

James Paul Gee
Short Biographical Statement

James Paul Gee 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, *Woman as Gamers: 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.