

Research: Anthropological Studies of Players (for Learning Games)

I've been focusing on researching player culture and using insight from how people play games and interact with each other during play to inform the design of games for learning. I strongly believe that design should fit into people's existing contexts, so looking at how players use existing technologies or interact with commercial games helps us understand how to design for those settings and existing practices.

Theory and Design: Gaming Literacy and Absurdity in Games

I spend a lot of time thinking about what it means to play games, what gaming literacy is, and how it helps us inform what education can be. At its heart, gaming helps players learn how to understand systems and act, as well as, understand narratives and the players' role in compelling stories.

I've also been exploring the idea of games for absurdism this year, along with my students at UW Bothell. Absurdist games aren't just games that are nonsense; they're deliberate games that ask players to find motivations for continued play in the face of meaningless or futile situations. They're about struggle and persisting in the face of continual oppression.

How Can I Help?

I have experience making learning games for the Oregon Museum of Science and Industry, so hopefully I can provide useful comments on making mechanics align with learning goals while also ensuring a game that's fun and engaging.

More About Me

Personal website: <http://markdangerchen.net>

Book: *Leet Noobs: The Life and Death of an Expert Player Group in World of Warcraft*

Pacific Science Center **Science In the City** presentation from last year: <https://bit.ly/2qbpjDn>

