

MEMBER profiles

Lindy McKeown

Ed Tech Leader is Serious about Games

Lindy McKeown, ISTE's 2006 Leader of the Year, entered the world of computing in 1980, after a friend insisted she buy her own Apple computer rather than tying up his for hours playing text adventure games. Since then, she has been a pioneer of new technologies for student and teacher learning, working on educational computing projects at local, national, and international levels.

"I am [currently] researching the use of 3D rendered environments as professional learning spaces," McKeown explains. "I am looking



especially for the social affordances of the 3D real-time environment and how these can support particular learning and teaching strategies and whether or not they overcome some of the reported shortcomings of existing online learning technologies.

"I also work for the Education Department one day per week," she continues. "My role there is to teach teachers how to use online learning. I also squeeze in some private consulting about designing effective professional learning especially incorporating technology. I have recently developed a module

about the use of ICT for the Success for Boys program here in Australia."

McKeown believes that teachers should have personal experience with technology. "They need to be technology users to understand how to learn about it, how to learn with it and how to use it as your ally and not have it used as a weapon against you by others, be they students, government, or industry.

"I want to see a future where the very best of our face-to-face world is blended with the very best of the online world," McKeown concludes. She is eager to hear from other educators interested in 3D virtual learning environments. E-mail her at lindy@gil.com.au, or look for her in Second Life under the avatar Decka Mah.

Affiliate

NYSCATE Leads Transformation Through Technology

The New York State Association for Computers and Technologies in Education is a professional organization representing technology-using educators and administrators in the state of New York since 1965.

In cooperation with such partners as the New York State Education Department, state and national educational organizations, private sector corporations, and educational publishers, NYSCATE is involved in defining statewide policy regarding the use of technologies in education.

The non-profit, volunteer organization draws its strength and support from a talented and diverse membership of 2,000. All regions of the state are represented by teachers, administrators, school board members,

parents, consultants, and business people.

The organization works with corporate partners, the Board of Cooperative Educational Services, Regional Information Centers, Teacher Centers, and ISTE to ensure that its members are up to date on emerging technologies and best practices in using technology to improve instruction.

Networking with colleagues across the state is one of the most rewarding parts of being a NYSCATE member. Within a single organization, there are experts on all aspects of technology and curricula. NYSCATE is dedicated to ensuring that every child receives a "world class" education.

Yearly membership dues are \$40. Members and their students are eligible for thousands of dollars in



grant money and scholarships each year. Benefits also include discounts on ISTE books and discounts for regional and annual NYSCATE events, lectures, and workshops.

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