Curriculum Vitae

Benjamin G. Stokes

American University School of Communication
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Education

University of Southern California Annenberg School for Communication and Journalism, 2009-2014, Doctor of Philosophy in Communication
Dissertation Committee: Henry Jenkins, François Bar, Sandra Ball-Rokeach, Tracy Fullerton

University of Southern California Annenberg School for Communication and Journalism, 2009-2012, Master of Science in Communication Sciences

Haverford College, Haverford, Pennsylvania, 1996-2000,
Bachelor of Arts in Physics; specialization in French Literature
Study Abroad, Université Gaston-Berger, Senegal

Publications

Books (Single-Authored, Peer-Reviewed)

Stokes, B. (April, 2020). *Locally Played: Real-World Games for Stronger Places and Communities*. Cambridge, MA: MIT Press.
- Winner of the *Jane Jacobs Book Award* for 2020 of the Urban Communication Foundation
- Peer reviewed in the *Manchester Game Studies Network* (September 2020) and *Journal of Communication Technology* (March 2021)
- Practitioner review: *Habitable World* (August 4, 2020)

Journal Articles and Proceedings (Peer-Reviewed)

Stokes, B., Bar, F., Baumann, K., Caldwell, B., & Schrock, A. (2021). Urban furniture in digital placemaking: Adapting a storytelling payphone across Los Angeles [special issue on digital placemaking]. *Convergence: The International Journal of Research into New Media Technologies*, 27. https://doi.org/10.1177/1354856521999181

Stokes, B., Arroyo, H., Loewen, M., Stevenson, T., Karr, C. J. (2020). A Playful City in the Cards: Sharing Power in Game Design by Extending the Card Metaphor. *CHI PLAY '20: Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play, 375–378*. Presented virtually at CHI PLAY, Ottawa, Canada. https://doi.org/10.1145/3383668.3419873

Stokes, B. (2019). Localism with (Serious) Games: Horizontal Channels and Models. *DiGRA '19 – Proceedings of the 2019 DiGRA International Conference*. Presented at Game, Play and the Emerging Ludo-Mix, Kyoto, Japan.

Stokes, B., Dols, S. (2018). Circulating Voices: A Hybrid System for Listening. In J. H. Kalir (Ed.), *Proceedings of the 2018 Connected Learning Summit: MIT Media Lab* (Vol. 1). ETC Press/Carnegie Mellon University. https://connectedlearningsummit.org/cls2018/proceedings/

Stokes, B., & Williams, D. (2018). Gamers Who Protest: Small-Group Play and Social Resources for Civic Action. *Games and Culture*, *13*(4).

Stokes, B., Baumann, K., & Bar, F. (2018). Placemaking across Platforms: Playing to Circulate Stories in the Smart City. In Y. Chisik, J. Holopainen, R. Khaled, J. L. Silva, & P. A. Silva (Eds.), *Intelligent Technologies for Interactive Entertainment: 9th International Conference, INTETAIN 2017, Funchal, Portugal, June 20-22, 2017, Proceedings* (Vol. 215, pp. 146–150). Springer. https://doi.org/10.1007/978-3-319-73062-2_13

Brough, M., Lapsansky, C., Gonzalez, G., **Stokes**, B., Bar, F. (2017). Mobile Voices: Design as a method to explore the possibilities and limitations of community participation. *Mobile Media & Communication*, 6(2), 245-265. https://doi.org/10.1177/2050157917737812

Baumann, K., **Stokes**, B., Bar, F., & Caldwell, B. (2017). Infrastructures of the Imagination: Community Design for Speculative Urban Technologies. In *C&T 2017: Proceedings of the 8th International Conference on Communities and Technologies* (pp. 266-269). Université de Technologie de Troyes, France. https://doi.org/10.1145/3083671.3083700

Baumann, K., **Stokes**, B., Bar, F., & Caldwell, B. (2016). Designing in "Constellations": Sustaining participatory design for neighborhoods. In *Proceedings of the 14th Participatory Design Conference: Short Papers, Interactive Exhibitions, Workshops* (Vol. 2, pp. 5–8). Aarhus, Denmark: ACM Press. https://doi.org/10.1145/2948076.2948083

Stokes, B., Villanueva, G., Bar, F., & Ball-Rokeach, S. (2015). Mobile Design as Neighborhood Acupuncture: Activating the Storytelling Networks of South Los Angeles [Special issue on Urban Acupuncture]. *Journal of Urban Technology*, 22(3), 55–77.

Stokes, B., Baumann, K., Caldwell, B., & Bar, F. (2014). Payphone Redesign as Neighborhood Planning: Physical Meets Digital City from the Bottom Up with Aging Payphones [Special Issue on Community Planning]. *Journal of Community Informatics, 10*(3). http://ci-journal.net/index.php/ciej/article/view/1090/1114

Baumann, K., **Stokes**, B., Bar, F., & Caldwell, B. (2014) The Leimert Phone Company. *New American Notes Online (NANO), 5*. http://www.nanocrit.com/issues/issue5/leimert-phone-company

Broad, G., Ball-Rokeach, S. J., Ognyanova, K., Picasso, T., **Stokes**, B., & Villanueva, G. (2013). Understanding Communication Ecologies to Bridge Communication Research and Community Action. *Journal of Applied Communication Research*.

Stokes, B., Watson, J., Fullerton, T., & Wiscombe, S. (2013). A Reality Game to Cross Disciplines: Fostering Networks and Collaboration. In *Defragging Game Studies: Proceedings of DiGRA 2013 International Conference*. Atlanta, GA.

Dhebar, B. B., & **Stokes**, B. (2008). A nonprofit manager's guide to online volunteering. *Nonprofit Management and Leadership*, *18*(4), 497–506. https://doi.org/10.1002/nml.200

Stokes, B. (2005). Videogames have changed: time to consider "Serious Games"? *Development Education Journal*, *11*(3), 12.

Book Chapters

Stokes, B. (2012). Restructuring Civic Engagement: Meaningful Choice and Game Design Thinking. In A. Delwiche & J. J. Henderson (Eds.), *The Participatory Cultures Handbook*. New York, NY: Routledge.

Bar, F., Bayne, T., Khera, O., **Stokes**, B., & Villanueva, G. (2012). Fold, Ride, Share and Rebrand: A Low Tech Crowdmap for Social Change and Biking in South Los Angeles. In G. Hertz (Ed.), *Critical Making -- Places*. Hollywood, CA: Telharmonium Press.

