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Play Make Learn Announces Jesse Schell and Cassidy Puckett as the 2022 [Play Make Learn Conference](#) Keynote Speakers

Madison, WI: The Play Make Learn Conference will host keynote speakers Jesse Schell and Cassidy Puckett during the event held August 8–9, 2022. Schell is the CEO of Schell Games, a team of more than one hundred thirty people who strive to make truly great games, both for the purpose of entertainment and education. Puckett, author of “[Redefining Geek](#),” is an Assistant Professor of Sociology at Emory University who examines the relationship between technological change and inequality in education and healthcare.

[The Play Make Learn \(PML\) Conference](#) promotes high-quality learning opportunities for educators, researchers, developers, designers, foundation leaders, policy makers, museum and library professionals, and school leaders who are dedicated to promoting making, gaming, and playful learning. The 2022 Conference aims to engage its audience in cutting-edge learning science ideas and experiences; communicate state-of-the-art design, education, and research; demonstrate new and upcoming games and technology; and network to spark new projects in multiple strands.

“Because of the diversity of participants, there are lots of interesting connections that can get made that might not happen without the conference,” said Peter Wardrip, PML committee member and UW–Madison Assistant Professor of STEAM Education. “To me, it’s filled with great talks, workshops, demos, etc., but especially it’s filled with really creative, fun and smart people.”

David McHugh, PML committee member and Director of Instructional Technology Services at the Wisconsin Department of Public Instruction, stated that, “the last couple years in education have been brutal. There’s more need than ever for inspiring learning to meet students and educators where they are... Making has always been a foundation piece of PML, and I’m excited for hands-on opportunities once again.” McHugh continues, “PML sparks novel connections and innovative ideas/practices. I’ve always left teeming with new ideas and people I’m eager to collaborate with.”

2022 GEE! Learning Game Award:

- Game designers are invited to apply for a GEE! Learning Game Award. Conference judges are looking for video games that are fun, educational, and novel. The submission deadline for a GEE! Learning Game Award is June 1. [Learn more](#).

When: August 8–9, 2022

Where: Memorial Union | Madison, WI

Program Fee: The general admission fee is \$75.00, while the fee for formal and informal educators is \$50.00, and the student fee is \$25.00

For more information about the 2022 Play Make Learn Conference, [visit our website](#).

About PLACE: The Play Make Learn Conference is produced by the office of [Professional Learning and Community Education](#). PLACE draws on the best ideas and people in the UW–Madison School of Education to provide transformational learning experiences for artists, educators, leaders, and lifelong learners around the world.

Sincerely,

Amanda Kelly

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