

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 an Associate Professor and Founding Director of the [Games & Emerging Media program](#) at Marist College. She is also the director of the [Play Innovation Lab](#). Prior to Marist College, she spent over a decade producing websites, apps, and games at Scholastic, Nickelodeon, BrainPOP, PBS/Channel 13, ESI Design and SparkNotes/Barnes & Noble. 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 books on games and ethics. Her 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 new book, [We the Gamers: How Games Teach Ethics & Civics](#), will be published by Oxford University Press in 2021. Dr. Schrier has co-created many digital properties, such as [Awesome Upstander](#), an anti-bullying mobile game and the Daytime Emmy-nominated [Mission US: For Crown or Colony?](#) For the 2018-2019 year, she worked on projects related to empathy, games, and AR/VR as a [Belfer Fellow with the ADL's Center for Technology & Society](#), including [Designing Ourselves](#). 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

Associate Professor, School of Communication and the Arts (May 2017 – current) (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, which was officially approved in fall 2015.
- Direct the Games and Emerging Media major
- Teach 7-9 courses each year, such as in game design, digital tools, interaction design, interactive media, online culture, media theory, and cross-platform storytelling. Created initial curriculum for all courses.
- Design, research, and write about games and interactive media through the Play Innovation Lab (www.playinnovationlab.com)

ANTI-DEFAMATION LEAGUE (ADL) New York, NY

Belfer Fellow for ADL's Center of Technology & Society (2018-2019)

- Worked with ADL and Global Game Jam to organize and run a series of game jam events across 9 different locations in the U.S. Over 50 games were created at these events. Wrote two guides to be used at the events. One of the guides can be found at: <https://www.adl.org/media/12529/download>
- Conducted a large-scale research study on game jam participants, and whether the event supported differences in empathy, perspective-taking and bias.

- Created a game jam guide that was used as part of the Global Game Jam event in January 2019; in sum, it was used to create over 100 games in 8 different countries.
- Wrote and co-designed a whitepaper on the game jam event and research findings. The “Designing Ourselves” whitepaper can be found at: <https://www.adl.org/media/13011/download>
- Created and ran a one-day charette/design workshop with 15 scholars and practitioners of games and identity. Hosted a livestreamed panel with participants on games, diversity and inclusion.
- Consulted with ADL, and their partners, on issues related to games, cross-media storytelling, online platforms, technology and education, and other topics. Spoke at the annual ADL conference.
- My work was included in the congressional record when Eileen Hershenov spoke on the rise in white supremacy and hate crimes; <https://www.adl.org/media/12760/download>
- Created *Inclusive Game Design, A Deck of Questions*, a deck of cards for game companies to use, based on my research.

ESI DESIGN (Edwin Schlossberg, Inc.) New York, NY

Lead Designer (August 2010 – December 2010)

Director of Interactive Media and Technology Design (April 2010 – August 2011)

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)

SPARKNOTES, LLC (Barnes & Noble) New York, NY

Editorial Assistant (October 2001 – August 2003)

BRAVO NETWORKS (Rainbow Media) New York, NY

Web Assistant/Intern (Summer 2001)

MARKETING AND PLANNING SYSTEMS (MaPS) Waltham, MA

Consultant (Promoted, May 2000 – May 2001)

Research Analyst (August 1999 – August 2000)

PUBLICATIONS

Monographs/Scholarly Books

Schrier, K. (in press, 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, Georgia Tech, 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. (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. (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
- 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. & 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 subsection is organized by date

Empathy, ethics, and technology

- 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: Elviesier.
- Schrier, K. & Shaenfield, D. (2015). Collaboration and emotion in *Way*. In S. Tettegah & W. Huang (Eds.) *Emotion, Technology, and Games*. New York, NY: Elviesier.
- 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. (2022) Ethics and Games Syllabus, R. Ferdig, E. Baumgartner, & E. Gandolfi (Ed.) *Game Syllabi Handbook*, 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, Klastrup & 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.

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-Clio.
- 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

Augmented reality, virtual reality, and education

- 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.

SELECTED CONFERENCE TALKS, divided by topic

Empathy, ethics, and games

- 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).
- Schrier, K. (2020). Designing anti-bias interventions: Using game design to support empathy, perspective-taking, and bias reduction. NYCWIC Conference. (canceled due to COVID).
- 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.
- 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.
- 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. (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

- 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., Langendean, 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, 2018-2019
- "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-current.
- **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

- **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**. Academic Technology; Media Arts. Participated on eight different search committees from 2012-2019.
- **MARIST COLLEGE. Center for Ethics**, School of Communication and the Arts Representative, 2015-2018. **Diversity Conference**. 2018-2019
- **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.

External Community Activities

- **Co-Curator, Games for Change Festival / Civics & Social Issues Track**, 2020
- **Advisory Board Member**, *Mission US*, 2021-current
- **Advisory Board Member**, *Quandary/Learning Games Network*, Workshop, 2019, Advisory Board member, 2020-current
- **Invited Workshop Participant and Education Advisory Board Member**, *iThrive*, empathy, curriculum and games workshop in Boston, MA, 2018
- **Advisory Board Member**, McGraw-Hill educational game, 2018-2019
- **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**, Webby Awards, Game Developers Choice Awards; Serious Play awards; IndieCade game awards; Games for Change game awards
- **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**, *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*
- **Member**, HEVGA (Higher Education Video Game Association); IGDA (International Game Developers Association), NCA (National Communication Association)

SKILLS

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