BRIAN M. WINN
Full Professor
Department of Media and Information

CONTACT INFORMATION

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EMPLOYMENT HISTORY

Full Professor, Fall 2018-current
Associate Professor, Fall 2007-Summer 2018
Assistant Professor, Fall 2001-Summer 2007
Media and Information, Michigan State University, East Lansing, MI
Tenure-stream faculty focused on creative endeavors, research, teaching, and service in the area of Games and Meaningful Play.

Director and Principal Investigator, Fall 2005-current
Games for Entertainment and Learning Lab, Michigan State University, East Lansing, MI
Founder and co-director of the GEL lab whose mission is to design innovative prototypes, techniques, and complete games for entertainment and learning and to advance state of the art knowledge about social and individual effects of digital games. Tasks include: project producer; project management; team development; client communications; proposal writing; public relations; and research.

Co-Founder and President, Fall 2020-current
Will Winn Games Inc., East Lansing, MI
Indie game studio launched out of the Michigan State University Game Development Program, Spartan Innovations, and Red Cedar Ventures. The mission of the company is to design, develop, and market compelling multiplayer video game experiences.

Principal Investigator, Fall 2001-Summer 2005
Communication Technology Lab, Michigan State University, East Lansing, MI
Principal Investigator on several interactive media learning projects. Tasks include: project producer; proposal writing; research; project management; team development; client communications; and public relations.

Assistant Director, Summer 1997-Summer 2001
Communication Technology Lab, Michigan State University, East Lansing, MI
Assistant Director in an award-winning communication technology research and development lab. Tasks include: project management; team development; client communications; proposal writing; and public relations. Many of my tasks as Lead Programmer and Designer continued (see below.)

Lead Programmer and Designer, Winter 1995-Summer 1997
Communication Technology Lab, Michigan State University, East Lansing, MI

Programmer and designer of CD-ROM and Internet-based multimedia titles. Tasks include: software engineering; programming; user-interface design; content research and development; and server and network management.

Visiting Instructor, Fall 1995-Summer 2001
Department of Telecommunication, Michigan State University, East Lansing, MI
Instructor of senior and grad-level courses in Multimedia Design. The courses blend theory and practical hands-on experience, covering topics in user-interface design, multimedia authoring, CD-ROM and Web publishing, and Webcasting.

Director, Multimedia Technologies, Winter 1998-Spring 2001
Digital Cortex/Think eMedia, East Lansing, MI
Director of Multimedia Technologies and Partner in an Internet and multimedia consulting firm.

Multimedia Consultant, Fall 1996-Spring 1997
Enter Corporation, Santa Cruz, CA
Consulting work for a Virtual Reality and Multimedia company. Tasks include: webmaster; network administration; programming; web site development; technology research and assessment.

Lead Graduate Assistant, Summer 1994-Fall 1994
Michigan State University, East Lansing, MI
Coordinator of an introduction to computers class containing approximately 720 students. Tasks include: training of teaching assistants; preparation of lecture and lab materials related to hands-on instruction of computer use for teaching assistants; preparation of homework assignments for students; aided professor in preparation of video lectures; and many administrative tasks.

Teaching Assistant, Fall 1993-Summer 1994
Michigan State University, East Lansing, MI
Teacher of an introduction to computers class containing approximately 60 students. Tasks include: preparation and teaching of lectures; hands-on instructing in a computer lab setting; and administrative tasks.

Research Assistant, Summer 1993
University of Minnesota, Duluth, MN
Researched and developed neural network software to predict SEC indictments using various financial and non-financial data.

Research Assistant, Fall 1992-Summer 1993
Natural Resources Research Institute, Duluth, MN
Researched and designed neural network software to assist in Quantitative Structure-Activity Relationship (QSAR) analysis of anticonvulsant drugs in a NIH funded project to develop a cure for epilepsy.

Internship, Summer 1992
IBM Corporation, Rochester, MN
Installed, tested, and built cooperative processing demonstrations on the IBM Application System/400 minicomputer and various microcomputers. Communicated with several vendors in order to update a large catalog of products that was distributed to IBM Marketers worldwide.

EDUCATIONAL BACKGROUND

Masters of Science Degree, Fall 1993-Summer 1995
Michigan State University, East Lansing, MI
Field: Computer Science and Engineering
Emphasis: Artificial Intelligence and Multimedia
Graduated: August 1995
GPA: 3.95/4.0

Bachelors of Science Degree, Fall 1990-Spring 1993
University of Minnesota, Duluth, MN
Field: Computer Science Major with a Mathematics Minor
Graduated: May 1993
GPA: 3.97/4.0

Pre-Undergraduate, Fall 1989-Spring 1990
St. Olaf College, Northfield, MN
Took liberal arts classes through Senior Honors Program in High School.
GPA: 4.0/4.0

CURRENT FIELDS OF INTEREST

- Game Design and Development
- Meaningful Play (Games for Learning, Games for Health, Games for Change)
- Interactive Health Communication
- Interactive Media (Digital Media, New Media, Multimedia, Transmedia)
- User Interface Design

FUNDED PROPOSALS

Culture-specific neurodevelopmental assessment of HIV-affected children: Home-Based Evaluation through Cloud-Readiness Enhancement. National Institution of Health. PIs: Boivin, Michael; Winn, Brian; Sikorskii, Alla; Familiar-Lopez, Itziar. $808,078. Funded – Research. 3/1/2022 - 2/28/2025.

FW-HTF-R: Collaborative Research: The Future of Virtual Team Meetings: Enhancing Well-Being and Equity for Game Developers. National Science Foundation. PIs: Rabindra Ratan, Adam Liszkiewicz, Brian Winn. $1,188,386. Funded – Research. 10/1/2021-9/30/2025.

Financial Literacy Games (Stock Investing Game). MSUFCU. PIs: Brian Winn. $20,000 gift. Funded – Outreach. 5/15/2021 - 5/14/2022.

Financial Literacy Games (Updates). MSUFCU. PIs: Brian Winn. $20,000 gift. Funded – Outreach. 5/15/2020 - 5/14/2021.

Healthy Rewards Round 2. Health Alliance Plan of Michigan. $20,000 gift. Funded – Outreach. 1/1/2020 – 12/15/2020.

Healthy Rewards Round 1. Health Alliance Plan of Michigan. $10,000 gift. Funded – Outreach. 9/1/2019 – 12/15/2019.

Aseptic Training VR. Learning Assessment Center at MSU. $30,000 internal funding. Funded – Outreach. 5/15/2019 – 5/14/2020.

Culture-specific neurodevelopmental assessment of HIV-affected children. National Inst of Child Health & Human Development. National Institute of Health. PIs: Boivin, M.; Winn, B., Sikorskii, A., Familiar-Lopez, I. $3,368,539.53. Funded – Research. 3/1/2019 – 3/1/2024.

Financial Literacy Games (Career Clubhouse VR). MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 5/15/2019 - 5/14/2020.

Lessons of Fourland Game. Indian Land Tenure Foundation. PIs: LaPensee, Elizabeth; Winn, Brian. $110,310. Funded – Contract. 2/15/2018 – 2/14/2019.

Island Saver. MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 6/11/2018 - 6/10/2019

Supplemental Nutrition Assistance Program – Education, Gamification Project Extension (Tahir's Playbook). PIs: Contreras, Dawn, Winn, Brian. $129,099. Michigan Department of Health and Human Services and US Dept. of Agriculture. Research – Funded. 10/1/2017 – 9/30/2018.

Financial Literacy Games Updates. MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 6/11/2017 - 6/10/2018.

VESTA National Center of Excellence (Virtual Vineyard). $283,754. National Science Foundation through Missouri State University. Research – Funded. 9/15/2015 – 8/31/2020.

Supplemental Nutrition Assistance Program – Education, Gamification Project (Tahir's Playbook). PIs: Contreras, Dawn, Winn, Brian, Dennis Andrew, Jeffery, William. $182,000. Michigan Department of Health and Human Services and US Dept. of Agriculture. Research – Funded. 5/16/2016 – 9/30/2017.

Dream Racer: Financial Literacy Games. MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 5/11/2016 - 5/10/2017

Saving Draggy: Financial Literacy Games. MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 2/1/2015 - 5/1/2016

"Tradigitalism": a digital learning game on traditional Jewish history and culture – Game 2. PIs: Winn, Brian; O'Donnell, Casey. $139,835. Funded – Contract. 6/1/2014 - 5/31/2015

Saving with Piggy: Financial Literacy Games. MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 2/1/2014 - 1/30/2015

Criminal Procedure Gamified Course. MSU College of Law. PIs: Brian Winn. $147,992. Funded – Contract. 8/16/2013 - 8/15/2015

Sparks of Eternity: Episode 1 – Breakthrough Revisions. PIs: Winn, Brian; O'Donnell, Casey. $15,802. Funded – Contract. 1/20/2014 - 9/15/2014

Nuclear Science Game Prototype. American Physics Association and Michigan State University. PIs: Zegers, Remco ; Constan, Zachary; Winn, Brian; Dennis, Andrew. $45,000. Funded – Research. 5/1/2014-8/15/2015

Brain Powered Games Pilot with Ugandan School-Age Children with HIV. MSU African Studies Center Strategic Partnership Travel Grant. PIs: Boivin, Michael; Winn, Brian; Familiar-Lopez, Itziar; Ruisenor-Escudero, Horacio. $11,840. Funded – Research.

Cyber Partners: Harnessing Group Dynamics to Boost Motivation for More Efficient Exercise Amongst Astronauts. NASA: NSBRI. PIs: Feltz, Deborah ; Winn, Brian ; Pivarnik, James ; Kerr, Norbert. $1,190,655. Funded – Reseach. 6/1/2013 - 5/31/2016

Cyber Partners: Harnessing Group Dynamics to Boost Motivation to Exercise. NIH/PHS. PIs: Feltz, Deborah ; Pfeiffer, Karin ; Kerr, Norbert ; Winn, Brian. $412,409. Funded – Research. 5/16/2013 - 5/15/2015

"Tradigitalism": a digital learning game on traditional Jewish history and culture. PIs: Winn, Brian; O'Donnell, Casey. $44,944. Funded – Contract. 4/1/2013 - 6/30/2013

Saving Magic: Financial Literacy Games. MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 2/1/2013 - 1/30/2014

Spartan Villa: Financial Literacy Games. MSUFCU. PIs: Brian Winn. $25,000 gift. Funded – Outreach. 2/1/2012 - 1/30/2013

Neuropsychological Benefits of Cognitive Training in School-Age Ugandan HIV Children. PIs: Michael Boivin, Brian Winn. $50,000. MSU-DFI funding. Funded – Research. 9/1/2012 - 8/31/2014

Distracted Driving Simulator. Ford Motor Company Fund. PI: Brian Winn. $43,224. Funded – Outreach. 6/21/2011.

Financial Education Game. MSU Federal Credit Union. PI: Brian Winn. $25,000. Funded – Outreach. 9/1/2011.

Short-term and Long-term effectiveness of exergames for young adults. Robert Wood Johnson Foundation. PI: Wei Peng. Co-PIs: Brian Winn, Karin Pfeiffer. $284,010. Funded – Research and Creative. 4/3/2009.

Malawi Cognitive Rehabilitation Exploratory Trip. PI: Boihvin, M. Winn, B.. MSU African Studies Center Title VI funding. $10,000. Funded – Research. 3/1/2009.

Exploiting Serious Games to Build System Thinking Skills for Achieving Globalization Literacy. PIs: Ron Rosenberg, Punya Mishra, Brian Winn. ISE Global Competency Initiative. $11,000. Funded – Research (SOTL). 2/27/2009.

Writing Games. Submitted to MSU IRGP. Sheridan, D., Hart-Davidson, W., **Winn, B. (Co-PI)** Asked for $59,822 in September 2008. OVPRGS awarded $18,000.

Safer Sex Video Game. Submitted to University of Connecticut in response to RFP. F. Biocca, C. Owen, C. Bohil, B. Winn. $283,294. Funded, 2008. (Education-Public Service)

Brain Powered Games: Preserving and Enhancing Neurocognitive Functions in Aging Adults. **B. Winn (PI)**, C. Heeter (CO-PI). Michigan Universities Commercialization Initiative (MUCI) Challenge Fund. (2007/2/15 – 2008/2/14). $40,000. Funded. (Research)

FYI Site: Research Findings on Gender and Games for the Game Industry and Game Design Educators. NSF. 09/31/05 – 09/30/07. $197,855. C. Heeter (PI), **B. Winn, (Co-PI)**. Funded. (Research and Outreach)

Communication Arts Design Initiative Quality Fund, Michigan State University (internal), Fall 2005, ~$750,000 (three faculty lines and $500,000 for new high-end creative/design computing facility.) Bossen, H., Greene, D., **Winn, B. (Co-Author, Committee Member)**, Albers, B. Funded.

Gender, Playstyle, and Learning, July 2005, NSF, $118.925, C. Heeter (PI), **B. Winn (Co-PI)**, Funded.

Fantastic Food Challenge: Increasing Nutrition Literacy Through Interactive Technology, Michigan State University Families and Communities Together Coalition (FACT) Grant, April 2005, $38,000, with K. Silk (PI), J. Sherry (Co-PI), and **B. Winn (Co-PI)**. Funded.

Gender and Learning from Games: Tree of Life Critter Capture, National Science Foundation, $98,000, C. Heeter (PI), **B. Winn (Co-PI)**, R. Egidio, D. Greene. Funded. November, 2004.

Cognitive Games. **B. Winn (PI)**, Internally funded by Dept. of Epidemiology, Michigan State University, 100% summer salary for Summer 04 and 15% salary for Fall 04, plus funding for ½-time GA during Summer 04.

Electronic Health Literacy for Michigan's Medicaid Population. P. Whitten (PI), **B. Winn (Director of Development)**, et al. Funded by the Michigan Department of Community Health, $318,980. Funded 2004-2005.

Health Literacy: Electronic Communication. P. Whitten (PI), **B. Winn (Director of Development)**, et al. Funded by the Michigan Department of Community Health, $320,892. Funded 2004-2005.

Health Literacy: Electronic Communications. P. Whitten (PI), **B. Winn (Director of Development)**, et al. Funded by the Michigan Department of Community Health, $143,000. Research/Creative Proposal. Funded Oct 1, 2003-Sept 30, 2004.

Does Involving Girls as Designers Result in Girl-Friendly Science Education Software? Comparing Processes and Outcomes of Same-Sex 5th and 8th Grade Girl and Boy Design Teams. C. Heeter (PI), R. Egidio (Co-PI), P. Mishra (Co-PI), **B. Winn (consultant).** Funded by the National Science Foundation, $550,000, Jan. 2003 – Jan. 2005.

Ensuring Low Literate Adult Access to Online Health Information. P. Whitten (PI), **B. Winn (Director of Development).** Funded by the Michigan Department of Community Health, $50,000. Research/Creative Proposal. Funded. December 2002.

Collaborative Research: Accessing Brain Collection Information and Images Via the Internet. J. Johnson (PI), **B. Winn (lead developer and programmer)**, et al. (NSF), $233,005. Research and Creative Proposal. Funded August 2002 – July 2006.

Food and nutrition education utilizing an interactive CD-ROM Format. G. Coleman (Co-PI), **B. Winn (Co-PI)**, D. Greene. Funded through Family Nutrition Program (50% USDA/50% State and local match). Funding 1/2 GA in Comm Tech Lab Spring 2002-Spring 2003.

The Connected Children's Garden. N. Lownds (PI), C. Heeter (Co-PI), **B. Winn (consultant)**. Funded by Dow Foundation, $441,000. Creative Proposal. Accepted. March 2001.

Completing a Life. K. Ogle (PI), D. Greene (Co-PI), **B. Winn (lead developer and programmer)**. Funded by Henry Ford Hospital and Robert Wood Johnson Foundation, $200,000. Funded. Spring 2001.

CREATIVE WORKS

Game Projects

Winn, B., et. al. **Plunder Panic Demo**. Version 2.x Commercial Release. Available March 2023. Published on Steam (Windows, MacOS, Steam Deck), PlayStation Store (PS5 and PS4), Xbox Games (Xbox Series X|S and Xbox One), Nintendo eShop (Nintendo Switch).

Winn, B., et. al. **Plunder Panic**. Version 2.x Commercial Release. Available February 2023. Published on Steam (Windows, MacOS, Steam Deck), PlayStation Store (PS5 and PS4), Xbox Games (Xbox Series X|S and Xbox One), Nintendo eShop (Nintendo Switch).

