

Vittorio Marone, Ph.D.
Associate Professor
The University of Texas at San Antonio

Learning, Design, and Technology (LDT) and Interdisciplinary Studies (IDS) Programs
Department of Interdisciplinary Learning and Teaching (ILT)
College of Education and Human Development (COEHD)

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San Antonio, TX 78249 USA

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EDUCATIONAL BACKGROUND

- 2013 **Doctorate in Education**
International Dual Degree Program
The University of Padua
The University of Tennessee
- 2009 **Doctorate in Languages, Cultures, and Societies**
(Studi Iberici, Anglo-Americani e dell'Europa Orientale)
Honors: European Doctorate Award (Doctor Europaeus)
Ca' Foscari University of Venice
- 2004 **Master in Continuing Education and E-Learning**
Ca' Foscari University of Venice
- 2002 **Master's and Bachelor's in Foreign Languages and Literatures**
Honors: 110 e Lode (Summa Cum Laude)
Ca' Foscari University of Venice

PROFESSIONAL EMPLOYMENT HISTORY

- 2018-Present **Associate Professor**
Department of Interdisciplinary Learning and Teaching
College of Education and Human Development
The University of Texas at San Antonio
- 2018-2020 **Assistant Dean for Graduate Studies and Technology**
College of Education and Human Development
The University of Texas at San Antonio

- 2013-2018 **Assistant Professor**
 Department of Interdisciplinary Learning and Teaching
 College of Education and Human Development
The University of Texas at San Antonio
- 2011-2013 **Graduate Teaching Assistant**
 Department of Educational Psychology and Counseling
 College of Education, Health and Human Sciences
The University of Tennessee

SCHOLARLY ACTIVITIES

(*Publications and presentations with graduate students)

Refereed Articles

30. Garcia, S. *, Bonner, E., Nelson, R. *, Yuen, T., **Marone, V.**, & Browning, J. (2022). Embedded experts supporting instructional practice of faculty transitioning from industry to academia. *College Teaching*, 70(3), 269-279. doi:10.1080/87567555.2021.1923452
29. Heinsfeld, B. D., & **Marone, V.** (2022). Getting into the practice of critically analyzing corporate discourse in educational technology. In *Proceedings of the ICDE Virtual Global Conference, International Council for Open and Distance Education, Oslo, Norway*. ISBN: 978-82-93172-51-2
28. Rodriguez, R. *, & **Marone, V.** (2021). Guitar learning, pedagogy, and technology: A historical outline. *Social Sciences and Education Research Review*, 8(2), 9-27. doi:10.5281/zenodo.5784696
27. Nelson, R. *, **Marone, V.**, Yuen, T., Garcia, S. *, Bonner, E., & Browning, J. (2021). Transformative practices in engineering education: The embedded expert model. *IEEE Transactions on Education*, 64(2), 187-194. doi:10.1109/TE.2020.3026906
26. Staples, C., **Marone, V.**, & Greenberg, K. (2020). Building learning strategies through playful problem-solving: The *ProblemUp!* card game. In *Proceedings of the 2020 Conference on Higher Education Pedagogy, Blacksburg, VA*. <https://vtechworks.lib.vt.edu/bitstream/handle/10919/100902/CHEP2020Proceedings.pdf>
25. Rodriguez, R. *, & **Marone, V.** (2020). Learning beyond the game: A multimodal analysis of *Rocksmith* users' interactions. *Acta Ludologica*, 3(2), 36-53. <https://actaludologica.com/learning-beyond-the-game-a-multimodal-analysis-of-rocksmith-users-interactions>

