

## Academic Preparation

### *Michigan State University*

graduation: 6 May 2011  
degree: Doctor of Philosophy  
major: Educational Psychology and Educational Technology

### *Harvard University Graduate School of Education*

graduation: 10 June 2004  
degree: Master of Education  
program: Technology in Education

### *The Pennsylvania State University*

attendance: 1992-1995; graduate-level coursework toward permanent certification  
department: Education  
program: Teaching and Curriculum

### *Shippensburg University of Pennsylvania*

graduation: 12 May 1990  
degree: Bachelor of Science in Education  
major: Elementary Education / Early Childhood Education; minor: Athletic Coaching

## Professional Experience | Research, Teaching, and Development

### *Clemson University, Clemson, South Carolina*

College of Education, Department of Education & Human Development  
Assistant Professor of Digital Media & Learning; August 2012 to present

### *Yeditepe Üniversitesi, İstanbul, Türkiye*

Faculty of Education, Department of Computer Education & Instructional Technology  
Assistant Professor; January 2012 to June 2012

### *Feyziye Mektepleri Vakfı, Işık Okulları Ayazağa Kampüsü, İstanbul, Türkiye*

Game Design and Learning Summer Camp  
Instructor and Researcher; Summers 2011 and 2012

### *National University of Singapore, Republic of Singapore*

Interactive and Digital Media Institute | Keio - NUS CUTE Center  
Mobile Interactive Media and Entertainment Lab  
Research Fellow; Mobile Augmented Reality and Learning; October 2010 to October 2011

### *Michigan State University, East Lansing, Michigan*

*Research on MSP Teacher Induction and Retention (NSF Award #EHR0335442)*

Dr Edward Britton, PI (WestEd)  
MSU Advisor and Co-PI: Dr Ralph Putnam  
Research Assistant; August 2004 to August 2010

### *Zon: Online Chinese Language and Culture Learning Environment*

Confucius Institute @ MSU; Dr Yong Zhao, PI  
Research Assistant; August 2007 to August 2009

### *Michigan State University, East Lansing, Michigan*

College of Education, Department of Counseling, Educational Psychology, and Special Ed  
Teaching Assistant / section instructor, MAET East Lansing Cohort, Summer 2006  
Teaching Assistant / technology instructor, MAET Traverse City Cohort, Summer 2005

### *College of Education, Department of Teacher Education*

Teaching Assistant / section instructor, TE150 Reflections on Learning  
semesters: Fall 2004/Spring 2005, Fall 2005/Spring 2006

Graduate Assistant, TE150 course redevelopment project, 2006-2007 academic year

### *Parsippany - Troy Hills School District, Eastlake Elementary, Parsippany, New Jersey*

classroom teacher, grade 2; September 1999 – June 2003

### *Morris County School of Technology, Educational Technology Training Center, Denville, New Jersey*

workshop instructor; June 2001 – June 2003

### *Penn Manor School District, Hambright Elementary, Lancaster, Pennsylvania*

August 1990 - June 1999; classroom teacher, grade 2 - 1990 - 1997; grade 5 - 1997 – 1999

## External Research Grant Funding | Clemson University

- National Science Foundation: Improving Undergraduate STEM Education, Education and Human Resources, September 2018 - August 2021  
Title: *Assessing Virtual Reality Field Experiences for Enhanced Learning in the Geosciences*  
Co-Principal Investigator  
Award: \$599,950
- National Science Foundation: Cyber-Human Systems, September 2017 - August 2020  
Title: *Investigating the Behavioral Effects of Longitudinal Exposure to Immersive Consumer Virtual Reality*  
Co-Principal Investigator  
Award: \$466,842
- Department of Energy: Nuclear Energy University Program - Consolidated Innovative Nuclear Research Funding, October 2016 - May 2019  
Title: *Energize: An interactive evaluation tool for engaging the general public with energy decision making*  
Co-Principal Investigator  
Award: \$799,999.23
- National Science Foundation: I-Corps (Innovation Corps) for Learning, July - December 2016  
Title: *VRFE: Virtual Reality Field Experiences*  
Principal Investigator  
Award: \$50,000
- National Science Foundation: Improving Undergraduate STEM Education, July 2015 - June 2017  
Title: *Enabling field experiences in introductory geoscience classes through the use of virtual reality*  
Co-Principal Investigator  
Award: \$227,369
- South Carolina Commission on Higher Education: Improving Teacher Quality, January 2015 - August 2016  
Title: *Project HOMES: Hands-On, Making Science*  
Co-Principal Investigator  
Award: \$246,439
- The Bill & Melinda Gates Foundation Literacy Courseware Challenge, August-December 2013  
Title: *UpWrite: Courseware for the Process Writing Approach*  
Co-Principal Investigator  
Award: \$24,839

