

For a calendar of technical society meetings in the Mid-Hudson Valley go to:
<http://pok.acm.org/calendar.html> and/or to MHVLUg's calendar at <https://mhvlug.org/calendar>
Poughkeepsie Chapter of the Association For Computing Machinery



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Topic: **Crowdsourcing through Games**

Speaker: **Dr. Karen Schrier**

When: **Monday, October 16th, 2017, 7:30 pm**

Where: **Marist College, Hancock Center, Room 2023**

Directions: **Building 14 on the map at <http://www.marist.edu/about/map.html>**

Parking: Please park at black dot #10 on <http://www.marist.edu/about/map.html> (the lot North of the Hancock Center #14) or in the lot on the South-East corner of Route 9 & Fulton St. (S/E of the former Main Entrance).

About the Topic: Games such as Foldit, EteRNA, Apetopia, and Reverse the Odds aim to solve real-world problems through play, such as understanding protein folding or how people perceive color. These games have been called Games with a Purpose (GWAP) or crowdsourcing games, because they crowdsource information, data analysis, and puzzle solving power from a crowd of players. Dr. Schrier calls them Knowledge Games because they help us create new knowledge, such as novel understandings of cancer or human behavior (and not just learn knowledge we already know as a society).

In this presentation Dr. Schrier describes Knowledge Games, shares examples of these games, and walks through some key ethical and social considerations.

About the Speaker: Karen Schrier is an educator, innovator, and creative researcher who is always looking for collaborators and new connections. She is an Associate Professor at Marist College and Director of the Games and Emerging Media program. She also runs the Play Innovation Lab, where she researches and creates games that support learning, ethical reflection, and compassion. Prior to Marist, she spent over a decade producing websites, apps, and games at Scholastic, Nickelodeon, PBS, and BrainPOP.

Her recent book, Knowledge Games, was published last year (Johns Hopkins University Press), and was covered by Forbes, New Scientist, Times Higher Education, and SiriusXM. Dr. Schrier also edits the book series Learning, Education & Games, which is published by ETC Press (Carnegie Mellon), and she is the president of the Learning, Education & Games group of the IGDA (International Game Developers Association). She has written over 40 scholarly publications, which helped to earn her the 2017 Faculty Research Award at Marist College. She holds a doctorate from Columbia University, master's from MIT, and a bachelor's from Amherst College. Find out more at KarenSchrier.com.

Cost: **Our meeting is **Free** and open to the public**

Dinner: **6:00 pm, Palace Diner, 845.473.1576**
Map and menu: www.thepalacediner.com
All are welcome to join us for dinner.

We thank Marist College for hosting the chapter's meetings.
Refreshments are served after the meeting.
For further information, email collier@acm.org or call 845.522.1971.



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