24. Bonner, E., **Marone, V.**, Yuen, T., Nelson, R. *, Browning, J. (2020). Lessons learned: Integrating active learning into undergraduate engineering courses. *Proceedings of the 2020 ASEE Annual Virtual Conference & Exposition* (pp. 1-5). <https://peer.asee.org/34918>
23. **Marone, V.** (2019). Discursive Studio Analysis: An interdisciplinary approach to social design, learning, and creativity. *Journal of Digital Media and Interaction*, 2(4), 7-21. doi:10.34624/jdmi.v2i4.7873
22. **Marone, V.**, & Rodriguez, R.* (2019). “What’s so awesome with YouTube”: Learning music with social media celebrities. *Online Journal of Communication and Media Technologies*, 9(2), 1-15. doi:10.29333/ojcm/5955
21. **Marone, V.** (2018). Integrating technology standards and competencies for students and educators: Challenges and opportunities. In *Proceedings of the 2018 E-Learn Conference* (pp. 427-428). Las Vegas, NV: AACE. <https://www.learntechlib.org/primary/p/184988>
20. Nelson, R. *, Garcia, S. *, Bonner, E., **Marone, V.**, Yuen, T., Browning, J. (2018). Engaging engineering faculty in transformative practices. In *Proceedings of the 2018 IEEE LaTiCE Conference, Auckland, New Zealand* (pp. 65-71). doi:10.1109/LaTICE.2018.000-4
19. **Marone, V.**, Nelson, R.*, Garcia, S.*, Bonner, E., Yuen, T., & Browning, J. (2018). Increasing student engagement in engineering through transformative practices. *Proceedings of the 2018 ASEE Annual Conference & Exposition, Salt Lake City, UT* (pp. 1-15). <https://peer.asee.org/30652>
18. **Marone, V.** (2017). The discursive construction of meaning across texts and media. *Social Sciences and Education Research Review*, 4(2), 42-77.
17. Antuna, M.*, & **Marone, V.** (2017). Multimodal representations of prejudice on Vine. *Communication and Culture Online*, 8(1), 1-19. doi:10.18485/kkonline.2017.8.8.1
16. **Marone, V.**, & Neely, A. D.* (2017). Understanding orality through online fanfiction: Implications for writing and pedagogy. *Writing & Pedagogy*, 9(1), 197-213. doi:10.1558/wap.27007
15. **Marone, V.** (2016). Playful Constructivism: Making sense of digital games for learning and creativity through play, design, and participation. *Journal of Virtual Worlds Research*, 9(3), 1-18. doi:10.4101/jvwr.v9i3.7244
14. **Marone, V.** (2016). Looping out loud: A multimodal analysis of humour on Vine. *The European Journal of Humour Research*, 4(4), 50-66. doi:10.7592/EJHR2016.4.4.marone

13. Neely, A. D.*, & **Marone, V.** (2016). Learning in parking lots: Affinity spaces as a framework for understanding knowledge construction in informal settings. *Learning, Culture and Social Interaction, 11*(4), 58-65. doi:10.1016/j.lcsi.2016.05.002
12. Davis, D.*, & **Marone, V.** (2016). Learning in discussion forums: An analysis of knowledge construction in a gaming affinity space. *International Journal of Game-Based Learning, 6*(3), 1-17. doi:10.4018/IJGBL.2016070101
11. **Marone, V.**, Staples, C., & Greenberg, K. (2016). Learning how to learn by solving bizarre problems: A playful approach to developing creative and strategic thinking. *On The Horizon, 24*(1), 112-120. doi:10.1108/OTH-08-2015-0040
10. **Marone, V.**, Staples, C., & Greenberg, K. (2015). Igniting strategic thinking through ProblemUp! In K. E. H. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Proceedings of the GLS 11.0 Games + Learning + Society Conference, Madison, WI, July 8-10, 2015* (pp. 167-173). Pittsburgh, PA: ETC.
9. **Marone, V.** (2015). Online humour as a community-building cushioning glue. *The European Journal of Humour Research, 3*(1), 61-83. doi:10.7592/EJHR2015.3.1.marone
8. **Marone, V.** (2015). From discussion forum to discursive studio: Learning and creativity in design-oriented affinity spaces. *Games and Culture, 10*(1), 81-105. doi:10.1177/1555412014557328
7. **Marone, V.** (2015). "Keep in mind that I will be improving": The opening post as a request for absolution. *Online Journal of Communication and Media Technologies, 5*(1), 136-158. doi:10.29333/ojcm/2499
6. **Marone, V.** (2014). A Winterhorde in a Ravenrealm: Immortal's lyrics as an expression of Northeroic Gothic. *Aeternum: The Journal of Contemporary Gothic Studies, 1*(2), 40-60.
5. Neely, A. D.*, & **Marone, V.** (2014). From fan to fam: The bonding 'counters' in the Juggalo culture. *Communication and Culture Online, 5*(1), 252-266.
4. Staples, C., Ward, N., & **Marone, V.** (2013). Designer Research METAGame. In C. C. Williams, A. Ochsner, J. Dietmeier, & C. Steinkuehler (Eds.), *Proceedings of the GLS 9.0 Games + Learning + Society Conference, Madison, WI, June 12-14, 2013* (pp. 543-545). Pittsburgh, PA: ETC.
3. Staples, C., Ward, N., & **Marone, V.** (2013). Design(er) MetaGame. In *Proceedings of DiGRA 2013: DeFragging Game Studies*.
www.digra.org/wp-content/uploads/digital-library/paper_329.compressed.pdf