## Book Chapter

- Boyer, D. M.**, Akcaoğlu, M., & Pernsteiner, S. (2017). Connecting Game and Instructional Design through Development. In Y. Baek (Ed.), *Game-Based Learning: Theory, Strategies and Performance Outcomes* (pp. 67-82). Hauppauge, New York: Nova Science Publishers.

## Journal Articles

- Walker, E. B., **Boyer, D. M.**, & Benson, L. C. (2019) Using Studio Culture to Foster Epistemic Change in an Engineering Senior Design Course. *IEEE Transactions on Education*. Online early access: <https://doi.org/10.1109/TE.2019.2898151>
- Walker, E. B. & **Boyer, D. M.** (2018). Research as storytelling: The use of video for mixed methods research. *Video Journal of Education and Pedagogy*. 3 (8). <https://doi.org/10.1186/s40990-018-0020-4>
- Hall, A. H., **Boyer, D. M.**, and Beschoner, B. (2017). Examining kindergartners' use of and interest in informational texts. *Early Childhood Education Journal*. 45 (5), 703-711. <https://doi.org/10.1007/s10643-016-0805-y>
- Boyer, D. M.** & Smith, J.E. (2016). Using course opportunities for learning game design. *On the Horizon*, 24 (1). <https://doi.org/10.1108/OTH-08-2015-0039>
- Herro, D., McCune-Gardner, C., & **Boyer, D. M.** (2015). Perceptions of coding with MIT App Inventor: Pathways for their future. *Journal for Computing Teachers*. Winter, 2015.
- Akcaoğlu, M., Gumus, S., Bellibas, M. S., & **Boyer, D. M.** (2014) Policy, practice, and reality: Exploring a nation-wide technology implementation in Turkish schools. *Technology, Pedagogy, and Education*, 24 (4). <https://doi.org/10.1080/1475939X.2014.899264>
- Morsink, P. M., Hagerman, M. S., Heintz, A., **Boyer, D. M.**, Harris, R., Kereluik, K. et al. (2011). Professional Development to Support TPACK Technology Integration: The Initial Learning Trajectories of Thirteen Fifth- and Sixth-Grade Educators. *Journal of Education*, 191(2).

## Invited Talks

- Boyer, D. M.** & Horton, A. K. (2019). *Using Games and Simulations to Support Learning in the Classroom*. Invited webinar for EDUCAUSE Games & Learning Community Group, Online.
- Boyer, D. M.** (2018) *Environments Enhanced for Learning*. Invited talk at The Pennsylvania State University Department of Architectural Engineering, State College, PA.
- Boyer, D. M.** & Moysey, S. (2017). *Immersive and interactive: Virtual Reality in a contextually-rich learning environment*. Invited presentation at the ALA Midwinter Meeting Symposium on the Future of Libraries, Atlanta, GA.
- Boyer, D. M.** (2011). *The language of learning*. Invited talk at the 2011 Defense, Science & Research Conference Symposium on Simulation Technology and Serious Gaming, Republic of Singapore, Suntec Convention Centre.

