



## A COMING-OF-AGE TALE

### The Inanimate Alice Research Group

*Inanimate Alice* is an immersive, contemporary tale that employs game-like techniques to stimulate screen-based reading, multimodal composing, STEM/ICT competencies and inspire student creativity. This innovative, digital narrative tells the story of a girl who travels the world with her parents. An aspiring game designer, readers identify with Alice as they engage with episodes of progressive complexity. *Inanimate Alice* makes reading and writing every bit as engaging as playing games.

To help realize our goal, to give every student access to *Inanimate Alice*, an interdisciplinary team, the Inanimate Alice Research Group (IARG), was established. The founders are led by Chair of Language and Literacy at Lesley University's Graduate School of Education in Cambridge, Massachusetts and Immediate Past President of the Massachusetts Reading Association, Valerie Harlow Shinas, who is the Principal Investigator. Since 2018, Valerie has worked with Instructional Designer, Information Scientist, and PhD candidate Amanda Hovious and the Series Producer, Ian Harper.

Over time, the group expanded to reflect the rapidly growing international interest in *Inanimate Alice*. The IARG now includes Ana Maria Machado, Professor of Portuguese Literature at the Faculty of Arts of the University of Coimbra Portugal and coordinator of the project "Inanimate Alice: Translating Electronic Literature for an Educational Context" at the Center for Portuguese Literature. Svetlana Kuchina, Associate Professor, Foreign Languages Department, Novosibirsk State Technical University, brings to the team her expertise in literature theory and professional interests concentrated on contemporary literature process, electronic literature and e-poetry. In addition, Educational Technology Researcher, Kyle Stooshnov, has joined the team. He holds a PhD in Literacy Education from the University of British Columbia and is founder of Spacious Mirror, part of the Virtual Commons for Education and Research.

Extant research suggests that multimodal digital narratives, and *Inanimate Alice* in particular, benefit student engagement and learning in powerful ways. A representative list of previous research examining *Inanimate Alice* is available [here](#). Among these, the Inanimate Alice Research Group's paper, *The Compelling Nature of Transmedia Storytelling: Empowering 21st Century Readers and Writers through Multimodality*, presented at the American Education Research Association conference, held in Toronto, April 2019, is available from Springer.