

**My mission is to passionately...**

- prepare the teachers of tomorrow, today!
- advocate for the digital generation and the ways they want to learn.
- Research learning and teaching practices to help all children and learners thrive.
- volunteer to give back to schools and the communities they serve.



# Ryan L. Schaaf

Professor, Educator, Author, Speaker, Futurist, Life-Long Learner, Global Citizen



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## Biography

Ryan Schaaf is associate professor of Educational Technology at Notre Dame of Maryland University and faculty member in the Digital Age Learning and Educational Technology program at Johns Hopkins University – the same program he graduated from with a MS in Instructional Technology and Technology Leadership. With over 20 years of experience in the education field, Ryan has served as a professor, program lead, teacher, instructional leader, curriculum designer, and technology coach. In 2007, he was nominated for Maryland Teacher of the Year. He received the Dr. M. Hickey Courage to Change Award in 2008 for facilitating technology integration and change in his former school district.

Currently, Ryan is faculty lead for the Digital Leadership program at Notre Dame. He also develops and instructs face-to-face, hybrid, and online courses for both Notre Dame and Johns Hopkins. His passion is presenting about the potential for gaming





"As educators, our challenge is not just to maintain what is or has been. Our job is also to shape what can be, what might be, what must be for the learners of today and tomorrow."



"This is not about making students learn; it's about getting students to want to learn. Without motivation, there will be no learning. Answer this question: Would students choose to be in your classroom if they didn't have to be there?"

in the classroom, the characteristics of 21st-century learning, and emerging technologies and trends to improve education.

## Books & Publications

Ryan has published numerous research articles in the *New Horizons for Learning Journal* and the *Canadian Journal of Action Research* related to modern-day, digital learning. His first book, *Making School a Game Worth Playing: Digital Games in the Classroom* was released in 2014 through Corwin Press. His second book, *Using Digital Games as Assessment and Instruction Tools*, third book, *Reinventing Learning for the Always-On Generation: Strategies and Apps that Work*, and fourth book, *Game On: Using Digital Games to Transform Teaching, Learning, and Assessment* was released from Solution Tree Press. Finally, *A Brief History of the Future of Education: Learning in the Age of Disruptive Times*, was recently released through Corwin Press.

*Reinventing Learning for the Always-On Generation* recently received an IPPY Award Silver Medal for its contributions as a resource book for educators.

## Presentation & Workshops

### The Future of Teaching and Learning

This series examines education as a futures business. Educators need to become futurists so they can move beyond their existing assumptions about teaching, learning, and assessment. The presentations outline a range of practical and explicit strategies that blend the best of what we currently do in the classroom with new approaches that address the changing realities of the modern world and modern students. These presentations can be customized for your organization to highlight global educational trends, instructional models of the future, and critical 21st-century learning skills.

### The Digital Generation

This series looks at the digital generation and the different way in which they learn. In an age of profound change, we face a fundamentally different kind of student. A student whose experiences, expectations and assumptions about the world they live in have already begun to force us to fundamentally rethink



**Keynote** presentations are custom created to align with the needs, interests, and relevancy to audiences. With the incorporation of multimedia elements, research-based evidence, stories, and humor, each presentation is packed with enough tools, resources, and inspiration to use in classrooms, schools, or learning institutions almost immediately.

With practicality in mind, **workshops** are custom created to fulfill the audience's wish list of hands-on, brains on professional development experiences. With a recipe that includes active learning, collaboration, gameful design, and real-world application, each program will deliver ready-made resources and learning strategies that will migrate harmoniously into learning environments.

teaching, learning, and assessment. These presentations can be customized for your organization to highlight the core attributes of the digital generation, gaming strategies and motivation, new media tools for learning, and debunking educational myths.

### **Connected Educator Bootcamp**

Digital tools and resources are engaging, immersive, and appealing to learners of the digital generation. However, if educators use technology for technology's sake in a learning environment, then this behavior is considered educational malpractice. Research on how the brain learns will underpin this hands-on experience of finding cool tools for schools and uncovering how they can be implemented in classrooms.

### **Global Citizens and the Digital Landscape**

This series takes a look at the digital landscape and the opportunities and challenges facing teachers and learners in this new environment. These presentations focus on using technology not only responsibly, but creatively and effectively too. These presentations can be customized for your organization to highlight technological trends, digital storytelling in the classroom, and new media tools for teaching and learning.

### **Gaming and Learning**

Most of us have seen the excitement and extreme task commitment involved in playing a digital game. Much of the globalized world plays video games as a pastime. If teachers could harness the excitement and engagement of playing digital games in the classrooms, then students would truly experience hands-on, brains-on learning using the very media that is an everyday, always-on part of their lives outside of schools. Educators can duplicate the extreme motivation and task commitment of the video game experience into any learning space. Drawing upon elements of game-based learning and gameful design, Gaming and Learning will inspire participants to make school a game worth playing.