

# Marc Prensky

## Bio

Marc Prensky is an internationally acclaimed speaker, writer, educator, consultant, and game designer in the critical areas of education and learning. He is the author of *Digital Game-Based Learning* (McGraw-Hill, 2001), and *Don't Bother Me Mom – I'm Learning* (Paragon House, 2006). Marc is the founder and CEO of Games2train, whose clients include IBM, Bank of America, Pfizer, the U.S. Department of Defense and the LA and Florida Virtual Schools. He is the creator of the sites [www.gamesparentsteachers.com](http://www.gamesparentsteachers.com) and [www.socialimpactgames.com](http://www.socialimpactgames.com) .

Marc has created over 50 software games for learning, including the world's first fast-action videogame-based training tools. He has spoken to teachers, administrators, school boards and departments and ministries of education throughout the United States and around the world. Marc holds a Master's in Teaching from Yale and an MBA from Harvard. He has taught at all levels, been featured in The NY Times, The Wall Street Journal, and The Economist, and appeared on CNN, MSNBC, PBS, and the BBC. He was named as one of training's top 10 "visionaries" by Training magazine and cited as a "guiding star of the new parenting movement" by Parental Intelligence Newsletter. His latest projects are games for learning financial literacy, chemistry, physics and algebra. For Marc's writings, see [www.marcprensky.com/writing](http://www.marcprensky.com/writing). For Marc's games, see [www.games2train.com](http://www.games2train.com) .