2. Staples, C., Riechert, S., **Marone, V.**, & Greenberg, K. (2012). Exploring a studio critique model for STEM evaluation. In C. Martin, A. Ochsner, & K. Squire (Eds.), *Proceedings of the GLS 8.0 Games + Learning + Society Conference, Madison, WI, June 13-15, 2012* (pp. 509-510). Pittsburgh, PA: ETC.
1. **Marone, V.** (2011). I play, therefore I create: Constructionist video games for empowered communities of learners. In D. Gouscos & M. Meimaris (Eds.), *Proceedings of the 5th European Conference on Games Based Learning. The National and Kapodistrian University of Athens, Greece 20-21 October 2011* (pp. 710-716). Reading, UK: Academic Conferences International Limited.

Authored Books

1. **Marone, V.** (2010). *La quotidianità dell'assurdo (The everyday absurd)*. Bologna, Italy: Archetipo Libri. ISBN: 9788889891537

Authored Book Chapters

3. Greenberg, K., Staples, C., & **Marone, V.** (2019). Mediated learning at play: Developing creative and strategic thinking through a card game. In O. S. Tan, B. L. Chua, & I. Y. F. Wong (Eds.), *Advances in Mediated Learning Experience for 21st Century Education: Competencies, Contexts and Culture* (pp. 119-134). Singapore: Cengage Learning Asia. ISBN: 9814878316
2. **Marone, V.** (2018). Teaching English through music videos. In J. I. Lontas (Ed.), *The TESOL encyclopedia of English language teaching*. Oxford: Wiley Blackwell. doi:10.1002/9781118784235.eelt0849 *The TESOL encyclopedia won the Association of American Publishers 2019 PROSE award for best Multivolume Reference/Humanities work (<http://newsroom.publishers.org/association-of-american-publishers-announces-subject-category-winners-of-2019-prose-awards/>) and received a Honorable Mention for the 2019 Dartmouth Medal for most outstanding reference work (<http://www.ala.org/news/member-news/2019/01/dartmouth-medal>)*
1. Fabris, D., **Marone, V.** (as part of the “Gruppo di lavoro ‘Napoli’ dell’Università Ca’ Foscari di Venezia”), & Bryant D. D. (2006). Dal Medioevo al decennio napoleonico e oltre: metamorfosi e continuità nella tradizione napoletana (From the Middle Ages to the Napoleonic Decade and beyond: metamorphosis and continuity in the Neapolitan tradition). In D. D. Bryant & E. Quaranta (Eds.), *Produzione, circolazione e consumo (Production, circulation and consumption, pp. 227-281)*. Bologna, Italy: Il Mulino. ISBN: 8815111190

Refereed Conference Presentations

35. Rodriguez, R. *, & **Marone, V.** (2022). “Guitar learning and technology in the XX and XXI centuries”
APME (Association for Popular Music Education) Conference
Detroit Institute of Music Education, Detroit, MI – June 1-4, 2022
34. **Marone, V.**, & Heinsfeld, B. D. * (2022). ““Powerful tools for education”:
Deconstructing corporate discourse on educational media and technologies”
IARTEM (Int. Association for Research on Textbooks and Ed. Media) Conference
Florence, Italy – April 6-8, 2022
33. Heinsfeld, B. D. *, & **Marone, V.** (2021). “Getting into the practice of critically
analyzing corporate discourse in educational technology”
International Council for Open and Distance Education (ICDE) Conference
Virtual Conference – October 25-29, 2021
32. **Marone, V.**, & Rodriguez, R.* (2021). “Guitar learning and teaching on YouTube:
Affordances, modes, and techniques”
APME (Association for Popular Music Education) Conference
Columbia College, Chicago, IL – June 9-12, 2021
31. **Marone, V.** (2021). “Teaching with humor online”
Increasing Student and Faculty Wellbeing With Humor
Virtual Conference – May 24, 2021
30. Bonner, E., **Marone, V.**, Yuen, T., Nelson, R. *, & Browning, J. (2020). “Lessons
learned: Integrating active learning into undergraduate engineering courses.”
ASEE Virtual Annual Conference and Exposition
Virtual Conference – June 22-26, 2020
29. Staples, C., **Marone, V.**, & Greenberg, K. (2020). “Building learning strategies through
playful problem-solving: The *ProblemUp!* card game”
Conference on Higher Education Pedagogy
Virginia Tech, Blacksburg, VA – February 5-7, 2020
28. **Marone, V.** (2019). “Multiculturality through multimodality: Teaching English as a
second language through music videos”
APME (Association for Popular Music Education) Conference
New York University, New York, NY – June 12-15, 2019
27. Staples, C., **Marone, V.**, & Greenberg, K. (2019). “From surreal problems to real-life
strategies: A playful approach to mediated learning”
ICA (International Communication Association) Conference
Games + Communication Ante-Conference
AU Game Lab, American University, Washington, DC – May 24, 2019

