

## Position on Learning

Learning happens everywhere.

Meaningful learning impacts who we are and who we are becoming.

Learning must address equity.

## Major goals

Critically examine how we use new technologies to design learning environments (like games) to support meaningful learning.

Address inequity through designed learning environments.

## Passion

Improving design practices for integrating new technologies into formal and informal learning experiences.

Equity, civic engagement and activism.

## Problem → Solution

Quality of learning → Analysis of game design, structure and mechanics for how they provide meaningful learning.

## Key Takeaway

If there was a game “surviving climate change” based on my work the single most important takeaway is: the structure of game mechanic impacts learning.

Most important thing I would want a player to learn from playing a game about surviving climate change?

To feel empowered and to know what it takes to work as a community.



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