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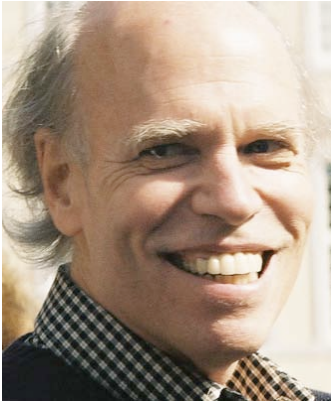


**Colorado
State
University**

The Information Science & Technology Center

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**Colorado State University's
Information Science and Technology Center (ISTeC)
presents two lectures by**



James Paul Gee
Arizona State University
Mary Lou Fulton Presidential Professor
of Literacy Studies

ISTeC Distinguished Lecture

in conjunction with the
**Electrical and Computer Engineering Department and
Computer Science Department Seminar Series**

“Learning by Design”

Monday, April 5, 2010

Reception: 10:30 a.m.

Lecture: 11:00 – 12:00 noon

Location: Lory Student Center Grey Rock Room



School of Education Special Lecture

sponsored by ISTEc

“Replacing ‘School Reform’ with ‘Learning Reform’”

Monday, April 5, 2010

Lecture: 2:00 – 2:50 p.m.

Location: Education Building Room 4

ABSTRACTS

“Learning by Design”

Modern video games are “learning engines”. They offer players complex problem spaces. If players could not just learn but master these problem spaces they would cease to buy video games. Thus, good game designers design good learning into the very fabric of their games’ designs. And the ways they create learning are, in fact, supported by research in the Learning Sciences about how humans learn deepest and best. I will argue that game design and the design of any truly effective learning (whether in a game or not) share deep principles. Further, games have shown that learning is highly motivating as a commercial product. At the same time, both modern game design and modern learning design are forms of sociotechnical engineering, designing new software or digital tools and new communities at the same time.

“Replacing ‘School Reform’ with ‘Learning Reform’”

Many practices in today’s popular culture are highly complex, demanding complex thought and language. These practices organize learning and people in highly effective ways, but in ways that are profoundly different than the organization of learning in many of our schools today. These practices are creating new forms of 24/7 learning, forms that are, in turn, being recruited by businesses to sell “21st century learning”. At the same time, these practices are creating new equity problems for society in terms of who succeeds and who does not, equity problems that affect school, but go far beyond school. I will discuss what I see as new paradigms of teaching and learning and their implications for society and current school reform efforts.

SPEAKER BIOGRAPHY

Dr. James Paul Gee (<http://www.jamespaulgee.com/>) is the Mary Lou Fulton Presidential Professor of Literacy Studies at Arizona State University. He is a member of the National Academy of Education. His book *Sociolinguistics and Literacies* (1990, Third Edition 2007) was one of the founding documents in the formation of the “New Literacy Studies”, an interdisciplinary field devoted to studying language, learning, and literacy in an integrated way in the full range of their cognitive, social, and cultural contexts. His book *An Introduction to Discourse Analysis* (1999, Second Edition 2005) brings together his work on a methodology for studying communication in its cultural settings, an approach that has been widely influential over the last two decades. His most recent books both deal with video games, language, and learning. *What Video Games Have to Teach Us About Learning and Literacy* (2003, Second Edition 2007) argues that good video games are designed to enhance learning through effective learning principles supported by research in the Learning Sciences. *Situated Language and Learning* (2004) places video games within an overall theory of learning and literacy and shows how they can help us in thinking about the reform of schools. His most recent book is *Good Video Games and Good Learning: Collected Essays* (2007). A new book, *Women and Gaming: The Sims and 21st Century Learning*, written with Elizabeth Hayes, is due to appear soon. Prof. Gee has published widely in journals in linguistics, psychology, the social sciences, and education.

To arrange a meeting with the speaker, please contact Dr. Karen Kamnski at (970) 491-3713 or karen.kaminski@colostate.edu.

ISTeC (Information Science and Technology Center) is a university-wide organization for promoting, facilitating, and enhancing CSU’s research, education, and outreach activities pertaining to the design and innovative application of computer, communication, and information systems. For more information, please see ISTeC.ColoState.edu.

Both lectures are open to the public.