting of the American Educational Research Association (AERA), San Diego CA, April 13-17.
- * Steinkuehler, C., Duncan, S., King, E., Simkins, D., Fahser-Hero, D., & Alagoz, E. (2009). *Mixed methods research in virtual worlds*. Presented at the Annual Meeting of the American Educational Research Association (AERA), San Diego CA, April 13-17.
- * Zimmerman, E., Squire, K., Steinkuehler, C., & Dikkers, S. (2009). *Real-Time Research: An Experiment in Understanding Games II*. Two-part workshop presented at the Game Developers Conference, San Francisco, March 23-27.
- * Steinkuehler, C. & Duncan, S.C. (2008). *Informal scientific reasoning in online game forums*. Presented at the American Psychological Association (APA) 116th Annual Convention, Boston, August 14-17.
- * Steinkuehler, C. (2008). *Pop cosmopolitanism in virtual worlds*. Presented at the Annual Meeting of the American Educational Research Association (AERA), New York, March 24-28.
- * Steinkuehler, C., Duncan, S., Simkins, D., Johnson, B.Z., & King, E. (2007). *Science literacy in virtual worlds*. Presented at the annual Games, Learning & Society (GLS) Conference, Madison WI, June 12-13.
- * Phelps, A. & Steinkuehler, C. (2007). *The guilt of guild leadership*. Fireside discussion presented at the annual Games, Learning & Society (GLS) Conference, Madison WI, June 12-13.
- * Steinkuehler, C. & Simkins, D. (2007). *Cross functional teams in the new third place*. Presented at the Online Game Developers Conference, Seattle WA, May 10-11.
- * Steinkuehler, C. (2007). *Games as a highly visible medium for the study of cognition*. Presented at the Annual Meeting of the American Educational Research Association (AERA), Chicago IL, April 9-13.
- * Steinkuehler, C. (2007). *New literacy studies & videogames*. Presented at the Annual Meeting of the American Educational Research Association (AERA), Chicago IL, April 9-13.
- * Steinkuehler, C. (2007). *Cognition, learning, and literacy in virtual worlds*. Presented at the EDUCAUSE Learning Initiative (ELI) on Immersive Learning Environments, Raleigh, NC, March 27-28.
- * Bateman, C., Cai, Y., Kafai, Y., Steinkuehler, C. & Yee, N. (2007). *Understanding your player*. Moderated panel presented at the Game Developers Conference (GDC), San Jose CA, March 20.

- * Steinkuehler, C. & Duncan, S. (2007). *Scientific habits of mind in virtual worlds*. Presented at the Annual Meeting of the American Association for the Advancement of Science (AAAS), San Francisco, February 15-19.
- * Steinkuehler, C. (2006). *World of YourCraft: Learning & collaboration in massively multiplayer online games*. Presented at Serious Games Summit, Washington DC, October 30-31.
- * Squire, K., Robison, A., Hunicke, R., & Steinkuehler, C. (2006). *Games, learning & literacy*. Panel discussion presented at the ACM SIGGRAPH Video Game Symposium, Boston MA, July 30.
- * Squire, K. & Steinkuehler, C. (2006). *Games, learning & society: Researching technologies "in the wild."* Workshop presented at the International Conference of the Learning Sciences (ICLS), Bloomington IN, June 27.
- * Steinkuehler, C. (2006). *Rethinking online communities of practice*. Presented at the Games, Learning & Society (GLS) Conference, Madison WI, June 15-16.
- * Gee, J.P., Squire, K., Steinkuehler, C., Hayes, E., Shaffer, D. W. & Halverson, R. (2006). *Media literacy & gaming literacy*. Panel discussion presented at the Games, Learning & Society (GLS) Conference, Madison WI, June 15-16.
- Squire, K. D. & Steinkuehler, C. (2006). *Gaming and libraries in the digital age*. Presented at the Academic & Research Libraries Division (ARLD) of the Minnesota Library Association, Chanhassen MN, April 28.
- * Steinkuehler, C. (2006). *Research through guild leadership & management*. Presented as part of a day-long tutorial held at the Game Developers Conference (GDC), San Jose CA, March 20.
- * Steinkuehler, C. A. (2005). *Digital literacies and massively multiplayer online games*. Presented at the National Reading Conference (NRC), Miami FL, November 30.
- Steinkuehler, C. A. & Simkins, D. (2005). *Managing guild leaders*. Presented at the Austin Games Conference, Austin TX, October 27-28.
- Squire, K. & Steinkuehler, C. A. (2005). *Understanding learning through game play*. Presented at the First Symposium for Instructional Gaming at the Association for Educational Communications and Technology (AECT) International Convention, Orlando FL, October 21.
- *† Steinkuehler, C. A. (2005). *Gendered talk in massively multiplayer online games*. Presented at the 14th World Congress of Applied Linguistics (AILA), Madison WI, July 24-29.
- *† Steinkuehler, C. A. (2005). *The mangle of play*. Presented at the Games, Learning, & Society (GLS) Conference, Madison WI, June 23-24.
- *† Steinkuehler, C. A. (2005). *Styles of play: Gamer-identified trajectories of participation in MMOGs*. Presented at the Annual Conference of the Digital Games Research Association (DIGRA), Vancouver Canada, June 16-20.
- *† Steinkuehler, C. A. & Williams, D. (2005). *Where everybody knows your (screen) name: Online games as "third places."* Presented at the Annual Conference of the Digital Games Research

