

ABOUT THE AUTHORS



Ian Jukes is the founder and executive director of the InfoSavvy Group, an international educational leadership consulting firm. He has been a teacher, school principal, district and provincial coordinator, writer, international consultant, university instructor, and keynote speaker. He has worked with clients in more than eighty countries and has made more than twelve thousand presentations.

First and foremost, Ian is a passionate education evangelist. From the beginning of his education career, he has focused on the compelling need to restructure our educational institutions so that they become relevant to the current and future needs of the digital generations—and to prepare learners for their future and not just our past.

Ian has written or co-written eighteen books and nine educational series. His most recent books are *Teaching the Digital Generation: No More Cookie-Cutter High Schools*, *Living on the Future Edge: Windows on Tomorrow*, *Understanding the Digital Generation: Teaching and Learning in the New Digital Landscape*, *Literacy Is Not Enough: 21st Century Fluencies for the Digital Age*, *Reinventing Learning for the Always-On Generation: Strategies and Apps That Work*, and *LeaderShift 2020*.

To learn more about Ian's work, visit www.infosavvy21.com or follow @ijukes on Twitter.



Ryan L. Schaaf is assistant professor of educational technology at Notre Dame of Maryland University and a graduate faculty member for the Johns Hopkins School of Education. Before higher education, Ryan was a public school teacher, instructional leader, curriculum designer, and technology integration specialist in Maryland. In 2007, he was nominated as Maryland Teacher of the Year. Ryan enjoys presenting sessions and workshops about the potential for gaming in the classroom, the characteristics of 21st century learning, and emerging technologies and trends in education.

Ryan has published several research articles related to the use of digital games as an effective instructional strategy in the classroom in *New Horizons for Learning* and the *Canadian Journal of Action Research*. His published books include *Making School a Game Worth Playing: Digital Games in the Classroom*; *Using Digital Games as Assessment and Instruction Tools*; *Reinventing Learning for the Always-On Generation: Strategies and Apps That Work*; and *Game On: Using Digital Games to Transform Teaching, Learning, and Assessment*.

To learn more about Ryan's work, follow @RyanLSchaaf on Twitter.