## Conference Papers, Presentations, and Proceedings

- Porter, J., III., **Boyer, D. M.**, Robb, A. (2018, October) Guidelines on Successfully Porting Non-Immersive Games to Virtual Reality: A Case Study in Minecraft. In F. Mueller, D. Johnson, B. Schouten, Z. O. Toups, & P. Wyeth (Eds.), *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play: ACM CHI PLAY '18* (pp. 405-415). Melbourne, Australia.
- Boyer, D. M.** (2018, October) *Using Virtual Reality and Motion Capture to Create a Mentorship-Focused Knowledge Building Environment*. Roundtable session presented at the Annual Convention of the Association for Educational Communications and Technology, Kansas City, MO.
- Boyer, D. M.**, Shuller-Nickles, L., Carbajales-Dale, M., Smith, F. N., Hanna, A., Hoover, M., Godsey, K., ... Moysey, S. M. (2018, October) *Navigating Design Bias in the Research and Development of an Energy Management Game-Based Simulation*. Poster session presented at the Annual Convention of the Association for Educational Communications and Technology, Kansas City, MO.
- Boyer, D. M.** & Visser, R. D. (2018, October) *Effectively Engaging Preservice Teachers with Google for Education*. Roundtable session presented at the Annual Convention of the Association for Educational Communications and Technology, Kansas City, MO.
- Visser, R. D. & **Boyer, D. M.** (2018). *Exploring computational thinking and play with preservice and inservice teachers in early childhood and elementary education*. Presented at the 2018 Society for Information Technology and Teacher Education Annual Conference, Washington, DC, 28 March 2018.
- Visser, R. D. **Boyer, D. M.**, Carey, B. E., & Hark, M. R. (2018). *Better preparing preservice teachers for technology integration in a rapidly changing environment*. Presented at the 2018 Society for Information Technology and Teacher Education Annual Conference, Washington, DC, 29 March 2018.
- Sellers, V., Smith, J. E., Tompkins, A., Moysey, S., **Boyer, D. M.**, & Mobley, C. (2017). *How to create virtual reality experiences for the geosciences: Three implementation examples contrasting accessibility, realism, and interactivity*. Presented at the Geological Society of America 129th Annual Meeting. Seattle, Washington.
- Boyer, D. M.** (2017). *Computational Thinking and Early Childhood Play*. Roundtable presentation at the 2017 Association for Educational Communications & Technology (AECT) International Convention. Jacksonville, Florida.
- Horton, A. M. & **Boyer, D.M.** (2017). *A Du Boisian Approach to Global Citizenship Education*. Roundtable presentation at the 2017 Association for Educational Communications & Technology (AECT) International Convention. Jacksonville, Florida.
- Boyer, D. M.**, Smith, E., Moysey, S., Sellers, V., & Mobley, C. (2017). *VRFE: Virtual Reality Field Experience*. Video presentation for the 2017 NSF STEM for All Video Showcase. Online. <http://stemforall2017.videohall.com/presentations/966>
- Sellers, V., **Boyer, D. M.**, Moysey, S., Mobley, C., & Smith, E. (2017). *Formative Reflections on the Development of a Game-Based Virtual Learning Environment*. Poster presented at the AERA 2017 Annual Meeting, San Antonio, Texas.
- Roman, J., Mercer, E., Wilt, K., Denardis, V., Stover, M., **Boyer, D. M.** & Qian, M. (2017). Design of an Interactive Case-based Simulation for Learning Educational Psychology. In P. Resta & S. Smith (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2017* (pp. 464-467). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).
- Moysey, S., Lazar, K., **Boyer, D. M.**, Mobley, C., & Sellers, V., (2016). From Geocaching to Virtual Reality: Technology tools that can transform courses into interactive learning expeditions. ED41C-08, AGU Fall Meeting, Dec.12-16, San Francisco, CA.
- Boyer, D. M.**, Moysey, S., Sellers, V., Smith, J. E., Wyant, P., McLane, F., Mobley, C., & Brame, S. (2016) VRFT Grand Canyon: Virtual Reality Field Trips for Exploration and Engagement in the Geosciences. Presentation at the Association for Educational Communications & Technology, 17 - 21 October 2016, Las Vegas, Nevada.
- Boyer, D. M.** & Visser, R.D. (2016). *Supporting Self-Regulated Learning in a Digital Media & Learning Lab*. Research presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Las Vegas, NV.
- Moysey, S., **Boyer, D.M.**, Sellers, V., Smith, J.E., Wyant, P., McLane, F., Mobley, C., & Brame, S. (2016). *Enabling Field Experiences in Introductory Geoscience Classes through Virtual Reality*. Poster presented at Envisioning the Future of Undergraduate STEM Education (EnFUSE): Research and Practice Symposium, Washington, D.C.
- Mercer, E.L., Denardis, V., Stover, M., Vargas, P., **Boyer, D.M.**, & Qian, M. (2016). ICLEP: Interactive Cases for Learning Educational Psychology. Paper presented at the 2016 annual meeting of the Society for Information Technology and Teacher Education, Savannah, GA.

