

## KAREN (KAT) SCHRIER

### EDUCATION

**Columbia University (Teachers College)**, New York, NY (2007-2011)

- Doctorate in Instructional Technology and Media
- Dissertation Title: *Ethical Thinking and Video Games: The Practice of Ethics in Fable III*

**Massachusetts Institute of Technology**, Cambridge, MA (2003-2005)

- Master's in Comparative Media Studies (2005)
- Thesis: *Revolutionizing History Education: Using Augmented Reality Games to Teach History*

**Amherst College**, Amherst, MA (1995-1999)

- Bachelor's in Psychology (May 1999), *magna cum laude*

**Biography:** Dr. Kat Schrier is Full Professor and Founding Director of the [Games & Emerging Media program](#) at Marist College, a top 50 games program in the world according to Princeton Review. She is also the director of the Play Innovation Lab. Dr. Schrier has authored or edited over 100 scholarly publications and educational materials. She is the editor of the book series, *Learning, Education & Games*, published by ETC Press (Carnegie Mellon), co-author of a UNESCO whitepaper on empathy and games, and co-editor of two volumes on games and ethics. Her single-authored book, [Knowledge Games: How Playing Games Can Help Solve Problems, Create Insight, and Make Change](#), was published in 2016 by [Johns Hopkins University Press](#), and has been covered by *Forbes*, *New Scientist*, and *Times Higher Education*, and SiriusXM. Her latest book, [We the Gamers: How Games Teach Ethics & Civics](#), was published by Oxford University Press in 2021 and was discussed in *The Washington Post*, *Edutopia*, *Wired*, *Fast Company*, and *Scientific American*. She has spent over 20 years producing websites, apps, and games for companies like Scholastic, Nickelodeon, BrainPOP, and PBS/Channel 13. For instance, Dr. Schrier co-created McGraw-Hill's [Quest: Journey through the Lifespan](#) and the World Health Organization (WHO)'s [Hand Hygiene project](#). From 2018-onward, she has worked on projects related to empathy, games, and AR/VR as a researcher and [Belfer Fellow with the ADL's Center for Technology & Society](#), including [Designing Ourselves](#). She worked on a [Templeton Foundation Grant](#), which involved creating VR games for Nigerian youth, and has been consulting with the World Health Organization (WHO) to design games for medical and public health needs. She holds a doctorate from Columbia University, master's degree from MIT, and a bachelor's degree from Amherst College.

### PROFESSIONAL EXPERIENCE

**MARIST COLLEGE** *Poughkeepsie, NY*

*Full Professor, School of Communication and the Arts* (February 2024 — current)

*Associate Professor, School of Communication and the Arts* (May 2017 – January 2024) (tenured in May 2017)

*Assistant Professor, School of Communication and the Arts* (August 2011 – May 2017)

*Founder and Director of Games and Emerging Media program* (August 2015 – Current)

*Director of Play Innovation Lab* (August 2013 – Current)

- Spearheaded creation of new games major (started fall 2015).
- Direct the Games and Emerging Media major, which involves advising, assessment, managing a budget, meeting with current and prospective students, career development, curriculum development and revisions, administrative duties, and innovating the program.
- Teach 7-9 courses each year, such as in game design, designing thinking, UX/UI, digital tools, interaction design, interactive media, online culture, media theory, and cross-platform storytelling. Created curriculum for all courses.
- Developed and have taught 15 different courses of all different levels and types — graduate, undergraduate, introductory and upper-level courses, special topics and first-year seminars, and production and theory courses.
- Design, research, and write about games and interactive media through the Play Innovation Lab.
- Assessment coordinator for Games & Emerging Media; spearhead assessment and self-study reports.

**ESI DESIGN (Edwin Schlossberg, Inc.)** *New York, NY*  
*Lead Designer* (August 2010 – December 2010)  
*Director of Interactive Media and Technology Design* (April 2010 – August 2010)

**SCHOLASTIC (Scholastic, Inc.)** *New York, NY*  
*Communications Program Portfolio Manager* (Promoted, February 2010-April 2010)  
*Executive Producer* (Promoted, March 2009-January 2010)  
*Senior Producer* (December 2007 – February 2009)

**NICKELODEON DIGITAL (MTV Networks/Viacom)** *New York, NY*  
*Lead Producer* (December 2006 – December 2007)

**BRAINPOP U. (BrainPOP, LLC)** *New York, NY*  
*Content Director* (September 2005 – December 2006)

## PUBLICATIONS

### Monographs/Scholarly Books

Schrier, K. (2021). *We the gamers: How games teach ethics and civics*. New York, NY: Oxford University Press.

Schrier, K. (2016). *Knowledge games: How playing games can solve problems, create insight, and make change*. Baltimore, MD: Johns Hopkins University Press.

Ian Bogost, Professor, Washington University, called it the “*Best book on games and education since Gee and Schafer[sic]*,” referring to James Gee’s and David Shaffer’s classic books.