Association (DIGRA), Vancouver Canada, June 16-20.

- *† Steinkuehler, C. A. (2005). *The literacy of massively multiplayer online gaming versus national standards*. Presented at the Annual Meeting of the American Educational Research Association (AERA), Montreal Canada, April 11–15.
- *† Steinkuehler, C. A. & Williams, D. (2005). *The new third place: Massively multiplayer online gaming in American youth culture*. Presented at the Annual Meeting of the American Educational Research Association (AERA), Montreal Canada, April 11–15.
- *† Steinkuehler, C. A. (2005). *Massively multiplayer online games as a designed object versus emergent culture*. Presented at CAL'05 Virtual Learning Conference, University of Bristol, UK, April 4–6.
- *† Steinkuehler, C. A. (2005). *(Tech)tual play: Literacy learning in massively multiplayer online games*. Presented at CAL'05 Virtual Learning Conference, University of Bristol, UK, April 4–6.
- † Steinkuehler, C. A. (2004). *Massively multiplayer online games as learning environments*. Presented at the HUMlab Seminar Series at Umea University, Umea, Sweden, May 25.
- † Steinkuehler, C. A. (2004). *MMOG guild leaders as a com/dev resource*. Presented at ComWork: Managing MultiPlayer Culture, IT University, Copenhagen Denmark, May 20.
- *† Steinkuehler, C. A. (2004). *Online videogames: Psychopathological or psychotherapeutic?* Presented at the American Psychiatric Association (APA) Annual Meeting, New York, May 1-6.
- *† Steinkuehler, C. A. (2004). *The literacy practices of massively multiplayer online gaming*. Presented at the Annual Meeting of the American Educational Research Association (AERA), San Diego CA, April 12-16.
- *† Steinkuehler, C. A. (2004). *Providing resources for MMOG guild leaders*. Presented at the MUD Developers Conference, San Jose CA, March 27.
- *† Steinkuehler, C. A. (2004). *Online cognitive ethnography: Methods for studying massively multiplayer online videogaming culture*. Presented at the 17th Annual Conference on Interdisciplinary Qualitative Studies, Athens GA, January 10.
- *† Steinkuehler, C. A. (2003). *Massively multiplayer online videogames as a constellation of literacy practices*. Presented at the International Conference on Literacy, Ghent, Belgium, September 22-24.
- *† Steinkuehler, C. A. (2003). *Videogaming as participation in a Discourse*. Presented at the American Association for Applied Linguistics (AAAL) Annual Conference, Arlington VA, March 22-25.
- *† Steinkuehler, C. A. & Derry, S. J. (2002). *Social argumentation in an online pbl setting*. Presented at the Fifth International Conference for the Learning Sciences (ICLS), Seattle WA, October 23-26.
- *† Steinkuehler, C. A. (2002). *A discourse analysis of online social argumentation*. Presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 1-5.
- *† Steinkuehler, C. A. (2001). *“What types of knowledge do you want to disqualify in the very instant of*

