

John Williamson

SAIC, Harrisburg University, Wayward Sprites



Using Video Games to Connect With Your Students

John Williamson is an advocate for STEM education, who champions the use of video games to keep students--especially girls and other underrepresented groups--interested in STEM subjects. He often speaks alongside his 13-year-old daughter, who also serves as a role model for young girls. Williamson also demonstrates how audience members can create their own tools and games. He can discuss and provide examples of how video games are being used to treat everything from PTSD to phobias to burn victims, as well as show how educational games can help explain gerrymandering, climate change, difficulties encountered by civilians in combat zones, economic inequality, and other topics. Williamson is also an expert on the evolution of Virtual Reality, which he predicts will be one of the biggest news events of 2016.

Instituto Superior Técnico

Sala de Reuniões do DEI - IST Campus Alameda

July 7, 2016 | 17h30-18h30

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