Winn, B., et. al. **Plunder Panic**. Version 1.x Commercial Release. Available September 2022. Published on Steam (Windows, MacOS, Steam Deck), PlayStation Store (PS5 and PS4), Xbox Games (Xbox Series X|S and Xbox One), Nintendo eShop (Nintendo Switch).

Winn, B., et. al. **Investment Runner**. Available August 2022. Published on the Apple App Store.

Dennis, A., Winn, B., et. al. **Isotopolis version 1.2**. Available November 2021. Published on the Apple App Store and Google Play Store.

Winn, B., et. al. **Plunder Panic**. Early Access Commercial Release. Available September 2021. Published on Steam.

Winn, B., et. al. **Quantum 3 version 1.6**. Available September 2021. Published on the Apple App Store and Google Play Store.

Winn, B., et. al. **Dream Racer version 2.5**. Available March 2021. Published on the Apple App Store and Google Play Store.

Winn, B., et. al. **Saving Magic version 1.5**. Available March 2021. Published on the Apple App Store and Google Play Store.

Winn, B., et. al. **Island Saver version 1.5**. Available March 2021. Published on the Apple App Store and Google Play Store.

Winn, B., et. al. **Saving Draggy version 2.0**. Available March 2021. Published on the Apple App Store and Google Play Store.

Winn, B., et. al. **Saving with Piggy version 1.2**. Available March 2021. Published on the Apple App Store and Google Play Store.

Winn, B., Jeffery, W., Martin, A., et. al. **Island Saver**. Available May 2019. Published on the Apple App Store and Google Play Store. More details online at: https://gamedev.msu.edu/island-saver/

Lin, H., Winn, B., Jeffery, W., Ozkan, T., Sanders, H., Roman, R., Firestone, R., Little, C. **Quantum 3.** Available January 2019. Published on the Apple App Store and Google Play Store. More details online at: https://gamedev.msu.edu/quantum3/

Winn, B., Jeffery, W., et. al. **Plunder Panic**. Custom arcade game and installation. Exhibited at the Traverse City Film Festival, July 26-July 30, 2017, Traverse City, MI. Exhibited at IndieCade 2017, October 6-8, 2017, Los Angeles, CA. Winner of the IndieCade 2017 Audience Choice Award. Finalist in the SXSW 2018 Gaming Pitch Competition. Official Selection of the Indie MEGABOOTH at PAX East 2018. Exhibited at the Traverse City Film Festival, July 31-August 4, 2018, Traverse City, MI. Details at http://gamedev.msu.edu/plunder-panic/

Winn, B., Jeffery, W., Chuang, R., Gleason, D., Edwards, E., Magliola, R., Burroughs, P., MacAfee, A., Nalon, O., Wherry, K., Daniels, T., Powell, P., Burks, J. **Tahir's Playbook**. Available February 2017. Published on the Apple App Store and Google Play Store. Deployed as part of research/outreach project in selective Pontiac and Detroit schools. Details at http://gel.msu.edu/play-book/

Jeffery, W., Winn, B., Kolesnichenko, A., Nichols, T., Holzknecht, S. Chuang, R., Edwards, E., Magliola, R., Nalon, O., Wherry, K., Burks, J. **VESTA – Virtual Vineyard**. Virtual reality simulation and learning games. Available March 2017. Details online at http://gel.msu.edu/vesta/

Winn, B., Jeffery, W., Chuang, R., Miller, S., Smith, M., Edwards, E., Magliola, R., Burroughs, P., MacAfee, A., Nalon, O., Wherry, K., Daniels, T., Powell, P., Burks, J. **Dream Racer**. Available March 2017. Published on the Apple App Store and Google Play Store. More details online at: http://gel.msu.edu/dream-racer/

Winn, B., et. al. **Criminal Procedure: Investigation**. Available for Windows and MacOS August 2016 through MSU College of Law Criminal Procedure Online Course. Details at http://gel.msu.edu/criminal-procedure/

Winn, B., et. al. **Kerem B'Yavneh**. Published on the Apple App Store and available Online. Available May 2016. Details at http://gel.msu.edu/kerem-byavneh/

Winn, B., et. al. **Saving Draggy**. Published on the Apple App Store, Google Play, and available Online. Available May 2016. Details at http://gel.msu.edu/saving-draggy/

Winn, B., et. al. **Reach Higher**. Published on the Apple App Store, Google Play, and available Online. Available December 21, 2015. Details at http://www.gel.msu.edu/reach-higher/

Winn, B., et. al. **Isotopolis**. Published on the Apple App Store. Available November 1, 2015. Details at http://www.gel.msu.edu/isotopolis/

Winn, B., et. al. **Saving with Piggy**. Published on the Apple App Store and Google Play. Available January 6, 2015. Details at http://www.gel.msu.edu/saving-with-piggy/

Winn, B., et. al. **Grumpy Snowmen: Champions Edition**. Published on the Apple App Store, Google Play, Amazon App Store, and available for download. Available January, 2015. Published on the Apple App Store and Google Play and available online. Details at http://gel.msu.edu/grumpy-snowmen/

Winn, B., Jeffery, W., Durand-Hollis, X., Kozma, G., Ward, D., Holzknecht, S., Kurtz, C., Cox, E., Benoit, C. **NASA Train Like an Astronaut**. Research video game. Primary development completed May 2015; research ongoing through Spring 2017. Funded as part of NASA grant. Details at http://gel.msu.edu/train-like-an-astronaut/

Winn, B., Kozma, G., Jeffery, W., Cox, E., Durand-Hollis, X. **CyberPartners**. Research video game. Primary development completed in Fall 2014. Funded as part of a NIH grant. Details at http://gel.msu.edu/cyberpartners/

Winn, B., O'Donnell, C., Margrett, R., Kozma, G., et. al. **Sparks of Eternity**. Available November 2014. Published on the Apple App Store and Mac App Store. Details at http://gel.msu.edu/sparks-of-eternity/

Winn, B. Girard, J., Cui, L., Ward, D., Matayoshi, V., Cox, E., Pearman, L., Pastor, K. **Saving Magic**. Available October 2013. Published on the Apple App Store and Google Play. Details at http://gel.msu.edu/savingmagic

Winn, B., Cantrell, R., Girard, J., Vorce, Durand-Hollis, X., Ward, D., Matayoshi, V., Edwards, C., Rogers, R., Chirunga, M., Meurs, R., Pearman, L., Wu, Hao, Nash, S., Cox, E. **Freaky Deaky Flashback.** Version 1 Available March, 2013. Version 2 Available May, 2013. Published on the Apple App Store and Google Play. Details at http://gel.msu.edu/freakydeakyflashback

Winn, B., Cunningham, K., Szymczak, B., Fleming, C., Vorce, M., Lockwood, A. **Spartan Villa**. Edutainment game on personal finance developed for MSUFCU. Available September 2012. Published on the Apple App Store, Google Play, and available online. Details at http://gel.msu.edu/spartan-villa/

Winn, B., Jeffery, W., Girard, J., Diefenbach, B., Musser, E., Ward, D., Szymczak, B., Cox, E., Sosnowski, D. **Ford Driving Skills for Life Game**. Driver safety game developed for the Ford Foundation. Available October 2012. Available for Windows, Mac, and online. Details at http://gel.msu.edu/driving-skills-for-life/

Heeter, C., Winn, B., Demaiolo, Derek, Demaiolo, Daniel, Cunningham, K. **Green League: Gamifying energy conservation for campus unit stewards**. Funded as part of FIPSE grant.

Winn, B., Jeffery, W., Cunningham, K., Sosnowski, D., Musser, E., Moore, J. **Grumpy Snowmen: Deluxe Edition**. Promotional video game. Completed January 2012. Published on the Apple App Store and Google Play and available online. Details at http://gel.msu.edu/grumpy-snowmen/

Winn, B., Dennis, A., Rossi, M., Adams, S., Ajlouni, J. **Spartan Remix**. Funded by the MSU Alumni Association. Completed December 2011. Details at http://gel.msu.edu/spartan-remix/

Winn, B., Jeffery, W., Cunningham, K., Sosnowski, D., Musser, E., Moore, J. **Grumpy Snowmen: Holiday Edition**. Promotional video game. Completed December 2011. Published on the Apple App Store and Google Play and available online. Details at http://gel.msu.edu/grumpy-snowmen/

Winn, B., Dasbach, C., Dennis, A. **Tanzanian Trader**. Internal MSU-funded ICT4D educational game. Completed Summer 2011. Deployed to Tanzania ICT4D sites. Details at http://gel.msu.edu/tanzanian-trader/

Winn, B., Rademacher, A., Lazar, M., Maynard, J., Philips, D., Adams, S., Moore, J., Starks, A., Alexander, D., et. al. **Olympus.** Robert Wood Johnston funded active video game. Completed Spring 2011. Details at http://gel.msu.edu/olympus-game/

Winn, B. , Moore, J., Lazar, M., Maynard, J., Ajlouni, J. Breece, A., Cornish, C., Strasberger, S. **DealerTown Ford**. Ford Credit education game. Completed Spring 2010. Published online. Details at http://gel.msu.edu/dealertown-ford/

Winn, B., Rosenberg, R., Moore, J., Wierenga, B. **PowerMaster**. MSU EGR funded power management game. Completed Fall 2009. Available online at http://gel.msu.edu/powermaster/.

Winn, B., Roman, C., et. al. **Kitchen Disasters**. Food safety game prototype. Available Summer 2009. Details at http://gel.msu.edu/kitchen-disasters/

Winn, B., Scott, Z., DeFore, J., et. al. **Crossroads Village**. Persuasive real-time strategy game prototype. Available Spring 2009. Details at http://gel.msu.edu/crossroadsvillage/

Heeter, C., Winn, B., Winn, J., Fisher, J. **Headline Clues 2.0**. Modification to one of the Brain Powered Games games. Completely Fall 2008. Published online. Details at http://gel.msu.edu/headlineclues/

Winn, B., Heeter, C., Winn, J. **Brain Powered Games**. MUCI funded cognitive exercise games. Primary development completed October 2007. Details at http://gel.msu.edu/brain-powered-games/

Winn, B. (director of game development, co-game designer and programmer), with Carrie Heeter, Darcy Greene, Patrick Shaw, Amanda Flowers, and Randy Russell. **Life Preservers**. National Science Foundation funded learning game created to teach middle and high school science standards on adaptation and evolution, to appeal to girls, and to accommodate and conduct research on competitive and exploration play styles. Primary development completed December 2005; research ongoing through Fall 2006. Details at http://gel.msu.edu/life-preservers/

Defore, J., Shurtliff, J., Liu, Y., and Winn, B. (producer, co-game designer, programmer). **Snow Day**. A casual, web-based, 2D-scroller game that places the player in the role of a lone snowplow driver charged with freeing a city from a snowstorm and preventing a snow day. Completed in Fall 2006.

Winn, B. (producer, co-lead designer, programmer), with Jason Tye and Patti Banyas. **Mudcraft**. Casual real-time strategy game that challenges you to work with Mother Nature as you build a strong mud community while foregoing the violence associated with most RTS games. Published by Moondance Games in Fall 2005 and Fall 2006 as part of the "Independent Games" compilation and available for purchase at retail. Published by Manifesto Games in Summer 2006. Details at http://gel.msu.edu/mudcraft-game/

Chen, H., and Winn, B. (producer, co-game designer, programmer). **Voyage Beijing**. Voyage Beijing simulates a business trip to Beijing, China to better prepare first time business travels to China. Completed in Fall 2004. Published online. Details at http://gel.msu.edu/voyage-beijing/

Winn, B. (director of game development, game designer, and programmer), with Coleman, G. **Fantastic Food Challenge**. A series of educational games that teach adults with children to learn healthy eating habits and food shopping skills. Available on CD-ROM for Macintosh and Windows as of Fall 2003. Published by MSU Extension, Family & Consumer Science Program. Details at http://gel.msu.edu/fantastic-food-challenge/

Lownds, N., Heeter, C., Winn, B. (lead programmer), Telschow, S. **4-H Children's Garden Plant Problems**. An educational game designed to teach children about scientific discovery and plant problems. Available on CD-ROM for Macintosh and Windows as of Summer 1999 and deployed on and computer-based kiosk in the 4-H Children's Garden. Published by MSU Instructional Media Center.

Interactive Media Projects

Winn, B. **Empower Flint**. This mobile app provides the residents of Flint with the most important and up-to-date action items they should take to protect themselves, their families, and their pets in dealing with the Flint water crisis. Published via the Apple App Store and Google Play as of February, 2016.

Jeffery, W., Winn, B., Wensloff, V. **Game Design and Development at Michigan State University website**. This site serves as the homepage for the Game Design and Development Minor at MSU. It contains information about the various programs offered at MSU, and a large collection of the best games created within the minor. Launched February 2016. The site is available at http://gamedev.msu.edu/

Jeffery, W., Winn, B., Wensloff, V. **Games for Entertainment and Learning Lab website**. This site serves as the homepage for the Games for Entertainment and Learning Lab. It contains information about the GEL Lab, its faculty and employees, alumni, and has details of all GEL Lab projects created to date. Launched February 2016. The site is available at http://gel.msu.edu/

Heeter, C., Detskas, A., Winn, B. **InvestiGaming**. This site is a gateway to research on gender and gaming for academics and game designers. The site is available at http://www.investigaming.com/. Launched in Fall 2007.

Winn, B. (director of web site development), with Whitten, P., Bao, L., and Davies, D. **Pediatric Care – Online Child Care Center**. This site explores techniques in providing pediatric care information to low literate adults. The site is available at http://commtechlab.msu.edu/sites/pediatriccare/. Launched in Fall 2005.

Winn, B. (producer, writer, designer, and programmer), with Stewart, D. **Come Sign with Me**. Computer kiosk software created for the Children's Museum of Boston Access/Ability Traveling Museum Exhibit. Exhibited at over 12 Children's Museums nationwide, 2005 through 2007.

Winn, B. (director of web site development), with Whitten, P., Nakagawa, A., Chen, H. **Diabetes and You**. This site explores techniques in providing health information to low literate individuals. The site is available at http://commtechlab.msu.edu/sites/diabetesandyou/. Launched in Summer 2004.

Stewart, D., Winn, B. (director of web site development, chief technology officer). **Signing Online**. This site offers web-based courses, designed to effectively teach American Sign Language. The courses focus on conversational ASL and make extensive use of digital video to demonstrate the visual nature of signing. The site is available at http://www.signingonline.com/. Launched Spring 2003.

Ogle, K., Greene, D., Winn, B. (lead multimedia developer, programmer). **Completing A Life**. An interactive CD-ROM and web site inviting patients and families to learn about the practical, emotional, spiritual and medical issues faced by those dealing with advanced illness. Site launched Fall 2001. CD-ROM available for Macintosh and Windows as of Fall 2001. Published by MSU Instructional Media Center.

Butina, M., Winn, B. (lead programmer and interface designer). **Peripheral Blood Explorer: A Computerized Atlas of Peripheral Blood Smears**. An interactive CD-ROM for practicing clinical laboratory scientists (CLS) to use as a job aid. Available for Macintosh and Windows as of Fall 2003. Published by The Colorado Association for Continuing Medical Laboratory Education, Inc.

Heeter, C., Lownds, N. and Winn, B. (lead programmer). **InClass and Garden TalkBack**. A collaborative, graphical, web-based chat tool. Available for Macintosh and Windows as of Winter 2000.

Winn, B., Heeter, C., McGowan, C., Russell, R. (project manager, lead programmer, interface designer). **The Microbe Zoo (revision)**. A revision to the 1996 educational CD-ROM that teaches children about the hidden world of microbes. Available for Macintosh and Windows as of Spring 2000. Published by MSU Instructional Media Center.

Ogle, K., Greene, D., Winn, B. (lead programmer). **Easing Cancer Pain**. A patient information CD-ROM based on personal stories and medical information about easing cancer pain. Available for Macintosh and Windows as of Summer 1998. Published by the American Cancer Society and the MSU Instructional Media Center.

Waltzer, K., Geissler, K., Heeter, C., Winn, B. (lead programmer), Kurtz, A., Telschow, S. **American Identity Explorer: Immigration and Migration**. CD-ROM includes an innovative learning environment wrapped around a collection of more than 1500 historical artifacts. Available for Macintosh and Windows as of Summer 1998. Published by McGraw-Hill.