- your demand: 'Is it a science?': A discourse analysis of online social argumentation.* Presented at the Annual Meeting of the American Educational Research Association (AERA), Seattle WA, April 10-14.
- *† Steinkuehler, C. A., Derry, S. J., DelMarcelle, M., & Woods, D. K. (2001). *Cracking the resource nut with distributed problem-based learning in secondary teacher education.* Presented at the Annual Meeting of the American Educational Research Association (AERA), Seattle WA, April 10-14.
- *† Derry, S. J. Sung, Y. K. Stampen, J., & Steinkuehler, C. A. (2001). *Videocases for teacher enhancement.* Presented at the Annual Meeting of the American Educational Research Association (AERA), Seattle WA, April 10-14.
- *† Derry, S. J., Lee, J., Kim, J.-B., Seymour, J., & Steinkuehler, C. A. (2001). *From ambitious vision to partially satisfying reality: Community and collaboration in teacher education.* Presented at the Annual Meeting of the American Educational Research Association (AERA), Seattle WA, April 10-14.
- *† Steinkuehler, C. A. (2001). *The quality of preservice science teachers' argumentative reasoning.* Presented at the Annual Conference of the National Association for Research on Science Teaching (NARST), St. Louis MO, March 25-28.
- *† Derry, S. J., Steinkuehler, C. A., & Fassnacht, C. (2000). *Designing instructional websites to support inclusive problem-based learning.* Presented at the Annual Conference of the Center for Innovative Learning Technologies (CILT), Washington DC, October 26-29.
- *† Steinkuehler, C. A., Derry, S. J., Levin, J. R., & Kim, J.-B. (2000). *Argumentative reasoning in online discussion.* Presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 24-28.
- *† Kim, J.-B., Derry, S. J., Steinkuehler, C. A., Street, J. P., & Watson, J. G. (2000). *Online based collaborative learning.* Presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 24-28.
- *† Siegel, M., Derry, S., J. Steinkuehler, C. A., Kim, J.-B., & Seymour, J. (2000). *What and how preservice teachers learn: Designing a course that fosters development of useful theoretical knowledge and the assessment methods to capture it.* Presented at the Annual Meeting of the American Educational Research Association (AERA), New Orleans LA, April 24-28.
- *† Derry, S. J. & STEP* (2000). *Reconceptualizing professional development: Collaborative video projects on the World Wide Web.* Presented at the Annual Meeting of American Educational Research Association (AERA), New Orleans LA, April 24-28. (*P. Feltovich, R. Spiro, C. Hmelo, C. Fassnacht, C. Steinkuehler, J. Street, J.-B. Kim, N. Canty, J. Possett, J. Lee, B. Beitzel, M. Siegel, J. Seymour, B. Viola, & Y. Lee).
- *† Derry, S. J. & STEP* (2000). *Taking STEPs toward infusing modeling and visualization technologies into teacher education.* Presented at the NSF-sponsored workshop, Integrating Modeling and Visualization into K-12 Teacher Education Programs, Alexandria VA. (*P. Feltovich, R. Spiro, C. Hmelo, C. Fassnacht, C. Steinkuehler, J. Street, J.-B. Kim, N. Canty, J. Possett, J. Lee, B. Beitzel, M. Siegel, J. Seymour, B. Viola, & Y. Lee).

Academic Workshops, Guest Lectures, & Other Service-Related Presentations

† designates work completed prior to joining UW faculty

Steinkuehler, C. King, E. Martin, C. Oh, Y., Chu, S., Williams, C., Ochsner, A., Harris, S., & Owens, L. (2010). *Mixed methods for studying games & learning*. Workshop presented at the Annual Games+Learning+ Society (GLS) Conference, Madison WI, June 15-17

Hayes, B., McKnight, J., Steinkuehler, C., Martinez, R., & Duncan, S., (2011). *Teaching and learning with the "gaming generation": Using games in undergraduate education across disciplines*. Fireside chat presented at the Annual Games+Learning+ Society (GLS) Conference, Madison WI, June 15-17.

Steinkuehler, C. & Squire, K. (2011). *Games, learning & society: How interactive media may be changing how we learn and what we value*. Presented at the School of Arts, Media + Engineering, Arizona State University, Tempe AZ, February 4.

Steinkuehler, C. (2010). *Online games, digital learning, and education*. Presented at the UW-Madison chapter of the Student Wisconsin Education Association (StWEA), Madison WI, December 2.