26. **Marone, V.** (2018). “Integrating technology standards and competencies for students and educators: Challenges and opportunities”
E-Learn World Conference on E-Learning (AACCE)
Las Vegas, NV – October 15-18, 2018
25. **Marone, V.**, Nelson, R. *, Garcia, S. *, Bonner, E., Yuen, T., & Browning, J. (2018).
“Increasing student engagement in engineering through transformative practices.”
ASEE Annual Conference and Exposition
Salt Lake City, UT – June 24-27, 2018
24. Nelson, R. *, Garcia, S. *, Bonner, E., **Marone, V.**, Yuen, T., Browning, J. (2018).
“Engaging engineering faculty in transformative practices.”
IEEE LaTiCE Conference
Auckland, New Zealand – April 20-22, 2018
23. **Marone, V.**, & Rodriguez, R.* (2018). “‘Like & Subscribe’: YouTube as an informal space to teach and learn music”
AERA (American Educational Research Association) Annual Meeting
New York, NY – April 13-17, 2018
22. **Marone, V.**, Rodriguez, R. *, Bippert, K. M. *, Borrego, J. *, & Fletcher, C.* (2017).
“Increasing learning opportunities for non-traditional music students”
AERA (American Educational Research Association) Annual Meeting
San Antonio, TX – April 27-May 1, 2017
21. Greenberg, K., **Marone, V.**, & Staples, C. (2017). “Beneath study skills: Developing creative and strategic thinking through a card game”
Conference on Higher Education Pedagogy
Virginia Tech, Blacksburg, VA – February 15-17, 2017
20. **Marone, V.** (2016). “Death metal and horrorcore in the classroom: Learning through (un)popular music genres and cultures”
APME (Association for Popular Music Education) Conference
Berklee College of Music, Boston, MA – June 1-4, 2016
19. **Marone, V.**, Rodriguez, R. *, Bippert, K. M. *, Borrego, J. *, & Fletcher, C.* (2016).
“‘Literally at my touch’: Engaging non-traditional music students with hands-on technologies”
APME (Association for Popular Music Education) Conference
Berklee College of Music, Boston, MA – June 1-4, 2016
18. **Marone, V.** (2016). “The functions of humor in a creative affinity space”
Innovations in Online Learning 12th Annual Conference
San Antonio, TX – May 20-22, 2016

17. **Marone, V.**, Staples, C., & Greenberg, K. (2015). “Igniting strategic thinking through *ProblemUp!*”
Games + Learning + Society 11.0
The University of Wisconsin, Madison, WI – July 8-10, 2015
16. Staples, C., Ward, N., & **Marone, V.** (2015). “From molecules to bytes: An iterative process”
UCDA Design Education Summit
South Dakota State University, Brookings, SD – May 18-19, 2015
15. **Marone, V.** (2015). “New literacies and youth cultures in the classroom”
36th Annual Southwest Popular & American Culture Conference
Albuquerque, NM – February 11-14, 2015
14. **Marone, V.**, Bippert, K. M.*, Neely, A. D.*, & Yi, T. M.* (2014). “Grounding engagement on students’ voices: An exploratory research project”
15th Annual Conference of the Engagement Scholarship Consortium
The University of Alberta, Edmonton, AB, Canada – October 6-8, 2014
13. **Marone, V.** (2014). “Analyzing creative spaces: A hybrid intertextual methodology”
The Qualitative Report 5th Annual Conference
Nova Southeastern University, Fort Lauderdale, FL – January 17-18, 2014
12. Britt, G.*, Johnston, J.*, Gabriel, R., **Marone, V.**, & Paulus, T. (2014). “Collaborative mentoring: The Discourse Analysis Research Team”
The Qualitative Report 5th Annual Conference
Nova Southeastern University, Fort Lauderdale, FL – January 17-18, 2014
11. Staples, C., Ward, N., & **Marone, V.** (2013). “Design(er) MetaGame”
DiGRA Conference
Georgia Institute of Technology, Atlanta, GA – August 26-29, 2013
10. Staples, C., Ward, N., & **Marone, V.** (2013). “Designer research METAGame”
Games + Learning + Society 9.0
The University of Wisconsin, Madison, WI – June 14-16, 2013
9. Walpitage, D. L., Pathirage, D. P. N. A., Chamara, K. T. R., **Marone, V.**, Mohomad, M. H., Silva, D. G. C. D., & Narasinghe N. L. T. D. (2013). “Statistical Treasure Hunt: An outdoor game activity to enhance student engagement and motivation”
United States Conference on Teaching Statistics 2013
Raleigh-Durham (Research Triangle), NC – May 16-18, 2013