Sudheimer, K., Johnson, J., Winn, B. (lead web site developer and programmer) et al. **Brain Biodiversity Bank Atlas**. This site is a repository of images of and information about brain specimens in the collections associated with the National Museum of Health and Medicine. The site is available at http://www.msu.edu/~brains/. Launched Summer 1998.

Stewart, D., Heeter, C., Winn, B. (lead programmer). **Personal Communicator 2**. Version 2 of a CD-ROM brings American Sign Language (ASL) communication capabilities to the desktop and notebook computer. Available for Macintosh and Windows as of Fall 1997. CD-ROM published by Topics Entertainment and distributed nationally via Amazon, Best Buy and many other outlets.

Heeter, C., Stewart, D., Winn, B., Tait, K. (lead web site developer). **American Sign Language Browser**. The site provides an online American Sign Language browser where you can look up video of thousands of ASL signs and learn interesting things about them. The site is available at http://aslbrowser.commtechlab.msu.edu. Launched Spring 1997.

PATENTS

Games For Exercising/Improving Verbal And Semantic Mental Ability, provisional patent application (Carrie Heeter, John Fisher, Brian Winn, Jillian Winn), submitted by Michigan State University to the United States Patent and Trademark Office, June 27, 2008.

PEER REVIEWED PUBLICATIONS

Journal Articles

Feltz, D.L., Hill, C.R., Samendinger, S., Myers, N.D., Pivarnik, J., Winn, B., Ede, A., Ploutz-Snyder, L. (2020) **Can Simulated Partners Boost Workout Effort in Long-Term Exercise?** Journal of Strength & Conditioning Research, 34(9), 2434-2442.

Moss, T., Feltz, D.L., Kerr, N.L., Smith, A.L., Winn, B., Spencer, B. (2018). **Intergroup competition in exergames: Further tests of the Kohler effect.** Games for Health Journal, 7(4), 240-245.

Samendinger, S., Forlenza, S. T., Winn, B., Max, E. J., Kerr, N. L., Pfeiffer, K. A., & Feltz, D. L. (2017). **Introductory dialogue and the Köhler Effect in software-generated workout partners**. Psychology of Sport and Exercise, 32, 131137. https://doi.org/10.1016/j.psychsport.2017.07.001

Max, E. J., Samendinger, S., Winn, B., Kerr, N. L., Pfeiffer, K. A., & Feltz, D. L. (2016). **Enhancing aerobic exercise with a novel virtual exercise buddy based on the Köhler effect**. *Games for Health Journal: Research, Development, and Clinical Applications, 5*(4), 1-6. DOI: 10.1089/g4h.2016.0018

Feltz, D.L., Ploutz-Snyder, L., Winn, B., Kerr, N.L., Pivarnik, J.M., Ede, A., Hill, C.R., Samendinger, S. & Jeffery, W. (2016). **Simulated Partners and Collaborative Exercise (SPACE) to Boost Motivation for Astronauts: Study Protocol.** *BioMed Central Psychology, 4:54.* DOI: 10.1186/s40359-016-0165-9 URL: http://www.biomedcentral.com/2050-7283/4/54

Peng, W., Pfeiffer, K., Winn, B., Lin, J., Suton, D. (2015). **A pilot randomized, controlled trial of an active video game physical activity intervention**. Health Psychology, Vol 34(Suppl), Dec 2015, 1229-1239.

Giordani, B., Novak, B., Sikorskii, A., Bangirana, P., Nakasujja, N., Winn, B., Boivin, M. (2015). **Designing and evaluating Brain Powered Games for cognitive training and rehabilitation in at-risk African children**. Global Mental Health, vol. 2, January, 2015.

Peng, W., Pfeiffer, K. A., & Winn, B. (2014). **An exploratory study of the impact of contextual cues of violence in an active video game**. Games for Health Journal, 3(2), 67-71.

Gammon, C. S., Pfeiffer, K. A., Peng, W., Suton, D., & Winn, B. (2014). **Contribution of active video game play to physical activity among college students**. Games for Health Journal. doi:10.1089/g4h.2014.0040

Feltz, D.L., Forlenza, S.T., Winn, B., & Kerr, N.L. (2014). **Cyber buddy is better than no buddy: A test of the Köhler motivation effect in exergames**. Games for Health Journal: Research, Development, and Clinical Applications. 3(2), 98-105. doi:10.1089/g4h.2013.0088.

Bozoki, A., Radovanovic, M., Winn, B., Heeter, C. and Anthony, J.C. (2013). **Effects of a computer-based cognitive exercise program on age-related cognitive decline**. Archives of Geronotology and Geriatrics, Jul-Aug;57(1):1-7. doi: 10.1016/j.archger.2013.02.009. Impact Factor 1.704

Peng, W., Lin, J-H., Pfeiffer, K. A., & Winn, B. (2012). **Need satisfaction supportive game features as motivational determinants: An experimental study of a self-determination theory guided exergame**. *Media Psychology, 15*(2), 175-196.

Heeter, C., Egidio, R., Mishra,P., Winn, B. and Caywood, J. **Alien Games: Do girls prefer games designed by girls?**, Games and Culture. 2008; 0: 1555412008325481v1.

Silk, K.J., Sherry, J., Winn, B., Keesecker, N., Horodynski, M. A., Sayir, A. **Increasing Nutrition Literacy: Testing the Effectiveness of Print, Web Site, and Game Modalities**. Journal of Nutrition Education & Behavior, 2008; 40:1:3-10.

Winn, B., Heeter, C. **Resolving Conflicts in Educational Game Design Through Playtesting**. Innovate Journal of Online Education. Volume 3, Issue 2, December 2006/January 2007.

Ogle, K., Bricker, L., Greene, D., Winn, B., Lambing, A. **Completing a Life: Content and Design Challenges in Creating Educational Multimedia Addressing End-of-Life Care**. Journal of Palliative Medicine. Volume 6, number 5, 2003, Pp 839-848.

Book Chapters

Novak, B., Giordani, B., Boivin, M., Winn, B. *Potential uses of computer-based cognitive rehabilitation programs*. Handbook of applied developmental science in Sub-Saharan Africa. Abubakar, Amina, van de Vijver, Fons J. R. (Eds.) Springer, New York, NY. 281-290. November, 2017.

Heeter, C., Winn, B. (Co-Editor) Investigaming: Research findings on gender and gaming. Lulu Press (self published), August 2009.

Heeter, C., Winn, B. *Implications of Gender, Player Type and Learning Strategies for the Design of Games for Learning.* Beyond Barbie to Mortal Combat: New perspectives on games, gender, and computing. MIT Press, Cambridge, MA. September 2008.

Winn, B. *The Design, Play, and Experience Framework.* Handbook of Research on Effective Electronic Gaming in Education. IGI Global Publication, Hershey, PA. July 2008.

Published Abstracts

Hill, C.R., Ede, A., Samendinger, S., Winn, B., Pivarnik, J.M., Ploutz-Synder, L., Feltz, D.L. (June 2016). **Can a Virtual Partner be a Real Teammate? Group and Team Perceptions in an Exergame Intervention**. Presentation at North American Society for the Psychology of Sport and Physical Activity Conference, Montreal, Quebec, Canada. Journal of Sport and Exercise Psychology, 38.

Samendinger, S., Ede, A., Hill, C.R., Winn, B., Pivarnik, J.M. Kerr, N.L., Max, E.J., Ploutz-Synder, L., Feltz, D.L. (June 2016). **Cyber Partners for Long-Term Space Missions: Boosting Motivation to Maintain Intense Exercise**. Presentation at North American Society for the Psychology of Sport and Physical Activity Conference, Montreal, Quebec, Canada. Journal of Sport and Exercise Psychology, 38.

Ede, A., Hill, C.R., Winn, B., Pivarnik, J.M., Kerr, N.L., Jeffery, W., Deere, S.J., Spencer, B.D., Plout-Snyder, L., & Feltz, D.L. (2015). **Cyber partners for astronauts: Boosting motivation to exercise harder with exergames**. Journal of Sport and Exercise Psychology, 37, S111.

Max, E.J., Samendinger, S., Spencer, B.D., Winn, B., Kozma, G., Jeffery, W., Kerr, N.L., Pfeiffer, K.A., Forlenza, S.T., & Feltz, D.L. (2015). **Examining the Koehler motivation effect with software-generated partners in repeated sessions of aerobic exercise**. Journal of Sport and Exercise Psychology, 37, S128.

Samendinger, S., Max, E.J., Winn, B., Kozma, G., Jeffery, W., Kerr, N.L., Forlenza, S.T., & Feltz, D.L. (2015). **Interactive dialogue is important in software-generated workout partners**. Journal of Sport and Exercise Psychology, 37, S143

Forlenza, S. T., Feltz, D. L., Winn, B., & Kerr, N. L. (2014). **Cyber buddy is better than no buddy: A test of the Koehler motivation effect in exergames**. Journal of Sport and Exercise Psychology, 36. Presentation and Published Abstract at *North American Society for the Psychology of Sport and Physical Activity*, Minneapolis, MN.

Whitten, P., Mackert, M., Love, B., and Winn, B. **Internet Generation by Disparities: Ensuring Low-Literate Adult Access to Online Health Information**. International and Interdisciplinary Conference of the Association of Internet Researchers, 2005. Abstract in Proceedings.

Ogle, K., Bricker, L., Lambing, A., Greene, D., Winn, B., Mishkin, D. **Completing a Life: An interactive multimedia resource for educating and empowering patients and families at the end of life**. Journal of Palliative Medicine 5(1): 197. Abstract 2002.

Sudheimer, K., Winn, B., Shoaps, J., Davis, K., Fobbs, A., Johnson, J. **Three-dimensional MRI atlas of the human brain for classroom use**. Society for Neuroscience Abstracts 27: 855.7 2001.

Johnson, J., Sudheimer, K., Davis, K., Winn, B. **Brain Atlas of The Sheep On The Internet For Courses In Neurobiology**. Society For Integrative And Comparative Biology. 2001 Annual Meeting, Chicago, IL January 3-7. Abstract Published in American Zoologist 41: P2.57

Johnson, J., Sudheimer, K., Davis, K., Osborn, C., Winn, B., Welker, W., Fobbs, A., Humblot, N. **On-Line Atlas of the Sheep Brain for use in Classes in Neuroscience**. Annual Meeting, Society for Neuroscience, New Orleans, LA November 3-9, 2000. Abstract Published in Society for Neuroscience Abstracts, vol. 30, Abstract No. 21.10.

Johnson, J., LeGare, M., Welker, W., Dizack, C., Graeme, K., Morris, J., Gorayski, P., Osborn, C., Sheppard, S., Carloni, R., Winn, B., Fobbs, A., Noe, A. **Use of Brain Collections on the Internet in Undergraduate Instruction in Neuroscience**. Annual Meeting, Society for Neuroscience, Miami Beach, FL October 23 – 28, 1999. Abstract Published in Society for Neuroscience Abstracts 25:270, 1999. (Abstract No. 104.55).

Johnson, J., LeGare, M., Welker, W., Fobbs, A., Noe, A., Humblot H., Graeme, K., Dizack, C., Morris JA, Gorayski, P., Carloni, R., Sheppard, S., Winn, B., Osborn, C. **Use of Museum Specimens in Undergraduate and K-12 Instruction by Means of Images on the Internet**. Society for Comparative and Integrative Biology 2000 Annual Meeting, Atlanta, GA January 5, 2000. Abstract Published in American Zoologist 39:34A, 1999.

Published Conference Proceedings

Ratan, R., Winn, B., LaPensee, E. (eds) (2019, October) *Proceedings of Meaningful Play 2018*. Carnegie Mellon University: ETC Press, Pittsburgh, PA.

Pereira de Aguiar M., Winn B., Cezarotto M., Battaiola A.L., Varella Gomes P. (2018) **Educational Digital Games: A Theoretical Framework About Design Models, Learning Theories and User Experience**. In: Marcus A., Wang W. (eds) *Design, User Experience, and Usability: Theory and Practice*. DUXU 2018. Lecture Notes in Computer Science, vol 10918. Springer, Cham

Winn, B., Max, E., Kozma, G., Jeffery, W., Durand-Hollis, X., Forlenza, S., Samendinger, S., Kerr, N., Pfeiffer, K., & Feltz, D. (2014, October). **The design of a software-generated workout partner to boost motivation in exergaming**. Proceedings of the International Conference on Meaningful Play, East Lansing, MI.

Winn, B., Peng, W., & Pfeiffer, K. A. (2011). **Player guiding in an active video game**. *Proceedings of IEEE 2011 International Games Innovation Conference (pp. 107-108).* City of Orange, CA.

Peng., W., Winn, B., Pfeiffer, K., Crouse, J., Lin, J. **Developing a Video Game to Increate Intrinsic Motivation to Exercise.** Proceedings of the International Academic Conference on Meaningful Play. October 2010.

Heeter, C., Winn, B., Winn, J., Bozoki, A. **The Challenge of Challenge: Avoiding and Embracing Difficulty in a Memory Game**. Proceedings of the International Academic Conference on Meaningful Play 2008, East Lansing, MI, October, 2008.

Heeter, C., Winn, B. **investiGaming: gateway to research about gender, gaming, and computing**. SIGGRAPH 2008 conference proceedings, Los Angeles. (ISBN: 978-1-60558-466-9)

Winn, B. **Increasing Conceptual Understanding, Communication Skills, and Creativity in Digital Game Design Education through Active Learning Techniques**. Proceedings of the FuturePlay International Academic Conference on the Future of Game Design and Technology, London, Ontario, October, 2006.

Heeter, C., Winn, B., Greene, D. **Theories Meet Realities: Designing a learning game for girls**. Proceedings of the DUX (Designing for User eXperience) Conference, San Francisco, November, 2005.

Heeter, C., Winn, B. **Gender, Playstyle, and Learning: Construction In-Game Measures of Playstyle**. Proceedings of the FuturePlay International Academic Conference on the Future of Game Design and Technology, East Lansing, MI, October, 2005.

Winn, B., Tye, J. **Crafting a Web-based, Non-Violent, Real-Time Strategy Game**. Proceedings of the FuturePlay International Academic Conference on the Future of Game Design and Technology, East Lansing, MI, October, 2005.

Heeter, C., Chu, K., Maniar, A., Winn, B., Mishra, P., Egidio, R., Portwood-Stacer, L. **Comparing 14 Forms of Fun (and Learning and Gender Issues) In Commercial Versus Educational Space Exploration Digital Games**, Proceedings of the International Conference on Digital Games Research Association (DIGRA) conference, Utrect, Netherlands, November, 2003.

Heeter, C., Winn, B., Egidio, R. and Mishra, P. **Girls as Space Game Designers: Extreme baseline research**. Proceedings of the DUX (Designing for User eXperience) Conference, San Francisco, June, 2003.

PEER REVIEWED CONFERENCE PRESENTATIONS, PAPERS AND POSTERS

Winn, B. **From Academia to Commercial Spin-Off: The Trials and Tribulations of Bringing Plunder Panic to Market.** International Conference on Meaningful Play 2022, East Lansing, MI. October 14, 2022.

Bond, J., Winn, B. **Tools Development in Game Education**. Educators Summit at the Game Developers Conference (GDC) 2022, San Francisco, CA. March 22, 2022.

Smith, M.K., Winn, B., Patterson, K., Zoumbaris, L. **VR Curriculum Design and Implementation: Optimizing Patient Safety**. IMSH Society for Simulation in Healthcare 2020, San Diego, CA.

Winn, B. and Jeffery, W. (2018, October). **A Pirate's Life for Me: A Case Study of the Design, Development, and Deployment of Plunder Panic**. International Conference on Meaningful Play, East Lansing, MI.

Aguiar, M., Winn, B., Cezarotto, M., Battaiola, A., Gomes, P. (July 2018). **Educational Digital Games: A Theoretical Framework about Design Models, Learning Theories and User Experience**. International Conference on Human – Computer Interaction 2018. Las Vegas, NZ.

Winn, B., van Leusen, P., Graetz, R., Stabel, K. (2018, March). **Developing Meaningful Courses on a Budget Microtalks**. Coursera Partners Conference 2018. Tempe, AZ.

Winn, B., Jacobs, S. (2017, March). **We Taught Game Dev MOOCs and Lived to Tell the Tale**. Game Developers Conference 2017. San Francisco, CA.