### Edited Books

Schrier, K., Kowert, R., Leonard, D., & Porkka-Konturri, T. (2024). *Learning, education & games vol. 4: 50 games for inclusion, equity, and justice*. Pittsburgh, PA: ETC Press (Carnegie Mellon).

Schrier, K. (Ed.) (2019). *Learning, education & games vol. 3: 100 games to use in the classroom and beyond*. Pittsburgh, PA: ETC Press (Carnegie Mellon).

Schrier, K. (Ed.) (2016). *Learning, education & games vol. 2: Bringing games into educational contexts*. Pittsburgh, PA: ETC Press (Carnegie Mellon).

Schrier, K. (Ed.) (2014). *Learning, education & games vol. 1: Curricular and design considerations*. Pittsburgh, PA: ETC Press (Carnegie Mellon).

Schrier, K. and Gibson, D. (Eds.) (2011). *Designing games for ethics: Models, techniques and frameworks*, Hershey, PA: IGI Global.

Schrier, K. and Gibson, D. (Eds.) (2010). *Ethics and game design: Teaching values through play*, Hershey, PA: IGI Global.

### Peer-Reviewed Journal Articles

Schrier, K. (2024). Leadership through Citizen Science Games. *Journal of Leadership Studies*.  
<https://doi.org/10.1002/jls.21878>

Schrier, K., Zaharadnik, A., & Shaenfield, D. (2024). Playful Approaches to Leadership Development: Three Innovative Uses of Games in the Classroom. *Journal of Management Education*.  
<https://doi.org/10.1177/1052562923121506>

Schrier, K. (2022). Getting Serious About Games in Leadership Research. *Leadership Journal*.

Schrier, K. (2021). The Ethics of Knowledge Games: Five Emerging Questions About Games that Support Citizen Science, *Gamevironments*.

<https://journals.suub.uni-bremen.de/index.php/gamevironments/article/view/147/131>

- Schrier, K. (2021). Spreading Learning through Fake News Games. *Gamevironments*.  
<https://journals.suub.uni-bremen.de/index.php/gameenvironments/article/view/157/141>
- Farber, M. & Schrier, K. (2021). Beyond Winning: A Situational Analysis of Two Digital Autobiographical Games, *Game Studies Journal*, [http://gamestudies.org/2104/articles/farber\\_schrier](http://gamestudies.org/2104/articles/farber_schrier).
- Schrier, K. & Farber, M. (2021). A Systematic Literature Review of “Empathy” and “Games.” *Journal of Gaming and Virtual Worlds*.
- Anderson, S. & Schrier, K. (2021). Disability and Video Games Journalism: A Discourse Analysis of Accessibility and Gaming Culture, *Games & Culture*.
- Schrier, K. (2019). Reducing bias through gaming. *G/A/M/E Journal*.  
<https://www.gamejournal.it/reducing-bias-through-gaming/>, April 2019.
- Portnoy, L. & Schrier, K. (2019). Using Games to Support STEM Curiosity, Identity, and Self-Efficacy, *The Journal of Games, Society, and Self*, March 2019. [https://kilthub.cmu.edu/articles/Journal\\_of\\_Games\\_Self\\_Society\\_Issue\\_1/7857578](https://kilthub.cmu.edu/articles/Journal_of_Games_Self_Society_Issue_1/7857578)
- Schrier, K. (2018). Using games to solve real-world civic problems: Early insights and design principles. *The Journal of Community Engagement and Higher Education*. Vol. 10, No. 1.
- Schrier, K. (2017). Designing games for real-world moral problem solving. *Games & Culture*. Online on May 31, 2017. Doi:10.1177/1555412017711514
- Schrier, K. (2017). Designing role-playing video games for ethical thinking. *Educational Technology Research and Development*. 65(4): 831-868
- Schrier, K. (2017). Designing learning with citizen science and games. *Journal of Emerging Learning Design*. 4(1): 19-26.
- Schrier, K. (2015). EPIC: A framework for using video games for ethics education. *Journal of Moral Education*. 44(4): 393-424
- Schrier, K. (2015). Ethical thinking and sustainability in role-play participants: A preliminary study. *Simulation & Gaming*. 46(6): 673-696.
- Schrier, K. (2014). The weird humanity of *I Have No Mouth and I Must Scream*. *Well-Played*. ETC Press (Carnegie Mellon).
- Schrier, K. (2012). Avatar gender and ethical thinking in *Fable III*. *Bulletin of Science, Technology, and Society*. Sage Publications. October 2012, (32) 5, 375-383.

