

TEACHING & LEARNING PANEL

THURS, FEB 20, 2014 • 12:00–1:00 PM
EDUCATION BUILDING, WISCONSIN IDEA ROOM



BETH MARTIN, PHD, RPH

Beth is currently serving as a co-chair of the UW-Teaching Academy Executive Committee and is an Associate Professor (CHS) in the School of Pharmacy where she has been teaching since 1998.



GAIL IBELE, PHD

Gail Ibele is a Faculty Associate in English as a Second Language at UW-Madison. She is the coordinator for the International T.A. Training Course.



JOHN MARTIN, PHD

John is a Senior Teaching & Learning Consultant for the Department of Academic Technology, where he teaches and develops socioculturally-rich teaching and learning practices. He studies the motivational and sociocultural learning affordances of video games and learner-designed place-based mobile games.



REX BEABER

Rex is a Graduate Student in Curriculum & Instruction, TA for C&I 277 Videogames and Learning, PA on the Playful Learning game-based learning movement, and PA on the CyberSTEM/CLC After-school Program partnership between the Games+Learning+Society research center and the Wisconsin Department of Public Instruction.



ERICA HALVERSON (MODERATOR)

Erica Rosenfeld Halverson is an Associate Professor of Digital Media and Literacy in the Department of Curriculum & Instruction at UW-Madison. Her research focuses on identity development and literacy learning through art and storytelling.