O'Donnell, C. and Winn, B. (2016, October). **Learn to Play: Leveraging the Freemium Model in the Religious Educational Game Kerem B'Yavneh (The Vineyards of Yavneh)**. International Conference on Meaningful Play, East Lansing, MI.

Samendinger, S., Hill, C.R., Winn, B., Ede, A.., Kerr, N.L., Pivarnik, J.M. Ploutz-Snyder, L. & Feltz, D.L. (2016, October). **Attitudes toward software-generated exercise partners during high-intensity training**. International Conference on Meaningful Play, East Lansing, MI.

Feltz, D.L., Forlenza, S.T, Winn, B, Kozma, G., Max, E.J., Ede, A., Samendinger, S., Pfeiffer, K., & Kerr, N.L., (2014, May). **Harnessing group dynamics to boost motivation in exergames**. International Society for Behavioral Nutrition and Physical Activity on Games for Increasing Physical Activity, Houston, TX.

Winn, B., Max, E., Kozma, G., Jeffery, W., Durand-Hollis, X., Forlenza, S., Samendinger, S., Kerr, N., Pfeiffer, K., & Feltz, D. (2014, October). **The design of a software-generated workout partner to boost motivation in exergaming**. International Conference on Meaningful Play, East Lansing, MI.

Forlenza, S. T., Feltz, D. L., Winn, B., & Kerr, N. L. (2014). **Cyber buddy is better than no buddy: A test of the Koehler motivation effect in exergames**. Journal of Sport and Exercise Psychology, 36. PUBLISHED ABSTRACT. Presentation at North American Society for the Psychology of Sport and Physical Activity, Minneapolis, MN.

Peng, W., Pfeiffer, K., Winn, B., Lin, J-H., & Suton, D. (2013, June). **Promoting physical activity through an active video game among young adults.** Paper presented at the Annual Conference of the International Communication Association, London, UK.

Gammon, C., Pfeiffer, K.A., Peng, W., Winn, B., Suton, D., Smith A. **Contribution of active video game play to daily physical activity among college students.** Medicine and Science in Sports and Exercise, 2013, 45(5 Suppl.):S409.

Peng, W., Pfeiffer, K. A., & Winn, B. (2012, October). **Will violent content in an active video game make you move more vigorously?** Paper presented at the Meaningful Play 2012 Conference, East Lansing, MI.

Peng, W., Lin, J-H., Pfeiffer, K. A., & Winn, B. (2012, May). *Need satisfaction supportive game features as motivational determinants: An experimental study of a self-determination theory guided exergame*. Paper presented at the Annual Conference of the International Communication Association, Phoenix, AZ. Note: Top Papers Award in the Game Studies SIG.

Winn, B., Peng, W., Pfeiffer, K. (2011, September). *Stealth exercise, blatant fun: Crafting an exergame that players intrinsically want to play*. Presented at the Digital Games Research Association (DIGRA) 2011 Conference. Hilversum, The Netherlands. September 15, 2011.

Winn, B. (2011, November). *The Process of Innovation in Game Design*. Keynote at *IEEE 2011 International Games Innovation Conference*. City of Orange, CA. November 3, 2011.

Pfeiffer, K., Peng, W., Winn, B., & Suton, D. (2011, June). *Developing a theory-based video game to increase intrinsic motivation to exercise*. Presented at the North American Society for the Psychology of Sport and Physical Activity, Burlington, VT, June 6, 2011.

Smith, A., Pfeiffer, K. A., Suton, D., Peng, W., Winn, B., & Lin, J-H. (2011, October). *Contribution of an active video game intervention to daily physical activity*. Poster presented at the annual meeting of the Midwest Chapter of the American College of Sports Medicine, Indianapolis, IN, October 28, 2011.

Hertzmann, M., Suton, D., Pfeiffer, K. A., Peng, W., Winn, B., & Lin, J-H. (2011, October). *Energy cost of playing Olympus-the new exergame to promote physical activity in young adults*. Poster presented at the annual meeting of the Midwest Chapter of the American College of Sports Medicine, Indianapolis, IN, October 28, 2011.

Peng, W., Winn, B. **Self-Determination Theory Guided Design of an Exergame**. Games for Health Conference. May, 2010.

Peng, W., Winn, B., Pfeiffer, K., Crouse, J., Lin, J. **Developing a Video Game to Increate Intrinsic Motivation to Exercise**. International Academic Conference on Meaningful Play. October 2010.

McClure, N., Shaw, P., Winn, B. **Navigating the Wilderness of Educational Entertainment: Design Challenges in Man vs. Wild: The Game**. International Academic Conference on Meaningful Play. October 2010.

Peng, W., Winn, B. **Self-Determination Theory Guided Design of an Exergame**. Games for Health Conference, Boston, MA. May, 2010.

Winn, B., Heeter, C., Maniar, A. **An Analysis of Game Design Issues in Brain Games**. Games for Health Conference, Boston, MA. June 11, 2009.

Heeter, C., Maniar, A., and Winn, B. **Making Sense of Brain Games: A scientific analysis of game design in the brain fitness market**. Presented at the Game Developers Conference (GDC) 2009 Serious Games Summit, San Francisco, CA. March 24, 2009.

Heeter, C., Winn, B., Stanish, M. **investiGaming: Gateway to research about gender, gaming, and computing**. Poster presented at the International Academic Conference on Meaningful Play 2008 in East Lansing, MI, October 9, 2008.

Heeter, C., Winn, B. **investiGaming: gateway to research about gender, gaming, and computing**. SIGGRAPH 2008 conference proceedings, Los Angeles. (ISBN: 978-1-60558-466-9)

Heeter, C., Winn, B. **Gateway to Research on Gender, Gaming, & Computing.** Poster presented at GLS2008 Games, Learning, and Society Conference, Madison, WI, July 10, 2008.

Heeter, C., Winn, B. **investiGaming: Gateway to research about gender, gaming, and computing**. Poster presented at Games for Health conference, Baltimore, MD, May, 2008.

Heeter, C. Winn, B. **Gateway to Research on Gender and Gaming: Investigaming.com**. Poster presentation at the Game Developers Conference (GDC) 2008 IGDA Education Summit, San Francisco, CA. February 19, 2008.

Silk, K.J., Sherry, J., Winn, B., Keesecker, N., Horodynski, M.A., Sayir, A. (2007) **Increasing nutrition literacy: Testing the effectiveness of print, website, and game modalities**. Manuscript presented to the Applied Communication Division for the annual meeting of the National Communication Association in Chicago, IL. November 15, 2007.

Winn, B., **Serious Games that Educate the Populous**. Five Minutes of Fame Presentation given at New Media Center Conference, Indianapolis, IN, June 8, 2007.

Winn, B., **Designing Serious Games for Learning**. Poster presentation given at New Media Center Conference, Indianapolis, IN, June 7, 2007.

Winn, B. **The Heart of Serious Game Design.** International Communication Association Conference, San Francisco, CA. May 25, 2007.

Heeter, C., Winn, B. and Winn, J. **Memory Games**. International Communication Association Conference, San Francisco, CA. May 25, 2007.

Winn, B., Heeter, C., **Life Preservers: Playing with Evolution**. Five Minutes of Fame Presentation given at New Media Center Conference, Cleveland, OH, June 9, 2006.

Winn, B. **Exploring Active Learning Across Digital Game Design Education**. Poster presentation given at New Media Center Conference, Cleveland, OH, June 8, 2006. [Received Judges' Choice Award.]

Heeter, C., Winn, B. **Using Player Research to Mediate Battles Between Pedagogy, Science, & Fun**. Presented at the Game Developers Conference (GDC) 2006 Serious Games Summit, San Jose, CA. March 20, 2006.

Heeter, C., Winn, B., Caywood, J. **Gender, Play Style, and Learning**. Poster presented at National Science Foundation's 2006 Division of Human Resource Development (HRD) Joint Annual Meeting (JAM), Washington, D.C., March 16, 2006.

Whitten, P., Winn, B., Nakagawa, A., Mackert, M., and Love, B. **Diabetes and You: Designing a Website to Deliver Diabetes Information to Low-Literate Adults**. Presented at the 2005 National Communication Association National Convention in Boston, MA, November, 2005.

Whitten, P., Winn, B., Nakagawa, A., Mackert, M., and Love, B. (2005) **Low-Literate Adult Access to Internet Health Content: A Research Design**. Presented at Michigan's Premier Public Health Conference in Grand Rapids, MI, October, 2005.

Whitten, P., Mackert, M., Love, B. & Winn, B. (2005). **Internet Generation by Disparities: Ensuring Low-Literate Adult Access to Online Health Information**. Presented at the Association of Internet Researchers in Chicago, October, October 5-9, 2005.

Whitten, P., Winn, B., Chen, H., Nakagawa, A., Mackert, M., Love, B. **Diabetes and You: Designing a Website to Deliver Diabetes Information to Low-Literate Adults**. Usability and Accessibility Conference, East Lansing, MI. Poster presentation on October 26, 2004.

Winn, B., Coleman, G., Fisher, J., Lonsberry, M., Greene, D. **Fantastic Food Challenge: Using Games to Improve Food and Nutrition Habits of Adults**. Computer Game Technology Conference, Toronto, Canada. Poster shown and game exhibited on Friday, April 9th, 2004.

Winn, B., Fisher, J. **Design of Communication, Competition, and Collaboration in Online Games**. Paper presented at Computer Game Technology Conference, Toronto, Canada. April 8th, 2004.

Heeter, C. Winn, B. Egidio, R. **Alien Games: What Happens When Girls Design Space Learning Games?** Paper presented at Computer Game Technology Conference, Toronto, Canada. Thursday, April 8th, 2004.

Winn, B., Coleman, G., Fisher, J., Lonsberry, M., Greene, D. **Intrinsic Motivation through Game Play: A Tool for Improving Food and Nutrition Habits of Adults**. Digital Games Research Conference, Utrecht, The Netherlands. Poster Presentation on Thursday, November 6, 2003.

Coleman, G., Winn, B., Fisher, J., Lonsberry, M. **Utilizing digital games to teach food and nutrition**. Society for Nutrition Education Conference, Philadelphia, PA. July 29, 2003.

Sudheimer, K., Winn, B,, Johnson, J. **Online Brain Atlases with Facility for Cross-Species Comparison of Neuroanatomical Features**. Slice of Life Workshops, for Medical Multimedia Developers and Educators. Drexel University and University of Pennsylvania. Philadelphia, PA June 24-28 2003.

Montgomery, M., Winn, B., Doig, K. **Computerized Atlas of Peripheral Blood Smears as a Job Aid**. Poster presentation and atlas demonstration. Clinical Laboratory Educators' Conference, New Orleans, Louisiana, March 6-8, 2003

Winn, B., Greene, D., Ogle, K., Bricker, L., Lambing, A. **Completing a Life: Content and Design Challenges in Creating Educational Multimedia addressing End-of-Life Care**. Conference Proceedings and Presentation. EDMEDIA 2002, June 2002.

Johnson, J., Sudheimer, K., Winn, B. **Online Electronic Atlases of Human, Dolphin and Sheep Brains**. Slice of Life 2002 Conference for Medical Multimedia Developers and Educators / Toronto, Ontario, Canada / June 18-22, 2002

Winn, B. **Interactive Media and Game Design**. New Media Center Conference, Ohio State University, Cleveland, OH June 20, 2002.

Winn, B., Greene, D., Ogle, K. **Completing a Life: A Resource for Taking Charge, Finding Comfort, and Reaching Closure**. Conference Presentation. CHI April 2002.

Ogle, K., Bricker, L., Greene, D., Winn, B., Lambing, A., Mishkin, D. **Completing a Life: An Interactive CD-ROM Patient Resource For End-of-Life**. American Society of Clinical Oncology Program/Proceedings Publications, 2002.

Greene, D., Ogle, K., Winn, B. **Completing a Life: A Resource for Taking Charge, Finding Comfort and Reaching Closure**. Medicine Meets Virtual Reality Conference, Newport Beach, CA, January 2001.

Johnson, J., Morris, J., Gorayski, P., Sheppard, S., Carloni, R., Winn, B., Welker, W., Dizack, C., Graeme, K., Fobbs, A., Noe, A. **Website Access to Museum Specimens for use in Neuroscience Classrooms and Laboratories**. Computers In Healthcare Education Symposium and "Slice Of Life" Workshop, Philadelphia, Pa, June 25, 1999.

Winn, B. **Designing Multimedia Curriculum**, New Media Center Conference, Boston, MA, Summer 1998.

Winn, B. **Electronic Environmental Journalism**. Great Lakes Environmental Journalism Conference, Michigan State University, East Lansing, MI, Summer 1997.

PEER REVIEWED EXHIBITIONS

Winn, B., et. al. **Brain Powered Games Africa 2.0**. Exhibited at the International Academic Conference on Meaningful Play, October 2022, East Lansing, MI.

Winn, B., et. al. **Career Clubhouse**. Exhibited at the International Academic Conference on Meaningful Play, October 2022, East Lansing, MI.

Winn, B., et. al. **Investment Runner**. Exhibited at the International Academic Conference on Meaningful Play, October 2022, East Lansing, MI.

Winn, B., et. al. **Island Saver**. Exhibited at the International Academic Conference on Meaningful Play, October 2022, East Lansing, MI.

Winn, B., et. al. **Quantum 3.** Exhibited at the International Academic Conference on Meaningful Play, October 2022, East Lansing, MI.

Winn, B., et. al. **Village Builder**. Exhibited at the International Academic Conference on Meaningful Play, October 2022, East Lansing, MI.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. PAX Rising Showcase Winner at PAX East 2022. April 21-24. Boston, MA.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. Exhibited at the International Academic Conference on Meaningful Play, October 2018, East Lansing, MI.

Winn, B., et. al. **Dream Racer**. Exhibited at the International Academic Conference on Meaningful Play, October 2018, East Lansing, MI.

Winn, B., et. al. **VESTA Virtual Vineyard**. Exhibited at the International Academic Conference on Meaningful Play, October 2018, East Lansing, MI. Best VR Experience Runner-Up.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. Official Selection of the Indie MEGABOOTH at PAX East 2018. April 4-8. Boston, MA.

Winn, B., Jeffery, W., Klingel, A., Sobus, D. (2018, March). **Plunder Panic Pitch**. SXSW 2018. Gaming Pitch Competition Finalist. Austin, TX.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. IndieCade 2017, October 6-8, 2017, Los Angeles, CA. Winner of the IndieCade 2017 Audience Choice Award.

Winn, B., Candeub, A., Kurtz, C., Thurston, N., et. al. **Criminal Procedure: Investigation**. Exhibited at the International Academic Conference on Meaningful Play, October 2016, East Lansing, MI.

Winn, B., O'Donnell, C., Margrett, R., Kozma, G., Durand-Hollis, X., et. al. **Kerem B'Yavneh**. Exhibited at the International Academic Conference on Meaningful Play, October 2016, East Lansing, MI.

Winn, B., Grove, C., Summers, T., Kolesnichenko, A., et. al. **Saving Draggy**. Exhibited at the International Academic Conference on Meaningful Play, October 2016, East Lansing, MI.

Winn, B., Girard, J., Burroughs, P., Hopcroft, J., Summers, T. **Saving with Piggy**. Exhibited at the International Academic Conference on Meaningful Play, October 2016, East Lansing, MI.

Winn, B., O'Donnel, C., Kozma, G., Budram, M., Margrett, R. **Sparks of Eternity**. Exhibited at the International Academic Conference on Meaningful Play, October 2014, East Lansing, MI.

Winn, B., Novak., B., Boivin, M., Giordani, B. **Brain Powered Games – Africa**. Exhibited at the International Academic Conference on Meaningful Play, October 2014, East Lansing, MI.

Winn, B., Girard, J., Cui, L., Ward, D., Matayoshi, V., Cox, E., Pearman, L., Pastor, K. **Saving Magic**. Exhibited at the International Academic Conference on Meaningful Play, October 2014, East Lansing, MI.

Winn, B., Jeffery, W., Durand-Hollis, X., Kozma, G., Ward, D., Pivarnik, J., Kerr, N., Ede, A., Samendinger, S., Ploutz-Snyder, L. Feltz, D. **Train Like AN Astronaut**. Exhibited at the International Academic Conference on Meaningful Play, October 2014, East Lansing, MI.

Dennis, A., Thurston, N., Benoit, C., Jeffery, W., Tandon, S., Summers, T., Shadik, J., Dykstra, J., Bagdady, A., and Winn, B.. **Cyclotron Game Concept**. Exhibited at the International Academic Conference on Meaningful Play, October 2014, East Lansing, MI.