### Peer-Reviewed Conference Papers (Published in Proceedings)

- Schrier, K. (2024, in press) How Do We Teach Eudaimonia through Games? Proceedings of ACM Foundations of Digital Games '2024, Worcester, MA.
- Schrier, K., Ohu, E., Bodunde, I, Babatunde, A, Alugo, M., & Emami, C. (2021). Piloting a Game Jam in Nigeria to Support Empathy and Compassion. *Proceedings of ACM Game Jams, Hackathons, and Game Creation Events (ICGJ)*. Virtual.
- Schrier, K. & Farber, M. (2019). Open questions for empathy and games. *Proceedings of Connected Learning Conference '18*, ETC Press, Boston, MA.
- Schrier, K. (2017). What's in a Name? Naming games that solve real-world problems. *Proceedings of the Foundations of Digital Games '17*, ACM Digital Library, Cape Cod, MA.
- Gottlieb, O., Mathews, J., Schrier, K., & Sly, J. (2014). Mobile history games: Challenges, frameworks, and design principles. *Games Learning & Society 10.0 Conference Proceedings*.
- Schrier, K. & Gibson, D. (2011). Using games to prepare ethical educators. In M. Koehler & P. Mishra (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2011*. (pp. 1372-1379). Chesapeake, VA: AACE.
- Schrier, K., Gibson, D., Shaenfield, D., Simkins, D. & Zagal, J. (2011). Teaching ethics through gaming environments: Design, development and research perspectives. In M. Koehler & P. Mishra (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2011* (pp. 2238-2241). Chesapeake, VA: AACE.
- Zagal, J., Sicart, M., and Schrier, K. (2009). Workshop: Ethics in games. *Digra 2009*. Access at: <http://www.digra.org/dl/db/09287.38499.pdf>
- Schrier, K. (2006). Using augmented reality games to teach 21st century skills. *Proceedings of ACM Siggraph 2006*, Boston, MA.

## Selected Peer-Reviewed Book Chapters, Whitepapers, and other Working Papers, divided by Topic

\*Note, each Topic is organized by date

### Empathy, ethics, and technology

- Schrier, K., Eskander, S., Beaudoin, G. Fisher, N., Harden, P., Levine, S., Sarnecky, K., Shaenfield, A. & Alvarico, E. (2022). Creating Morality through Play: Digital Games, Moral Perspective-Taking, and Empathy. In H. Kapoor & J. Kaufman (Ed.), *Creativity and Morality*, Elsevier.
- Schrier, K. (2021). Using Games for Empathy, Compassion, and Care. In D. Seelow (Ed.), *Teaching in the Game-Based Classroom: Practical Lessons for Grades 6-12*, Routledge.
- Schrier, K. (2021). How do we teach ethics and empathy through games? In André Weßel (Ed.), *Ethics in Digital Game Cultures*, Springer.
- Wendorf Muhamad, J., Schrier, K., & Huse, L-K. (2020). Facilitating communicative environments: An exploration of game modalities as facilitators of prosocial change. In M. Filimowicz & V. Tzankova, *Reimagining Communication, Mediation, Volume 4*, New York, NY: Routledge.
- Schrier, K. (2019). *Designing Ourselves: Identity, Bias, Empathy, and Game Design*, ADL Whitepaper, Accessed at: <https://www.adl.org/media/13011/download>
- Schrier, K. & ADL Education (2018). *ADL Mini-Guide to Identity, Bias, and Games*. Accessed at: <https://www.adl.org/media/12529/download>
- Farber, M. & Schrier, K. (2017). The strengths and limitations of using digital games as “empathy machines,” working paper for the UNESCO MGIEP (Mahatma Gandhi Institute of Education for Peace and Sustainable Development, <https://unesdoc.unesco.org/ark:/48223/pf0000261993>
- Schrier, K. (2015). Emotion, empathy and ethical thinking in *Fable III*. In S. Tettegah & W. Huang (Eds.) *Emotion, Technology, and Games*. New York, NY: Elsevier.
- Schrier, K. & Shaenfield, D. (2015). Collaboration and emotion in *Way*. In S. Tettegah & W. Huang (Eds.) *Emotion, Technology, and Games*. New York, NY: Elsevier.
- Schrier, K. (2014) “Trade-off: A Game Inspired by Values at Play.” In Mary Flanagan & Helen Nissenbaum (Eds.), *Values at play in digital games*. Cambridge, MA: MIT Press.
- Schrier, K. (2014). “Designing and Using Games to Teach Ethics and Ethical Thinking.” In K. Schrier, (Ed.) *Learning, education and games vol. 1: Curricular and design considerations*. Pittsburgh, PA: ETC Press.
- Schrier, K. & Shaenfield, D. (2013). Designing games to help adolescents improve their argumentative discourse and ethical thinking skills. Workshop paper, *ACM Interaction Design and Children 2013*. New York, NY.
- Schrier, K. (2011). “Introduction.” In K. Schrier & D. Gibson (Eds.), *Designing games for ethics: Models, techniques and frameworks*. Hershey, PA: IGI.
- Schrier, K., Consalvo, M., Costikyan, G., Davidson, D., Fortugno, N., Shaenfield, D., Vigeant, P., & Weaver, C. (2011). Quick takes on ethics and games: Voices from industry and academia. In K. Schrier & D. Gibson (Eds.), *Designing games for ethics: Models, techniques and frameworks* (3-21). Hershey, PA: IGI.
- Schrier, K. (2010). “Introduction.” In K. Schrier & D. Gibson (Eds.), *Ethics and game design: Teaching values through play*. Hershey, PA: IGI.
- Schrier, K., Diamond, J., & Langendoen, D. (2010). Using *Mission US*: For crown or colony? to develop historical empathy and nurture ethical thinking. In K. Schrier & D. Gibson (Eds.), *Ethics and game design: Teaching values through play* (239-261). Hershey, PA: IGI.
- Schrier, K. & Kinzer, C. (2009). Using digital games to develop ethical teachers. In D. Gibson (Ed.). *Digital simulations to improve education*. Hershey, PA: IGI.