Invited Journal Publications

Ruiz, S., **Stokes**, B., & Watson, J. (2012). Mobile and Locative Games in the "Civic Tripod:" Activism, Art and Learning. *International Journal of Learning and Media*, 3(3). Interactive portion at: http://civictripod.com/civictripod.com/index.html doi:10.1162/IJLM_a_00078

Published Reports, White Papers, and Invited Essays

Stokes, B., Dols, S., Hill, A. (2018). Cities Remix a Playful Platform: Prominent Experiments to Embed Pokémon GO, from Open Streets to Neighborhood Libraries. https://playfulcity.net/go/pokemon-report/download-report/

Stokes, B., Walden, N., O'Shea, G., Nasso, F., Mariutto, G., & Burak, A. (2015, 2016). A Fragmented Field and Countering Four Risky Assumptions. In *Impact with Games*. New York, NY: ETC Press with Games for Change. Retrieved from http://gameimpact.net/reports/ doi:10.1184/R1/6686756.v1 doi:10.1184/R1/6686759.v1

Stokes, B., & Watson, J. (2012). *Games for Direct Action: Local Scale and Social Impact*. White House National Conversation on Games: Arizona State University Center for Games and Impact.

Ruiz, S., **Stokes**, B., & Watson, J. (2011). *Mobile, Games and Civics: State of the Field*. Commissioned by Intel Labs' Interactions and Experiences Research (IXR) Group.

Stokes, B. (2010). Peter Packet Challenge: Featuring a Videogame, Corporate Partnership Trade-offs, and Pre-Teen Activists. In *From Participatory Culture to Public Participation*. Los Angeles, CA: USC Civic Engagement Research Group led by Henry Jenkins.

Stokes, B., Seggerman, S., & Rejeski, D. (2006). *For a better world: Digital games and the social change sector*. Whitepaper funded by the MacArthur Foundation.

Prior Work in Physics

Smith, W. F., **Stokes**, B. G., & Crawford, J. F. (2000). Cryogenic substrate cooling or substrate heating without vacuum feedthroughs. *Journal of Vacuum Science & Technology A: Vacuum, Surfaces, and Films*, *18*(1), 290–292.

Stringer, G. A., Heuten, I., Salazar, C., & **Stokes**, B. (1996). Artificial neural network (ANN) forecasting of energetic electrons at geosynchronous orbit. *Geophysical Monograph Series*, *97*, 291–296.

Software with Scholarly and Social Impact

Stokes, B., Karr, C., Arroyo, H., Loewen, M. and contributors (2020-present). *Hive Mechanic: A Game Engine for Cities to Embed Storytelling and Interactivity.* Open-source code published on GitHub.

Used by neighborhood organizations and museums to make their own "smart city" games; successfully prototypes tested with the Smithsonian Institution, the DC Public Library, the Greater Reston Arts Center (GRACE) in Virginia, the Adams Morgan Day Festival, and the District Architecture Center in Washington, D.C.

Exhibitions and Civic Design Awards (curated or juried)

"Hybrid Storytelling System." **Smithsonian Institution**, Exhibition: "A Right to the City" (Signature 50th-Anniversary Exhibition of the Smithsonian Anacostia Community Museum), Washington, D.C., *Invited*, April 2018-October 2020. I was invited to design a custom listening and story sharing system, going beyond the Smithsonian's walls to elevate neighborhood history. Featuring a combination of repurposed payphones to hear oral histories, listening stations at the front desk of several DC Public Library branches, SMS-driven interactive adventures tied to specific neighborhoods, a Spanish-language line, and a storytelling truck. Activations included neighborhood events from Adams Morgan Day to Rhode Island Avenue PorchFest. The project aims to be a model for other community museums and library partnerships around the country, drawing on Communication Infrastructure Theory (CIT) to advance an ecological approach to civic story circulation. Covered by: *NPR/WAMU* (5/20/2020), *WUSA9* (5/27/2020)

"Buoyant Oracle." **Greater Reston Arts Center** (GRACE), Exhibition: "Buoyant Oracle" (outdoors), Reston, VA, *Invited*, 2020-2025. I led a design team to create the interactive SMS experience to complement a 5-year run for a 50-foot surrealist sculpture by artist Sue Wrbican. In the grass next to the sculpture, visitors discover signs that invite them to talk with the sculpture – learning about its hidden past, and receiving readings about the future in the surrealist spirit of the sculpture towering above. Created using our *Hive Mechanic* engine with Hazel Arroyo and Sue Wrbican. Covered by *East City Art* (10/5/2020), *Reston Now* (9/15/2020) and *WETA* (PBS affiliate preview 6/26/2020).

"Mural, Mural on the Wall." **Adams Morgan Day Festival**. Washington, D.C., *Invited*, 2020. I led a design team to create an interactive mural hunt for the longest running neighborhood festival in the city, with support for social distancing during the COVID-19 pandemic. The 45-minute experience features iconic murals and recent activist street installations tied to Black Lives Matter protests. Co-designed using our *Hive Mechanic* engine with local residents, the Adams Morgan Day Planning Committee, Margaux Granat, Mitchell Loewen, Hazel Arroyo, Lara Alley, and Meagan Couture. Covered by: *DCist* (9/10/2020), *The Eagle* (9/13/2020), and *WAMU* (9/10/2020).

"Show Us Your Alley." **District Architecture Center**, Exhibition: "ALLEY HOPPIN! Putting People Back in DC's Alleys," Washington, D.C., *Invited*, February 24-October 16, 2020. I led a design team to create this installation in the gallery to visualize DC alleyways in real time, using a transmedia system that automatically printed photographs submitted from anywhere in the city using our "conversational interface" that required no apps. Part of an exhibit curated by El Studio. Created using our *Hive Mechanic* engine with Mitchell Loewen and Hazel Arroyo. As described on our project blog.

"Community Storytelling for Speculative Urban Technologies." **CHI Video Showcase: Best Design Study**, Montreal, Canada, *Blind Review*, 2018. Co-authors: Karl Baumann, Ben Caldwell, François Bar, Benjamin Stokes. The CHI Conference on Human Factors in Computing Systems (ACM) is the

premier international conference of Human-Computer Interaction. Highlight video available on YouTube.

"Sankofa RED." One of 36 invited artworks for SKIN, a group exhibition at the **Los Angeles Municipal Art Gallery** (LAMAG), Los Angeles, CA, *Invited*, February 6-April 17, 2016. Our installation featured a rebuilt payphone, alongside a storytelling system for mobile phones. Attendees were invited to contribute audio stories about the moment they first realized their skin had a color. Created as a project of the Leimert Phone Company.

"Sankofa Says." Official selection of the **IndieCade Festival** of independent games, Culver City, CA, *Peer Reviewed*, October, October 10-12, 2014. Urban game to discover local history and build a sense of place. Teams competed to draw a crowd at local monuments, retelling city myths for social media. Involved a rebuilt payphone and the city historian. Served as design lead, as part of the Leimert Phone Company collaborative.