Winn, B., Girard, J. **Freaky Deaky Flashback**. Exhibited at the Pure Michigan Game Celebration at International Academic Conference on Meaningful Play, October 2014, East Lansing, MI.

Winn, B., O'Donnel, C., Kozma, G., Budram, M., Margrett, R. **Sparks of Eternity II**. Exhibited at the Pure Michigan Game Celebration at the International Academic Conference on Meaningful Play, October 2014, East Lansing, MI.

Winn, B., O'Donnel, C., Kozma, G., Budram, M., Margrett, R. **Sparks of Eternity**. Exhibited at the Foundations of Digital Games, April 2014, Cozumel, Mexico.

Winn, B., et. al. **Grumpy Snowmen: Deluxe Edition**. Exhibited at the International Academic Conference on Meaningful Play, October 2012, East Lansing, MI.

Winn, B., et. al. **Spartan Villa**. Exhibited at the International Academic Conference on Meaningful Play, October 2012, East Lansing, MI.

Winn, B., et. al. **Ford Driving Skills for Life Game**. Exhibited at the International Academic Conference on Meaningful Play, October 2012, East Lansing, MI.

Winn, B., et. al. **Tanzanian Trader**. Exhibited at the International Academic Conference on Meaningful Play, October 2012, East Lansing, MI.

Winn, B., et. al. **DealerTown Ford**. Exhibited at the International Academic Conference on Meaningful Play, October 2010, East Lansing, MI. (Winner of the *Ford Credit "Winning at Money" Challenge*.)

Winn, B., et. al. **Olympus**. Exhibited at the International Academic Conference on Meaningful Play, October 2010, East Lansing, MI. (Won *People's Choice Award* at the conference.)

Winn B. **Kitchen Disasters**. Exhibited at the International Academic Conference on Meaningful Play, October 2010, East Lansing, MI

Winn, B., et. al. **DealerTown Ford**. Exhibited at the Game Developers Conference, March 2010, San Francisco, CA

Winn, B., Scott, Z., Pearson, E., Rump, A., Rampersad, G., Diaz, P., et. al. **Crossroads Village**. Exhibited at International Academic Conference on Meaningful Play 2008 in East Lansing, MI, October 9, 2008. (Won *Most Meaningful Game* at the conference.)

Winn, B., Heeter, C., Winn, J., Fisher, J., Bao, L., Roman, C., Foster, D., Lazar, M., and Dong, R. **Brain Powered Games.** Exhibited at the International Academic Conference on Meaningful Play 2008 in East Lansing, MI, October 9, 2008.

Heeter, C., Winn, B., Winn, J., Fisher, J., Bao. **Headline Clues.** Exhibited at the International Academic Conference on Meaningful Play 2008 in East Lansing, MI, October 9, 2008.

Winn, B., Scott, Z., et. al. **Crossroads Village**. Exhibited at ACM SIGGRAPH Sandbox Videogame Symposium in Los Angeles, CA, August 10, 2008.

Defore, J., Shurtliff, J. Liu, Y., and Winn, B. **Snow Day**. Exhibited at FuturePlay 2006 International Academic Conference on the Future of Game Design and Technology in London, Ontario, Canada, October 11, 2006. (Won second place in best future game talent award.)

Winn, B., Tye, J., Banyas, P., et. al. **Mudcraft**. Exhibited at FuturePlay 2005 International Academic Conference on the Future of Game Design and Technology in East Lansing, MI, October 14, 2005. (Won first place in best future game talent award.)

Winn, B., Chandler, JJ, Caywood, J., Messer, M., Banyas, P., Tye, J. **Cognitive Games**. Exhibited at FuturePlay 2005 International Academic Conference on the Future of Game Design and Technology in East Lansing, MI, October 14, 2005. (Won first place in best future game impacts and applications award.)

Winn, B., Heeter, C., Greene, D. **Life Preservers**. Exhibited at FuturePlay 2005 International Academic Conference on the Future of Game Design and Technology in East Lansing, MI, October 14, 2005.

Chen, H., Winn, B. **Voyage Beijing**. Exhibited at FuturePlay 2005 International Academic Conference on the Future of Game Design and Technology in East Lansing, MI, October 14, 2005.

Winn, B., Heeter, C. **Life Preservers: Playing with the National Science Standards**. Exhibited at 2005 Games for Learning and Society Conference, Madison, WI. June 15-16, 2005.

Winn, B., Banyas, P., Tye, J. **Mudcraft**. Exhibited at 2005 Indiana University IDEAs Festival, Bloomington, IN. April 23, 2004. (Won honorable mention in best game award.)

Winn, B., Chen, H. **Voyage Beijing**. Exhibited at 2005 Indiana University IDEAs Festival, Bloomington, IN. April 23, 2004.

Winn, B. **The Fantastic Food Challenge**. Exhibited at 2004 Indiana University IDEAs Festival, Bloomington, IN. April 3, 2004.

Chen, K., Winn, B. **Journey to the West**. Exhibited at 2004 Indiana University IDEAs Festival, Bloomington, IN. April 3, 2004.

Winn, B., Coleman, G., Fisher, J., Lonsberry, M., Greene, D. **Fantastic Food Challenge**. Exhibited at DiGRA2003 Digital Games Research Conference, Utrecht, Netherlands. November 6, 2003.

Winn, B., Lownds, N., and Heeter, C. **4-H Children's Garden Kids Tour**. Peer-reviewed exhibit in the Apple Learning Interchange, available online beginning July 2002.

INVITED EXHIBITIONS

Winn, B., et. al. **Conti-Racing.** Interactive experience in the Continental AG booth at the Consumer Electronics Show (CES) 2024, January 9-12, 2024, Las Vegas, NV.

Winn, B., et. al. **Plunder Panic**. International Conference on Meaningful Play Game Night, October 13, 2022, East Lansing, MI.

Winn, B., et. al. **Plunder Panic, GEL Lab Financial Literacy Games, MSU GameDev Student Games**. MSU Museum [Gameplay Exhibition](#), March 30, 2022-ongoing, East Lansing, MI.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. MSU Innovation Celebration, April 18, 2022, East Lansing, MI.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. MSU eSports Association LAN Party, March 19, 2022, East Lansing, MI.

Winn, B., Schober, G., Lyon, T., Robitaille, D., et. al. **Whipslash.** Intel University Game Showcase. Twitch Steam. April 30, 2020. (Showcase Finalist)

Winn, B., Jeffery, W., et. al. **Plunder Panic**. IndieCade Austin Anex 2020, January 25, 2020, Austin, TX.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. Youmacon 2019, November 1-3, 2019, Detroit, MI.

Winn, B., Jeffery, W., et. al. **Plunder Panic**. IndieCade 2019, October 10-12, 2019, Los Angeles, CA.

Dennis, A., Winn, B., et. al. **Isotopolis**. Included as part of the "Smash: Nuclear Adventure" exhibition at the Impression 5 Museum in Lansing, MI. Opened August 16, 2019.

Winn, B. (curator) **Play @ CCFF**. Included collection of MSU GEL Lab Games and MSU Student Created Games. Capital City City Film Festival, April 2019. Lansing, MI. April 18-20.

Winn, B., Martin, A., Ozkan, T., Flores, D., Johnson, B., Ali, M., et al. (2019, February). **Robot Split In Time.** Intel University Game Showcase. Game Developers Conference, San Francisco, CA. March 21, 2019.

Winn, B., Martin, A., Ozkan, T., Flores, D., Johnson, B., Ali, M., et al. (2019, February). **Robot Split In Time.** DemoCamp Lansing. Michigan Historical Museum, Lansing, MI. February 20, 2019.

Winn, B. (curator) **The Woz: New Media and Interactive Gallery**. Included collection of MSU GEL Lab Games and MSU Student Created Games. Traverse City Film Festival, July 2018. Traverse City, MI.

Winn, B., Jeffery, W., et al. (2018, February). **Plunder Panic.** DemoCamp Lansing. Michigan Historical Museum, Lansing, MI. February 28, 2018.

Winn, B., Jeffery, W., et al. (2017, December). **Lansing Debut of Plunder Panic.** The Grid Arcade and Bar, Old Town, Lansing, MI. December 8, 2017.

Winn, B. and Jeffery ,W. (curators) **The Woz: New Media and Interactive Gallery**. Included collection of MSU GEL Lab Games and MSU Student Created Games. Traverse City Film Festival, July 2017. Traverse City, MI.

Winn, B., Jeffery, W., et al. (2016, December). **MSU Game Design Studio Projects.** DemoCamp Lansing. Lansing Public Media Center, Lansing, MI. December 15, 2016.

Winn, B., Jeffery, W., et. al. **Pure Michigan Game Exhibition**. Curated by Brian Winn. Included collection of MSU GEL Lab Games, Michigan Game Industry Games, and Student Games. International Academic Conference on Meaningful Play, October 2016. East Lansing, MI.

Winn, B. and Jeffery ,W. (curators) **The Woz: New Media and Interactive Gallery**. Included collection of MSU GEL Lab Games, Student Games, Technology Demos, and Indie and Commercial Games. Traverse City Film Festival, July 2016. Traverse City, MI.

Winn, B. and Jeffery ,W. (curators) **CS First Annual Michigan Film & Digital Media Office CS First Event**. January 28, 2016. Jack Breslin Event Center, East Lansing, MI.

Winn, B. (curator) (2015, December). **MSU Game Design Studio Projects.** Exhibition of student work. DemoCamp Lansing. Michigan Historical Museum and Archives, Lansing, MI. December 17, 2015.

Winn, B. and Jeffery ,W. (curators) **The Woz: New Media and Interactive Gallery**. Included collection of MSU GEL Lab Games, Student Games, Technology Demos, and Indie and Commercial Games. Traverse City Film Festival, July 2015. Traverse City, MI.

Winn, B., Pauly, K. (2014, December). **Mecha Trigger: Command Line Combat in Virtual Reality**. DemoCamp Lansing. Lansing, MI.

Winn, B. (curator) **Next: Interactive Gallery**. Included collection of MSU GEL Lab Games, Student Games, Technology Demos, and Indie and Commercial Games. Traverse City Film Festival, July 2014. Traverse City, MI.

Winn, B., Jeffery ,W., et. al. **Oculus Rift Technology Demo**. Presidents Reception. Cowles House. East Lansing, MI. November 8, 2014.

Winn, B., Jeffery ,W., et. al. **Oculus Rift Technology Demo**. Capital Campaign Open House. Comm Arts Building. East Lansing, MI. November 2014.

Winn, B., Jeffery ,W., et. al. **Oculus Rift Technology Demo**. Capital Campaign Open House. Broad Museum. East Lansing, MI. October 24, 2014.

Heeter, C., Winn, B., Greene, D. **Life Preservers** – game created in 2006 was selected by BrainPop, a curated gateway to animated, curriculum-based online content accessed by students as well as 165,000 teacher-members worldwide, selected Life Preservers to be one of the first six educational games they featured in their new collection, GameUp.

Winn, B. **What are Serious Games?** Library Exhibition. Michigan State University Main Library. Ran February 4 – March 4.

Winn, B., Stewart, D. **Come Sign with Me**:

> Below are the invited museum exhibitions:

> Minnesota Children's Museum, St. Paul, MN. Exhibited June 12, 2007 – September 16, 2007.

> Bay Area Discovery Museum, Sausalito, CA. Exhibited February 2, 2007 – May 6, 2007.

> Lied Discovery Museum, Las Vegas, Nevada. Exhibited October 4, 2006 – January 14, 2007.

Fort Worth Museum of Science and History, Fort Worth, TX. Exhibited June 1, 2006 – September 12, 2006.

The Children's Museum of Maine, Portland, ME. Permanent exhibit opened February, 2006.

Maine Discovery Museum, Bangor, ME. Permanent exhibit opened February, 2006.

Children's Discovery Museum, Augusta, ME. Permanent exhibit opened February, 2006.

The Children's Museum of Houston, Houston, TX. Exhibited February 2, 2006 – May 14, 2006.

The Children's Museum of Memphis, Memphis, TN. Exhibited October 30, 2005 – January 12, 2006.

Brooklyn Children's Museum, Brooklyn, NY. Exhibited May 26, 2005 – Sept. 8, 2005.

Canadian Children's Museum, Quebec, Canada. Exhibited January 27, 2005 – May 3, 2005.

Children's Museum of Boston, Boston, MA. Exhibited June 17, 2004 – January 9, 2005.

CONFERENCE PANELS AND WORKSHOPS

Bond, J., Winn, B., Kane, L. Heeter, C. **Teaching Game Design to Various Audiences**. Panelist at International Academic Conference on Meaningful Play 2016, East Lansing, MI.

Winn, B. (moderator). **Growing the Game Industry in Michigan: 2016 Update**. Panel moderator at International Academic Conference on Meaningful Play 2016, East Lansing, MI.

Winn, B. (moderator). **Growing the Game Industry in Michigan: 2014 Update**. Panel moderator at International Academic Conference on Meaningful Play 2014, East Lansing, MI.

Winn, B. (moderator). **Growing the Game Industry in Michigan: 2012 Update**. Panel moderator at International Academic Conference on Meaningful Play 2012, East Lansing, MI.

Winn, B. (moderator). **Growing the Game Industry in Michigan: 2010 Update**. Panel moderator at International Academic Conference on Meaningful Play 2010, East Lansing, MI.

Winn, B. (moderator), Camaj, G., Toschlog, M., Wenson, T. **Talent, Incentives, and Infrastructure: Growing the Game Industry in Michigan**. Panel presentation at International Academic Conference on Meaningful Play 2008, East Lansing, MI, October 9, 2008.

Shelton, B., Adcock, A., Betrus, A., Botturi, A., Hirumi, A., Winn, B. **What Should I Do, Now That I'm in the Game?: 3 Years Later of "The Papers, Projects, & Practices of Teaching Educational Games"**. Panel presentation at GLS2008 Games, Learning, and Society Conference, Madison, WI, July 11, 2008.

Maxim, B. (moderator), Winn, B., Elswich, R., Todd, D. **Serious Games Panel**. Panel presentation at Interfaces Conference, Troy, MI, June 14, 2008.

Winn, B. (moderator), Brodie, S., Highison, M., Huang, S., Smith, R. **First Year Experiences**. Panel presentation at the Game Developers Conference (GDC) 2008 IGDA Education Summit, San Francisco, CA. February 18, 2008.

Winn, B. **Serious Games Design Workshop**. Half-day workshop given at FuturePlay 2007 International Academic Conference on the Future of Game Design and Technology in Toronto, Ontario, Canada, November 16, 2007.

Heeter, C., Winn, B., Kelleher, C., Shaffer, D., Van Eck, R. **Testing Assumptions: Creative Approaches to Gathering Evidence of Serious Game Impacts**. Presented at the Game Developers Conference (GDC) 2007 Serious Games Summit, San Francisco, CA, March 5, 2007.

Winn, B., Phelps, A., Yelon, J., Daley, M. **Exploring the Technology Used in Academic Game Development Programs Panel**. Panel presented at FuturePlay 2006 International Academic Conference on the Future of Game Design and Technology in London, Ontario, Canada, October, 12, 2006.

Winn, B. **Serious Games Construction Workshop**. Half-day workshop given at FuturePlay 2006 International Academic Conference on the Future of Game Design and Technology in London, Ontario, Canada, October 11, 2006.

Shelton, B., Wiley, D., Winn, B., Underwood, D., Bertus, A. **How Do I Get in the Game?: The Papers, Projects, and Practices of Teaching Educational Games**. Panel presentation at GLS2006 Games, Learning, and Society Conference, Madison, WI, June 15, 2006.

Winn. B. **Serious Games Construction Workshop**. Half-day workshop given at the New Media Center Conference, Cleveland, OH, June 7, 2006.

Gold, S., Katchabaw, M., Pollack, B., Winn, B. **Approaches to Creating a Game Design and Development Curriculum in Academia**. Panel presentation at FuturePlay 2005 International Academic Conference on the Future of Game Design and Technology in East Lansing, MI, October 13, 2005.

Winn, B., Laird, J, Parker, J., Phelps, A. **Academic Forum on Game Development**. Panel presentation at the Computer Game Technology Conference, Toronto, Canada, April 8th, 2004.