8. **Marone, V.** (2013). "Don't get lost in the shuffle! Building metacognitive strategies with a social card game"
Graduate Student Advisory Board's Research Colloquium 2013
CEHHS (College of Education, Health, and Human Sciences)
The University of Tennessee, Knoxville, TN – March 8, 2013
7. **Marone, V.,** Taylor, J., & Staples, C. (2013). "Building learning strategies in an online digital game: Cognitive Enrichment Advantage (CEA) as a lever for diversity in higher education"
IACESA International Conference
Cape Town, South Africa – February 14-16, 2013
6. Staples, C., **Marone, V.,** & Greenberg, K. (2012). "Exploring a studio critique model for STEM evaluation"
Games + Learning + Society 8.0
The University of Wisconsin, Madison, WI – June 13-15, 2012
5. **Marone, V.** (2012). "Playful Constructionism: Learning theories and digital games in education"
CEHHS Graduate Student Advisory Board's Research Colloquium 2012
The University of Tennessee, Knoxville, TN – March 9, 2012
4. **Marone, V.** (2012). "Big Orange, Big Games"
CEHHS Graduate Student Advisory Board's Research Colloquium 2012
The University of Tennessee, Knoxville, TN – March 9, 2012
3. **Marone, V.** (2011). "I play, therefore I create: Constructionist video games for empowered communities of learners"
5th European Conference on Games Based Learning
The University of Athens, Greece – October 20-21, 2011
2. **Marone, V.** (2011). "The Sack School: LittleBigPlanet 2 as an educational environment for a community of learners and contributors"
8th Annual Games For Change Festival
New York University, New York, NY – June 20-22, 2011
1. **Marone, V.** (2010). "Storysolving"
Corporate Storytelling Conference
The University of Padua, Italy – June 18, 2010

Invited Presentations

3. **Marone, V.** (2016). “Overview of critical literacies: What are we teaching students to be able to do?” (Keynote speech)
Somerset ISD Mini-Conference
San Antonio, TX – July 25-27, 2016
2. **Marone, V.** (2015). “User-generated content online: The strategic functions of introductory posts” (Invited)
Innovations in Online Learning 11th Annual Conference
San Antonio, TX – May 20-22, 2015
1. **Marone, V.** (2011). “La quotidianità dell’assurdo” (Invited)
XI Rassegna Del Cinema dell’Europa Centrale e Orientale
Ca’ Foscari University of Venice, Italy – February 22, 2011

Invited Campus Presentations

10. **Marone, V.** (2021). “Technology-mediated reading”
Guest presenter for the Literacy Program in the ILT Department
The University of Texas at San Antonio – March 24, 2021
9. **Marone, V.** (2020). “Introductory remarks”
Power-Up Learning Conference
The University of Texas at San Antonio – February 29, 2020
8. **Marone, V.** (2018). “Fanfiction, writing, and orality”
Guest presenter for the Literacy Program in the ILT Department
The University of Texas at San Antonio – February 19, 2018
7. **Marone, V.** (2016) “Research Productivity for New Faculty”
Invited by the Vice President for Research to discuss research productivity for 45 incoming UTSA faculty members. (One of three invited faculty members campus-wide)
New Faculty Orientation Panel
San Antonio, TX – August 16, 2016
6. **Marone, V.** (2016). “Interdisciplinarity and new literacies research”
Faculty Panel on Interdisciplinarity in Education
The University of Texas at San Antonio – February 24, 2016
5. **Marone, V.** (2016). “Hidden selves and emergent social spaces”
Giuseppe Antonio and Marietta Martinello Prize for Inquiry
Interdisciplinary Studies Program
The University of Texas at San Antonio – February 13, 2016