"Collaborative Urban Mapping" (video). **Solomon R. Guggenheim Museum**, In the exhibition "Participatory City: 100 Urban Trends," New York, NY, October 11, 2013-January 5, 2014. Created by Karl Baumann and Benjamin Stokes, based on action research with RideSouthLA and François Bar. Highlight video: https://vimeo.com/70599469

"Fold, Ride, Share and Rebrand: A Low Tech Crowdmap for Social Change and Biking in South Los Angeles." **Museum of Contemporary Arts (MOCA)**, Los Angeles Art Book Fair, Los Angeles, CA, January, 2013. Our chapter, created by our Leimert Phone Company collective, was part of the *Critical Making* project featured (G. Hertz, Ed).

"Mobile Voices/VozMob." **United Nations 2010 World Summit Award for Mobile Content, m-Inclusion & Empowerment**, Abu Dhabi, United Arab Emirates. As part of the participatory design team, including IDEPSCA and collaborators at USC Annenberg. VozMob is a mobile and open-source storytelling platform for low-wage immigrants in Los Angeles. All participants seek to share power in the design process. VozMob amplifies the voices of the excluded by appropriating mobile phones for popular communication. Subsequently released as the Vojo service.

Additional Designs

NearByUs (2011). Co-designed and built this framework for crowd-sourced mapping. Includes a native Android application to gather sensor data (GPS, accelerometer, WiFi radio), and server-side storage and APIs to analyze and report on the data in real time (geoRSS xml). The premise is that spatial mapping often benefits from group-level smoothing that transcends the view of any one user can see. Prior research was limited by universal approaches to anonymity; by contrast our design borrows from principles of associational life in a democracy, and implements a privacy framework that isolates delicate personal data into servers managed by local nonprofit organizations, with group-level accountability. A prototype was successfully tested.

StreetClaims (2011-2013). Funded by the Arizona State University Center for Games and Impact. I co-founded this design research project with iPads to investigate how assessment might be democratized and made more meaningful, especially for students. Blends the statistical rigor of Evidence-Centered Design with face-to-face shifts in power that empower students to claim agency over their own learning assessments. Draws on lessons from games about mediating feedback and gathering data as part of player engagement.

World Game Concept (2005, with NetAid/Mercy Corps). Executive producer for a multiplayer game concept to teach principles of global interdependence in the fight on extreme poverty. Developed

curriculum, worked with NY-based GameLab on early design prototypes, and helped raise a quarter million dollars in funding commitments.

E-Learning Community for Student Activists (2005, with NetAid/Mercy Corps). Chief architect of an online learning community for training high school activists. Known as the Global Citizen Corps, this program combined online and face-to-face training to help leaders reach 150,000 of their peers.

Peter Packet Game Challenge (2004, with NetAid/Mercy Corps). Lead designer on pioneering civic game with real-world fundraising for middle school students. The prototype was attached to the larger Peter Packet game that reached 150,000 youth; for my portion, participants competed to raise money and fight global poverty, learning about schools in Mexico, India and Zimbabwe. First known example of youth competing in online fundraising. Supported by Cisco Systems.

VolunteerGuru (2003, with NetAid/Mercy Corps). Designer of a character-based intelligent dialogue tutor to guide potential international volunteers in the fight on global poverty. Ran as a service of the NetAid Foundation for several years, reaching tens of thousands of users with personalized volunteering advice.

Manatees in Belize (2002, with ProQuest/Bigchalk). Produced and co-wrote one of the first educational virtual field trips for students at the more than 43,000 schools served by ProQuest/Bigchalk.

Grants and Program Funding

PI, research and design: "**Smart Cities & Community Data meet Neighborhood Games**" ($4,500), 2021.
American University School of Communication
Faculty Research Grant (internal/competitive).

PI, research and design: "**Democratizing Game Design for Neighborhood Libraries**" ($2,000), 2019-2020.
American University School of Communication
Faculty Research Grant (internal/competitive).

PI, research and design: "**Listening Systems for Community Engagement**" ($10,000), 2019-2020.
Spencer Foundation sub-grant to extend work on the Humanities Truck (internal/competitive).

Co-PI on federal grant: "**National Forum on Games-Based Education in Libraries**" ($99,239), 2019. Also served as PI to close out the grant and for final reporting.
Institute of Museum and Library Services (IMLS)

PI, research and design: "**Game Design Thinking for the City's Comprehensive Plan**" ($2,460), 2019.
Office of Planning, District of Columbia

Travel funding: "**Japan and Game Studies Exchange (DiGRA and Beyond)**" ($3,000), 2019.
Office of the Provost, American University

PI, research and design: "**Community Storytelling Systems and the Right to the City**" ($16,733), 2018-2020.
Smithsonian Institution / Anacostia Community Museum

Co-PI: "**DC Humanities Truck Project – Seed Funding**" ($200,000), 2017-2021.
Henry Luce Foundation
Supported the PI in writing the initial proposal, which included explicit support for the storytelling systems of my Playful Cities Lab; our project with the DC Storytelling System was the first public exhibition for the truck with my Smithsonian partners.

PI, research funding: "**Cities at Play**: **Remixing Pokémon Go, from Libraries to Open Streets**" ($18,500 over one year), 2017-2018.
The John S. and James L. Knight Foundation and Niantic, Inc. (joint industry/philanthropic fund)

PI, prototype funding: "**Toolkit for empowering neighborhoods to design their own games**" ($8,710), 2016.
Office of the Provost, American University

PI, prototype funding: "**Diversity Storytelling Posts**" ($3,900), 2016-2017.
American University School of Communication
Faculty Research Grant (internal).

Co-Investigator: "**Identifying Impact Categories for Civic Games**" (approximately 1/3 of the overall grant of $34,800), 2014-2016.
David and Lucile Packard Foundation award to Games for Change
Chaired the research advisory board to Games for Change on this award, after proposing the idea and collaborating on the funding proposal; led the research implementation, publication and dissemination.

Dissertation Writing Fellowship: **Morkovin Doctoral Fellowship** ($30,000 over one year), 2013-2014.
Graduate School of the University of Southern California

Prototype funding: "**Participatory Mapping for Civic Engagement and City Government Planning**" ($5,000 over one year; Co-PI), 2012.
Innovation Diploma Fund, University of Southern California

Co-PI and lead designer: "**Assessment Democratized**" ($10,000; co-pi), 2012.
Center for Games and Impact, Arizona State University

Research funding: **Annenberg Symposium** ($500 each), 2010, 2012, 2014.
Graduate School of the University of Southern California
Annual competition for graduate student research proposals.

Co-PI for report and convening: "**Mobile Learning Meets Social Change**" ($15,000), 2010-2011.
MacArthur-UCHRI Digital Media and Learning Research Hub at the University of California, Irvine
Initiated and wrote the application for a competitive collaboration grant to gather scholars from around the country on the topic of education, games and civic engagement. Faculty PI was François Bar.

Organizational Funding: **Games for Change**, 2004-2007.
While serving as the co-executive director of the nonprofit, raised more than $300,000 in funding from the Ford Foundation, MacArthur Foundation, and Robert Wood Johnson Foundations.

Competitive Appointments

Humanities Truck Fellow – 2020-2021
American University, Washington, D.C.