## Conference Papers, Presentations, and Proceedings (continued)

- Roman, J., Caldwell, B., **Boyer, D.M.**, Vargas, P, and Qian, M. (2016). Complexity of an Interactive Case Study on Student Self-Efficacy. Paper presented at the 2016 annual meeting of the Society for Information Technology and Teacher Education, Savannah, GA.
- Lee, E., Akcaoğlu, M., Dousay, T.A., **Boyer, D.M.**, & Brynteson, K. (2015) *Makerspaces in Higher Education: Design, Development, Implementation, and Research for Teacher Education and Beyond*. Panel presented at the Association for Education Communications and Technology 2015 Conference, Indianapolis, 6 November 2015.
- Boyer, D. M.**, Vargas, P., & Qian, M. (2015). *Developing an interactive case to support student learning of educational psychology*. Presented at the American Educational Research Association (AERA) Conference, Chicago, April 18, 2015.
- Denardis, V., Mercer, E., Roman, J., Vargas, P., **Boyer, D. M.**, Qian, M. (2015). *ICLEP: Interactive Cases for Learning Educational Psychology*. Poster presentation at Clemson University 10th Annual Focus on Creative Inquiry Forum, Clemson, SC.
- Mercer, E., Denardis, V., Vargas, P., **Boyer, D. M.**, & Qian, M. (2015). *ICLEP: Interactive Cases for Learning Educational Psychology*. Poster presented at the South Carolina Psychological Association Annual Meeting. Myrtle Beach, SC.
- Roman, J., Vargas, P., **Boyer, D. M.**, & Qian, M. (2015). *Effect of Complexity of an Interactive Activity on Student Self-Efficacy*. Paper presented at the South Carolina Psychology Annual Meeting. Myrtle Beach, SC.
- Herro, D., **Boyer, D. M.**, McCune-Gardner, C. (2015). Perspectives on computational thinking: App development in middle school classrooms. *Proceedings of the 10th Annual Games+Learning+Society (GLS) Conference*. Pittsburgh, PA: ETC Press.
- Boyer, D. M.**, Akcaoğlu, M. & Pernsteiner, S. (2015). Connecting Game and Instructional Design Through Development. In S. Carliner, C. Fulford & N. Ostashewski (Eds.), *Proceedings of EdMedia: World Conference on Educational Media and Technology 2015* (pp. 1660-1669). Association for the Advancement of Computing in Education (AACE).
- Boyer, D. M.** & Pernsteiner, S. (2015). Developing Analytics to Examine Player Activity in a Game-Based Virtual Learning Environment. In S. Carliner, C. Fulford & N. Ostashewski (Eds.), *Proceedings of EdMedia: World Conference on Educational Media and Technology 2015* (pp. 1670-1673). Association for the Advancement of Computing in Education (AACE).
- Boyer, D. M.**, Herro, D., Daly, S., & Gilbert. J. (2014). Collaboration in context: A working example for connecting university stakeholders in digital media & learning. *Proceedings of the 9th Annual Games+Learning+Society (GLS) Conference*. Pittsburgh, PA: ETC Press.
- Moysey, S. M., **Boyer, D. M.**, Mobley, C., & Byrd, V. (2014). *Building opportunities for environmental education through student development of cyberinfrastructure*, ED53B-3486, AGU Fall Meeting, San Francisco, Dec.15-19.
- halter, j., Hampshire, E. M., Sutton, A., & Boyer, D. M. (2014). *An investigation of intergroup dialogue for deconstructing social barriers: A case study*. Presented at University Council Educational Administration Conference, Washington, DC.
- Fant, L. F., Moysey, S. R., & **Boyer, D. M.** (2014). Virtualizing the real world for environmental education. Presented at XSEDE 2014, Atlanta GA.
- Bosch, M., Moysey, S. R., Mobley, C., **Boyer, D. M.**, & Byrd, V. L. (2014). Expressing sustainability with the web-based multiplayer game Naranpur Online. Presented at XSEDE 2014, Atlanta GA.
- Herro, D., **Boyer, D. M.**, & Gardner-McCune, C. (2014) *Tinkering and Computational Thinking: Adolescents and App Development in Middle School Classrooms*. Presented at the 10th Annual GLS Conference, Madison, WI, June 10-13, 2014
- Herro, D. **Boyer, D. M.**, and Gardner-McCune C. (2014). *Teachers using app development to teach computational thinking: Informing the field*. Presented at the American Educational Research Association (AERA), Philadelphia, PA, April 3-7, 2014.
- Boyer, D. M.**, & Herro. D., (2013). *Shifting culture: Moving from instructional technology to digital media & learning*. Presented at the South Carolina Association of Teacher Educators (SCATE) Conference, Gaffney, SC, September 27-28, 2013.
- Boyer, D. M.**, Herro, D., Daly, S., & Gilbert. J. (2013). *Collaboration in context: A working example for connecting university stakeholders in digital media & learning*. Presented at the 9th Annual Games+Learning+Society Conference, Madison WI.
- Herro, D., **Boyer, D.M.**, King, B. (2013). *Building comprehensive digital media and learning programs with teachers*. Presented at the Society for Information Technology and Teacher Education to be held March 25-25, 2013, New Orleans, LA.
- Boyer, D. M.** (2013). *Learning from educational policy and practice in Singapore and Turkey*. Paper presented at the 24th International Society for Information Technology and Teacher Education Conference, New Orleans, Louisiana.
- Akcaoğlu, M., **Boyer, D. M.**, & Kerelulik, K. (2012). Teaching problem solving through game design: Reflections on Game Design and Learning Summer Camp. In P. Resta (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2012* (pp. 3-7). Chesapeake, VA: AACE.
- Akcaoğlu, M., Kerelulik, K., & **Boyer, D. M.** (2012). New media literacy skills of middle school students in Turkey: Students are ready, are the schools? In P. Resta (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2012* (pp. 1621-1625). Chesapeake, VA: AACE.
- Boyer, D. M.** (2012). *Towards a science- and technology-based innovation of Turkey's educational system*. Paper presented at the Eurasia Business and Economics Society 2012 Conference, İstanbul.
- Gu, J., Sueda, K., **Boyer, D. M.**, & Duh, H. B.-L. (2011). *Designing a mobile AR system for discovery learning*. Paper presented at the 4th Korea-Japan Workshop on Mixed Reality, Osaka, Japan.
- Pernsteiner, S. M., **Boyer, D. M.**, & Akcaoğlu, M. (2010). *Understanding player activity in a game-based virtual learning environment: A case for data-driven instructional design*. Paper presented at the World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2010, Orlando, FL.