Steinkuehler, C. (2010). *The role of play in learning*. Presented at the Progressive Education Network Conference, Madison WI October 29.

Steinkuehler, C. (2010). *Learning and MMOs*. Presented at Computer Games and Learning Seminar, Uppsala Sweden, August 23-27.

Chisholm, A., Klopfer, E., Resnick, M., & Steinkuehler, C. (2010). *Why kids obsess over Farmville and other lessons from the field*. Panel discussion presented at iPlay, You Play, WiiPlay Conference: How Play is Changing Media, and Media is Changing Play. MIT, Cambridge MA, May 15-19.

Steinkuehler, C. (2010). *Informal science literacy in adolescent online play spaces: The case of massively multiplayer online videogames*. Presented at the Science & Technology Studies (STS) Brownbag Series, University of Wisconsin-Madison, April 22.

Steinkuehler, C. (2010). *Virtual worlds, learning, & the new pop cosmopolitanism*. Presented at the Department of Curriculum and Instruction, University of Wisconsin-Madison, March 19, Madison WI.

Zimmerman, E., Steinkuehler, C., Squire, K., & Dikkers, S. (2009). *Real-Time Research: A GLS Experiment in the Design of Scholarship III*. Workshop presented at the annual Games, Learning, & Society (GLS) Conference, Madison WI, June 10-12.

Steinkuehler, C. (2009). *Virtual worlds and learning*. Guest lecture presented at the University of Michigan, Ann Arbor, March 18.

Steinkuehler, C. (2009). *Learning in virtual worlds*. Keynote presented at the Wisconsin Academy Evening, Madison WI, February 10.

LaPointe, D., Stewart, M., Steinkuehler, C. & Shearer, R. (2008). *Virtual collaboration with colleagues, clients, and team members*. Invited panel discussion presented at the Distance Teaching & Learning Conference, Madison WI, August 10.

- Devane, B., Durga, S., King, E., Squire, K., Steinkuehler, C. (2008). *Games, Learning & Society: Building centers of expertise around gaming*. Workshop presented at the International Society for the Learning Sciences (ICLS), Utrecht, Netherlands, June 24-28.
- Steinkuehler, C., King, E.M. Fahser-Herro, D., Simkins, D., & Alagoz, E. (2008). *Digital literacies for the disengaged: Creating after school contexts to support boys' game-based literacy skills*. Workshop presented at the 7th Conference on Interaction Design for Children, Chicago, June 11-13.
- Steinkuehler, C., Halverson, E., Halverson, R., & Kurt Squire, K. (2008). *Games, learning, & society: New tools for educational innovation*. Presented at the 2008 UW-Madison Teaching and Learning Symposium, Madison WI, May 21-23.
- Steinkuehler, C. (2008). *Games, learning & society*. Guest lecture delivered at Harvard University, Boston, April 22.
- Steinkuehler, C. (2007). *Cognition, learning & literacy in massively multiplayer online games*. Presented at the Northwestern University Learning Sciences Brownbag, Chicago, December 6.
- Steinkuehler, C. (2007). *(Online) games & learning*. Presented at University of Wisconsin-Madison ENGAGE Luncheon, Madison WI, December 5.
- Squire, K. & Steinkuehler, C. (2007). *Videogame design*. Workshop presented at part of the Grandparents University Program, University of Wisconsin-Madison, Madison WI, July 19.
- Steinkuehler, C. (2007). *Learning and socialization in Multiplayer Online Games*. Presented at TEMPO Madison, Inc., Madison WI, May 8.
- Steinkuehler, C. (2007). *Cognition & learning within online games*. Presented at the Defense Advanced Research Projects Agency (DARPA) Strategic Technology Office (STO) conference on Massively Multiplayer Online Games, San Diego CA, January 23.
- Squire, K. & Steinkuehler, C. (2006). *Games & learning*. Presented at FilmCon, Madison WI, November 19.
- Steinkuehler, C. (2006). *Visual science*. Panel discussion presented at Trans: A Visual Culture Conference, Madison WI, October 19-22.
- Steinkuehler, C. (2006). *Massively multiplayer games: What online play can teach us about learning both online and off*. Presented at the Wisconsin Educational Media Association, Wisconsin Dells WI, March 5-7.
- † Steinkuehler, C. A. & Squire, K. D (2005). *Gaming and gamers*. Presented at the WiLSWorld Conference, Madison WI, July 19-20.
- † Steinkuehler, C. A. (2005). *Teaching to the gamer generation*. Presented at the 24th Annual University of Wisconsin Reading Research Symposium, Madison WI, June 17.
- † Caperton, I., Heeter, C., Steinkuehler, C. A., & Sun, J. (2005). *Gender and diversity*. Panel discussion presented at *Education Arcade*, Los Angeles CA, May 15 -17.

