



USDLA 2016 National Conference
“Distance Learning: Hit It Out of the Park”
May 10-12, 2016 St. Louis, MO

Luncheon Keynote

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Karl Kapp, Ed.D., is a full-professor of Instructional Technology at [Bloomsburg University](#) in Bloomsburg, PA. He teaches subjects related to games, gamification and distance learning technologies. Karl is the Director of Bloomsburg’s Institute for Interactive Technologies which works with academic and corporate organizations to create interactive instruction including games and simulations. Karl has authored or co-authored six books including “*The Gamification of Learning and Instruction*” and its accompanying how-to book “*The Gamification of Learning and Instruction Fieldbook*.” Karl has served as a Co-Principle Investigator on two National Science Foundation (NSF) grants related to games and simulations and serves as an external evaluator on a third NSF grant involving a game curriculum at a community college. Karl is a leader in teaching fellow faculty and is the author of several Lynda.com courses including “*Core Strategies for Teaching in Higher Ed*,” “*Grant Writing for Education*” and “*The Gamification of Learning*.” He is co-founder of the educational game company [2Klearning.com](#), founder of the educational consulting firm-The Wisdom Learning Group, LLC, a TEDx speaker and an international presenter who travels the world speaking on the convergence of games, pedagogy and technology. Karl’s work explores the research, theoretical foundations and application of interactive learning with games and gamification. Follow him on his widely read blog at <http://karlkapp.com/kapp-notes/>, on Twitter @kkapp or on LinkedIn <https://www.linkedin.com/in/karlkapp>.