

Pleased to introduce the Quandary Advisory Board!

This group brings a breadth of experience to our team and an innate passion for everything they do. Not only do they have an unwavering commitment to Quandary, but also to education and game-based learning. Their insights will help us continue to shape Quandary and our efforts to provide a high-quality ethical and social-emotional learning experience through imaginative game play.

### David Alsdorf

David Alsdorf is a designer of games and educational materials, an artist, and teacher who integrates humanities with robotics and coding in play-based maker-centered pedagogies. He has an undergraduate degree in Religion from Reed College and a masters in Early Childhood Education from Lesley GSE.



### Matthew Farber

Matthew Farber, Ed.D. is an [Assistant Professor](#) of Technology, Innovation and Pedagogy (TIP) at the University of Northern Colorado, and cofounder of the [Gaming SEL Lab](#). His research is at the intersection of game-based learning and social emotional learning (SEL). He studies affinity spaces of educators who use games in classrooms and how they afford student agency while also teaching skills of empathy, design thinking, and systems thinking. He also works in youth initiatives around game design as a form of self-expression.



## Javier Prieto

Javier Prieto is Chief Operating Officer at The Center. Previously he worked as Associate Director of Strategic Operations for Mexico and Latin America. Prior to joining the Center, Javier worked in investment and education sectors overseeing the strategic development of a multi-campus Business school in Mexico. Javier has a keen passion for human development through education, nature and visual arts. Educated in Mexico, Australia, and the United States, he has produced documentaries focusing on lessons of multi-culturalism. Javier's spirit is one of constantly bringing people together and promoting conversations for a better world.



## Dr. Kat Schrier

Dr. Karen (Kat) Schrier (she/her/they) is an Associate Professor and the Director of the Games and Emerging Media Program at Marist College. Dr. Schrier has over 20 years of experience with designing media, and has previously worked at places like Nickelodeon, BrainPOP, and Scholastic. She has written or edited over 100 published works, including [Knowledge Games](#) (Johns Hopkins University Press) and [100 Games to Use in the Classroom & Beyond](#). Her new book on games, ethics, and civics will be coming out next year with Oxford University Press. Previously, she was a Belfer Fellow for the ADL Center of Technology & Society, where she created a [whitepaper on games, identity, and inclusion](#). She is currently working with [colleagues in Nigeria](#) on a VR game to teach empathy and compassion. Dr. Schrier received her doctorate from Columbia University, her master's from MIT, and her bachelor's from Amherst College. She enjoys playing videogames, hiking, and attending craft fairs with her family of five. Find her on Twitter [@drgamermom](#).

## Rebecca Turco

Rebecca is Senior Vice President at PSI. She is responsible for the Mbition product portfolio that supports continued education for lifelong learners in supporting individuals as they progress in their careers. Previously Rebecca led SAI Global's compliance and ethics solutions portfolio. Rebecca has helped transform the way organizations think about compliance programs and how they reach and impact learners. Rebecca is passionate about enabling learners to feel empowered, educating them to do the right thing, and supporting them on their journey.