### Learning, knowledge, and games

- Schrier, K. (In press). Gamification and Leader Development. In D. Rosch, S. Allen, & D. Jenkins (Eds.) *Moving the Needle: Evidence-based Strategies for Developing Leader Capacity*. Information Age Publishing.
- Schrier, K. & Fisher, N. (2024) *Among Us*. In Schrier, K., Kowert, R., Leonard, D., & Porkka-Konturri, T.

- (Eds.). *Learning, education & games vol. 4: 50 games for inclusion, equity, and justice*. Pittsburgh, PA: ETC Press (Carnegie Mellon). (Student co-author)
- Schrier, K. & Beaudoin, G. (2024). *That Dragon, Cancer*. In Schrier, K., Kowert, R., Leonard, D., & Porkka-Konturri, T. (Eds). *Learning, education & games vol. 4: 50 games for inclusion, equity, and justice*. Pittsburgh, PA: ETC Press (Carnegie Mellon). (Student co-author)
- Schrier, K. (2021) "Ethics and Games," in R. Ferdig, E. Baumgartner, & E. Gandolfi (Ed.) *Teaching the Game: A collection of syllabi for game design, development, and implementation* (Vols. 1-2), Pittsburgh, PA: ETC Press.
- Schrier, K. (2019). "Fable III." In K. Schrier, (Ed.) *Learning, education, and games vol. 3: 100 games to use in the classroom and beyond*. Pittsburgh, PA: ETC Press.
- Schrier, K. (2019). "Introduction." In K. Schrier, (Ed.) *Learning, education, and games vol. 3: 100 games to use in the classroom and beyond*. Pittsburgh, PA: ETC Press.
- Schrier, K. (2019). The future of crowdsourcing through games. In J. Hunsinger, Klasttrup & Allen, Eds., *Second International Handbook of Internet Research*. Springer.
- Schrier, K. (2018). Guiding questions for game-based learning. In D. Gibson, *International Handbook of Information Technology in Primary and Secondary Education*, Springer.
- Hammer, J., To, A., Schrier, K., Bowman, S., & Kaufman, G. (2018). "Role-playing games and learning." In S. Deterding & J. Zagal (Eds). *Role-Playing Game Studies: Transmedia Foundations*. New York, NY: Routledge.
- Schrier, K. (2017). Investigating typologies of research environments. Workshop paper, "Tracing the Boundaries of Games as Research," Foundations of Digital Games '17
- Schrier, K. (2016), "Introduction." In K. Schrier, (Ed.) *Learning, education, and games vol. 2: Bringing games into educational contexts*. Pittsburgh, PA: ETC Press.
- Schrier, K. (2016). Discussant's reply to Sonia Fizek's "All work and no play: Are games becoming the factories of the future?" First-Person Scholar. 09 March 2016. <http://www.firstpersonscholar.com/all-work-and-no-play/>
- Schrier, K. (2014), "Designing Digital Games to Teach History." In K. Schrier, (Ed.) *Learning, education and games vol. 1: Curricular and design considerations*. Pittsburgh, PA: ETC Press.
- Schrier, K. (2014). "Introduction." In K. Schrier, (Ed.) *Learning, education and games vol. 1: Curricular and design considerations*. Pittsburgh, PA: ETC Press.
- Schrier, K. (2007). *Reliving the Revolution* while living a place. In F. von Borries, S. Walz, U. Brinkmann, and M. Böttger (Eds.). *Space/Time/Play*. Boston, MA: Birkhäuser/Springer.
- Dieterle, E., Dede, C., & Schrier, K. (2007). Neomillennial learning styles propagated by wireless handheld devices. In M. Lytras & A. Naeve (Eds.), *Ubiquitous and pervasive knowledge and learning management*. Hershey, PA: IGI.
- Schrier, K. (2006). Reliving history with *Reliving the Revolution*: Using augmented reality games to teach. In M. Prensky, C. Aldrich & D. Gibson (Eds.), *Games and simulations in online learning: Research and development frameworks*. Hershey, PA: IGI.

