

Life, liberty and the pursuit
of scholarly excellence

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Maps and games have a long history of co-evolution, and after many years of parallel and sometimes independent development, we see today a convergence of mapping and gaming activities. In this talk he will outline my own composite academic trajectory through teaching, discovery, integration, application and engagement. This trajectory spans from Land Use and Land Cover studies, Information Semantics, Web Mapping, Games, Experiential Learning and Service-Learning. An ongoing Online Map Game (OMG!) project, funded through NSF's Cyberlearning program, will serve to illustrate some of the main points and help explain how it all fits together.

**Friday, February 21, 2014
Derby Hall Room 1080
3:30-5:00 pm**



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