

**Mike Beall**

Gear Learning

Wisconsin Center for Education Research

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<http://gearlearning.org/profile-mike/>

**Professional Preparation**

Herzing University

Madison, WI

Game Development B.S., 2010

**Appointments**

2009 - present

Game Designer, Morgridge Institute for Research

2012 - 2017

Studio Manager and Producer, Learning Games Network

2017 - Present

Director, Gear Learning at the Wisconsin Center for Education Research

**Personal Statement**

Over my career, I have led the design and development of educational games across a variety of domains including affective neuroscience, astrophysics, regenerative medicine, implicit bias, and environmental science. This experience provides me with a depth of knowledge related to game design as well as a breadth of knowledge of how various domains shape designed learning experiences. My fundamental belief is that impactful learning games are based on proven instructional methods, emerging research, and sound pedagogy.

As the Director of Gear Learning, my work focuses on building relationships with faculty and other stakeholders that lead to impactful game-based learning. Beyond creating games themselves, I also work closely with outreach organizations and community centers to engage with the local communities to learn through playing games, participate in playtests, and inform the design of future games through focus groups.

With nearly a decade of educational game design and development experience, I have honed my ability to work effectively with faculty, subject matter experts, and other stakeholders through an iterative approach to map gameplay mechanics to a variety of learning objectives. I enjoy working closely with stakeholders to provide a high level road map of the project from the initial concept defining game jam through testing and implementation.

## Related Publications

- Beall, M., Farajian, R., Owen, V. E., Slater, S., Smith, A., Solis, E., ... Davidson, R. (2013, June). Games for Mindfulness and Prosocial Behavior: the Tenacity Project Collaboration. Presented at the The 9th Annual Games+Learning+Society Conference, Madison, WI.
- Jennifer Groff, Ed.M. Jody Clarke-Midura, Ed.D. V. Elizabeth Owen, Ph.D. Louisa Rosenheck, Ed.M. Michael Beall. (2015 August). *Better Learning in Games: A Balanced Design Lens for a New Generation of Learning Games*. MIT Education Arcade. Cambridge, MA.

## Related Projects

- Virulent! [Computer software]. (2011). Madison, WI: Games+Learning+Society. Available from [http://www.gameslearningsociety.org/project\\_virulent.php](http://www.gameslearningsociety.org/project_virulent.php)
- Progenitor X [Computer software]. (2012). Madison, WI: Games+Learning+Society. Available from [http://gameslearningsociety.org/px\\_microsite/](http://gameslearningsociety.org/px_microsite/)
- Fair Play [Computer software]. (2013). Madison, WI: LEAD Center. Available from <http://fairplaygame.org/>
- Crystals of Kaydor [Computer software]. (2014). Madison, WI: Learning Games Network and Center for Healthy Minds. Available from <https://www.nature.com/articles/s41539-018-0029-6>
- Econauts [Computer software]. (2015). Madison, WI: Learning Games Network and Gear Learning. Available from <https://gearlearning.org/microsites/econauts/>
- At Play In The Cosmos [Computer software]. (2016). Madison, WI: W.W. Norton, Inc.. Available from <http://wwnorton.com/showcase/astroatplay/>
- Fair Play K - 12 [Computer software]. (2018). Madison, WI: LEAD Center and Gear Learning. Available for research only.
- Hidden Village [Computer software]. (2018). Madison, WI: Gear Learning and the Wisconsin Center for Education Research. Available from <https://www.wcer.wisc.edu/About/Project/2337>

## Honors

Two of our most recent games have won nationally recognized awards in academic spaces, as well as public opinion. Below are the awards and accompanying link to University of Wisconsin media coverage.

- Fair Play received the 2017 Adolphus Toliver Award for revealing bias in STEM education <https://www.wcer.wisc.edu/news/detail/fair-play-video-game-honored-with-national-award>
- At Play in the Cosmos received the 2017 Third Annual Mashable + Games for Change People's Choice Award <https://wcer.wisc.edu/news/detail/astronomy-video-game-developed-at-uwmadison-wins-national-peoples-choice-aw>

### **Public Speaking**

- Featured Speaker at Wisconsin Institutes for Discovery, Very Informal Seminar Series. *Video Game Design and Development* (2011)
- Presenter at GLS Conference 8. *Understanding Regenerative Medicine with Zombies*. (2012)
- Featured Speaker at Wisconsin Game Developers Summit. *Design and Development of Crystals of Kaydor*. (2013)
- Featured Speaker at Wisconsin Department of Public Instruction, 13th Annual 21st Century Conference. *Why Games Can Make a Difference*. (2015)
- Presenter at GLS Conference 11. *Making Social Change Games: Designing Tenacity*. (2015)
- Presenter at GLS Conference 12. *Telescope to Tablet: Using Real World Data to Design an Astronomy Game*. (2016)
- Featured Presenter for University of Wisconsin, School of Education. *Future of Games & Learning*. (2017)
- Presenter at Wisconsin Space Grant Conference. *Videogames & Astrobotany Workshop*. (2018)
- Featured Speaker for University of Wisconsin, School of Education. Wisconsin Ideas in Education Series. (2018)

### **Advisory Boards & Committees**

- Madison Metropolitan School District Technology Council, Advisory Committee
- Wisconsin Game Developers Alliance, Advisory Committee
- NIH - IPERT Grant, Advisory Board
- NSF - Gestures and Mathematical Proof Practices, Advisory Board
- MMSD Pathways - InfoTech Industry, Advisory Council