### **Games, popular culture, role-playing, and cross-platform design**

- Schrier, K. & Shaenfield, D. (2021). *Life is Strange* (Dontnod Entertainment, 2015–Present), S. Bacon, Ed., *Transmedia Cultures: A Companion*. New York, NY: Peter Lang.
- Schrier, K. (2020). Would you kindly parent? Parenting, caretaking, and love in games, In Lindsay Grace (Ed.), *Love and Affection in Games, A Design Primer*. Taylor and Francis.
- Schrier, K. (2019). Harlan Ellison. In M. Levy & F. Mendlesohn (Eds.) *Aliens in popular culture*. Santa Barbara, CA: Greenwood/ABC-Clío.
- Schrier, K. (2018). *BioShock* as the infinite parent: Parenting and play in the *BioShock* series. Jessica Aldred and Felan Parker (Eds.) *New Perspectives on BioShock*. McGill-Queen's University Press.
- Bowman, S. & Schrier, K. (2018). "Players and their characters." In S. Deterding & J. Zagal (Eds). *Role-Playing Game Studies: Transmedia Foundations*. New York, NY: Routledge.
- Schrier, K., Torner, E., & Hammer, J. (2018). "Worldbuilding in Role-playing games" In S. Deterding & J. Zagal (Eds). *Role-Playing Game Studies: Transmedia Foundations*. New York, NY: Routledge.

- Schrier, K. (2017). *Foldit. 100 Greatest Video Games*. Rowman & Littlefield.
- Schrier, K. (2017). *Fable series. 100 Greatest Video Games*. Rowman & Littlefield.
- Schrier, K. (2017). *I Have No Mouth and I Must Scream. 100 Greatest Video Game Characters*. Rowman & Littlefield.
- Schrier, K. (2016). Guest editorial preface. Special issue on transmedia and games. *International Journal of Gaming and Computer-Mediated Simulations*. 8(2). April – June 2016.

### SELECTED CONFERENCE/SERIES TALKS, divided by topic

#### **Empathy, ethics, inclusion, and games**

- Schrier, K., Dam, H., Darvasi, P., & Schreiber, I. (2024). Being a Parent of a Gamer: Game for Thought. Virtual Talk.
- Da Silva, R. & Schrier, K. (2023). Reflecting on Ethical Frameworks Through Game Design. Association for Educational Communications & Technology (AECT), '23. Orlando, FL.
- Schrier, K. (2023). "Designing 'Belonging' and 'Compassion' in Games." HASTAC.
- Schrier, K. (2023). Games & Inclusion. Embracer Group. Invited speaker. (Virtual).
- Schrier, K. (2023). Games & Empathy. Spectra Cities. Invited speaker. (Virtual).
- Schrier, K. (2023). Gaming Presentation: CNA. Invited speaker. (Virtual).
- Schrier, K. (2022). Games & Social Impact. CLA Speaker Series. Metropolitan State University (virtual)
- Schrier, K. (2022). Games, Empathy, and Inclusion: Could Games Help Us To Care About Others? NTX Gaming Symposium, Tarrant County College (virtual).
- Schrier, K. (2022). Using Games for Inclusion. UPenn Graduate School of Education Course Speaker Series. University of Pennsylvania (virtual).
- Schrier, K. (2022). Games, Inclusion, and Empathy. Serious Games Graduate Class Speaker Series. Ryerson University (virtual)
- Schrier, K. (2021) What If We Could Design Games that Reduce Biases and Enhance Empathy? Carnegie Mellon University HCII Lab (speaker series, virtual). [seminar-series-kat-schrier-shaenfield](#)
- Schrier, K. (2021) Games and Social Impact. Sara Varnum Institute. Keynote Address. (Virtual) [2021/?fbclid=IwAR1uP87zwa8NdhmIDdOfckUQSibq6wZuljWYvMVpUgvjMRSSoPTulRZJWJs](#)
- Schrier, K. (2021) We the Gamers (Book Talk). Columbia University. (Virtual)
- Schrier, K. (2021). Games, Learning, Social Transformation and Change. PlayPosium Conference (virtual). <https://professorsatplay.org/playposium-2021/schedule-2021/>
- Schrier, K. & Anderson, S. (2021) Accessibility in Gaming. Casa Con. <https://casacon.nardio.net/schedule-2/> (Virtual)
- Schrier, K., Ohu, E., Okowkwo, J., Bodunde, I., Babatunde, A, Alugo, M, and Emami, C. (2021). Creating a VR Game to Support Empathy and Compassion in Nigeria. Games for Change. (virtual).
- Schrier, K. & Farber, M. (2021). Repairing the World through Games - Book Talk. Games for Change Conference. (virtual).
- Schrier, K. (2021). *We the Gamers*, Pie and Coffee. iLRN Conference. (virtual).
- Schrier, K. (2021). [The Future of Games: How Games can Influence Culture and Behavior](#). Egnosi. (Virtual)
- Schrier, K. (2021). Designing anti-bias interventions: Using game design to support empathy, perspective-taking, and bias reduction. NYCWIC Conference. (virtual)
- Schrier, K. (2020). Designing Games to Repair Our World, RELEARN Conference (virtual).
- Schrier, K. (2020). Mini-Game Jam: Create a Game that Repairs the World, RELEARN Conference (virtual).
- Schrier, K. (2020) Using Game Design to Support Social Change, Friendship Garden Game Developers Summit (virtual).
- Schrier, K., G. Richard, D. Kelley, and K. Voll. (2020). Building Bridges to Fight Hate in Games, Games for

Change 2020 (virtual event).

