Sasha Barab is a Professor in the Teachers College at Arizona State University, where he co-founded and serves as the Executive Director of the Center for Games and Impact. Dr. Barab is an internationally recognized learning scientist who holds the Pinnacle West Chair of Education, and who has researched, designed, and published extensively on the challenges and opportunities of using games for impact.

Leveraging design-based and impact-based research methodologies, his work focuses on the design and research of game-infused learning environments to support a more knowledgeable, compassionate, and committed citizenship. He has been developing theories of change that strive for seamless integration of bounded games (where players can fail safely, receive embedded assessment, and have consequentiality in the confines of a fictional world) and larger, flexible ‘meta-game’ structures and affinity spaces that foster user-driven extensions and adaptations in support of real-world goals and outcomes.

Complementing a social change agenda, the intent of this research is to develop rigorous claims about how people learn that have significant practical, pedagogical, and theoretical implications. His research has resulted in numerous grants, dozens of articles, and multiple chapters in edited books, which investigate knowing and learning in its material, social, and cultural context and which has resulted in designs that have positively impacted over one hundred thousand students and teachers worldwide.