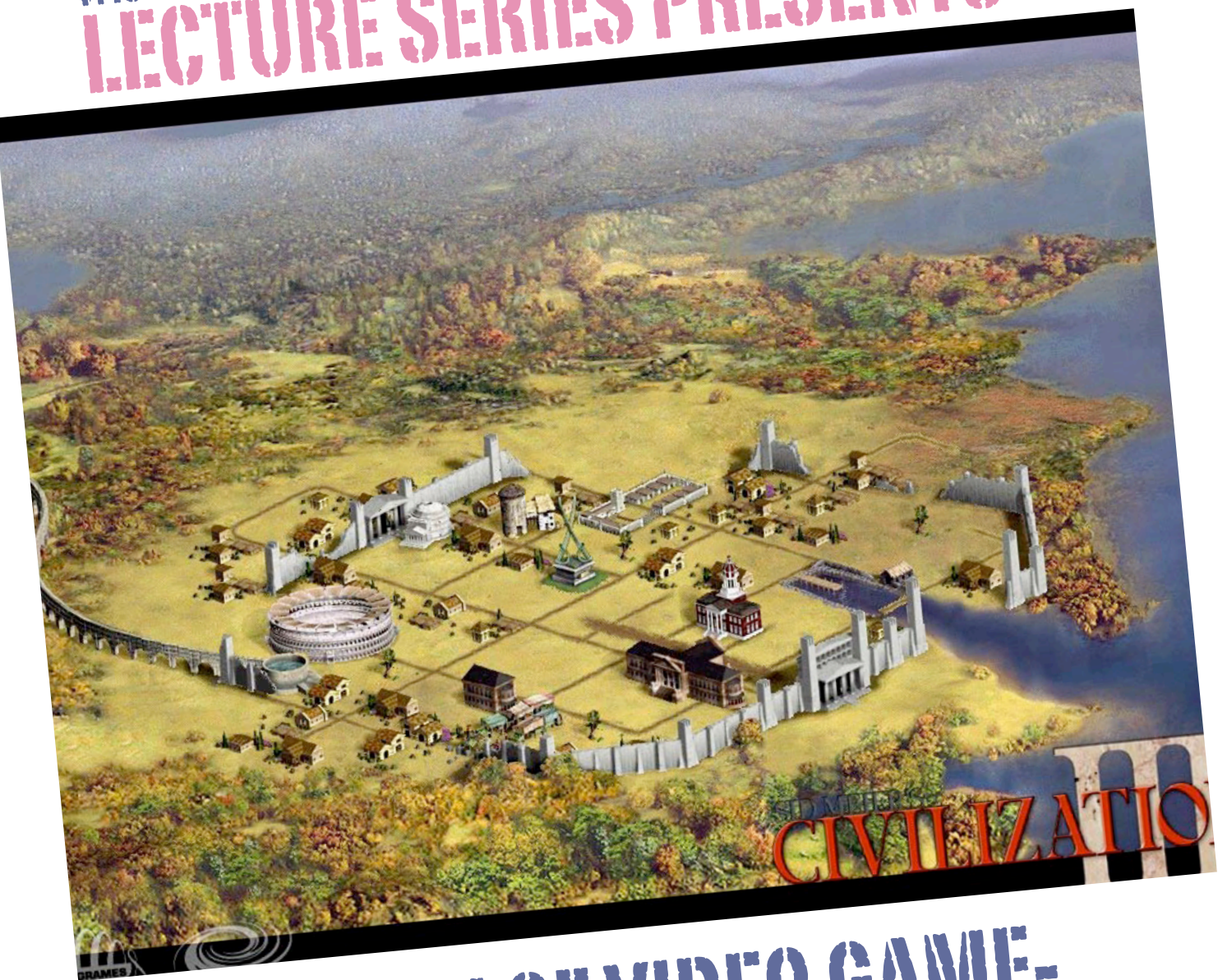


WISCONSIN SPENCER DOCTORAL RESEARCH PROGRAM
LECTURE SERIES PRESENTS



THE DESIGN OF VIDEO GAME- BASED LEARNING ENVIRONMENTS

KURT SQUIRE

New media technologies are changing how we think, interact, and learn. This talk provides a framework for understanding new media as technologies of simulation, socially participatory, and aesthetically enriching. Presentation will include a model and case study for how such media might and is being used for designing learning experiences that can potentially transform learning.

**3:00 TUESDAY
SEPTEMBER
18, 2007**

ROOM 220 TEACHER EDUCATION BUILDING