### Conference Papers, Presentations, and Proceedings (continued)

- Boyer, D. M., & Akcaoglu, M.** (2009). The Zon project: Creating a virtual environment for learning Chinese language and culture. *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2009*.
- Boyer, D. M.** (2009). *Designing for community: Understanding sense of community in virtual learning environments*. Paper presented at the American Educational Research Association 2009 Annual Meeting, San Diego, CA.
- Ni, R., Yi, M., Dirkin, K., & **Boyer, D. M.** (2008). *Zon: Language learning and gameplay in an MMORPG*. Paper presented at the Meaningful Play 2008 Conference, East Lansing, MI.
- Grosshandler, D. J., **Boyer, D. M.**, Courtad, C. A., Montgomery, C., & Mishra, P. (2007). *Motivated by design: Making meaning of participant movement in an out-of-school learning environment*. Paper presented at the 2007 American Educational Research Association Annual Meeting, Chicago.
- Courtad, C. A., **Boyer, D. M.**, Montgomery, C., Grosshandler, D. J., & Mishra, P. (2006). *Analyzing student movement as a cognitive window when engaging with technology*. Paper presented at the Teacher Education Division and Technology and Media National Conference, San Diego, CA.
- Boyer, D. M.** (2005). *TappedIn users: Individuals in an online community of practice*. Paper presented at the American Anthropological Association 104th Annual Meeting, Washington, D.C.