Winn, B., Heeter, C., Dickson, P. **What Should Higher Education Learn from Games?** National Learning Infrastructure Initiative's 2004 Annual Meeting: New Learning Ecosystems, San Deigo, CA. Workshop presented January 26, 2004.

NON-ACADEMIC ARTICLES

Winn, B. **Exploring Greater Meaning in Play**. IGDA Perspectives. August 2010.

INVITED PRESENTATIONS

Winn, B. (2023, June) **Brain Powered Games Project Update for MU-JHU Research Collaboration.** Kampala, Uganda, Africa. June 27, 2023.

Winn, B. (2023, March) **Brain Powered Games Project Update for MCM-JHU Research Collaboration.** Blantyre, Malawi, Africa. March 6, 2023.

Winn, B. (2023, January) **The Challenges of Bringing Plunder Panic to Market**. IGDA Ann Arbor. Ann Arbor, MI. January 26, 2023.

Winn, B. (2022, September) **Plunder Panic Launch**. MSU Innovations Center. East Lansing, MI. September 19, 2022.

Winn, B. (2022, February) **Making of Plunder Panic**. Interview at Great Lakes Gaming Expo (GLGX). Online. February 26, 2022.

Winn, B. (2021, September) **Introducing Plunder Panic**. IGDA Ann Arbor. Ann Arbor, MI. September 23, 2021.

Kay, M.K., Winn, B. (2020, February) **Extended Reality to Promote Healthcare Education**. XR Symposium. East Lansing, MI. February 12, 2020.

Winn, B. (2018, October) **Overview of the XR Development at the Games for Entertainment and Learning Lab at MSU**. AR/VR Symposium. East Lansing, MI. October 10, 2018.

Winn, B. (2017, May). **The Process and Challenges of Developing Meaningful Play**. NAFSA: Association of International Educators 2017 Global Learning Colloquium on Science, Technology, Engineering, Arts, Mathematics and Design. Los Angeles, CA.

Winn, B. **Using Games and Virtual Reality in Meaningful Ways**. November 9, 2016. Talk at the Michigan State University Bioeconomy Institute. Holland, MI.

Feltz, D.L., Ede, A., Winn, B., Samendinger, S., Jeffery, W., Lawrence, F., Pivarnik, J.M., & Ploutz-Snyder, L. (2016, February). **Cyber partners in Exergames: Boosting Motivation to Maintain Intense Exercise**. NASA Human Research Program Investigator's Workshop, Galveston, TX. HRP Abstracts.

Feltz, D.L., Ede, A., Winn, B., Pivarnik, J.M., Kerr, N.L., Jeffery, W., Deere, S., Samendinger, S., Max, E.J., Hill, C.R., & Ploutz-Snyder, L. (2015, January). **Cyber partners in Exergames: Boosting Motivation to Exercise Harder**. *NASA Human Research Program Investigator's Workshop*, Galveston, TX.

Boivin, M., Winn, B. **Computers and Cognitive Function**. July 21, 2014. Talk at the University of Cape Town. Cape Town, South Africa.

Feltz, D.L., Winn, B., Pivarnik, J.M., Kerr, N.L., Ede, A., Danbert. S., Samendinger, S., Forlenza, S.T. & Max, E.J. (2014, February). **Cyber partners: harnessing group dynamics to boost motivation for more efficient exercise**. NASA Human Research Program Investigator's Workshop, Galveston, TX, http://www.hou.usra.edu/meetings/hrp2014/pdf/3010.pdf PUBLISHED ABSTRACT.

Winn, B. (2013, November**). Games and Meaningful Play That Promote Transformational Learning and Instructional Innovation.** Michigan Pre-College and Youth Outreach Conference. Ann Arbor, MI.

Winn, B. **Creating Active Online Learning through Gameplay**. Second International Forum on Online Education, East Lansing, MI, January 28, 2008.

Winn, B. **Tackling Challenges in Serious Games**. Presented at FuturePlay 2007 International Academic Conference on the Future of Game Design and Technology, Toronto, Ontario, Canada, November 17, 2007.

Magerko, B. and Winn, B. **Introduction to Serious Games**. National Center for Food Protection and Defense Conference in East Lansing, MI, April 16, 2007.

Winn, B., Whitten, P. **Techniques for Designing User-Friendly and Informative Websites**. Presented at the Breast Cancer and the Environment Research Center Conference in East Lansing, MI, November, 8, 2005.

Woody, J., Winn, B., Simkins, H., Shackleton, P., Scalzo, T., Millsapps, J., Labb, A., Groeling, T. **MacCreative.org: A Vision of a Creative and Design Resource for Educators and Students**. Apple Summer Institute, San Jose, CA. July, 2005.

Winn, B. **Games to Improve the Mind and Body**. Presented at the Games for Health Conference. Madison, WI. September 17, 2004.

Woody, J., Luzio, R., Winn, B., Millsapps, J. Harfmann, A., Simkins, H., Groeling, T., Friedman, L. **Digital Ideation and Planning: Enhancing the Digital Media Design and Production Process**. Apple Distinguished Educators Conference. Presentation and white paper. Monterrey Bay, CA. July 24, 2004.

Winn, B. **Adding Fun to Digital Media Art & Technology Curriculum**. Academic Summit at the Game Developers Conference 2003, San Jose, CA. March 5, 2003.

Winn, B. **Creating Internships for Students and Faculty**. Academic Summit at the Game Developers Conference 2003, San Jose, CA. March 5, 2003.

Winn, B. **Apple Learning Interchange–4H Garden Exhibit**. New Media Center Conference, Ohio State University, Cleveland, OH June 18, 2002.

Winn, B. **Five Uneasy Pieces to Creativity and Design**. Apple Distinguished Educators Conference, Cupertino, CA, February 23, 2002.

Winn, B. **Building an Industry Standard Digital Media Lab**. League of Innovation Conference on Information Technology, Minneapolis, MN. November 16, 2001.

Winn, B. **Building an Industry Standard Digital Media Lab**. Educause 2001, Indianapolis, IN. October 29, 2001.

Ogle, K., Winn, B., Greene, D., Mishkin, D., Bricker, L., Lambing, A. **Completing a Life Presentation**. Michigan Pain Initiative Meeting, MSU October 2001.

Ogle, K., Bricker, L., Greene, D., Winn, B., Lambing, A., Mishkin, D., Markey, C. **Completing a Life Presentation**. Michigan Council Pain Initiative (MCPI). October 2001.

Winn, B. **Completing a Life**. *Michigan Cancer Pain Initiative General Membership Meeting*, East Lansing, MI, September 10, 2001.

Winn, B. **Introducing Internet and New Media into Telecomm**. **Curriculum**. NCTA Cable 2001 Conference, Chicago, IL, June 9, 2001.

OTHER PRESENTATIONS

Winn, B. **Starting an Indie Game Company**. SpartaSoft Student Group. East Lansing, MI. October 14, 2021.

Winn, B. **Meaningful Play 2018 Post-Mortem**. GEL Lab Monthly Meeting. East Lansing, MI. December 10, 2018.

Winn, B. **Sabbatical Report**. GEL Lab Monthly Meeting. East Lansing, MI. November 14, 2018.

Winn, B. **Overview of the Games for Entertainment and Learning Lab at MSU**. East Lansing Kiwanis. East Lansing, MI. June 18, 2018.

Winn, B. **The Development of Plunder Panic Within GameDev @ MSU**. Undergraduate Communication Association. East Lansing, MI. April 23, 2018.

Winn, B. **Creating Meaningful Play and GEL Lab Tour**. Western Michigan University Games for Learning course visit. East Lansing, MI. May 2, 2017.

Winn, B. **Creating Meaningful Play and GEL Lab Tour**. Jackson National Life Insurance. East Lansing, MI. April 26, 2017.

Winn, B. **Creating Meaningful Play and GEL Lab Tour**. Western Michigan University Games for Learning course visit. East Lansing, MI. May 20, 2016.

Winn, B**. Grandparents University: Video Game Design**. East Lansing, MI. July 2, 2015.

Winn, B. (2015, January). **Thinking About Learning Objectivs and Digital Games in Non-Traditional Ways**. MSU Informal Learning Network. MSU Museum. January 15, 2015.

Winn, B**. Grandparents University: Video Game Design**. East Lansing, MI. June 25, 2014.

Winn, B. **Welcome to GEL Lab**. Taiwan Normal University. East Lansing, MI. September 3, 2014.

Winn, B. **Welcome to GEL Lab**. Accident Fund. East Lansing, MI. February 20, 2014.

Winn, B. (2013, December). **Freaky Deaky Flashback**. DemoCamp Lansing. Lansing, MI.

Winn, B. (2013, February). **Overview of MSU Games Program**. SpartaSoft Student Group. East Lansing, MI.

Winn, B. **Grandparents University: Video Game Design**. East Lansing, MI. June 26, 2013.

Winn, B. (2013, April). **Games @ MSU**. Lansing Area Macintosh Users Group. East Lansing, MI.

Winn, B. **Overview of GEL Lab**. MSU University Relations. East Lansing, MI. February 6, 2013.

Winn, B. **Grandparents University: Video Game Design**. East Lansing, MI. June 28, 2012.

Winn, B. **Games @ MSU**. Presented to the Michigan Technology Network (MITN), Lansing Chapter. May 31, 2012.

Winn, B. **Welcome to Telecommunication, Information Studies, and Media**, Alumni Distinguished Scholars. Michigan State University, East Lansing, MI. January 30, 2012.

Winn, B. **Olympus.** Exhibited at DemoCamp Lansing, Michigan Historical Museum, December 2011, Lansing, MI.

Winn, B. **The Design of Olympus**. International Game Developers Association (IGDA) Michigan Chapter Meeting. September 22, 2011.

Winn, B. **Grandparents University: Video Game Design**. East Lansing, MI. June 28, 2011.

Winn, B. **Welcome to Telecommunication, Information Studies, and Media, Alumni Distinguished Scholars.** Michigan State University, East Lansing, MI. February 5 and February 12, 2010.

Winn, B., Breece, A., et. al. **Project Dearborn: Dealertown Ford**. Presentation to Ford Credit executives and competition judges. Dearborn, MI. February 1, 2010.

Winn, B., Games, A. **Grandparents University: Video Game Design**. East Lansing, MI. June 30, 2010.

Winn, B. **Making Learning Fun: Getting Serious About Games**. Hope College. March 5, 2009.

Winn, B., Peng, W., and Sherry, J. **Fun and Games**. *CAS Brown Bag lunch presentation*. Michigan State University. March 20, 2009.

Winn, B. **Design, Play, Experience,** *Guest Presentation in TC830.* Michigan State University, East Lansing, MI. September 3, 2008.

Winn, B. **Welcome to Telecommunication, Information Studies, and Media,** *Meet Your College Orientation.* Michigan State University, East Lansing, MI. August 22, 2008.

Winn, B. **Grandparents University: Video Game Design**, *Grandparents University,* Michigan State University, East Lansing, MI. June 25 and June 27, 2008.

Winn, B. **Digital Games**, *Telecommunication 100 Online Module Lecture,* Michigan State University, East Lansing, MI. April 4, 2008.

Winn, B. **Preparing Yourself for Careers in the Game Industry and Beyond**. *Presentation to Ingham Intermediate School District CACC After School Program*. East Lansing, MI, April 2, 2008.

Winn, B. **GEL Lab Overview,** *College Tour for Korean Visitors.* Michigan State University, East Lansing, MI. March 10, 2008.

Winn, B. **Welcome to Telecommunication, Information Studies, and Media,** *Alumni Distinguished Scholars.* Michigan State University, East Lansing, MI. February 1 and February 8, 2008.

Winn, B. **Digital Game Technology**, *Telecommunication 201 Guest Lecture,* Michigan State University, East Lansing, MI. November 12, 2007.

Winn, B. **Games @ MSU**, *International Game Developers Association Detroit Michigan Chapter Meeting*, Dearborn, MI. October 24, 2007.

Winn, B. **Preparing Yourself for Careers in the Interactive Entertainment Industry**. *SpartaSoft Student Developers Group Weekly Meeting*. East Lansing, MI, October 10, 2007.

Winn, B. **Connecting for Success**, *CAS 101 Guest Lecture,* Michigan State University, East Lansing, MI. September 26, 2007.

Winn, B. **Welcome to Telecommunication, Information Studies, and Media,** *Meet Your College Orientation.* Michigan State University, East Lansing, MI. August 24, 2007.

Winn, B. **Serious Games**, *Telecommunication 339 Guest Lecture,* Michigan State University, East Lansing, MI. April 4, 2007.

Winn, B. **GDC2007 Recap**, *Telecommunication 498 Guest Lecture,* Michigan State University, East Lansing, MI. March 19, 2007.

Winn, B. **Educating with Serious Games**, *Telecommunication 339 Guest Lecture,* Michigan State University, East Lansing, MI. February 26, 2007.

Winn, B. **SpartaSoft on Serious Games**. *SpartaSoft Student Developers Group Weekly Meeting*. East Lansing, MI, February 18, 2007.

Winn, B. **Serious Games Construction Workshop**, *Telecommunication 498 Guest Lecture,* Michigan State University, East Lansing, MI. January 22, 2007.

Winn, B., Heeter, C. **Resolving Conflicts in Educational Game Design Through Playtesting**. <u>Innovate-Live</u>. Presented live on the Internet through ULiveandLearn, archived for ongoing viewing. January 24, 2007.

Winn, B. **Designing Games and Simulations for Learning**. Lilly Seminar Series workshop and panel. East Lansing, MI, November 16, 2006.

Winn, B. **Exploring Active Learning Across Digital Game Design Education**. Poster presentation. Symposium on the Impact of Digital Media, New Media Center Second Life Virtual Campus, Online, October 10-21, 2006.

Winn, B., Ellison, N. **Getting the Most from Your Lilly Year: Advice and Ideas**. Lilly Fellowship Retreat. Novi, MI, August 29, 2006.

Winn, B., Magerko, B. **Overview of the Games for Entertainment and Learning Lab** . Michigan State University Visiting International Professional Program. August 9, 2006.

Winn, B. **Exploring Active Learning Across Digital Game Design Education**. Poster presentation given at New Media Center Second Life Virtual Campus, Online, July 13, 2006.

Winn, B., Magerko, B. **Overview of the Games for Entertainment and Learning Lab**. College of Communication Arts & Sciences Development Tour. June 5, 2006.

Winn, B. **Overview of the Games and Simulations for Learning Faculty Learning Community**. Office of Faculty Development Spring Institute. May 15, 2006.

Winn, B., Medler, B. **Overview of the DMAT Showcase**. College of Communication Arts & Sciences Alumni Board. May 4, 2006.

Winn, B., et. al. **A Lilly Farewell and a Lilly Welcome**. Presented at Lilly End of Year Dinner, Michigan State University, East Lansing, MI. April 20, 2006.

Winn, B. **Exploring Active Learning Across Game Design Education**. Poster presented at Lilly End of Year Dinner, Michigan State University, East Lansing, MI. April 20, 2006.

Winn, B. **GDC2006 Wrapup**, *International Game Developers Association Southern Michigan Chapter Meeting*, Lansing, MI. April 9, 2006.

Winn, B. **Exploring Active Learning Across Game Design Education**. Lilly Fellowship Retreat, Michigan State University, East Lansing, MI. April 6, 2006.

Winn, B., Ellison, N., Payette, P. **Teaching with Technology**. Lilly Fellowship Presentation, Michigan State University, East Lansing, MI. March 29, 2006.

Winn, B. **Serious Games**, *Telecommunication 339 Guest Lecture,* Michigan State University, East Lansing, MI. March 28, 2006.

Winn, B., Magerko, B. **Overview of the Games for Entertainment and Learning Lab** . College of Communication Arts & Sciences Alumni Board. January 27, 2006.

Winn, B., Laird-Fick, H. **How People Learn/Brain Research**. Lilly Fellowship Presentation, Michigan State University, East Lansing, MI. December 15, 2005.

Winn, B. **Ideation of a Learning Game**. Games and Simulations Faculty Learning Community, Michigan State University, East Lansing, MI. December 7, 2005.

Winn, B. **Preparing Yourself for Careers in the Interactive Entertainment Industry**. Hope College, Hope, MI. October 28, 2005.

Winn, B., Dagbovie, P. **Curricular and Instructional Design, Goals, and Objectives**. Lilly Fellowship Presentation, Michigan State University, East Lansing, MI. October 10, 2005.

Winn, B. **GEL Lab Project Exhibition**. CAS 50th Aniversary Open House. East Lansing, MI, October 7, 2005.

