Abstract: Drawing upon a decade of research, Dr. Siyahhan will share how families interact with and around video games and discuss how we can utilize video games to support STEM learning in the context of families across the boundaries of formal and informal learning environments. Despite the negativity surrounding gaming in mainstream media, Dr. Siyahhan argues that playing and designing video games together can cultivate what Seymour Papert calls a “family learning culture” at home. As such, researchers, educators, and game designers can work together to support families in transforming video games from a medium that creates conflict between generations to a context for intergenerational connection and learning. In her talk, Dr. Siyahhan will review the affordances of a wide variety of games and share findings from her research to demonstrate the collaborative problem-solving processes that take place when parents and children play video games together.