### Courses Taught | Clemson University

ARCH 4900 Directed Studies: Honors  
ED 3970 Creative Inquiry in Education  
ED 4380 Special Topics: Research and Development of Games for Learning (*undergraduate + graduate course*)  
ED 8370 Independent Study in Education  
ED 8380 Digital Media & Learning in STEM  
ED 9010 Special Topics: Research and Development of Games for Learning (*undergraduate + graduate course*)  
ED 9020 Independent Doctoral Study  
EDF 315 Technology Skills for Learning  
EDF 425 Instructional Technology Strategies  
EDF 4800 Foundations of Digital Media & Learning (*traditional and online*)  
EDF 8020 Learning and Motivation in Context (*traditional and online*)  
EDF 9010 Seminar in the Learning Sciences I  
EDF 9790 Qualitative Research in Education  
EDF 9910 Doctoral Dissertation Research  
EDHD 3110 Creative Inquiry in Education  
EDHD 9310 Special Topics: Learning Environments  
EDML 8020 Early Adolescent Psychology and Philosophy  
GEOL 4110 Creative Inquiry: Serious Games  
NURS 3980 Creative Inquiry in Nursing

### Professional Service | Clemson University

Digital Media & Learning and Game Labs, Co-Director: Fall 2012 - present  
University Council for Global Engagement, College of Education representative: Fall 2017 - present  
Creative Inquiry - Innovation Curriculum Committee, College of Education representative: Fall 2016 - present  
Clemson Online Faculty Advisory Board, College of Education representative: Fall 2016 - present  
College of Education Curriculum Committee, EHD representative: Fall 2016 - present  
Academic Technology Committee, College of Education representative: Fall 2014 - present  
Phi Mu Alpha Sinfonia, Faculty Advisor: Spring 2014 - present  
Super Smash Club, Faculty Advisor: Fall 2015 - present  
Arthur M. Spiro Institute for Entrepreneurial Leadership Faculty Fellow: 2016-2017 academic year

### Professional Organizations

Association for Educational Communications & Technology, Information Manager for Culture, Learning & Technology Division  
Association for the Advancement of Computing in Education  
International Society of the Learning Sciences  
IEEE Education Society

### Inactive Professional Certifications

Instructional Level II Certificate - State of Pennsylvania - certification areas: Elementary & Early Childhood  
Standard Certificate - State of New Jersey - certification area: Elementary Education

### **Graduate Studies | Activities, Committees and Organizations**

MSU Executive Committee of Academic Council - Council of Graduate Students representative – Academic Year 2008-2009  
MSU University Graduate Council - Council of Graduate Students representative – Fall 2004 to Spring 2009; Graduate Judiciary Board - Spring 2005  
MSU Instructional Computing and Technology Committee - Council of Graduate Students representative – Spring 2006 to Spring 2009  
MSU Council of Graduate Students = CEPSE Representative - Spring 2006 to Spring 2009 - Parliamentarian - Spring and Fall 2008  
Social Committee member – Fall 2004 to Spring 2008

### **Graduate Studies | Activities, Committees and Organizations (continued)**

MSU Graduate Employees Union - President – August 2005 to July 2006; Contract Bargaining Team – September 2004 to May 2005  
HGSE Student Research Conference & Int'l Forum | Steering Cmte / Co-Chair Publicity & Outreach – 2004  
Promoting Respect, Inclusion and Diversity in Education - student organization | PRIDE Chair – 2003 - 2004  
HGSE Student Government Association | Vice President for Diversity – 2003 - 2004  
HGSE Multicultural Advisory Committee | member – 2003 - 2004  
HGSE Dean's Diversity Innovation Fund Committee | member – 2003 – 2004  
Harvard University Graduate Leadership Collaborative | advisory group – 2004

### **Educational Consulting & Professional Development | Publications, Presentations, & Workshops**

#### **Frank Schaffer Publications**

Author: *Transportation Activity Book* (for ages 3-6) ISBN 0-7682-0186-1 ©1998 Frank Schaffer Publications, Inc.