Metropolitan Policy Center (MPC) Fellow – 2019-Present
American University, Washington, D.C.

iCivics Advisory Board Member – Fall 2016-Present
iCivics, Cambridge, MA.

Assistant Professor – Fall 2015-Present
American University School of Communication, Washington, D.C.

Postdoctoral Scholar and Data Science Instructor – 2014-2015
UC Berkeley School of Information, Berkeley, CA.

Center for Media and Social Impact (CMSI) Fellow – 2014-Present
American University, Washington, D.C.

Games for Change Advisory Board Member – Fall 2013-Present
Games for Change, New York, NYC.

Summer Doctoral Program at the Oxford Internet Institute – July, 2013
University of Oxford, Oxford, England.

Innovation Diploma – 2012-2013
University of Southern California, Los Angeles, CA.

Fellow and Young Scholar on the Future of Assessment – 2012-2013
Edmund Gordon Commission on the Future of Assessment in Education, United States.

Emerging Scholars on Digital Media and Assessment – 2010-2012
Center for Games and Impact, Arizona State University, Phoenix, AZ. Led by Dr. James Paul Gee.

Advisory to the Knight Foundation, Civic Games Portfolio – 2010-2012
Knight Foundation, United States.

Teaching & Facilitation

Instructor in Game Design (MFA and MA programs) – 2015-Present
American University, School of Communication / College of Arts and Sciences
Developed a course on "Playful Cities"; taught "Game Research Methods" for graduate students.

Instructor in Communication Studies (PhD and BA programs) – 2015-Present
American University School of Communication
Teaching ranges a pioneering course for freshmen on urban communication and gentrification ("Complex Problems: Who is DC"), to the course for PhD students to take their qualifying exams and propose their thesis ("Advanced Research Project Development").

Instructor for Masters of Data Science – 2014-2015
UC Berkeley School of Information, MA Program in Data Science
Taught the fundamentals of research design and research applications (mixed methods) to data scientists

Instructor for the Leimert-Annenberg Design Studio – Spring 2013
Annenberg X-School Course, USC
For a blend of graduate students, community artists and technologists. One of two primary instructors.

Instructor for the Knight-Annenberg "Mobile News Incubator" – Summer 2012
USC Annenberg School for Communication and Journalism
Taught teams of USC undergraduates balanced across schools of engineering, business and communication; served as one of several instructors/mentors.

Teaching Assistant for "Introduction to Communications Technology" Course – Spring 2011, *with Prof. Henry Jenkins, USC Annenberg School for Communication & Journalism*
Facilitated two discussion sections; taught an hour-long guest lecture to the 140+ students

Co-Designer and Workshop Facilitator of "Rethinking Educational Assessment with Games" – January 2011, *with Prof. USC School of Cinematic Arts, with Prof. Tracy Fullerton, USC*
Two-day workshop with grantees of the Gates and MacArthur Foundations and leading industry designers

Teacher for Physical Computing Course – Summer 2000
Exploration Summer Programs, St. Mark's School, Southborough, MA
Designed the curriculum for 6th and 7th grade students and sole instructor

Student Research Supervision – Doctoral/Thesis Committees

Samantha Dols (PhD: "Agency, Emotion, and Imagination: Theorizing Connection in Public Diplomacy")

Guest Teaching and Invited Course Lectures (Selected)

Guest lecturer, "Designing for Public Engagement" (March 2019). In "HIST-730 Public History Practicum," instructed by Malgorzata J. Rymsza-Pawlowska, American University.

Guest lecturer, "The Future of Augmented Reality (AR) and Mixed Reality" (December 2018). University of Miami School of Communication, Miami, Florida.

Guest lecturer, "Media Industries and Labor" (October 2017). In "COMM-750: Advanced Media Theory," instructed by Aram Sinnreich, American University.

Master Class (lead): "Education, Play and Creative Placemaking" (December 2016). The Bezalel Academy of Arts and Design, Be'er Sheva, Israel.

Guest lecturer, "Community-based Mapping" (February 2016). In "COMM-588: Race/Ethnic & Community Reporting," instructed by Angie Chuang, American University.

Collaborative Guest Lecture: "Healthy Living through Participatory Mapping in South Los Angeles" (Spring 2013). In "PPDE 630: Community Health Planning," instructed by Dr. David Sloane at the USC Price School of Public Policy. Los Angeles, CA.

Guest Lecture: "ParTour: Mobile Storytelling and Bicycles in South L.A." (2012). Hosted by the Experimental Game Lab led by Dr. Celia Pearce, Georgia Tech, Ivan Allen College of Liberal Arts. Atlanta, GA.

Co-Instructor of Record: "Rapid Prototyping of a Mobile App for Situated Engagement" (Fall 2012). A half-day micro-seminar with Dr. François Bar at the Graduate School of the University of Southern California. Los Angeles, CA.

Guest Lecture: "Participatory Urban Mapping with Low-End Technology" (Spring 2012). In "PPDE 631 Public Space: Theory, Policy, and Design," instructed by Dr. Meredith Drake Reitan at the USC Price School of Public Policy. Los Angeles, CA.

Guest Lecture: "Direct Action Games to Restructure Civic Participation" (Spring 2011). For the Center for Embedded Network Sensing, led by Dr. Deborah Estrin at the UCLA school of Computer Science. Los Angeles, CA.

Guest Lecture: "Designing Social Issue Games" (2006). In "Contemporary Voices," instructed by Kathy Brew, for the School of Visual Arts, Department of Computer Arts. New York, NY.

Guest Lecture: "Developing Civic Games" (2006). In "Tools and Techniques of Digital Production," at Hunter College, Department of Film and Media Studies. New York, NY.

Work Experience (Outside of academia)

Game Education Program Evaluator, Abu Dhabi – June, 2011
Parsons The New School for Design, Abu Dhabi, U.A.E.
Traveled to the United Arab Emirates to design and implement an evaluation of the learning outcomes for high school students, with a focus on gender dynamics and the local teacher development model. Students were learning to make videogames using the GameMaker platform as part of the Activate! program developed by Colleen Macklin and John Sharp.

