

## Scot Osterweil

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### *Education*

Yale University, New Haven, CT. Theater Studies B.A. 1977

### *Professional Experience*

2006-Present Research Scientist, MIT Comparative Media Studies  
Creative Director, MIT Education Arcade and MIT Game Lab,  
Cambridge, MA.

2008-Present President, Creative Director, Learning Games Network,  
Cambridge, MA.

1991-2006 Creative Director, TERC, Cambridge, MA

1989-1991 Animator, Illustrator, Various Television Productions

1979-1988 Producer, Production Manager, WGBH-TV, Boston, MA.

### *Products*

QUANDARY (software), Lead Designer; [www.quandarygame.org](http://www.quandarygame.org), 2013: Game promoting ethical reasoning through perspective taking. Funded by the Poses Family Foundation. Winner of the 2013 Games4Change festival game of the year award.

EARLY BIRD (software), Lead Designer; 2020-2023: Game / Assessment identifying potential reading disorders— including dyslexia—in pre-literate children, and a follow-on game to be used for remediating those disorders.

VANISHED (software), Creative Director; [www.vanished.mit.edu](http://www.vanished.mit.edu), 2011: Developed in collaboration with the Smithsonian Institution, a game about natural history and scientific practice, funded by the National Science Foundation.

ZOOMBINIS LOGICAL JOURNEY (software), Designer, 1996: Winner of the Cody award for best educational game.

ZOOMBINIS ISLAND ODYSSEY (software), Designer, 2003: A game about logical reasoning and data. Winner of the 2003 Bologna Prize.

LURE OF THE LABYRINTH (software), Lead Designer [www.labyrinth.thinkport.org](http://www.labyrinth.thinkport.org), 2009: Developed in collaboration with Maryland Public Television, a game promoting middle-school math and literacy development

CADUCEUS (software), Lead Designer, [www.generationcures.org](http://www.generationcures.org), 2008: A game about medical science and public health.

### *Publication*

Klopfer E., Haas J., Osterweil S., Rosenheck C., *RESONANT GAMES*, MIT Press 2018

Klopfer, E., Osterweil, S. & Salen, K. *MOVING LEARNING GAMES FORWARD*, [www.educationarcade.org](http://www.educationarcade.org), 2009.

Osterweil, S. & Le, L., *Learning and Change—a View from the MIT Education Arcade*, in COGNITIVE TECHNOLOGY JOURNAL, Society for Applied Research in Memory and Cognition, 2010

Osterweil, S. & Klopfer, E. *Are Games All Child's Play?*, Chapter 7 in DIGITAL GAMES AND SIMULATIONS IN EDUCATION, Sara de Freitas and Paul Maharg (Eds.) Continuum Press, 2010.

### ***Synergistic Activities***

ADVANCEMENTS IN THE DESIGN OF GAMES FOR LEARNING: Over a 30-year career, played a leading role in the design of games that have influenced the field of game-based learning. Designs include CD Rom games, mobile games, on-line games and alternate reality games. Subjects include math, data science, logic, earth and space science, public health, English language learning and ethics. These games have received significant awards and have been cited as exemplars in their respective genres.

ADVANCEMENT OF GAME-BASED AND PLAYFUL LEARNING THROUGH PUBLICATIONS: Publications include a widely cited white paper that has enjoyed over 1 million downloads, as well as co-authorship of a book, book chapters and journal articles

ADVANCEMENT OF GAME-BASED AND PLAYFUL LEARNING THROUGH PUBLIC PRESENTATIONS: Numerous speaking engagements worldwide, including keynotes at conferences in the US, Mexico, China, Indonesia, France, Brazil, Colombia, Israel, Austria, and Peru.

ADVANCEMENT OF GAME-BASED AND PLAYFUL LEARNING THROUGH INTERNATIONAL COLLABORATIONS: Projects included the Connected Learning Initiative (CLIX) in collaboration with the Tata Trust and Tata Institute of Social Science. Serve as an advisor for the Ludinara Foundation, promoting game-based learning in Indonesia. Assisted Shenkar College in Israel in the creation of a master's degree program in game design.