- † Williams, D., Gee, J. P., Castronova, E., & Steinkuehler, C. A. (2005). *When researchers attack: A roundtable discussion about what academics can and can't tell you about your games*. Panel discussion presented at the Game Developers Conference (GDC), San Francisco CA, March 7–11.
- † Leander, K., Cammack, D., Jacobs, G., Kinzer, C., Squire, K. & Steinkuehler, C. A. (2005). *How do we study literacies across time, space, and place? New methodologies for researching online literacy practices*. Workshop presented at the Research Assembly of the National Council for Teachers of English (NCTEAR), Columbus OH, February 18.
- † Steinkuehler, C. A. (2005). *Cognition & learning in massively multiplayer online games: A critical approach*. Presented at the Learning Sciences Colloquium, University of Wisconsin–Madison, January 21.
- † Gee, J. P., Squire, K. D., & Steinkuehler, C. A. (2005). *Discover how games are reshaping business & learning*. Panel presented at Accelerate Madison, Madison WI, January 20.
- † Steinkuehler, C. A. (2004). *Cognition & learning in massively multiplayer online games: A virtual cognitive ethnography of Lineage*. Presented at the Learning Sciences Department, University of Indiana, November 19.
- † Leander, K., Cammack, D., Jacobs, G., Kinzer, C., Squire, K., & Steinkuehler, C. A. (2004). *How do we study literacies across time, space, and place? New methodologies for researching online literacy practices*. Workshop presented at the National Council for Teachers of English (NCTE) Annual Convention, Indianapolis, November 18-23.
- † Edwards, R., Gehorsam, R., Hamilton, B. A., Oehlert, M., Prensky, M., & Steinkuehler, C. A. (2004). *Games and learning*. Panel discussion presented at the TechLearn Conference, New York, November 14-17.
- † Lastowka, G., Book, B., Myers, D., Steinkuehler, C. A., & Taylor, T. L. (2004). *The culture of play*. Panel discussion presented at the State of Play Conference, New York University Law School, New York, October 28-31.
- † Steinkuehler, C. A. (2004). *Learning and massively multiplayer games*. Presented at the Best Practices and New Developments in Reading and Literacy Workshop, Madison WI, February 12.

Teaching

Principal Areas: Research and analysis of cognition and learning in videogames (especially online games and virtual worlds), online learning environments, role of technology in collaborative learning, discourse analysis, analysis of online social interaction, sociocultural theories of learning.

C&I 277/675 <i>Videogames & Learning</i>	2010-2011
C&I 675 <i>Research on Online Virtual Worlds</i>	2007-2010
C&I 717 <i>Introduction to Qualitative Research</i>	2009
C&I 606 <i>Critical Educational Practice on the Internet</i>	2005-2008
C&I 975 <i>Analyzing Online Social Interaction</i>	2008
C&I 975 / ELPA 940 <i>Gender & Technology</i>	2006
C&I 514 <i>Instructional Computing in Schools I</i>	2006
Ed.Psych. 301 <i>Human Abilities & Learning</i>	2003-2004

Service

Public

National Academy of Sciences, Committee on Games, Simulations, & Science Learning	2009-2011
Advisory Board, Media Arts & Game Design degree at UW-Whitewater	2009-2011
Vice President, Woodland Montessori School Board of Directors	2010
Columnist, <i>Terra Nova</i> (academic blog on virtual worlds)	2004-2006
Department of Public Instruction's Adolescent Literacy Task Force	2007
Columnist, Joystick101.org	2004-2005
Editor, Science Teachers of Missouri (grassroots teacher publication)	1996-2005
Hiring Committee, Educational Psychology, UW-Madison	2000
Volunteer, Pediatrics Clinic, University of Missouri Hospital	1996
Volunteer Instructor, University of Missouri YMCA	1992

