

Play

How games and digital interactive technologies can be an effective tool in teaching and learning.

7–8:30 PM, Stevenson University
School of Design Sound Stage
Owings Mills North Campus
11200 Gundry Lane, Owings Mills, MD 21117

PRESENTED BY **Sujan Shrestha**

*Assistant Professor, Division of Science,
Information Arts and Technologies,
University of Baltimore*

Sujan Shrestha traces peoples fascination with game playing from its historical roots to its incorporation in games and digital interactive technologies which can produce effective classroom learning experiences, especially in STEAM (Science, Technology, Engineering, Arts and Mathematics) education. His presentation will include cross-disciplinary concepts for constructing meaningful connections between digital technology and real-world situations. Classroom strategies include creative projects and hands-on examples as well as classroom best practices of team-based collaboration and community development to solve real-world social, economic and environmental challenges in the greater Baltimore region.

Sujan Shrestha is the founder of the University of Baltimore GameLab. He holds an MFA in Imaging and Digital Arts from the University of Maryland Baltimore County. His current academic research focuses on games and culture, interactive visualization and digital preservation of cultural and historical artifacts.



December SHAG: To be announced

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