CCTE is part of the Games for Learning Institute (G4LI) Funded by Microsoft Research and a Consortium of Universities

Teachers College, through the program in Communication, Computing and Technology in Education (CCTE; http://www.tc.edu/mst/CCTE/), home of the Games Research Lab informally known as EGGPLANT (http://www.tc.edu/centers/gamesresearchlab/), is an integral part of the recently-announced Games for Learning Institute.

The G4LI will conduct research leading to design principles for educational games that can enhance learning in STEM subjects (science, technology, engineering and mathematics). Its work will focus on middle-school aged learners and takes advantage of the huge interest that adolescent youth have in playing computer and video games.

Chuck Kinzer is the principal investigator at the Teachers College site. His work, consistent with the goals of the G4LI, will study games across genres and contexts, and will provide interested TC masters and doctoral students with opportunities to participate in this research effort. The institute is funded for three years and is a consortium of universities that includes educational theorists, computer scientists, and game designers; it is co-directed by Ken Perlin and Jan Plass from NYU.

In addition to Chuck Kinzer at Teachers College, the list of faculty partners includes: Ken Perlin and Jan Plass (co-directors), Catherine Milne, Helen Nissenbaum, and Jean-Marc Gauthier, (all of NYU), Steven Feiner (Columbia University), Bruce Homer (CUNY), Mary Flanagan (Dartmouth), Colleen Macklin and Alex Quinn (Parsons), Carl Skelton and Katherine Isbister (Polytechnic University at NYU), Andy Phelps (Rochester Institute of Technology).

The press announcement about G4LI has been picked up by many news outlets. Interested readers can find these press releases and announcements through the following links:

From Microsoft Research:
http://research.microsoft.com/ur/us/gamesinstitute.aspx

and
www.microsoft.com/presspass/press/2008/oct08/10-07MSRNYUPR.mspx?rss_fdn=Press%20Releases

From the Chronicle of Higher Education:
http://chronicle.com/wiredcampus/article/3370/microsoft-and-universities-will-study-using-games-to-teach-middle-school-students

From the NY Times:
http://www.nytimes.com/2008/10/08/nyregion/08video.html?scp=1&sq=microsoft%20games%20for%20learning&st=cse

From Gamasutra:
http://www.gamasutra.com/php-bin/news_index.php?story=20553

From eSchool News:
http://www.eschoolnews.com/news/top-news/related-top-news/index.cfm?i=55504

From eWeek.com:
http://www.eweek.com/c/a/Application-Development/Microsoft-Pledges-15-Million-for-Games-Research/

From DevSource:
http://www.devsource.com/c/a/Add-Ons/Microsoft-Pledges-15M-for-Games-Research/

From Edge Online:
http://www.edge-online.com/news/microsoft-nyu-found-games-learning-institute