- Anderson, S. & Schrier, K. (2019). Disability and accessibility in video game culture: A discourse analysis of games journalism. National Communication Association paper. Top Paper Award. Baltimore, MD. (co-wrote paper, did not present)
- Wendorf Muhamad, J., Schrier, K., Huse, L-K. (2019). Facilitating communicative environments: An exploration of game modalities of facilitators of social justice. National Communication Association paper. Baltimore, MD. (co-wrote paper, did not present)
- Schrier, K. (2019). Using games and game design for anti-bias training. Serious Play, Montreal, Canada.
- Schrier, K. (2019). A new approach to anti-bias training: Developing perspective-taking and empathy through game jams. Games for Change, New York, NY.
- Schrier, K., Richard, G., Kelley, D., Loehr, S., & Novick, P. (2018). Trailblazing respect and empathy in digital spaces. ADL's Never is Now 2018 Conference. New York, NY.
- Schrier, K., Shah, M., McDonald, H., Gomez, E., Gilliam, A., Portnoy, L., & Engerman, J. (2018). Inclusive game design. ADL Livestream panel.
- Schrier, K., Khandaker, M., Chen, A., Pavislak, P. (2018). All Tech is Human, New York, NY.
- Schrier, K. (2018). Inclusive game design. Featured speaker. Meaningful Play, East Lansing, Michigan.
- Schrier, K., Farber, M., Darvasi, P., Dunlap, K. & Boltz, E. (2018) Achievement unlocked? Exploring the complexities of empathy in games. Meaningful Play, East Lansing, Michigan.
- Schrier, K., Farber, M., Braunfeld, D., Westenskow, J. Vallon, R. (2018) Games and Empathy panel. Games for Change, New York, NY.
- Schrier, K. & Farber, M. (2018). Open Questions for Empathy and Games. Connected Learning Conference. Boston, MA.
- Schrier, K. (2018). Generating Empathy and Compassion through Games. Serious Play Conference. Buffalo, NY.
- Schrier, K. (2017). Confronting Games and Ethics: Challenging Students to Be Critical Designers. Game Developers Conference. San Francisco, CA.
- Schrier, K. (2016). The ethics of games for good. Revolutionary Learning Conference. New York, NY
- Schrier, K. (2014). Ethics and games: Designing, choosing, and implementing the best games for your classroom. Games in Education 2014. Albany, NY.
- Schrier, K. (2014). Using indie games to teach ethics. CUNY Games Festival. New York, NY.
- Schrier, K. (2013). Ethics and game design. Emerging Learning and Design 2013. Montclair State. Montclair, NJ.
- Schrier, K. (2013). Trade-off: A participatory ethics game. Rutgers Media Studies Conference: Extending Play. New Brunswick, NJ.
- Schrier, K. (2012). Ethical thinking and game design. Popular Culture Association National Conference. Boston, MA.
- Schrier, K. (2011). Ethical thinking and game design. 2011 NASAGA Conference. LaForge, PA.
- Schrier, K. and Gibson, D. Using games to prepare ethical educators. Society for Information Technology and Teacher Education (SITE). Nashville, TN.
- Schrier, K. & Shaenfield, D. (2011). Using games to support the practice of argumentative discourse skills on ethical issues. American Educational Research Association (AERA). New Orleans, LA.
- Schrier, K. (2011). Ethical thinking and game design. Invited keynote address at The Ethics and Games Symposium 2011, Prindle Institute, DePauw University, IN.
- Schrier, K., (2011). Ethics and game design. Games for Change. New York, NY.
- Schrier, K., Gibson, D., Shaenfield, D. & Simkins, D. (2011). Ethics and game design. Invited panel at the Society for Information Technology and Teacher Education (SITE). Nashville, TN.
- Schrier, K. (2010). Ethics and game design. Invited paper presented at Scratch Day Conference. New York, NY.
- Schrier, K. & Sicart, M. (2010) Ethics and game design. Invited talk at NYU's Game Center, New York,

NY.

- Schrier, K., Macklin, C. & Zagal, J. (2010). The good , the bad, and the ugly: The ethics of heavy rain. Panel at Future of Digital Games. Monterey, CA.
- Schrier, K., Bryant, J. A., Gilbert, S., Langendoen, D., Macklin, C. & Nordlinger, J. (2009). Ethics and games panel. Panel at the Games for Change conference, New York, NY.

