**Karl M. Kapp, Ed.D**., is an international speaker, scholar, writer, and expert on the convergence of learning, technology and business with a focus on game-thinking, games and gamification for learning. He serves as a professor of Instructional Technology at Bloomsburg University in Bloomsburg, PA. where he teaches several graduate courses and serves as the Director of the university’s Institute for Interactive Technologies. The institute works with businesses, non-profits and other organizations to help them create interactive and meaningful instruction.

Karl is an award winning professor and author or co-author of eight books including the bestselling “The Gamification of Learning and Instruction” and his latest “Play to Learn.” Karl is currently a senior researcher on a grant sponsored by the National Institutes of Health (NIH) and has served as Co-Principle Investigator on two National Science Foundation (NSF) grants related to games and simulations.

Karl is founder of the consulting and game development firm, The Wisdom Learning Group, LLC, where he consults internationally with Fortune 100 companies, government entities, and not-for-profits. He recently returned from a five-week tour of six different countries where he studied the impact of games and play across cultures. You can read his findings in his LinkedIn article series.

Karl has received several industry awards including the ATD Distinguished Contribution to Talent Development award. The award honors those who have had a sustained impact on the talent development field. He was also named one of LinkedIn’s Top Voices in Education in 2017 and received the Elearning Guild’s honor of becoming a Guild Master in 2018. Karl has been a TEDx speaker and author of eight LinkedIn Learning courses including “Learning how to increase learner engagement.” He believes that play, creativity and game-thinking leads to innovation, productivity and profitability.

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