Program Officer for Digital Media and Learning – 2007-2009
MacArthur Foundation, Chicago, Illinois
Managed approximately one third of all new grants in the $50 million portfolio, including the first $2 million "open call" competition with HASTAC which received more than 1000 applications; helped develop one of the most cutting-edge funding strategies in education grantmaking

Co-Founder and Co-Executive Director – 2004-2007
Games for Change (G4C), New York, New York
Co-founded the leading international organization advancing the use of digital games for positive social change; national conferences drew 300 academics and practitioners; organization discussed in the New York Times, Washington Post, NPR, Reuters, BBC, CBC, Newsweek, The Daily Telegraph, etc.; grew an online community to more than 500 nonprofits, designers and academics from via an active email listserv; organized an invite-only briefing for funders; raised more than $300,000 in funding from the Ford Foundation, MacArthur Foundation, and Robert Wood Johnson Foundation; partnered with Parsons The New School for Design to launch a new game design prototyping program called PETLAB; partnered with MTV to review digital games with civic themes on their social justice web community

E-Learning Architect for Student Activist Community, Global Citizen Corps – 2005-2006
NetAid/Mercy Corps, New York, New York
Engineered an innovative online learning and action community used by high school activists to reach 150,000 of their peers; campaigns included World AIDS and Hunger Days; features included an extensive activist toolkit, regional group planning blogs, social networking via profiles and instant messenger, e-training lessons and conference calls; managed a team of more than 10 graduate researchers, software developers and instructional designers

Civic Gaming Program Manager – 2004-2005
NetAid/Mercy Corps, New York, New York
Reached more than 100,000 youth educational games designed in collaboration with Cisco Systems to teach about extreme poverty; managed the concept development for new educational games addressing global interdependence; helped secure $150,000 in funding

Online Volunteering Program Manager and Researcher – 2003-2004
NetAid/Mercy Corps, New York, New York
Managed the online volunteering service developed jointly by the United Nations and NetAid which has served more than 10,000 potential volunteers since its 1999 launch; oversaw a research evaluation of the service; supervised the transfer of the service to the UN, and the creation of a digital media replacement

Digital Content Producer and Developer – 2001-2003

ProQuest/Bigchalk Education Publishers, New York, New York
Led the technical team that supported a web portal serving millions of K-12 visitors monthly; co-engineered a new content management system

Digital Video Editor – Nov. 2000-Jan. 2001
Full Circle Communications, Ashland, Oregon
Deployed streaming video solutions; developed special effects graphics and animations; assisted with on-set filming

Social Policy Intern – Sept.-Oct. 2000
Center for Reflection, Education, and Action, Inc., Hartford, Connecticut
Lived with and researched alongside a team of four Catholic nun scholars; helped draft a report for the University of Notre Dame recommending an approach to living wage standards for the US/Mexico border region

Junior High School Teacher – Jun.-Aug. 2000
Exploration Summer Programs, St. Mark's School, Southborough, Massachusetts
Designed and taught two diverse curricula for sixth and seventh grade students

Nanophysics Researcher / Engineer – 1998-May 2000
Physics Department, Haverford College, Haverford, Pennsylvania
Developed numerous experiments in nanophysics and materials science; co-authored an article on high-vacuum methods; thesis examined the one-atom wire

Co-Founder, Campus Political Leader – 1996-May 2000
Left Out, Haverford College, Haverford, Pennsylvania
Started an umbrella student organization for political discussion and action; drafted an anti-sweatshop code of conduct that was approved by the college's Board of Managers; joined with several other universities to rally students and successfully pressure the City of Philadelphia to adopt an anti-sweatshop resolution

Union Summer Community Organizer – July-Aug. 1998
A.F.L.C.I.O. Union Summer Program, Chicago, Illinois
Immersive training on picket lines and grassroots petition drives in Chicago; studied labor history in organizer-led classes; recruited home health care workers

Independent Software Developer – 1995-1996
Softwave Studios, Ashland, Oregon
Launched a company to develop and self-publish software, most notably an early interface for digital music prior to MP3 technology (MOD/STM/S3M/669). Sold nationally as shareware.

Lectures, Panels and Symposium

Panelist at public forum: Stokes, B., Meghelli, S., Casto, M., White, E., Quick, D., "A Right to the City: Connecting Neighborhoods to Libraries and Museums through History and Storytelling," DC Public Library live stream (YouTube/Facebook), Washington, D.C. Scope: International. (October 8, 2020)

Keynote: Stokes, B., "Talk and Play: LOCALLY PLAYED Book Launch," Games for Change, online/NYC. (June 30, 2020)

Visiting lecture: "The Future is Locally Played," University of Southern California, Los Angeles, CA. Via Zoom. (May 6, 2020)

Invited Keynote**: "Remixing Local Play," Knight Public Spaces Forum, Detroit, MI. (**Due to the corona virus, this convening was **canceled** from its original date of July 8-10, 2020)

Invited Panelist**: Stokes, B., "Civic Games and Assessment," Games and the Future of Learning Conference, Jinan, Shandong Province, China. (**Due to the corona virus, this convening was **canceled** from its initial date of June 12-13, 2020)

Invited Panelist**: Innocent, T., Stokes, B., Ylipulli, J., Mitchell, A., Tanaka, E., "Understanding Place through Urban Play: A Tale of Five Cities," Digital Games Research Association (DiGRA), Tampere, Finland. (**Due to the corona virus, this convening was **canceled** from its original date of June 2, 2020)

Keynote**: Stokes, B., "Playing to Make the Future: Cities Embedding Games for a Real-World Difference," Smithsonian Magazine's Future Con/AwesomeCon, Washington, DC. (**Due to the corona virus, this convening was **canceled** from its original date of May 1, 2020)

Keynote**: Stokes, B., "Book Launch for Locally Played," Washington, DC. (**Due to the corona virus, this convening was **canceled** from its original date of April 21, 2020)

Paper Presentation**: Stokes, B., Arroyo, H., Loewen, M., Stevenson, T., "Neighborhood Circulation of Civic Stories: Alternative Systems and Storytelling Infrastructure," 50th Annual Urban Affairs Association (UAA) Conference, Washington, DC. (**Due to the corona virus, this convening was **canceled** from its original date of April 4, 2020)

Keynote: Stokes, B., "Playful Making with Urban Furniture," U.S. Department of Education's Ed Games Expo / Convening on Making in K12 & CTE, Alexandria, VA. (January 10, 2020)

Invited Panelist: Stokes, B., "Archiving and public history in the digital age," Remembering U Street, Bus Boys and Poets, Washington, DC. (November 9, 2019)

Simulcast Keynote: Stokes, B., "Local News Needs Your Games," News Jam, Miami U/American U, Miami, FL and Washington, DC. (November 8, 2019)

Invited Panelist: Stokes, B., Gray, K., "Creativity from Activism: From Black Cyberfeminism to Localism and Protest," IndieCade: International Festival of Independent Games, Culver City, CA. Scope: International. (October 10, 2019)

Paper Presentation: Stokes, B., Williams, O., Arroyo, H., Loewen, M., "Neighborhood Circulation of Civic Stories: A Trans-Local Platform," Connected Learning Summit, UC Irvine, Irvine, CA. Scope: International. Refereed, Published in proceedings. (October 4, 2019)

Invited Participant for Industry and Research Exchange: Stokes, B., "Cities Remix a Playful Platform," Augmenting Cities: A Playful Path to Community, Niantic, Inc. and Knight Foundation, Oakland, CA. Scope: International. (September 23, 2019)

Paper Presentation: Stokes, B., "Cities appropriate Pokémon GO: Remix models for local needs," DiGRA 2019: The 12th Digital Games Research Association Conference, Digital Games Research Association, Kyoto, Japan. Scope: International. Refereed, Published in proceedings. (August 8, 2019)

