What is the Learning Games Initiative (LGI)?

In 1999, a small group of people in Tucson, Arizona inaugurated a research collective called the Learning Games Initiative (LGI). The purpose of the collective was to examine computer games (arcade, console, PC, and handheld) in order to better understand their cultural and pedagogical import. LGI has since grown into an inter-disciplinary and inter-institutional research group: not only are numerous University of Arizona departments represented (by faculty, staff, graduate and undergraduate students), but so too are scholars and researchers from half-a-dozen other U.S. and international universities, as well as nearly a dozen community organization and business leaders.

Over the past six years, LGI has generated many productive and well-received collaborations, all of which focus on at least one of three guiding principles: Study-Teach-Build. Our members have led workshops at national conferences; presented numerous academic talks; written books, book chapters, journal articles, and other scholarly materials; organized the first annual Academic Gaming Symposium; and created an online game studies bibliography that contains well over two-thousand entries. In addition, LGI directs the International Digital Media and Arts Association's special interest group on game studies, maintains one of the largest video game research archives in the U.S., and is currently building several games using off-the-shelf toolsets.

LGI's research and teaching is effectively fashioning bridges among departments, academic and community organizations, and educational institutions around the world. To learn more about the Learning Games Initiative, log on to http://www.mesmernet.org/lgi. If you'd like to work with us, or want to tell us about your own work, we'd love to hear from you. You can reach us at lgi@mesmernet.org.