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Leading, Teaching, and Learning with New Media Technologies: Trajectories of Professional Development

April 16
1:00
Room TBD

S e a n n   D i k k e r s

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How can we improve professional development for teaching and learning with digitally mediated resources?

Educators are being asked to design schools that perform better, with less revenue, amidst higher poverty, and in the context of a transforming workplace that demands proficient 21st century skills out of students. Digital media and tools provide nearly ubiquitous access to information and communication in ways that are transforming learning and potentially responding to these new demands. This talk will review Seann's and other's research identifying learning practices using digital tools, and the work of Games + Learning + Society and GamingMatter to investigate, design, and study digital interactions, simulations, gaming media, augmented reality, and other digital tools for learning.

Seann is the founder and director of GamingMatter and a researcher for the Games + Learning + Society research group at the University of Wisconsin - Madison. He merges the work of Dr. Richard Halverson and Dr. Kurt Squire toward the improvement of practice through the use of digitally mediated learning. Seann is the lead editor of the 2010 book **Real-Time Research** and **Mobile Media Learning,** (Summer 2012), co-designer of the Augmented Reality and Interactive Storytelling **(ARIS)** editor, and serves as a consultant, media designer, writer, and national speaker on educational technologies. Seann Dikkers is currently working on the **Comprehensive Assessment of Leadership for Learning (CALL)**, with Dr. Richard Halverson and Dr. Carolyn Kelley and thanks to funding from the Institute of Educational Sciences, to develop a 360 degree formative feedback system for school leaders. His work leverages fourteen years of public school teaching and administration to ask what emergent trajectories

of practice exist and how leadership, teaching and learning can be improved with effective and efficient use of digital media.