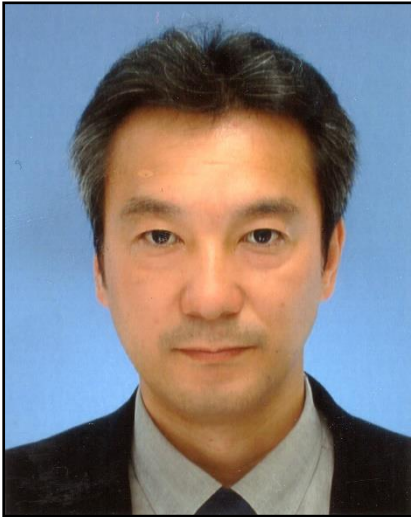


Speaker Biographies

"Using Technologies to Promote Game-Based Approaches: Specific Case Studies" Webinar



Dr. Naoki Suzuki (Associate Professor) completed his Ph.D. in 2007 on researching PE assessment at Tokyo Gakugei University in Japan. Prior to becoming a professor in 2004, he was an elementary school teacher for 9 years. He has an interest in teaching and researching Physical Education and Teacher Training and is challenging to incorporate the ICT into PE based on his previous research. He developed the distance learning and application for PE and positively implemented them on games curriculum. Dr, Suzuki has made a platform for sharing information related to a wide range of Game-Based Approaches (GBAs) for teachers, researchers, coaches and other practitioners. He has organized seminar and lectures for Game-Based Approaches in Japan and is working to broaden the concepts of GBAs.



Hiroyuki Ono is currently teaching at Murakami Elementary School in Murakami, Niigata, Japan. He received his Master's degree in Education from Niigata University in 2004. He has been teaching elementary school for 15 years. For four of those years, he has worked at Niigata Elementary School affiliated with Niigata University, where he has been proposing practical physical education lessons at national research conferences. He has been conducting research to link the exercise of children's thinking ability and the improvement of their skills. Currently, he is interested in learning assessment methods that incorporate ICT and is researching the development and effectiveness of e-assessment in physical education classes.



Koji Ishii is an Assistant Professor at Utsunomiya University in Japan. Prior to working in his current role, he was an elementary school teacher in Tokyo, Japan for 16 years. His major research interest is in seamless assessment of physical education that connects homes and schools using ICT and making ball game lessons in physical education. Therefore, I wrote many books on ICT utilization in physical education and books on ball games.



Takuya Fujimoto is currently a teacher at Masago Elementary School in Niigata (Japan). He graduated from college at the age of 22 and was a junior high school health and physical education teacher for 3 years. Since then, he has been a teacher in elementary school for 17 years. He received a master's degree in graduate school from Joetsu University of Education in 2016. His specialty is physical education, especially ball exercises. His research is ball exercise classes that everyone can enjoy. It is the creation of lessons that everyone can enjoy with the skills that the learners themselves have. Recently, he has been playing an active role in promoting research in a group of more than 200 physical education teachers in Niigata City. Currently, he is studying lessons while using ICT in pursuit of such lessons. Such a lesson includes a drone during the game to analyze their movements and utilize them in the games. He is delighted in the class that learners modify their tactics from the drone footage.