4. **Marone, V.** (2016). “Remixing in Culture, Literature, and Fine Arts”
The Academy of Distinguished Teaching Scholars Meeting
The University of Texas at San Antonio – January 29, 2016
3. **Marone, V., Rodriguez, R.*, Bippert, K.*, Borrego, J.*, & Fletcher, C.*** (2015).
“Exploring a heuristic approach to technology-based music education”
COEHD Annual Meeting
The University of Texas at San Antonio – September 18, 2015
2. **Marone, V.** (2015). “Interdisciplinarity in instructional technology”
Faculty Panel on Interdisciplinarity in Education
The University of Texas at San Antonio – September 9, 2015
1. **Marone, V.** (2015). “21 ideas to engage 21st century learners”
The 2015 Provost Academy: Engaging the 21st Century Learner
The University of Texas at San Antonio – May 13-14, 2015

GRANTS, AWARDS, AND FUNDING ACTIVITIES

Research Grants and Awards

- 2022 **Teaching and Learning Reimagined (TLR)**
“Reimagining Online Teaching and Learning Through Humor”
The University of Texas at San Antonio
\$5,000
- 2022 **Advancing UTSA’s National Impact Awards**
The University of Texas at San Antonio
\$1,500
- 2017 **Early Career Games and Learning Scholars Award**
Award for the participation in the “Workshop for Building a Network for Early Career Scholars of Games and Learning”
NSF Cyberlearning CAP Grant (#1621101)
Games for Change Festival, New York, NY
\$1,500
- 2014 **COEHD Faculty Research Award**
“PRO.M.E.T.HEU.S. (Producing Multimodal Experiences Through Heuristic Sequencing)”
The University of Texas at San Antonio
\$5,000
- 2009 **Research Publication Award**
“La Quotidianità dell’Assurdo”
Faculty of Foreign Languages and Literatures
Award for the publication of a book from the doctoral dissertation
(The sole recipient in the doctoral program)
Ca’ Foscari University of Venice
\$1,500

Teaching and Service Grants and Awards

- 2021 **WCET Outstanding Work Award**
WICHE Cooperative for Educational Technologies (WCET)
Western Interstate Commission for Higher Education (WICHE)
- 2021 **Enriching Campus Wellbeing Initiative Grant**
“Increasing Student and Faculty Wellbeing With Humor”
The University of Texas at San Antonio
\$1,500

- 2015 **Sawtelle Financial Teaching Innovation Grant**
 “Remix 4 Diversity!”
 UTSA Faculty Center and The Academy of Distinguished Teaching Scholars
 (One of two recipients campus-wide)
The University of Texas at San Antonio
 \$3,000
- 2012 **GTA@OIT Grant**
 “An Online Community of Learners and Creators”
 Office of Information Technology (One of three recipients campus-wide)
The University of Tennessee
 \$500

Participation in Funded Research

- 2017-2021 Collaborative Research: Deep Roots: Wide-Spread Implementation of
 Community-Driven Evidence-Based Pedagogy. Part of the “Transforming
 Education, Supporting Teaching and Learning Excellence (TRESTLE) Project”
 (Senior Investigator, invited to be part of the research team after the award of the
 grant)
The University of Texas at San Antonio
 \$223,000

Other Funding Activity

- 2015-2016 “EDGE (Engaging Digital Generations Everywhere) Center”
 College of Education and Human Development
 The University of Texas at San Antonio
 (Principal, funds for the development of the Center)
 \$72,000

TEACHING ACTIVITIES

Graduate Courses Taught at UTSA

ILR 7893 Directed Doctoral Research
ILT 7013 Overview of Research Design for Instructional Inquiry
ILT 7143 Internship in Research and Teaching
ILT 7951 Independent Study (Doctoral Program)
IST 5003 Foundations of Instructional Technology
IST 5003 Foundations of Instructional Technology (Online)
IST 5323 Concepts of Teaching and Learning
IST 5343 Instructional Design Theory (Online)
IST 5883 Storytelling as Instructional Method
IST 5883 Digital Storytelling and Learning (Online)
IST 6353 Multimedia Development
IST 6373 Games and Learning
IST 6373 Games and Learning (Online)
IST 6623 New Literacies and Youth Cultures (Online)
IST 6953 Independent Study (Master's Program)
IST 6973 Special Problems in Instructional Technology
LDT 5003 Introduction to Learning, Design, and Technology (Online)
LDT 6373 Games and Learning (Online)
LDT 6623 New Literacies and Youth Cultures (Online)