Freelance Author: curriculum inserts for bulletin board sets - topics: Geometry, Place Value, Research Skills, When I Grow Up, Writing Process, Zoo Animals

#### **Houghton Mifflin Summer Literacy Conferences | Presenter, Summer 1995**

presentation: "Reading Center: A Modified Workshop Approach"

presented at: West Chester University of PA, West Chester, PA and Holy Family College, Philadelphia, PA

#### **Parsippany - Troy Hills School District | In-Service Instructor, 2000 - 2003**

workshop: "Teaching with Technology" - Spring and Summer 2002

workshop: "Creating a WebPage" - Summer 2002

workshop: "Kidspiration" - Summers 2001 and 2002

workshop: "Teacher Productivity Using AppleWorks®" - Fall 2000, Spring and Fall 2001

#### **Penn Manor School District | In-Service Instructor, 1994-1998**

workshop: "Reading Center: A Modified Workshop Approach" - Summers of 1994 and 1995

workshop: "Teacher Productivity Using ClarisWorks®" - Summers of 1996, 1997, and 1998

### **Faculty Research Groups**

Montclair State University faculty research group - 2002-2003; technology integration in the elementary grades

Montclair State University faculty research group - 2000-2002; differentiated learning in the elementary classroom

### **Teaching Professional Activities, Committees and Organizations**

PTHSD District Technology Scope and Sequence Training Committee | member, trainer 2002-2003

PTHSD District Technology Committee | Eastlake representative, 2001-2003

PTHSD Social Studies Department | Social Studies Curriculum Committee - 2000-2003

Eastlake Elementary Software and Technology Committee | member, 1999 - 2003

PTHSD Social Studies Department | second grade curriculum development - Summer 2001

PMSD Elementary Progress Report Committee | member, report card revision and layout, 1992-1997

PMSD Elementary Social Studies Curriculum Committee | member, curriculum revision, 1991-1994

Hambright Elementary Student Council | created organization in 1997; Advisor 1997-1999

Hambright Elementary Diversity Committee | member, 1997-1999

Hambright Elementary National Geography Bee | Coordinator, 1997-1999

### **Teacher-Research Grants Awarded**

New Jersey Network for Educational Renewal grant, ay 2002-2003

Montclair State University Center of Pedagogy - Teacher Study Group: Integrating Educational Technology

New Jersey Network for Educational Renewal grant, ay 2001-2002

Montclair State University Center of Pedagogy - Teacher Study Group: Delving into Differentiated Instruction

New Jersey Network for Educational Renewal grant, ay 2000-2001

Montclair State University Center of Pedagogy - Teacher Study Group: Eastlake Educators Exploring Differentiated Instruction

Parsippany - Troy Hills School District grant, ay 2001-2002

"Guided Reading Buddies": cross-grade early literacy activities

Parsippany - Troy Hills School District grant, ay 2000-2001

"Second Editions": primary grade writing/publishing project

### **Professional Experience | Athletics**

Penn Manor School District, Millersville, PA, High School and Middle School Boys' Lacrosse Assistant Coach, 1997-1999

Penn Manor School District, Millersville, PA, High School Swimming Assistant Coach, 1990-1992

Lancaster YMCA, Lancaster, PA | Head Coach of Boys Swimming, 1991-1992

Penn Manor Intramural Swimming Program, Millersville, PA | Head Coach (grades 3-8), 1990-1992

Millersville Swim Team, Millersville, PA | Assistant Coach, Summer 1991

Shippensburg Aquatic Club, Shippensburg, PA | Assistant Coach, Summer / Fall 1989

*last updated: 3 March 2019*