Paper Presentation: Stokes, B., "Localism with (Serious) Games: Horizontal Channels and Models," DiGRA 2019: The 12th Digital Games Research Association Conference, Digital Games Research Association, Kyoto, Japan. Scope: International. Refereed, Published in proceedings. (August 8, 2019)

Invited Speaker: Stokes, B., "Public Screens and Games Embedded in Physical Space: The Rise of Maker Games," Games for Change Festival, New York, NY. (June 18, 2019)

Invited Speaker: Stokes, B., "Leveraging Emerging Tools: Broaden Institutional Impact, Increase Participation, Fuel Enrollment," NAFSA: Association of International Educators, NAFSA: Association of International Educators, Washington, DC. Scope: International. (May 29, 2019)

Paper Presentation: Stokes, B., Hill, A., Dols, S., "City Tactics for Pokémon GO: Remixing Commercial Platforms for Local Events," 69th Annual ICA Conference, "Communication Beyond Boundaries", International Communication Association, Washington, DC. Scope: International. Refereed. (May 25, 2019)

Invited Panelist: Stokes, B., "Researching the District of Columbia," Conference for High-Impact Research, American University, Washington, DC. Scope: Local. (May 13, 2019)

Invited Speaker: Stokes, B., "Gaming for Development: Using the Power of Games to Achieve the Sustainable Development Goals," Civil Society Policy Forum (CSPF), World Bank and IMF, Washington, DC. Scope: International. (April 10, 2019)

Invited Panelist: Stokes, B., "Civic Storytelling & Media Platforms," Story Movements, CMSI - Center for Media and Social Impact, Washington, DC. Scope: National. (March 1, 2019)

Invited Speaker: Stokes, B., "The Next Frontier in Assessment Innovation: Digital Spaces and Play Experiences," Civic Learning Impact and Measurement Convening, CivX Now, Facebook Headquarters, Menlo Park, CA. Scope: National. (January 11, 2019)

Invited Keynote Speaker: Stokes, B., "The Future of Augmented Reality (AR) and Mixed Reality," School of Communication, University of Miami, Miami, Florida. Scope: Regional. (December 3, 2018)

Invited Panelist: Stokes, B., Grace, L. D., Tran, L., "Using Playful Tech for Social Change," FilmGate Interactive, Miami, Florida. Scope: International. (December 2, 2018)

Invited Presenter & Author, Stokes, B., Dols, S., "Circulating Voices: A Hybrid System for Listening," Connected Learning Summit, MIT Media Lab, Cambridge, MA. Scope: International. Refereed, Published in proceedings. (October 22, 2018)

Invited Panelist: Stokes, B., Brunsman, D., Peterschmidt, L., Game Design and the Constitution, National Archives, Washington, DC. Scope: International. (September 6, 2018)

Invited Presentation: Stokes, B., "Assessment for Impact: Improving design through smarter assumptions and holistic thinking," Serious Play Conference, Manassas, VA. Scope: International. (July 12, 2018)

Invited Panelist: Stokes, B., Eddy, N., Gordon, E., Solis, E., "Cities Remixing Pokémon GO," Games for Change Festival, New York, NY. Scope: International. (June 29, 2018)

Invited Panelist: Stokes, B., Burak, A., Joseph, B., Pollack, S., Seggerman, S., "Changing the Game: A Conversation with the Founders and Leaders of G4C," Games for Change Festival, New York, NY. Scope: International. (June 28, 2018)

Invited Presentation: Stokes, B., Baumann, K., Bar, F., Caldwell, B., "Infrastructures of the Imagination: Community Design for Speculative Urban Technologies," Communities and Technologies (C&T) Conference, Troyes, France. Scope: International. Refereed. (June 30, 2017)

Invited Presentation: Stokes, B., Baumann, K., Bar, F., Caldwell, B., "Creative placemaking for neighborhoods: Positioning a game to circulate stories," International Communications Association, San Diego, CA. Scope: International. Refereed. (May 29, 2017)

Invited Presentation: Stokes, B., Dols, S., Andrade, K., "Positioning a physical 'diversity storytelling system' within a community," International Communications Association, San Diego, CA. Scope: International. Refereed. (May 26, 2017)

Invited Presentation: Stokes, B., "Playing for the City," DC IdeasFest, The Carnegie Library of Washington D.C. Scope: Regional. (May 6, 2017)

Invited Presentation: Stokes, B., "Training Designers to Collaborate with Researchers: Reframing, Scaffolding, and Roles," Game Developers Conference (GDC), San Francisco, CA. Scope: International. Refereed. (February 27, 2017)

Invited Keynote Speaker: Stokes, B., "Playful Cities," Games Plus Convening, American University Game Lab, 1776 in Arlington, VA. Scope: Regional. (January 17, 2017)

Invited Keynote Speaker: Stokes, B., "Education, Play and Creative Placemaking," Negev Now, The Bezalel Academy of Arts and Design, Be'er Sheva, Israel. Scope: International. (December 1, 2016)

Invited Panelist: Stokes, B., "Placemaking in the Negev," General Assembly of the Jewish Federations of North America, Washington, D.C. (November 14, 2016)

Paper Presentation: Stokes, B., Baumann, K., Bar, F., "Creative Placemaking for Neighborhood Identity: Crowd Storytelling and Media Circulation through a Hybrid Game," Annual Meeting of the Urban Communication Foundation, Philadelphia, PA. Scope: International. Refereed. (November 9, 2016)

Invited Panelist and Organizer: Stokes, B., Baumann, K., Bar, F., "Hybrid games for stronger neighborhoods: testing new tools to connect residents, art, and sense of place," Participatory Design Conference (PDC'16), Aarhus, Denmark. Scope: International. Refereed. (August 15, 2016)

Invited Presentation: Stokes, B., Baumann, K., Bar, F., Caldwell, B., "Urban Furniture on the Road: Neighborhood Identity and Publics across Installations," Participatory Design Conference (PDC'16), Aarhus, Denmark. Scope: International. Refereed. (August 15, 2016)

Invited Panelist: Stokes, B., Hill, A., O'Shea, G., "Increasing coherence in 'impact': crossing disciplines and framing," DiGRA/FDG 2016: The first international joint conference of DiGRA and FDG, Dundee, Scotland. Scope: International. Refereed. (August 4, 2016)

Panel discussion participant, Stokes, B., Dube, L., Farber, M., Toppo, G., "Games and Learning: First person shooters vs. first person learning," International Society for Technology in Education (ISTE), Denver, CO. Refereed. (June 29, 2016)

Invited Panelist: Stokes, B., Burak, A., Macklin, C., "Increasing Social Impact: Tools to Design Across Sectors," Games for Change Festival, New York, NY. Scope: International. (June 24, 2016)

