Ingrid Martine, M.A., PCC

Before immigrating to the United States at age eleven, Ingrid Martine lived in Germany. Her fascination with human behavior began as an eight year old who read— under bed covers by flashlight and against strict maternal instructions—mythological stories and Tolstoy's *Anna Karenina*. They fired her imagination and a hunger to understand people.

Wanting to solve the puzzle of people losing their early enthusiasm for learning, she became an educator. Starting in academia—she has a Master's degree in French Literature and speaks three languages fluently—and then moving into the world of business—first as a consultant, then as an internationally certified executive and team coach with clients in North America, Europe, and Australia—she became interested in unconventional models of learning. While working as a teacher with inner-city at-risk youth who seemed to hate to learn, she began experimenting with and developing innovative educational models. Certain that a disdain for learning is unnatural, Martine asserts that learning environments must help people—adults in corporate America included—get out of their own way. Her ability to create rich learning environments was facilitated not only by graduate work in psychology and experiential education design, but also by non-traditional learning experiences such as a waitressing and horse training, both of which required her to be "client-centered."

"The *Un*-Game" is a novel whose characters work in such a rich learning environment. Martine's intention is to engage the reader in a learning process that supports exceptional effectiveness at work and transfers to life beyond work.

Ingrid Martine lives with her husband, three horses, and two dogs near Austin, Texas.