Winn, B. **Making Learning Fun: Getting Serious about Games**, *Games for Entertainment and Learning Lab Talk*, Michigan State University, East Lansing, MI. September 16, 2005.

Winn, B. **GDC2005 Wrapup**, *International Game Developers Association Southern Michigan Chapter Meeting*, Lansing, MI. March 20, 2005.

Winn, B. **Game Development Tools**. Games and Simulations Faculty Learning Community, Michigan State University, East Lansing, MI. March 21, 2005.

Winn, B. **Game Technology**, *Telecommunication 201 Guest Lecture,* Michigan State University, East Lansing, MI. April 18, 2005.

Winn, B. **Serious Games**. Games and Simulations Faculty Learning Community, Michigan State University, East Lansing, MI. February 16, 2005.

Winn, B. **Overview of the Communication Technology Lab**. MIND Lab Brown Bag Lunch Series, Michigan State University, East Lansing, MI. June 2, 2004.

Winn, B. **Methods & Considerations in Designing a Web-based Real-Time Strategy Game**. *International Game Developers Association Southern Michigan Chapter Meeting*, East Lansing, MI. September 11, 2004.

Winn, B. **Creating Games for Fun AND Learning**. *International Game Developers Association Southern Michigan Chapter Meeting*, Southfield, MI, October 12, 2003.

Winn, B. **A View From GDC 2003**. *International Game Developers Association Southern Michigan Chapter Meeting*, Lansing, MI, April 13, 2003.

Winn, B. **Southern Michigan Chapter Launch**. International Game Developers Association, Lansing, MI, October 17, 2002.

Winn, B. **It's In The Experience**. *Science Education and Technology (SET) Day*, Michigan State University, East Lansing, MI, October 5, 2002.

Winn, B. **Overview of the Comm Tech Lab**. *MIND Lab Brown Bag Lunch Series*, Michigan State University, East Lansing, MI, October 2, 2002.

Winn, B. **Digital Media and the Macintosh.** Lansing Area Macintosh and Lisa Users Group, Michigan State University, East Lansing, MI, June 16, 2002.

Winn, B. **Introduction to Game Design**. Talk to Middle School After School Program. Walter French Academy, April 19, 2002.

Winn, B. **Communication Technology Lab: Projects and Directions**. Department of Telecommunication Faculty Retreat. Brook Lodge, Augusta, MI, April 5, 2002.

Winn, B. **Introduction to Game Design**. *Communication Technology Class Guest Lecture*, University of Conneticut, Storrs, CT, November 8, 2001.

Winn, B. **Streaming Media**. *Faculty and Graduate Student Colloquium*, University of Conneticut, Storrs, CT, November 8, 2001.

Winn, B. **Introduction to Web Design**. *Telecommunication 240 Guest Lecture,* Michigan State University, East Lansing, MI, November 5, 2001.

Winn, B. **Apple Directions: A Report for WWDC 2001**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Summer 2001.

Winn, B. **Streaming Media: The Emergence of a New Delivery Medium**. *Department of Telecommunication, Michigan State University,* East Lansing, MI, Spring 2001.

Winn, B. **Webcasting: The Emergence of a New Delivery Medium**. *Advertising 417 Guest Lecture, Michigan State University,* East Lansing, MI, Fall 2000.

Winn, B. **The State of Broadband Media: A Report from QuickTime Live**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Fall 2000.

Winn, B. **The Future of the Internet: The Next Decade of Online Convergence**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Winter 2000.

Winn, B. **Digital Video on the Desktop**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Fall 1999.

Winn, B. **Apple Directions: A Report from WWDC 1999**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Summer 1999.

Winn, B. **A Look at Director 7**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Winter 1999.

Winn, B. **Multimedia Authoring with Director**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Fall 1998.

Winn, B. **The Design and Creation of Interactive Multimedia**. *CSE 471 Guest Talk, Michigan State University,* East Lansing, MI, Fall 1998.

Winn, B. **Multimedia on the Macintosh**. *Lansing Area Macintosh Users Group,* East Lansing, MI, Fall 1998.

Winn, B. **The Future of Macintosh**. *MITRE Corporation,* Boston, MA, Summer 1998.

Winn, B. **I Want to Be A Multimedia Designer**. *Young Spartans Program, Michigan State University,* East Lansing, MI, Summer 1998.

Winn, B. **Apple Directions: A Report from the 1998 WWDC**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Spring 1998.

Winn, B. **Web Pages from Databases**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Spring 1998.

Winn, B. **Communication Across the Internet**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Summer 1997.

Winn, B. **Making Use of CGIs and SSIs**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Spring 1997.

Winn, B. **Web Publishing Tools**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Spring 1997.

Winn, B. **The Next Step in Multimedia Operating Systems**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Winter 1997.

Winn, B. **Authoring Beyond Director: mTropolis**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Fall 1996.

Winn, B. **Cross Platform Development**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Fall 1996.

Winn, B. **Managing Data in Multimedia Projects**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Fall 1996.

Winn, B. **Objects Invade the Internet**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Summer 1996.

Winn, B. **Accessing Information on the Internet**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Summer 1996.

Winn, B. **From Database to Director**. *Multimedia Interest Group, Michigan State University,* East Lansing, MI, Summer 1996.

INVITATIONAL INDUSTRY SUMMITS

Apple Higher Education Leadership Summit, Saratoga, CA, July 12-July 15, 2006.

Microsoft Academic Days on Game Development, Royal Caribbean Grandeur of the Seas. January 1-23, 2006.

Electronic Arts Academic Summit, Electronic Arts Headquarters, Redwood Shores, Ca, March 7, 2005.

Apple Summer Institute, San Jose, CA. July, 2005.

Apple Distinguished Educators Conference, Monterrey Bay, CA. July 24, 2004.

EDITOR/REVIEWER/JUDGE

Winn, B. (judge) GameDev @ MSU Annual Student Showcase. 2015-2023 (annual).

Winn, B. (program committee and game judge) Meaningful Play 2022, East Lansing, MI. October, 2022.

Winn, B. (program committee and game judge) Meaningful Play 2018, East Lansing, MI. October, 2018.

Winn, B. (program committee and game judge) Meaningful Play 2016, East Lansing, MI. October, 2016.

Winn, B. (program committee and game judge) Meaningful Play 2014, East Lansing, MI. October, 2014.

Winn, B. (judge) Media Sandbox Annual Student Showcase. 2012-2014 (annual).

Winn, B. (program committee and game judge) Meaningful Play 2012, East Lansing, MI. October, 2012.

Winn, B. (reviewer) International Journal of Gaming and Computer-Mediated Simulations. Summer 2008-Summer 2012.

Winn, B. (judge) Digital Media Art & Technology Annual Student Showcase. 2002-2011 (annual).

Winn, B. (program committee and game judge) Meaningful Play 2010, East Lansing, MI. October, 2010.

Heeter, C. and Winn, B. (editors). International Journal of Gaming and Computer-Mediated Simulations, Vol 1., No. 3, July-September, 2009.

Winn, B. (judge) 48-hour game development contest, East Lansing, MI. November 16, 2008.

Winn, B. (program committee) FuturePlay 2008, Toronto, Ontario, Canada. November, 2008.

Winn, B. (program committee and game judge) Meaningful Play 2008, East Lansing, MI. October, 2008.

Winn, B. (judge) 48-hour game development contest, Ann Arbor, MI. January 20, 2008.

Winn, B. (program committee) FuturePlay 2007, Toronto, Ontario, Canada. November, 2007.

Winn, B. (reviewer) International Journal of Computer Games Technology. Summer 2007.

Winn, B. (program committee) Digitel IEEE International Workshop On Digital Game And Intelligent Toy Enhanced Learning. Jhongli, Taiwan. March, 2007.

Winn, B. (judge) 48-hour game development contest, Ann Arbor, MI. February 11, 2007.

Winn, B. (reviewer) Game Design and Development curriculum proposal at University of Wisconsin-Stout. September, 2006.

Winn, B. (program committee) FuturePlay 2006, London, Ontario, Canada. October, 2006.

Winn, B. (judge) Game Exhibition and Competition. FuturePlay 2006, London, Ontario, Canada. October, 2006.

Winn, B. (program committee) GAMES 2006 International Digital Games Conference, Portalegre, Portugal. September, 2006.

Winn, B. (program committee) ACM SIGGRAPH Video Game Symposium, Boston, MA. August, 2006.

Winn, B. (reviewer) Research and Development Program of the Board of Regents Support Fund, LA. April, 2006.

Winn, B. (program committee) FuturePlay 2005, East Lansing, MI. October, 2005.

Winn, B. (judge) Game Exhibition and Competition. FuturePlay 2005, East Lansing, MI. October, 2005.

Winn, B. (reviewer) Intramural Research Grants Program (IRGP). October, 2005.

Winn, B. (judge) University Undergraduate Research and Arts Forum. April, 2005.

Winn, B. (editor) "Games and Simulations Issues". EDUCAUSE Learning Initiative web site. February, 2005.

PROFESSIONAL ACTIVITIES

Organizing Committee, Fall 2023-current
International Academic Conference on Meaningful Play 2024
Pittsburgh, PA, October, 2024

Chair, Spring 2023
College of Communication Arts and Sciences Professor of Practice 2x Faculty Search Committee
Michigan State University

Co-Chair, Fall 2021-Fall 2022
International Academic Conference on Meaningful Play 2022
East Lansing, MI, Oct. 12-14, 2022

Co-Chair, Fall 2019-Fall 2020
International Academic Conference on Meaningful Play 2020
East Lansing, MI, Oct. 1-3, 2020 (Postponed due to COVID-19 Pandemic)

Member, Advisory Board, Fall 2012-current
Michigan Film Office Advisory Board
State of Michigan

Director, Fall 2005-current
Games for Entertainment and Learning (GEL) Lab
Michigan State University

Coordinator, Fall 2000-current
Annual End-of-Year MSU Student Game and Interactive Media Showcase
Michigan State University

Faculty Advisor, Fall 2001-current
SpartaSoft Student Game Developers Student Organization
Michigan State University

Director of Undergraduate Studies, Fall 2007-Summer 2018
Dept. of Media and Information Undergraduate Studies
Michigan State University

Co-Chair, Fall 2017-Fall 2018
International Academic Conference on Meaningful Play 2018
East Lansing, MI, Oct. 11-13, 2018

Co-Chair, Fall 2015-Fall 2016
International Academic Conference on Meaningful Play 2016
East Lansing, MI, Oct. 20-22, 2016

Co-Chair, Fall 2013-Fall 2014
International Academic Conference on Meaningful Play 2014
East Lansing, MI, Oct. 16-18, 2014

Co-Chair, Fall 2011-Fall 2012
International Academic Conference on Meaningful Play 2012
East Lansing, MI, Oct. 18-20, 2012

Co-Chair, Fall 2009-Fall 2010
International Academic Conference on Meaningful Play 2010
East Lansing, MI, Oct. 21-23, 2010

Coordinator, Fall 2002-Summer 2010
International Game Developers Association (IGDA) Michigan Chapter
Southern Michigan

Member, 2005-current
Game Design & Development Steering Committee
Michigan State University

Member, Spring 2016
College of Communication Arts and Sciences Professor of Practice 4x Faculty Search Committee
Michigan State University

Member, Fall 2013-Spring 2014
Dept. of Telecommunication, Information Studies, and Media Game Faculty Search Committee
Michigan State University

Member, Fall 2012-Spring 2013
Dept. of Telecommunication, Information Studies, and Media 3D Graphics Faculty Search Committee
Michigan State University

Member, Fall 2011-Spring 2012
Dept. of Telecommunication, Information Studies, and Media Game Faculty Search Committee
Michigan State University

Member, Fall 2009-Spring 2010
Dept. of Telecommunication, Information Studies, and Media 3D Graphics Faculty Search Committee
Michigan State University

Member, Fall 2008-Spring 2009
Dept. of Telecommunication, Information Studies, and Media Game Design and Development Faculty
Search Committee
Michigan State University

Co-Chair and Program Committee Head, Fall 2007-Fall 2008
International Academic Conference on Meaningful Play 2008
East Lansing, MI, Oct. 9-11, 2008

Member, Spring 2008-Spring 2009
Dept. of Telecommunication, Information Studies, and Media Web Site Committee
Michigan State University

Member, Fall 2007-Spring 2008
Dept. of Telecommunication, Information Studies, and Media Game Design and Development Faculty
Search Committee
Michigan State University

Member, 2000-2009
Digital Media Art & Technology Steering Committee
Michigan State University

Director, Fall 1998-Spring 2008
New Media Center
Michigan State University

Advisor, Fall 2006-Summer 2007
Honors College Advisor for Dept. of Telecommunication, Information Studies, and Media students
Michigan State University

Member, Fall 2005-Summer 2007
Dept. of Telecommunication, Information Studies, and Media Undergraduate Committee
Michigan State University

Co-Chair and Program Committee Head, Fall 2005-Fall 2006
FuturePlay 2006 International Academic Conference on the Future of Game Design and Technology
London, Ontario, Canada, Oct. 10-12, 2006

Member, Spring 2006
Lilly Teaching Fellows Selection Committee 2006-2007
Michigan State University

Member, Spring 2006
College of Communication Arts & Sciences Teaching Effectiveness Committee
Michigan State University

Member, Fall 2005-Spring 2006
Dept. of Telecommunication, Information Studies, and Media Public Relations Committee
Michigan State University

Member, Fall 2005-Spring 2006
College-Level Design Initiative Quality Fund Search Committee
Michigan State University

Co-Chair and Program Committee Head, Fall 2004-Fall 2005
FuturePlay 2005 International Academic Conference on the Future of Game Design and Technology
East Lansing, MI, Oct. 13-15, 2005

Co-Coordinator, Spring 2005-Spring 2006
Games and Simulations Faculty Learning Community (FLC)
Michigan State University

Member, Fall 2003-Spring 2004
Advisory Board for the Computer Game Technology Conference
Toronto, Canada

Member, Fall 2003-Spring 2004
Web Usability and Accessibility University Director Search Committee
Michigan State University

Chair, Fall 2003-Spring 2004
Digital Media Art & Technology Search 2003-2004 Committee
Michigan State University

Chair, Fall 2002-Spring 2003
Digital Media Art & Technology Search 2002-2003 Committee
Michigan State University

Chair, 2001-2004
College of Communication Technology Advisory Committee
Michigan State University

Member, Fall 2001-Fall 2005
Web Usability and Accessibility University Advisory Group
Michigan State University

Faculty Advisor, Fall 2001-Spring 2005
Apple Student Club
Michigan State University

Faculty Advisor, Fall 2001-Spring 2006
MSU Documentary Filmmakers Student Organization
Michigan State University

Member, Fall 2001-Summer 2003
Telecommunication Graduate Committee
Michigan State University

Head, Fall 1997-Fall 2002
Multimedia Interest Group
Michigan State University

COURSES TAUGHT

MSU West Coast Field Experience in Los Angeles, Spring 2024
Co-led a group of 24 students on a field experience to visit game studios and technology companies in the Los Angeles area. I helped plan to trip. Susan Bonner and Amanda Cote actually chaperoned the trip.
Los Angeles, CA

CAS 117 Games and Interactivity, Spring 2018, Summer 2018, Fall 2018, Spring 2018, Summer 2019, Fall 2019, Spring 2020, Summer 2020, Fall 2020, Spring 2021, Fall 2021, Spring 2022, Summer 2022, Fall 2022, Spring 2023, Summer 2023, Fall 2023, Spring 2024
Undergraduate senior-level course, ~80 students per offering
Michigan State University, East Lansing, MI

MI445 Game Design and Development I, Fall 2003, Fall 2004, Spring 2006, Spring 2007, Spring 2008, Spring 2009, Spring 2010, Spring 2011, Fall 2012, Fall 2013, Fall 2014, Fall 2015, Fall 2016, Fall 2018, Fall 2019, Fall 2020, Fall 2021, Fall 2022, Fall 2023
Undergraduate senior-level course, ~40 students per offering
Michigan State University, East Lansing, MI

MI498 Collaborative Game Design and Development, Spring 2010, Spring 2011, Spring 2012, Spring 2014, Spring 2017, Spring 2018, Spring 2019, Spring 2020, Spring 2021, Spring 2022, Spring 2023
Undergraduate senior-level course, ~35 students
Michigan State University, East Lansing, MI