Invited Keynote Speaker: Stokes, B., Caldwell, B., "Engaging communities with technology," Staff briefing for WAMU Reporters, Washington, D.C. Scope: Regional. Non-Refereed. (May 20, 2016)

Panel discussion leader, Discussant, Stokes, B., "Latest News on Government Funding Initiatives," Games + Higher Education + National Impact, Higher Education Video Game Alliance (HEVGA), Wilson Center,

Washington, DC. (December 11, 2015)

Invited Presentation: Stokes, B., "Increasing coherence across disciplines: the #GameImpact project," Games + Higher Education + National Impact, Higher Education Video Game Alliance (HEVGA), Wilson Center, Washington, DC. Scope: National. Non-Refereed. (December 10, 2015)

Invited Presentation: Stokes, B., "Playing God: the Psychology of Virtual World Avatars," The Nether Appetizer, Woolly Mammoth Theater Company, Washington, D.C. Scope: Local. (November 9, 2015)

Invited Presentation: Stokes, B., "Games that Build Community and Strengthen Cities," JoLT Summit, AU, the Newseum and the Knight Foundation, The Newseum. Scope: International. Non-Refereed. (October 22, 2015)

Invited Keynote Speaker & Author: Stokes, B., "Improving Impact across Game Fields," Federal Games Working Group, Woodrow Wilson International Center for Scholars. Scope: National. (October 20, 2015)

Organizer, Invited Presentation: Stokes, B., Fullerton, T., O'Shea, G., Pasnik, S. (2014) Impact from Games? Pick the Right Field First. Games for Change Annual Conference. New York, NY.

Invited Presentation: Stokes, B., Baumann, K., Schrock, A. (2014) Reimagining Payphones: Urban Planning via the Leimert Phone Company. Annenberg Fellows Symposium. Los Angeles, CA.

Invited Presentation: Stokes, B. (2014) A Reality Game to Cross Disciplines. School of Information at the University of California at Berkeley. Berkeley, CA.

Invited Presentation: Stokes, B., Villanueva, G., Bar, F., Ball-Rokeach, S. (2013) Embedding Literacy in the Neighborhood: Mobile Media in South LA, and Reducing the Participation Gap. As part of a session on The Efficacy of Digital Communication Channels to Improve Lives. 99th Annual Convention of the National Communications Association. Washington, D.C.

Invited Presentation: Stokes, B., Watson, J., Fullerton, T., Wiscombe, S. (2013) A Reality Game to Cross Disciplines? Building Human Capital, Passion and Offline Networks with Reality Ends Here. Digital Games Research Association (DiGRA). Atlanta, GA.

Organizer of the peer-reviewed workshop: Stokes, B., Baumann, K., Bar, F., Caldwell, B. (2013) Phone Booths Against Gentrification. Allied Media Conference. Detroit, MI.

Invited Presentation: Stokes, B., Watson, J. (2013) Teaching College Students to Build Networks: The "Reality" Game. International Communications Association. London, UK.

Invited Presentation: Stokes, B. (2013) A Game to Build Human Networks. Games for Change Annual Conference. New York, NY.

Organizer, Invited Presentation: Stokes, B., Villanueva, G., & Bar, F. (2013) Mapping as Strategy for Youth Engagement: Contributing Data to Real City Problems as Civic Learning. Digital Media and Learning Conference. Chicago, IL. With Eric Gordon, Akili Lee, Elisabeth Soep and Nigel Jacob.

Invited Presentation: Stokes, B. (2013). Social Connectedness through Games. LA2050 Public Forum. West Hollywood Library, Los Angeles, CA.

Invited Panelist: Stokes, B. (2013). Games and Social Media. Philanthropic Leadership Forum. University of Southern California. Los Angeles, CA.

Invited Panelist: Stokes, B. (2013). Culinary Cartography. L.A. County Museum of Art. Los Angeles, CA.

Invited Presentation: Stokes, B. & Williams, D. (2012). Gamers with a Civic Life? Research Findings on League of Legends, from Protest to Volunteerism. Games for Change. New York, NY.

Invited Presentation: Stokes, B. & Williams, D. (2012). Civic Beyond Play: Ties to Public Life for Small-Group Gamers. Games, Learning and Society 8th Annual Conference. Madison, WI.

Invited Presentation: Fullerton, T., Ruiz, S, & Stokes, B. (2012). Hands on Innovation: Game Theory and Mechanics for Social Impact. Council on Foundations 63rd Annual Conference. Los Angeles, CA.

Invited Panelist: Bar, F., Gonzalez, C., Khera, O., Stokes, B., Villanueva, G. (2012). ParTour: Leveraging the Dual Mobilities of Cellphones and Bicycles for Urban Change. Local and Mobile Conference. Raleigh, NC.

Invited Panelist: Watson, J., Fullerton, T., Stokes, B. (2012). Gameful Layers for the Freshman Experience. Game Developers Conference. San Francisco, CA.

Invited Workshop: Stokes, B., Bar, F., Villanueva, G., Khera, O. (2012). Mobile Quests that Remix Public Events for Social Change. Digital Media and Learning Annual Conference. San Francisco, CA.

Invited Panelist: Watson, J., Fullerton, T., Stokes, B. (2012). Gameful Layers for the Freshman Experience. Digital Media and Learning Annual Conference. San Francisco, CA.

Invited Panelist: Stokes, B. (2011). Thinking Outside the Xbox. USC Graduate School Fellows Forum Lecture, Respondent: R. Maheswaran. Los Angeles, CA.

Invited Panelist: Stokes, B., & Watson, J. (2011). Games for Learning and Civics, Especially Mobile. Presented at the speaks VOLumes: Virtual, Online Learning Conference, Virtual/Houston, TX.

Co-Organizer, Panelist: Stokes, B., Verclas, K. (2011). Trends in Gaming: Rethinking Mobile. Presented at the Games for Change, New York, NY.

Invited Paper and Panelist: Stokes, B. (2011). Oriented to Help: Connecting Civic Engagement to Videogame Roles. Paper presented at Teamwork in Group Play Panel at the International Communication Association World Conference. Boston, MA.

Invited Paper and Panelist: Gonzalez, C., Robbins, C., Bar, F., Brough, M., Lapsansky, C., Stokes, B. (2011). Storytelling Across the Mobile Divide. International Communications Association Mobile Pre-Conference. Boston, MA.

Invited Panelist: Stokes, B., Ruiz, S., & Flanagan, M. (2011). Real World Games for Civic Action Platforms. Presented at the DML2011, Long Beach, CA.

Invited Panelist: Fullerton, T., & Stokes, B. (2011). Connecting User Research to Game Design for Learning. Presented at the Games User Research, San Francisco, CA.

Invited Panelist: Swartz, L., & Stokes, B. (2010). Unexpected Civic Platforms and Participatory Culture. Presented at the DIY Citizenship, Toronto, Canada.