Undergraduate Courses Taught at UTSA

IDS 3123 Culture, Literature, and Fine Arts
IDS 3123 Culture, Literature, and Fine Arts (Online)

Graduate Courses Taught at The University of Tennessee (GTA)

EDPY 504 Digital Games in the Classroom
EDPY 572 Theories of Learning in Applied Educational Psychology
EDPY 573 Meeting the Needs of Nontraditional and Underachieving Learners

Undergraduate Courses Taught at The University of Tennessee (GTA)

EDPY 404 Digital Games in the Classroom

Graduate Academic Advisor to Master's and Doctoral students

Directed Research, Internships, and Independent Studies

Directed Doctoral Dissertations

Don Hawkins (Co-Chair)
Shreyashi Halder (Co-Chair; in progress)
Bruna Damiana Heinsfeld (Chair; in progress)
Ruben Rodriguez (Chair)
Wei Yan (Chair; in progress)

Doctoral Dissertation Committee Member

Haifa Almusaad
Marcos Antuna
Kelli Bippert
Don Davis
Beatriz Galarza (in progress)
James Hernandez (in progress)
Caleb Hood
Anthony Neely
Robin Nelson
Tony Skaggs
Hong Zhou

Qualifying Exam Committee Member

Haifa Almusaad
Marcos Antuna
Kelli Bippert
Don Davis
Beatriz Galarza
Shreyashi Halder
James Hernandez
Caleb Hood
Anthony Neely
Robin Nelson
Ruben Rodriguez
Tony Skaggs
Hong Zhou

Master's Thesis Committee Member

Lori Ruiz

Directed Doctoral Research (Doctorate)

Marcos Antuna
Bruna Damiana Heinsfeld
Ruben Rodriguez

Internship in Research and Teaching (Doctorate)

Julie Koepke
Ruben Rodriguez
Hong Zhou

Independent Study (Doctorate)

Haifa Almusaad
Ruben Rodriguez

Independent Study (Master's)

Angela Dodson

Graduate Research Assistant Supervision (Doctorate)

Bruna Damiana Heinsfeld

Graduate Research Assistant Supervision (Master's)

Miguel Perez

Internship Supervision (Master's)

Rebecca Cryer
Robin Nelson
Patricia Escobar Cotera

SERVICE

Leadership

- 2022-Present COEHD Technology Committee Chair
- 2022-Present UTSA Inclusive Excellence Advisory Board Member
- 2022-Present UTSA for Ukraine Affinity Group Founder and Chair
- 2016-Present EDGE (Engaging Digital Generations Everywhere)
Center for Research, Teaching, and Service in Learning, Design, and Technology
Co-Founder and Director
- 2015-Present Learning, Design, and Technology (LDT) Program Area Coordinator
- 2014-Present Learning, Design, and Technology (LDT) Program Assessment and Review Chair
- 2014-Present COEHD Listserv Administrator
- 2014-Present ILT Listserv Administrator
- 2020-Present COEHD Tech Camp Project Designer and Workgroup Coordinator
- 2020 COEHD “Power-Up Learning Conference” Co-Organizer and Host
- 2019-2021 Learning, Design, and Technology (LDT) New Program Transition Coordinator
- 2018-2020 COEHD Assistant Dean for Graduate Studies and Technology
- 2018-2020 COEHD Executive Leadership Team (ELT) Member
- 2018-2019 COEHD Faculty Development Leave (FDL) Committee Chair
- 2017-2018 Department Advisory Committee (DAC) Co-Chair

Department

Department Standing Committees

- 2022-Present Department Program Area Chairs (DPAC) Committee Member
- 2022-Present Department Review Committee (Merit Review) Member
- 2018-Present Department Faculty Review Advisory Committee (DFRAC) Member
- 2015-Present Ph.D. Department Graduate Program Committee (Ph.D. DGPC) Member
- 2014-Present Department Academic Policy and Curriculum Committee (DAPCC) Member
- 2014-Present Department Advisory Committee (DAC) Member
- 2013-Present M.A. Department Graduate Program Committee (M.A. DGPC) Member
- 2018 ILT Chairperson Selection Committee Member
- 2017-2018 ILT Faculty Selection Committee Member
- 2016-Present Awards Committee Member