### **Civic learning, literacy, and participatory engagement**

- Schrier, K. & Farber, M. (2021). Transforming Our World through Games. Wesleyan University. Virtual.
- Schrier, K. & Farber, M. (2021). Repairing our world through games. Games for Change Talk and Play. Virtual.
- Schrier, K. (2018). Fake news, real learning: Using news games to teach civic & information literacy in higher education, CUNY Games Conference 4.0. New York, NY.
- Schrier, K., Weise, M., Sutherland, A., & Boyacioglu, B. (2017). Panel discussion at MIT, Cambridge, MA.
- Schrier, K. (2017). Civic Engagement and Design: Connecting Students with the Local Community. Emerging Learning Design (ELD). Montclair, NJ.
- Schrier, K., Lee, M., & Simkins, D. (2017). Using Games to Support Inclusive Classrooms – A Panel Discussion. Emerging Learning Design (ELD). Montclair, NJ.
- Schrier, K. (2014). Marriage equality in games: What are games teaching us? CUNY Games Festival. New York, NY.
- Lavalle, J., Meyrowitz, J., Gallagher, F., Strate, L., Freeman, L., & Schrier, K. (2012). Navigating Digital Playgrounds: Facilitating Children’s Engagement with Personal and Social Media through Media Literacy Education, 2012 Eastern Communication Association (ECA) Conference. Boston, MA.
- Schrier, K., Jenkins, H., Resnick, M, Reilly, E., Lacasa, P. and Shrethova, S. (2010). Participatory culture. Invited panel at MIT conference, Cambridge, MA.

### **Learning, knowledge, and games**

- Allegranzani, B., Sax, H., Storr, J., Schrier, K, Rivera, I., Tartari, E., & Kilpatrick, C. (2024). *My 5 Moments: The Game* Webinar, “How Games Support Health Learning & Compassion,” WHO.
- Schrier, K. (2023). Keynote address. MateaHacks. High School Hackathon. (Virtual).
- Schrier, K. (2021). Transforming learning through games. Invited presentation at Robots & Pencils. Virtual
- Schrier, K. (2021). *We the Gamers*. Invited presentation at Second Avenue Learning. Virtual
- Weisburgh, M., Schrader, T., Schrier, K. & Honeycutt, K. (2021). Worst Practices for Learning. Serious Play. Virtual
- Schrier, K. (2019). Bias, Data, & Play. NSF Conference on Practice and Science of Public Participation in STEM Research on Data Enabled Science and Engineering. Rutgers University.
- Schrier, K., Robinson, J., Joshi, K., Issa, H. & Eggleston, Y. (2019). Panel on Building a community for Citizen Science in Data Enabled Science and Engineering: Challenges, Opportunities, and Potential Solutions. NSF Conference on Practice and Science of Public Participation in STEM Research on Data Enabled Science and Engineering. Rutgers University.
- Schrier, K., An, Y-J., Miller, J., Siyahhan, S., & Dalsen, J. (2017). Highlights from the latest game-based learning research, Games for Change, New York, NY.
- Schrier, K. (2017). Design principles for knowledge games. Serious Play Conference, Washington, DC.
- Schrier, K. (2017). The Ethics of citizen science gaming: Perspectives from STS. Meeting of the Society for the Social Studies of Science (4S). Boston, Massachusetts.
- Schrier, K. (2017). What’s in a Name? Naming games that solve real-world problems. Presented at the Foundations of Digital Games ’17 conference, Cape Cod, MA.



- Schrier, K. (2017). "Tracing the Boundaries of Games as Research," Foundations of Digital Games '17 conference workshop participant.
- Ruberg, B., Schrier, K., Totten, C., Viana Neto, M., & Westecott, E. (2017). Games education soapbox. Game Developers Conference. San Francisco, CA.
- Schrier, K. (2016). Will games know us better than we know ourselves? Extending Play Conference. Rutgers State University, New Brunswick, NJ.
- Schrier, K. (2016). Using knowledge games: Helping students co-create knowledge through games. Emerging Learning and Design 2016. Montclair State. Montclair, NJ.
- Gottlieb, O., Mathews, J., Schrier, K., & Sly, J. (2014). Mobile history games: Challenges, frameworks, and design principles. Games Learning & Society 2014. Madison, WI. (virtual participant/via Skype)
- Schrier, K. (2014). Beyond games and learning: Innovating knowledge production through games. Emerging Learning and Design 2014. Montclair State. Montclair, NJ.
- Schrier, K. (2014). Bringing little data into big citizen science, American Comparative Literature Association. New York, NY.
- Schrier, K. (2013). Citizen "Social Science" Games. 10th Annual Games for Change. New York, NY.
- Schrier, K. *The educational rationale for Mission U.S.* (2010). Invited talk at the Channel 13 Celebration Conference, New York, NY.
- Schrier, K., Diamond, J. Langendoen, D. & Potter, L. (2009). The best of both worlds? Design challenges for developing historical games for classroom learning. Games Learning & Society (GLS) '09. Madison, WI.