University

Affiliate Faculty Member: Holtz Center for Science & Technology Studies	2010-present
Curriculum & Instruction Student Awards Committee, UW-Madison	2009-present
Founding Member, Games, Learning, & Society (GLS) Initiative	2006-present
UW-Madison School of Education Programs Committee, UW-Madison	2010-2011
Curriculum & Instruction Graduate Programs Committee, UW-Madison	2006-2011
Engage Faculty Advisory Committee, University of Wisconsin-Madison	2007-2010
Faculty Senate, University of Wisconsin-Madison.	2008-2009
Qualitative Research Methods Committee, UW-Madison	2008
Curriculum Committee, Educational Psychology, UW-Madison	2002

Professional

Conference Chair, Games, Learning, & Society Conference	2005-2011
AERA "Media, Culture & Curriculum" Special Interest Group Chair	2009-2011
Participant, "Future of NAEP" Summit, National Center for Education Statistics	2011
Advisory Board, Common Sense Media Educational Ratings	2011
Advisory Board, Gaming with a Purpose (Games for Change Chapter), Vienna	2011
Editorial Board, <i>Well Played Journal</i>	2011
Editorial Board, <i>Games & Culture</i>	2010-2011
Editorial Board, <i>Eludamos: Journal for Computer Game Culture</i>	2010-2011
Editorial Board, <i>International Journal of Games Based Learning</i>	2009-2011
Editorial Board, <i>Journal of the Learning Sciences</i>	2009-2011
Editorial Board, <i>Second Nature: The International Journal of Creative Media</i>	2009-2011
Editorial Board, <i>International Journal of Gaming and Computer-Mediated Simulations</i>	2008-2011
Reviewer, American Educational Research Association	1999-2011
Special Issue Editor, "Games, Learning & Society," <i>eLearning</i>	2009
NSF Division of Information and Intelligent Systems (IIS) review panel	2009
Reviewer, <i>Games & Culture</i>	2006-2010
Reviewer, <i>The Journal of the Learning Sciences</i>	2006-2009
Reviewer, International Conference on the Foundation of Digital Games ICFDG	2008
Reviewer, NASA Learning Technologies Grant	2008
Program Committee, International Conference on Interactive Design and Children	2008
Special Issue Editor, "Virtual Worlds & Learning," <i>On The Horizon</i>	2008
Special Issue Editor, "Games, Learning & Society," <i>Games & Culture</i>	2008
Program Committee, ACM ACE	2008
Program Committee, Future Play Conference, Canada	2008

Program Committee, Meaningful Play Conference, Michigan State University	2008
Reviewer, The [Player] Conference, Copenhagen	2008
Program Committee, Future Play Conference	2007
Program Committee, European Conference on Games-Based Learning	2007
Reviewer, <i>International Journal of Computer-Supported Collaborative Learning</i>	2007
Reviewer, MIT Press	2007
Reviewer, Singapore Ministry of Education Programme on Interactive & Digital Media	2007
Editorial Advisory Board, <i>Handbook of Research on Effective Electronic Gaming in Education</i>	2007
Reviewer, <i>Mind, Culture & Activity</i>	2006
Reviewer, <i>Journal of Computer Mediated Communication</i>	2006
Reviewer, <i>Women's Studies on Communication</i>	2006
Conference Committee, Sandbox: ACM SIGGRAPH Videogame Symposium	2006
Program Committee, IEEE International Workshop on Digital Games Education, Taiwan	2006
Reviewer, International Conference of the Learning Sciences	2005
Game Design Judge, Ludium I Conference, Indiana University at Bloomington	2005
Reviewer, <i>Game Studies Journal</i>	2004
Reviewer, Other Players Conference	2004
Reviewer, Educational Psychology College Textbook, Worth Publishers	2003
Reviewer, <i>Discourse Processes Journal</i>	2002
Reviewer, Annual Conference of the Cognitive Science Society	2000

Awards

Outstanding Advisor, C&I University of Wisconsin-Madison	2012
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Selected Press

Talk of the Nation (NPR): Airing June 27

Tell Me More (NPR): <http://www.npr.org/2012/04/18/150879193/what-can-we-learn-from-video-games>

