Albert Angehrn is Swiss, grew up in Italy, and spends most of his time in France. He holds a doctoral degree in mathematics and is currently Professor of Information Technology at INSEAD where he has been on the faculty since 1989. He also directs CALT, INSEAD’s Center for Advanced Learning Technologies (www.calt.insead.edu).

One of his passions is the design of games and simulations, as he strongly believes in Learning-by-Doing. His current focus is on games that provide rich learning experiences by allowing users to interact with realistically-behaving virtual characters, operating within realistic contexts and situations — typically an organization, but also in other specific environments, such as social or multi-cultural contexts (as described in the brief article “Change Management: Bridging the Knowing-Doing Gap”).

His current focus is on modeling collaboration dynamics and designing new simulations (codename: L2C – Learning to Collaborate) that show how difficult it is to help people engage in productive collaborations, particularly if they are very diverse, geographically distributed, and engage in complex processes such as innovation.

His other interests range from the organizational dynamics of change and innovation — a domain in which he has developed simulations (see for instance www.calt.insead.edu/eis), used in all top business schools world-wide — to the design and study of virtual environments for knowledge exchange, learning networks dynamics, and intelligent agents operating on the web (see for instance InnoTube). His research has been published in several international academic publications. His projects have been awarded large research funds from the European Community, and bring him regularly in touch with interesting organizations such as IKEA or Ferrari, a number of banks and car manufacturers, and several innovative start-ups.