Department Ad Hoc Committees

- 2013-2018 Merit Guidelines Committee Member

Other Service Work in the Department

- 2021-Present LDT Faculty Workgroup Member
- 2020-Present Online Teaching Faculty Champion
- 2020-Present Faculty Mentor
- 2020 ILT Doctoral Information Session Presenter
- 2018 IST Open House Organizer
- 2016-2019 Advisor to IDS Freshmen (Summer orientation sessions)
- 2015-2020 Co-organizer and Graphic Designer of event posters and students' posters
Giuseppe Antonio & Marietta Martinello Prize for Inquiry (IDS Program)

- 2015-2016 IDS and IST Adjunct Faculty Selection Workgroup Participant
- 2015 Presenter and recruiter for the IDS Program at San Antonio College (SAC)
- 2014-Present LDT Doctoral Students Annual Review Committee Member
- 2013-2021 IST Faculty Workgroup Member
- 2013-Present IDS Faculty Workgroup Member
- 2013-2020 Doctoral Admissions Committee Member
- 2013-present Co-Organizer and Host of the LDT Student Development Day
(Biannual event for students in the LDT Program)

College

College Standing Committees

- 2020-2022 COEHD Technology Committee Member
- 2015-2017 COEHD Scholarship Committee Member

College Ad Hoc Committees

- 2022-Present Teacher Certification Program (TCP) Committee Member
- 2018-2019 COEHD Graduate Scholarship Committee Member
- 2017 COEHD Technology Committee Participant
- 2015-2017 COEHD Student Research Colloquium Judge

Other Service Work in the College

- 2019-2020 Supervisor to COEHD Interns
- 2019 Participant in the New Faculty Orientation Panel
- 2018 Advisory Council Participant
- 2017 COEHD Representative and recruiter at the 2017 AERA Conference

2016 COEHD Center for Military Families Website and Social Media Design Workgroup Member

2013 Artistic Coordinator for the UTSA COEHD Military Center Video

University

2022-Present International Faculty Affinity Group Member

2021 Instructional Designer (Full-Time Contract) Search Committee Member for the UTSA Prefreshman Engineering Program

2021 Instructional Designer (Part-Time Contract) Search Committee Member for the UTSA Prefreshman Engineering Program

2018 COEHD Representative for the Vice President for Information Management and Technology Search

2016 Invited by the Vice President for Research to Present at the New Faculty Orientation Panel, August 16, 2016

2015 Presenter at the Provost Academy for UTSA Faculty Members

2013-2015 VizLab Advisory Committee Member and Representative for COEHD

Profession

2021 Textbook reviewer for a national academic publisher

2020-2021 Reviewer for an external undergraduate educational technology course

2019 Reviewer for the 2019 ConTex (UT-System/CONACYT) Research Grants

2018-Present Reviewer for *Learning, Culture and Social Interaction*

2017-Present Reviewer for *Computers & Education*

2017 Graphic Designer of posters and promotional materials for the *Texas Association for the Education of Young Children (Texas AEYC)*

2016-Present Reviewer for *Computers in Human Behavior*

2016-Present Reviewer for the *Journal of Literacy Research*

- 2016 *Innovations in Online Learning (IOL) Conference Program Committee Member*
- 2015-Present *Reviewer for the Journal of Higher Education Outreach and Engagement*

Community and Student Organizations

- 2020-2021 *UT Promise Mentor to Undergraduate Students*
The University of Tennessee
- 2017-2021 *Faculty Advisor for the “Heavy Metal Social Club” Student Organization*
The University of Texas at San Antonio
- 2014-2015 *Research Mentor to High School Students*
School of Science and Technology, San Antonio, TX

Media Contributions

- 2021 *COEHD Research Faculty Spotlight (Twitter)*
- 2018 *Interviewee for the COEHD News (UTSA)*
- 2016 *Interviewee for the UTSA Faculty Center News*
- 2013 *Interviewee for the UTSA International Gateway Website*

PROFESSIONAL AFFILIATIONS AND MEMBERSHIPS

Association for Popular Music Education (APME)

American Educational Research Association (AERA)

Informal Learning Environments Research SIG

Media, Culture, and Learning SIG

Music Education SIG

MAJOR PROFESSIONAL DEVELOPMENT ACTIVITIES AND CERTIFICATES

2022 Technology-Enabled Teaching and Learning Conference (Academic Innovation)

2022 Certified ACUE Teaching Fellow

2022 ACUE Effective Online Teaching Practices Certificate

2021 ACUE Inclusive Teaching for Equitable Learning Certificate

2021 Adobe Institute

2021 UTSA Innovation Academy