Kotaku: <http://kotaku.com/5903226/from-lineage-to-journey-white-house-games-guru-wants-to-know-what-makes-players-tick>

On Wisconsin: http://onwisconsin.uwalumni.com/departments/news_notes/game-on/

USA Today: <http://www.usatoday.com/news/washington/story/2012-01-26/educational-video-games-white-house/52908052/1>

American RadioWorks:

<http://itunes.apple.com/us/podcast/apm-american-radioworks/id81914987>

Government Executive Magazine:

<http://www.govexec.com/magazine/features/2012/04/game-theory/41624/?oref=mag-module>

MacArthur Blog Spotlight:

<http://spotlight.macfound.org/blog/entry/playback-nurturing-student-interest-through-digital-tools/>

Canadian Broadcasting Corporation (CBC):

http://www.cbc.ca/video/#/News/TV_Shows/Connect_with_Mark_Kelley/ID=1592364997

Chronicle of Higher Education: [http://chronicle.com/article/5-Lessons-Professors-Can-Learn/63708/?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed%3A+chronicle%2Fnews+\(The+Chronicle%3A+Top+Stories\)](http://chronicle.com/article/5-Lessons-Professors-Can-Learn/63708/?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed%3A+chronicle%2Fnews+(The+Chronicle%3A+Top+Stories))

Science: <http://www.sciencemag.org/cgi/content/abstract/323/5910/66>

WoW Insider: <http://www.wowinsider.com/2009/02/12/wow-is-the-new-third-place/>

Capital Times: <http://www.madison.com/tct/news/stories/437876>

New York Times: http://www.nytimes.com/2008/10/06/books/06games.html?_r=1&oref=slogin.

LiveScience: <http://www.livescience.com/technology/081003-school-games.html>

Huffington Post: <http://www.huffingtonpost.com/huff-wires/20080818/video-games-learning/>

Milwaukee Journal Sentinel: <http://www.jsonline.com/story/index.aspx?id=804079>

FOX News: <http://www.foxnews.com/story/0,2933,432383,00.html>

CNN: <http://www.cnn.com/2008/TECH/ptech/08/18/videogames.learning.ap/index.html>
MSNBC: <http://www.msnbc.msn.com/id/26271240/>
Fox News: <http://www.foxnews.com/story/0,2933,405821,00.html>
USA Today: http://www.usatoday.com/news/topstories/2008-08-18-970688034_x.htm
The Guardian (UK): <http://www.guardian.co.uk/world/feedarticle/7734392>
Wired: http://www.wired.com/gaming/gamingreviews/commentary/games/2008/09/gamesfrontiers_0908
Isthmus: <http://www.thedailypage.com/daily/article.php?article=23193>
Gamasutra: http://www.gamasutra.com/php-bin/news_index.php?story=16264
NPR: http://www.onpointradio.org/shows/2007/09/20070907_b_main.asp
Slashdot: <http://games.slashdot.org/article.pl?sid=06/09/20/1241251>
ABC: <http://www.abc.net.au/science/news/stories/2006/1735160.htm?health>
CNN: <http://www.cnn.com/2006/TECH/internet/09/06/online.games.sociability.reut/index.html>
Yahoo: http://news.yahoo.com/s/nm/20060906/hl_nm/online_games_dc
Fox: <http://www.fox28.com/News/index.php?ID=3106>
CBS: <http://www.cbsnews.com/stories/2006/08/18/health/webmd/main1912860.shtml>
Business Week: http://www.businessweek.com/innovate/content/jul2006/id20060719_349507.htm
NBC: <http://nbc15.madison.com/news/headlines/3061806.html>
Wisconsin State Journal: <http://www.madison.com/archives/read.php?ref=/wsj/2006/06/15/0606150053.php>
BBC: <http://news.bbc.co.uk/1/hi/technology/4833348.stm>
Gamasutra: http://www.gamasutra.com/features/20051219/boyer_01.shtml
SlashDot: <http://games.slashdot.org/games/05/01/21/136245.shtml?tid=146&tid=10>
Capital Times: <http://www.madison.com/tct/business/index.php?ntid=25318&ntpid=1>
BoingBoing: http://www.boingboing.net/2004/05/26/game_guilds_are_dist.html
Chronicle of Higher Education: <http://chronicle.com/redirect/b/v49/i49/49a03101.htm>

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