MSU West Coast Field Experience in San Francisco/Silicon Valley, Spring 2020
Co-led a group of 28 students on a field experience to visit game studios and technology companies in the San Francisco/Silicon Valley area.
San Francisco, CA

MI455 Game Design and Development II, Fall 2008, Fall 2009, Fall 2010, Fall 2011, Spring 2012, Spring 2013, Spring 2014, Spring 2015, Spring 2017, Spring 2018
Undergraduate senior-level course, ~40 students per offering
Michigan State University, East Lansing, MI

MSU West Coast Field Experience in Los Angeles, Spring 2017
Co-led a group of over 20 students on a field experience to visit game studios and technology companies in the Los Angeles area.
Los Angeles, CA

MSU Game Design and Development Specialization through Coursera
Five course sequence launched September 2015 through January 2016 and offered ongoing. Complete

update launched in January 2021.
Coursera, Mountain View, CA (and online everywhere)

MI497 Game Design Workshop, Fall 2012, Fall 2013, Fall 2014, Fall 2015, Fall 2016
Undergraduate senior-level course, ~40 students per offering
Michigan State University, East Lansing, MI

MSU West Coast Field Experience in San Francisco/Silicon Valley, Spring 2016
Co-led a group of over 20 students on a field experience to visit game studios and technology companies in the San Francisco/Silicon Valley area.
San Francisco, CA

TC491 PHP/MySQL Web Application Development, Summer 2013
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

New Media in Europe Study Abroad, Summer 2012
Co-taught undergraduate study course on Mobile Web Development in France, ~20 students
Paris, France

TC491 Mobile Application Development, Summer 2011, Summer 2012, Summer 2013
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

TC458 Project Management, Summer 2010, Summer 2011
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

TC840 Foundations of Digital Media, Fall 2001, Fall 2002, Fall 2003, Fall 2004, Fall 2005, Fall 2006, Fall 2007, Fall 2009, Fall 2010
Graduate-level course, ~18 students per offering
Michigan State University, East Lansing, MI

TC832 Serious Game Design and Development, Spring 2008, Spring 2009
Graduate-level course, ~12 students per offering
Michigan State University, East Lansing, MI

TC830 Introduction to Serious Games, Fall 2007
Graduate-level course, ~18 students per offering
Michigan State University, East Lansing, MI

TC446 Advanced Interactive Media Design, Spring 2003, Spring 2004
Undergraduate senior-level course, ~40 students per offering
Michigan State University, East Lansing, MI

TC891 Design of Games for Learning, Fall 2006
Graduate seminar/project course, ~6 students per offering
Michigan State University, East Lansing, MI

TC447 3D Graphics and Simulation, Spring 2003, Spring 2004, Spring 2005
Undergraduate senior-level course, ~40 students per offering
Michigan State University, East Lansing, MI

TC346 Basic Interactive Media Design, Fall 2002
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

TC491 The Art of the Demo, Fall 2002
Graduate-level course, ~18 students per offering
Michigan State University, East Lansing, MI

TC491 Introduction to Computer Game Design, Summer 2001, Fall 2001
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

TC349 Internet Design & Technology, Spring 2001, Spring 2002
Undergraduate senior-level course, ~40 students per offering
Michigan State University, East Lansing, MI

TC491 Introduction to Webcasting, Summer 2000-Spring 2001, Spring 2002
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

TC446 Hypermedia Design, Fall 1995, Summer 1997-Summer 1999, Fall 2000
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

TC491 Advanced Topics in Hypermedia Design, Spring 1998
Undergraduate senior-level course, ~20 students per offering
Michigan State University, East Lansing, MI

CSE100 Introduction to Computing, Fall 1993-Fall 1994
Undergraduate freshman-level course, ~40 students per offering
Michigan State University, East Lansing, MI

PH.D. THESIS COMMITTEES

Forlenza, Samuel. "Testing The Reality Of Exercise Partners As A Moderator Of The Köhler Effect".
Defended Spring 2014.

Buchanan, Kym. "Beyond Attention-Getters: Designing For Deep Engagement." Defended Summer 2006.
Thesis committee member.

MA THESIS/PROJECT COMMITTEES

Al Wang. Filmbox Crunching: Utilizing Pre-Rendering Techniques for Streamlining Pixel Art Production.
Project defended Spring 2023.

Carson Jones. Systems in Combat Design. Project defended Spring 2021.

Andrew MacAfee. Video Game User Interface Design Course Research and Prep. Project defended Spring 2018.

Yilang Zhao. "The Sky Guardian Game". Project defended Spring 2017.

Tayo Moss. The Kohler Effect – Intergroup Competition Using Software-Generated Partners. Project committee member. Defended Fall 2015.

William Jeffery and Greg Kozma. "We've Got Issues Game". Project Chair. Defended Spring 2015.

Liang Cui. "Criminal Procedure Game". Project Chair. Defended Spring 2014.

Chris Portrey. "Play". Project Chair. Defended Spring 2013.

David Beaudoin. "Indie Arcaid Game System". Project Chair. Defended Spring 2013.

Mi-Young Jo. "Art Learning Tool". Defended Spring 2012. Project committee member.

Kristina Cunningham. "Luminaries". Defended Spring 2012. Project committee member.

Daniel DeMaiolo and Adriel Flores Roman. "Teddy Knight: Under New Management". Defended Spring 2012. Project committee member.

Derek DeMaiolo and Sandrine Do. "Teddy Knight". Defended Spring 2012. Project chair.

Natinsky, Eli. "The Compulsion of Collecting". Defended Fall 2011. Project committee member.

Fitzgerald, Joe. "Black Hills: The Deadwood Experience". Defended Spring 2011. Project committee member.

Schaeffer, Katherine. "World Traveler: Paris." Defended Spring 2011. Project chair.

Scott, Becky. "Roots of Power." Defended Spring 2011. Project chair.

Dennis, Andrew. "Orpheus". Defended Spring 2011. Project committee member.

Howes, Debbie. "The Creation of Light Psych, an educational website to create an understanding of various properties and qualities of light perception and psychological reactions thereto." Defended Fall 2010. Project chair.

Blank, Rosalie. "Jackpot: A Multipurpose Movement Game." Defended Summer 2010. Project committee member.

Cooley, Nathan. "Bike Rider". Defended Fall 2009. Project chair.

Lepoudre, Rachel. "TISM, Social Networking, and the Web." Defended Fall 2009. Project committee member.

Kanthakumar, Meena. "TISM Connect." Defended Fall 2009. Project chair.

Cooley, Nathan. "Bike Rider: Learning the basics of riding your bike on the road is both easy and fun." Defended Fall 2009. Project chair.

Scott, Ziba. "Moon Taxi." Defended Fall 2009. Project committee member.

Lepoudre, Rachel. "TISM, Social Networking, and the Web." Defended Fall 2009. Project committee member.

Maniar, Apar. "Making Sense Of Brain Games: A Scientific Analysis Of Game Design In The Brain Fitness Software." Defended Fall 2009. Project committee member.

Al-Adams, Yaser, Skelley, Barbara. "Video Documentary: Is it Possible?" Defended Summer 2009. Project committee member.

Stanish, Mary. "World Traveler: Paris – a serious game design." Defended Fall 2008. Project committee member.

Hunter, Christina. "Breaking the Designer-Client Barrier." Defended Fall 2008. Project committee member.

Shaw, Patrick. "An Interactive Evaluation of a Player Type Model." Defended Spring 2008. Project chair.

Liu, Yun. "Fontology: A Flash Based Interactive Website For New Designers Using Typefaces." Defended Summer 2007. Project chair.

DeFore, Jennifer. "The Design Of Crossroads Village, A Serious Real-Time Strategy Game To Encourage Donations To Hunger Relief Efforts." Defended Summer 2007. Project chair.

Medler, Ben. "Spaces Apart: A Look at Niche Social Networks." Defended Spring 2007. Project chair.

Vonthron, Raphael. "Time City." Defended Spring 2007. Project committee member.

Martinez, Vanessa. "The Culture of Puerto Rico: Online Interactive Website." Defended Spring 2007. Project chair.

Kang, Jaeho. "The Life of Yes Man: The Web Based Interactive Movie". Defended Summer 2006. Project chair.

Belankar, Kiran. "Core Strength: Interactive Fitness Training Web Site". Defended Summer 2006. Project chair.

Iyer, Vishal. "Grassroots: A Map Creation Tool for Communities". Defended Summer 2006. Project chair.

Chandler, JJ. "EcoPixel: A Single Player Game Exploring Emergent Properties in an A-Life Simulation." Defended Summer 2006. Project chair.

Messer, Amanda. "A Sensible Approach to Diagnosing Rashes, An Interactive Lecture on DVD ." Defended Spring 2006. Project chair.

Wensloff, Valeta. "The Jester and the Queen: An Interactive 3D Story." Defended Spring 2006. Project chair.

Li, Lulu. "The Growth and Loss of Da Chang: The Duality of A River On An Ancient Chinese Town." Defended Spring 2006. Project chair.

Dion, Leo. "Phoeleo." Defended Fall 2005. Project chair.

Min, Hai Kyung. "Backyard Animal Travel Adventure." Defended Fall 2005. Project committee member.

Huang, Ai-Ting. "Recipes by Cell Phone and PC: Navigation and style sheet optimization for dual format access." Defended Fall 2005. Project committee member.

Mercer, Gregory. "Influential Stew: An Interactive Multimedia Narrative Project." Defended Fall 2005. Project committee member.

Bao, Lei. "Visualizing the Content: Communicate the child health care information to low literate parents." Defended Summer 2005. Thesis chair.

Huda, Adina. "ProjectAccess! Information and Techniques for Creating Accessible Websites." Defended Summer 2005. Thesis chair.

Plantegenest, Geraud. "An Electronic Quit Smoking Coach: Designing Computer Agents As Persuasive Social Actors." Defended Spring 2005. Thesis committee member.

Upletawala, Nishreen. "My Sense of Chicago: A Multimedia Postcard." Defended Spring 2005. Project chair.

Chen, Haomin. "Digital Game As An Enjoyable And Effective Training Format In Preparing For Business Travel." Defended Fall 2004. Thesis chair.

Ananthakrishnan, Siddharth. "Wicked Chess – A Single Player Online Rendition And Modification Of The Game Of Chess." Defended Fall 2004. Thesis chair.

Giesman, Holly. "Guidelines for Documentary Production: Creating a DVD Teaching Tool for Instructors & Students of the Media Art." Defended Fall 2004. Thesis committee member.

Prince, Robert. "The Netherlands during World War II." Defended Fall 2004. Project chair.

Rosero, Luis. "Gym Wars: Creating an Online Multiplayer Team-Based Game." Defended Fall 2004. Project chair.

Hamlin, Jeff. "The Process and Methodology of Distributing Independent Films on DVD." Defended Summer 2004. Thesis chair.

Lee, Michael. "Emotional factors in Interactive storytelling and its effect on viewers." Defended Summer 2004. Thesis committee member.

Chen, Yu-Feng, "Who Is Singing On The Hill - Yen Chih-Wen And New Hakka Music". Defended Summer 2004. Thesis committee member.

Page, Jesse. "3d Interactivity Vs. 2d Interactivity: Using 3d Technology For Web Navigation." Defended Summer 2004. Thesis chair.

Nakagawa, Asuka. "Using Digital Storytelling for Intermediate Japanese Language Learning." Defended Summer 2004. Thesis chair.

Kwak, Su. "Designing A Handheld Interactive Scavenger Hunt Game to Enhance Museum Experience." Defended Summer 2004. Thesis chair.

Tye, Jason. "Methods & Considerations In Designing Web-Based Real-Time Strategy Games." Defended Summer 2004. Thesis chair.

Ramchandran, Aparna. "Plant Scanner: A Handheld PDA Using RFID Tags For Child Visitors To The Michigan 4-H Children's Garden." Defended Summer 2004. Thesis committee member.

Chen, Yi-Ju Kay. "Multimedia Project of Chinese Fantasy - Journey to the West." Defended Spring 2004. Thesis chair.

Banyas, Patti. "Informing Hybrid Course Design Decisions: A Comparison of Student Reactions to Different Online Components in a Hybrid Versus Wholly In Person Course." Defended Spring 2004. Thesis committee member.

Feder, Jeff. "Virtual Rush: Fraternity Rush Via 3D Virtual Reality". Defended Fall 2003. Thesis committee member.

Fisher, John. "Methods and Considerations in Online Game Design." Defended Summer 2003. Thesis chair.

Malinowski, Robert. "3D K9 – Using QuickTime VR to Teach Canine Skeletal Anatomy." Defended Spring 2003. Thesis chair.

Montgomery, Michelle. "Development And Pilot Testing Of A Computerized Atlas Of Peripheral Blood Smears As A Job Aid For Practicing Clinical Laboratory Scientists". Defended Spring 2003. Thesis committee member.

Tai, Chia-Yu Charlie. "Temples Of Taipei A Handheld Tour Guide For Pocket Pc." Defended Spring 2003. Thesis committee member.

Park, Insu. "Toward true interoperability in Streaming Media: an interactive educational resources on MPEG-4." Defended Fall 2003. Thesis chair.

Tang, Ming. "Spatial Interface And Interpersonal Interface Design". Defended Fall 2002. Thesis committee member.

Chun, Jiae. "Kosta Webcasting: Webcasting As An Medium To Deliver Dynamic Presentation." Defended Spring 2002. Thesis chair.

HONORS AND AWARDS

- 2022 PAX Rising Showcase Winner for Plunder Panic at PAX East 2022
- 2018 Promoted to Full Professor at Michigan State University
- 2018 Nintendo selected Plunder Panic to bring to the Nintendo Switch
- 2018 Official Selection of the Indie MEGABOOTH at PAX East 2018 for Plunder Panic
- 2018 Finalist in the SXSW 2018 Gaming Pitch Competition for Plunder Panic
- 2018 Best VR Experience Runner-Up at Meaningful Play 2018 for VESTA Virtual Vineyard
- 2017 "Audience Choice" Award at IndieCade 2017 for Plunder Panic
- 2017 Re-appointed by Governor of Michigan to the Michigan Film and Digital Media Office Advisory Board.
- 2013 Re-appointed by Governor of Michigan to the Michigan Film and Digital Media Office Advisory Board.
- 2012 Appointed by Governor of Michigan to the Michigan Film and Digital Media Office Advisory Board.
- 2010 "People's Choice" Award in the International Academic Conference on Meaningful Play 2010 Game Competition for Olympus
- 2010 Ford Credit "Winning at Money" Challenge winner for DealerTown Ford
- 2008 "Most Meaningful Game" Award in the International Academic Conference on Meaningful Play 2008 Game Competition for Crossroads Village
- 2007 Promoted to Associate Professor with Tenure at Michigan State University
- 2006 Sheep Brain Atlas selected for Thomson Scientific Current Web Contents
- 2006 FuturePlay Future Game Talent award for Snow Day (second place)
- 2006 AEJMC Best of Web Creative for Pediatric Care - Online Child Care Center (second place)
- 2006 New Media Center Conference Judges' Choice Award for "Exploring Active Learning Across Digital Game Design Education" poster
- 2005 Lilly Teaching Fellowship
- 2005 Who's Who Among America's Teachers
- 2005 FuturePlay Future Game Talent award for Mudcraft (first place)
- 2005 FuturePlay Future Game Impact and Application award for Cognitive Games (first place)
- 2005 Indiana University IDEAs Festival Best Game Award for Mudcraft (honorable mention)
- 2004 Interactive Multimedia Best of Competition, BEA Festival of Media Arts Award for Fantastic Food Challenge
- 2002 Golden Web Award for Completing a Life
- 2001 Cool Site of the Day, December 2001 for Completing a Life
- 2001 Web Author's Choice Award, Pinnacle-Club Web Author's Choice Award, November 2001 for Completing a Life
- 2001 Apple Distinguished Educator Award
- 1993 Honor Society of Upsilon Pi Epsilon, University of Minnesota
- 1993 Honor Society of Phi Kappa Phi, University of Minnesota
- 1993 Graduated Summa Cum Laude from the University of Minnesota
- 1993 Graduated with Departmental Honors, University of Minnesota
- 1993 Academic Achievement Award in Computer Science, University of Minnesota
- 1992 Data Processing Management Association (DPMA) Academic Scholarship

- 1992 Undergraduate Research Opportunity Program (UROP) Award
- 1990-1993 Nine quarters (every quarter during undergraduate degree) on University of Minnesota Dean's List