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Aaron has been working in the field of strategic foresight and alternative futures for over 15 years across a spectrum of public organizations and governments. His research interests include transmedia approaches to participatory foresight and development of activities that increase futures literacy. He has helped create a number of serious games and interaction systems for engaging diverse stakeholder groups in future-oriented activities, including the award winning Scenario Exploration System of the European Commission's Joint Research Center. For the past 7 years, Aaron has been working at Fraunhofer ISI's Competence Center Foresight and has been involved with a number of research projects receiving funding from the European Commission (including TRIGGER, CIMULACT, OBSERVE, BOHEMIA, INCOBRA, among others) and has helped develop strategic foresight efforts for the European Center for Disease Prevention and Control (ECDC) and the European Union Asylum Agency (EUAA). He has also helped co-design experiential futures, artifacts from the future, and live-action immersive scenarios on various projects including the Prime Minister's Office in Singapore, the Centre for Government Innovation in Dubai, the United Nations Development Program (Tonga, Montenegro), and the East West Center (Hawai'i). Aaron earned his M.A. and PhD in Political Science with a focus area of Alternative Futures from the University of Hawai'i at Manoa.