

# HMGS Director Candidates' Biographies

## Jared Fishman

My name is Jared Fishman, from Tarrytown, NY. I've been a history teacher for over 13 years, beginning my career as an adjunct professor at Iona College before being hired on at Hackley in 2007. A dual masters holder in both history and education, I've taught courses on medieval and Renaissance History, American History, and helped to develop brand new courses on non-Western History, as well as Military History for US students. Additionally, I've served as a MS dean, ran the ASK program (After School Knowledge), and was the recipient of both The Mary Lambos Award in teaching and the Davidson Family History Chair.

I'm a member of HMGS and have been since the early 90s, and have attended conventions with my father for as long as I can remember. I credit the hobby with not only helping me to understand history and all its nuances, but to put me on my career path in education. In my time at Hackley, I have helped to integrate gaming culture into the community, run numerous game clubs for both MS and US students and founded the NYSGA organization in 2016 (New York Student Gamer's Association). In the classroom, I'm known for blending games and simulations into the curriculum, using them as an effective teaching tool and a rewarding learning experience for my students. Over the past few years, I have helped pen three articles for *Wargames Illustrated*, organized two NYSAIS (New York State Association of Independent Schools) conferences on gaming for MS and US teachers, and continued to explore new possibilities for the expansion of NYSGA into more schools. I've run miniatures games at several libraries in upstate New York, and helped support student gamers pioneer their own club in Peekskill. In every case, I've worked hand in hand with HMGS to further and grow the hobby.

Should I be elected to the HMGS Board of Directors, I plan to continue my own work in the greater NY area, and aspire to branch out and expand gaming into other schools across the East coast. In my experience, schools love gaming and find that it checks a number of boxes in the development of the student mind. Games facilitate mathematical and problem-solving skills, camaraderie and partnership away from devices and technology, and helps students develop appreciation, empathy, and understanding of historical events both on and off the battlefield. Furthermore, introducing historical games to students in a school setting is only the first step in my ultimate goal, which is to further grow HMGS conventions with student gamers. Imagine game clubs from numerous schools participating in tournaments, attending seminars, and becoming part of the gaming community in the same way that debate tournaments or Aquabots conferences are held. Should I get elected to the HMGS BOD, I will work hard to make this goal a reality.