

Tom Satwicz
University of Georgia
College of Education
Learning and Performance Support Laboratory
Department of Educational Psychology and Instructional Technology

A. Date: January 29, 2008

B. Designated Area Committee which will review application: Social and Behavioral Sciences

C. Personal Data

1. Full name and Social Security Number (last 4 digits only).
Thomas Joseph Satwicz
2. Present rank and date appointed to that rank.
Assistant Professor (August 15, 2006)
3. Department and/or college.
Educational Psychology and Instructional Technology, College of Education
4. Campus mailing address.
611 Aderhold Hall
5. Email address.
tsatwicz@uga.edu
6. Number of years employed by the University of Georgia.
1 year.

D. Scholarly Competence

1. Education.
 - B.S. Education (Elementary Math and Science)
University of Michigan, 1998
 - M.Ed. Curriculum and Instruction (Ed. Technology)
University of Washington, 2002
 - Ph.D. Cognitive Studies in Education
University of Washington, 2006
2. Title of master's thesis, if applicable.
(Master's project title) Where does a portfolio come from? Introducing portfolios into the university culture

3. Title of dissertation.

Technology at Play: An Ethnographic Study of Young People's Video Gaming Practices

4. Academic and professional positions held.

Assistant Professor: University of Georgia, Athens GA (2006 – Present)

Research Assistant: University of Washington, Seattle WA (2000 – 2006)

Teacher: Bellevue School District, Bellevue WA. (1998 – 2000)

5. Publications.

a. Refereed scholarly articles and reports.

Satwicz, T. (accepted). Game practices and educational design: Applying an ethnographic analysis of game play to an educational design problem. In *International Conference of the Learning Sciences 2008*.

Satwicz, T. & Stevens, R. (2008). People, technology, and learning: A distributed perspective on collaborative activity. In J. M. Spector, M.D. Merrill, J.J.G. van Merriënboer & M.P. Driscoll (Eds.), *Handbook of research on educational communications and technology* (3rd ed.). Mahwah, NJ: Erlbaum.

Stevens, R., Satwicz, T., & McCarthy, L. (2008). In game, in room, in world: Reconnecting video game play to the rest of kids' lives. In K. Salen (Ed.), *Ecology of games: MacArthur Foundation series on digital media and learning*. Cambridge, MA: The MIT Press.

Satwicz, T., & Stevens, R. (2007). Tools of play: Coordinating games, characters, and actions while learning to play video games. In C. Chinn, G. Erkens & S. Puntambekar (Eds.), *The proceedings of CSCL 2007: Of Mice, Minds, and Society* (pp. 629-638): International Society of the Learning Sciences.

Satwicz, T. & Stevens, R. (2004). Comparing conflicting perspectives on a diffused technology. In Y. B. Kafai, W. A. Sandoval, N. Enyedy, A. S. Nixon & F. Herrera (Eds.), *Embracing diversity in the Learning Sciences: Proceedings of the Sixth International Conference of the Learning Sciences* (pp. 632). Mahwah, NJ: Lawrence Erlbaum Associates.

b. Books.

c. Other publications.

6. Grants or contracts received.

Satwicz, T. (2007). *Investigating Young People's Prior Experiences with Quantity in Digital Media*. University of Georgia, College of Education, Early Career Faculty Grant. \$5,000

7. Creative activities.

School Leader Development: Building 21st Century Schools. Supported by and developed for Microsoft Partners in Learning. This is a CD ROM-based curriculum used to help school leaders around the world rethink schools for the 21st century.

Catalyst Portfolio Tool. This is a web-based portfolio tool developed internally at the University of Washington that allows students to collect and annotate digital artifacts. Instructors are also able to assign projects and comment on student work.

E. Additional Evidence of Intellectual Leadership.

1. Papers presented at professional and learned societies.

Satwicz, T., McCarthy, L., & Stevens, R. (2007). *Watching kids' play: Methodological issues pertaining to the observation of young people's video gaming practices*. Paper presented at the 2007 Annual Meeting of the American Educational Research Association.

Satwicz, T., McCarthy, L., & Stevens, R. (2006). Gaming to learn what? An ethnographic study of kid's video gaming practices. Paper presented at the 2006 Annual Meeting of the American Educational Research Association, San Francisco, CA

Satwicz, T., McCarthy, L., & Stevens, R. (2005). Sketching the practice: Game problems and player resources in gaming studies. Poster presented at: Games, Learning, and Society 1.0; June 23-24 2005; Madison, WI.

2. Sessions organized and chaired or service as a discussant at professional meetings.

Satwicz, T. (2007, July 12-13). Session discussant, *Playing to belong: Community across gaming contexts*. Games, Learning, and Society 3.0 Conference, Madison, WI.

3. Service as an editor, members of an editorial board, or as a referee for a scholarly journal; other editorial work.

Bell, P., Stevens, R., & Satwicz, T. (Eds.). (2002). *Keeping learning complex: Proceedings of the Fifth International Conference of the Learning Sciences*. Mahwah, NJ: Lawrence Erlbaum Associates.

4. Service as a referee or member of advisory panel for a federal, state, or private agency allocating research funds.
5. Special honors received for academic achievement.
6. Service on important extra-university, professional committees.
7. Other evidence of intellectual leadership.

Satwicz, T. (2007, July 12-13). *Does using "cheats" make a player a cheater?* Presentation to the Games, Learning, and Society 3.0 Conference, Madison, WI.

Satwicz, T. (2007). *Researching game play in homes: Challenges and opportunities*. Presentation to CSCL 2007: Of Mice, Minds, and Society. Plenary symposium: Games in schools, clubs, homes and fandom communities: Opportunities and challenges in understanding learning and collaboration.

Satwicz, T., McCarthy, L., & Stevens, R. (2006, March 20). Technology at play: An ethnographic study of young people's video gaming practices. Invited presentation to the Images of youth: New directions in media literacy and teen health conference. Seattle, WA

Satwicz, T., Oikonomidoy, E., Warburg, M., Perino, A., Lewis, T. (2003, January 14). Electronic Portfolios and Guided Reflection. Invited presentation made as part of the Web-Ed conference series on the University of Washington campus, Program for Educational Transformation Through Technology (PETTT), Seattle, WA. Video available at:
http://depts.washington.edu/webed/presentations_research.html

F. Experience and Effectiveness with Graduate Education

1. Dissertations directed in past seven years. Give name of student, granting university, year degree was received, and number of years to complete the degree.
2. Theses directed in last seven years. Give name of student, granting university, year degree was received, and number of years to complete the degree.
3. Graduate courses taught in last seven years. Include course title, number, when taught, and evaluations information.

Spring, 2008. EDIT 9990, Call Number 32-958. Doctoral Seminar: Games and Learning.

Spring, 2007. EDIT 9990, Call Number 10609. Doctoral Seminar: Young People, New Media, and Learning in the 21st Century. (co-instructor Dr. Thomas Reeves, EPIT).

4. Service on advisory, examining, and reading committees during last seven years.

Mark Evans, Social Studies Education, Examining Committee.

5. Effectiveness and quality of mentoring such as student awards, student participation in professional meetings, time to complete degree programs, and job placement after graduation.

6. Other contributions to the graduate program during last seven years.

G. Recommendations