

CLA Speaker Series Presents:

Dr. Kat Schrier

Tue 1/25/22
10-11:25c



"Will Games Help Repair and Transform Our World?"

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Some Facts:



- Gamers spend 12.8 hours per week gaming
- 76% of adults game at least weekly
- 80% of gamers are over 18
- 1/2 of gamers are women
- **Over 90% believe games can bring diverse people together**

The world is in crisis: we are grappling with systemic, civic problems like **racism, global warming, and a pandemic**. Could games help us to repair our world? We often think of games and gaming as the antithesis of civility and civic life. Yet, could games also help us to engage in **real-world problem solving, perspective-taking, and even protesting**. Games are helping us to connect with others, and even ourselves. I will talk about how the strengths (and limits) of games, and how they might help us to transform the world.

Karen "Kat" Schrier (she/they) is a game designer, producer, and educator. She is the author/editor of over 100 published works, including *We the Gamers: How Games Teach Ethics and Civics*, the *Learning, Education & Games* series, and *Knowledge Games*.

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