Barry Fishman is an “Arthur F. Thurnau Professor of Learning Technologies" at the University of Michigan School of Information and School of Education. His research focuses on video games as models for learning environments, teacher learning and the role of technology in supporting teacher learning, and the development of usable, scalable, and sustainable learning innovations through design-based implementation research (DBIR), which he helped establish. He is the creator of GradeCraft, a game-inspired learning management system, and the principal investigator of the A-GAMES project studying the ways teachers employ video games to support formative assessment practices.

Friday, January 29th
10:00 - 11:00 AM
Sabino Room, Student Union
Light refreshments to be served.