

## VII. STANDING COMMITTEES

## A. Academic and Student Affairs Committee

Building the Pipeline: STEM Education at UW Bothell

For information only.

BACKGROUND

In addition to the strong STEM programs at UW Bothell, the campus is also focusing considerable attention on improving K-12 Science and Math education which will prepare more students for university studies in STEM fields. This presentation will focus on three UW Bothell projects: “Sally Ride Science Festival”, “Kinect Math” and “Building a Bug.” All are demonstrations of UW Bothell’s commitment to improve science and math learning in schools.

PRESENTERS

Dr. Susan Jeffords, Vice Chancellor for Academic Affairs  
Brief Introduction and Sally Ride Science Festival

Dr. Robin Angotti, Associate Professor of Mathematics, Education Program  
Kinect Math: Changing the Landscape of Math Education

Mr. Jason Pace, Director Center for Serious Play  
Building a Bug

BIOGRAPHIES

**Susan Jeffords** is Vice Chancellor for Academic Affairs at UW Bothell. Dr. Jeffords joined the University of Washington Bothell in September of 2007 and serves as the chief academic officer and is responsible for advancing the academic and scholarly life of the campus.

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#### Building the Pipeline: STEM Education at UW Bothell (continued p. 2)



**Robin Angotti** is Associate Professor of Mathematics in the Education Program at UW Bothell. She is a nationally renowned math educator and recipient of numerous grants that support her work. Dr. Angotti's current research includes: investigating students' mathematical understandings in technological contexts; statistics education; teaching algebra from a functional perspective using multiple representations; and developing students' conceptual understandings of mathematics and preparing teachers to teach in ways that promote and support the development of conceptual understanding.



**Jason Pace** is the Director of the Center for Serious Play at UW Bothell. Mr. Pace comes to UW Bothell with a wealth of experience in game design, development and marketing. He spent the past five years as a Creative Director and Lead Producer for the Halo game franchise on Xbox, dividing his time between developing new intellectual property with external studios and leading internal projects to grow the franchise in new directions. In addition to Mr. Pace's decade in the games industry he has a long history of connected experience design, with an emphasis on user experience and human-computer interaction. His interest in HCI initially attracted him to game design and has drawn him to projects that present unique interaction challenges.

We have invited students who have participated in these projects:

**Jack Chang** is currently a graduate student at UW Bothell where he received his B.S. in Computer Science & Software Engineering. He is expected to acquire M.S. in Computer Science & Software Engineering in Oct. 2013.

**Jebediah Pavleas** received a Bachelor of Science in Computing and Software Systems with a GPA in the top 5% of UW Bothell computer science students in 2012. Mr. Pavleas was the 2012 Chancellor's Medalist.