

SPOTLIGHT Session



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

THURSDAY, DECEMBER 11, 2008
9:00 – 9:45 A.M.
ROANOKE BALLROOM

Video Games and 21st Century Learning

We live in a global world full of high-risk complex systems interacting with one another in complex ways—systems such as global warming; the global economy (currently in meltdown); global poverty; and complex conflicts among cultures, civilizations, and religions. Our schools and societies must move to produce 21st century global citizens adept at thinking and problem solving in regard to complex systems—able to innovate, create, and produce knowledge and not just consume it and able to collaborate in teams that collectively are smarter than the smartest member of the team. Video games and gamer communities show the outline of what 21st century learning can look like. Play, in certain forms, will be central to learning and invention in the 21st century.

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; 3rd ed., 2007) was one of the founding documents of New Literacy Studies, an interdisciplinary field devoted to studying language, learning, and literacy integrated in the full range of their cognitive, social, and cultural contexts. His book *An Introduction to Discourse Analysis* (1999; 2d ed., 2005) pulled together his influential two decades of work studying communication in its cultural settings. His most recent books address video games, language, and learning. *What Video Games Have to Teach Us About Learning and Literacy* (2003; 2d ed., 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 inform school reform. His most recent book is *Good Video Games and Good Learning: Collected Essays* (2007).

Professor Gee has published widely in journals in linguistics, psychology, the social sciences, and education.