

Meaningful Gaming @PENNSTATE

Dr. Will McGill (Spokesperson)

**Collaborators
@PENNSTATE**

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Areas of (Research) Interest

Meaningful Gaming

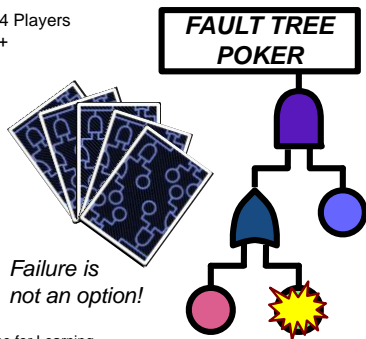
Selected Topics of Current Interest

- Gamification of analysis processes – serving the IC, DHS, DoD and others
- Gamification for education – teaching analytic methods through meaningful play
- Ubiquitous and pervasive gaming for data collection and situational awareness
- Social games for knowledge capture, planning and relationship building

Qualifications and Capabilities

- Game design and prototyping (electronic, tabletop, mobile, social)
- (Rigorous) Playtesting and scientific evaluation
- Students aiming for IC careers from the Security and Risk Analysis degree program
- Numerous special-interest groups and clubs at Penn State focused on gaming
- World-class faculty spanning HCI, sociology, cognitive engineering, learning, AI
- Educational Supplements including lesson plans and debriefing guidance

For 2 to 4 Players
Ages 12+



Version 2.1



Haystack

$$R = T \times V \times C$$

(Security Risk Rummy)

CyberLink IT



HazOps
for Community Risk Management

trust me ...

We are looking to...

... create innovative games for intelligence education, collection, analysis and communication

... understand the analyst-gamer and study factors that contribute to gaming success and non-success in naturalistic settings typical of the IC

... ensure gaming success with dynamic and adaptable “gain” maximization strategies

... leverage our students by providing them with research and educational experiences relevant to their careers as IC professionals

... partner with industry to do good work for the betterment of the analytic and decision making community

To discuss the way ahead, contact:

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