Invited Panelist: Stokes, B., Fullerton, T., & Duncombe, S. (2010). Direct Action Games. Presented at the Games for Change, New York, NY.

Invited Panelist: Chen, N. & Moreno, E. & Moran, M. & Stokes, B. & Villanueva, G. (2009). Participatory Research and Social Change: Case Studies of Partnerships with Community Organizations. National Communication Association Annual Convention. Chicago, IL.

Invited Panelist: Shresthova, S. & van Someren, A. & Chau, C. & Schwartz, L. & Vichot, R. & Stokes, B. & Mehta, R. & Lori Kido, L. & Klink, M. F. & Driscoll, K. & McVeigh-Schultz, J. & Brough, M. (2010). From Fan Activism to Political Activism: Participatory Democracy around Popular Media Affinity Groups. Digital Media and Learning Conference: Diversifying Participation. University of California, San Diego.

Invited Panelist: de Strulle, A. & Goldfin, J. & Stokes, B. & Callanan, L. (2009). Funders' Perspective on Social Issue Games. Games for Change Annual Conference. New York, NY.

Panelist: Poole, M. & Golding, P. & Meszaros, J. & Heinderyckx, F. & Jamieson, K., & Verhulst, S. & Storey, D. & Stokes, B. & Ang, P. H. (2009). Funding for Research. International Communications Association Annual Meeting. Chicago, IL.

Convener and Panelist: Ferriero, D. & Livingston, T. & Whitney, P. & Stokes, B. (2009). Chasing the Edge and Maintaining the Core. WebWise Conference. Washington, D.C.

Invited Panelist: Stokes, B. (2008). "Designing Social Media for Service Learning and the Millennial Generation." Corporation on National and Community Service. Washington, D.C.

Invited Panelist: Stokes, B. (2008). "Games and Funding." Fellow panelists included Phoenix Wang, Alex Chisholm, Dan Laughlin. Games Learning and Society Conference, Madison, Wisconsin. July 11, 2008.

Invited Panelist: Stokes, B. (2008). "Funding Perspectives on Games." Fellow panelists included Arlene de Strulle, Jessica Goldfin and Lucy Bernholz. Games for Change Conference, Parsons the New School for Design, New York, New York.

Co-Organizer, Panelist: Stokes, B. (2008). "Real World Games with Real World Impact." Fellow panelists included Eric Zimmerman, Chris Swain, Suzanne Seggerman, and Mary Flanagan. South by Southwest Interactive, Austin, Texas.

Invited Panel Talk: Stokes, B. (2007). "Building Collaborative Funding Networks." National Center for Technology Innovation Conference, Washington, D.C.

Invited Panelist: Stokes, B. (2007). "Brain, Behavior, Cognition and Gaming." Fellow panelists included Christoph Hoffmann, Alice Robison, William Watson. Serious Game Research Forum at Purdue University, West Lafayette, Indiana.

Co-Organizer, Panelist: Stokes, B. (2007) "The Role of Philanthropy in Virtual Worlds." Fellow panelists included Brad Lewis, Chinwe Onyekere, Allyson Knox and Barry Joseph. Second Life Community Conference. September 26, 2007.

Co-Organizer, Panel Chair: Stokes, B. (2007). "Games in Civic Education and Engagement: New Research, New Learning, New Approaches to Old Problems." Fellow panelists included Douglas Thomas, Joseph Kahne, Mary Flanagan. Games for Change Conference, Parsons the New School for Design, New York, New York.

Organizer, Panelist: Stokes, B. (2007). "Videogames for Social Change: a New Movement." Fellow panelists included Heidi Boisvert, Barry Joseph, Karen Michaelson. NTEN: The Nonprofit Technology Network Conference, Washington, D.C.

Invited Lecture: Stokes, B. (2007). "Social and Immersive Media for Civic Learning", Invitation-only colloquium on "Building a Smarter, Stronger and Broader Youth Constituency in the United States to Fight Global Poverty" at the Rockefeller Brothers Fund Pocantico Center, New York.

Invited Speaker: Stokes, B. (2007). "Games in the Public Interest." Funded by the Ford Foundation. Fellow speakers included: Suzanne Seggerman. Session at the National Media Reform Conference, Memphis, Tennessee.

Invited Panelist: Stokes, B. (2006). "Games and Civic Literacy." Fellow panelist was Jean Miller. Games, Learning and Society Conference, Madison, Wisconsin. July 16, 2006.

Co-Chaired and Organized the third annual "Games for Change" conference. Speakers included: Stephen Johnson, Raph Koster, Bob Kerrey, Sandra Shulberg, Douglas Thomas, Lauren Gelman, Ellen LaPointe, Carl Goodman, Rob O'Neil, Bill Tomlinson, Cornelia Brunner, Hardy Merriman, Kate Connally, Heather Chaplin, David Williamson Shaffer, and Doug Nelson. Parsons the New School for Design, New York, New York. June 27-28, 2006.

Invited Lecture: Seggerman, S., Bogost, I., and Stokes, B. (2006). "Social Change Videogames." Hollywood Hill speaker series at the home of Lawrence Bender, Los Angeles, CA.

Co-Organized and Co-Chaired the second annual "Games for Change" conference. Speakers included: Clay Shirky, Ben Sawyer, Katie Salen, Beth Noveck, Ian Bogost, Brad Lewis, Stephen Friedman, Cathy Fischer, Medard Gabel, Nick Fortugno, Marc Prensky, Kris Soumas, and Jerry Paffendorf. City University of New York, New York, New York. October 21-22, 2005.

Organizer, Panelist: Stokes, B. (2005). "Behind the Scenes of the United Nation's Game Food Force." Public Salon with fellow speaker Trevor Rowe. Fund of the City of New York, New York, New York.

Refereed Talk: Stokes, B. (2005). "Combining Play with Service Learning." Games Learning and Society Conference, Madison, Wisconsin.

Organized Public Forum: Stokes, B. (2005). "Analyzing Two Social Issue Games." Fellow presenter: Alex Kopelman. Fund of the City of New York, New York, New York.

Organizer, Speaker: Stokes, B., Fernandez, A. (2005). "Leveraging Global Campaigns in your Fight on Extreme Poverty." COOL Idealist National Conference, University of California Berkeley, Berkeley, California.

Organized Workshop, Panelist: Stokes, B. (2005). "Online Service Learning: Toward Global Citizenship." Annual National Service-Learning Conference, Long Beach, California.

Co-Organized Workshop Panel: Stokes, B., Seggerman, S. (2005). "How Games Benefit the Public at Large." Game Developers Conference, San Francisco, California.

Co-Organized the first annual "Games for Change" conference, June 2004. Panelists included: Beth Noveck, Ian Bogost, Theresa Riley, Eric Zimmerman, Jessica Irish, Connie Yowell, Brian Loube, Jee Kim, Lenny Lai, Drew Ann Wake, Alex Kopelman. New York Academy of Sciences, New York City, New York.