## HONORS

- ADL Belfer Fellow, Center for Technology & Society, 2018-2020
- "Top Paper Award" for the Game Studies Division, National Communication Association 2019
- "Marist College Faculty Research Award" winner (one of two total campus-wide faculty winners at Marist) for top scholarship, 2017
- *Knowledge Games* nominated for the Grawemeyer Award in Nonfiction Education Books (2017).
- Nomination, Daytime Emmy, *Mission US* series (producer/writer for first module in series) (2015)
- Marist College Center for Civic Engagement Fellow (2015-2016); continue to participate in workshops
- Marist College Strategic Plan Grant (2018-2020)
- Marist College Research Grant (2012, 2016, 2017, 2018)
- Marist College Travel Grant (2011, 2013, 2017 (twice), 2018)
- IGDA (International Game Developers Association) Scholar, Game Developers Conference (2009)
- Columbia University Instructional Technology and Media Travel Grant Award (2008)
- Columbia University Office of Policy and Research Fellowship (2007-2008)
- Columbia University Departmental Scholarship (2007-2009)
- Nomination, Webby Award, "Kids and Family Websites," for ParentsConnect.com (2007/2008)
- Microsoft Scholar at Serious Games Summit (2004)
- Westinghouse (Intel/Regeneron) Semifinalist (1995)

## SELECTED ACTIVITIES

### College-Related Activities

- **RANK & TENURE (R&T)**. College-wide, May 2020-2023.
- **ACADEMIC AFFAIRS COMMITTEE (AAC)**. College-wide, May 2016-December 2018.
- **STRATEGIC PLANNING COMMITTEE** (School Representative for developing the 2018-2023 strategic plan). College-wide, 2016-2017. Also on the Innovation Sub-Committee for the 2023-2030 Strategic Planning Committee (2022-2023).
- **ONLINE AND DISTANCE EDUCATION COMMITTEE (ODEC)**, College-wide, 2013-2016; Chair, 2015-2016

- **PEER REVIEW COMMITTEES.** Participated on five different peer review committees for mid-tenure, promotion, and continuance from 2016-2019. Wrote a classroom observation for a tenure case (2020).
- **SEARCH COMMITTEES.** Games & Emerging Media; Academic Technology; Media Arts. Participated on nine different search committees from 2012-2023.
- **MARIST COLLEGE. Center for Ethics,** School of Communication and the Arts Representative, 2015-2018. **Diversity Conference.** 2018-2019

### External Community Activities

- **NIH, Redesigning the Cancer Patient Experience** (selected to be part of the weeklong design workshop, virtual), 2021
- **Team Member, Redesigning the K-12 Curriculum for Civics, ReDesignU** (selected to be part of a content mapping curriculum redesign program, virtual), 2021
- **Co-Curator, Games for Change Festival / Civics & Social Issues Track,** 2020
- **Judge,** Games for Change Festival / Games for Health, 2022; Games for Learning, 2019
- **Advisory Board Member,** SheroHub, 2019-current, games about domestic violence
- **Advisory Board Member,** LuvBug Learning, 2019-current
- **Advisory Board Member,** Amorus App and Games, 2021-current
- **Advisory Board Member and Mentor,** NetworkHer, startup run by high school students for marginalized youth, 2021-current
- **Advisor/Consultant,** Project Vast, new startup, 2021-current
- **Advisory Board Member, Mission US,** 2021-current
- **Advisory Board Member, Quandary/Learning Games Network,** Workshop, 2019, Advisory Board member, 2020-current
- **President,** IGDA Learning, Education, and Games (LEG) Special Interest Group, International Game Developers Association (IGDA). Steering Committee Member (2013-2016); President (2016-2019). Elected position. Member (2013-current).
- **Advisory Board Member,** McGraw-Hill educational game, 2018-2019
- **Invited Workshop Participant and Education Advisory Board Member, iThrive,** empathy, curriculum and games workshop in Boston, MA, 2018
- **Lead Producer,** *Awesome Upstanders* antibullying iphone and ipad game, 2012
- **Producer/writer/designer,** *Mission US*, a history game to teach social studies and citizenship skills, 2008-2009
- **Executive Board Member/Reviewer,** Revolutionary Learning Conference (2016); Emerging Learning Design (ELD) (2016-2018); Serious Games and Applications for Health Conference (2015-current); Foundations of Digital Games/Digra/CHI paper reviewer
- **Judge,** Games for Change, Webby Awards, Game Developers Choice Awards; Serious Play awards; IndieCade game awards; Jennifer Ann's Group Game Competition.
- **External Tenure Case Reviewer,** 3-4 tenure cases per year (2017-current)
- **External Reviewer/Reader/Evaluator,** approximately 1-2 dissertation committees and/or candidate hiring evaluations per year (2016-current)
- **Editorial Board/Reviewer,** *ACM Games: Research and Practice; Journal of Virtual Worlds and Games* and *International Journal of Games and Computer-Mediated Simulation (IJGCMS)*
- **Reviewer.** Johns Hopkins University Press; CRC Press, Routledge, *Journal of Civic Engagement and Higher Education, Computers & Education, Arts, Games & Culture; PNAS*
- **Member,** HEVGA (Higher Education Video Game Association); IGDA (International Game Developers Association)

### SKILLS

Adobe Creative Suite (including Photoshop, InDesign, Illustrator, Premiere), Final Cut Pro; interactive storytelling tools such as Ren'py, Storynexus, Storystylus, Twine 2, Bitsy; web design/blogging/CMS tools, including Dreamweaver, HTML/CSS, Wordpress/Weebly/Wix; UI/UX and wireframing tools, including Figma, Balsamiq, Justinmind, Axure, Adobe XD, OptimalSort; Slack; Discord; Java/Javascript; Google tools.