

**University of Louisiana at Lafayette**  
**College of Education**  
**Faculty Curriculum Vitae**

Curriculum Vita

**Yuxin Ma**

Center for Innovative Learning and Assessment Technologies (CILAT)  
 Department of Curriculum and Instruction  
 University of Louisiana at Lafayette  
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 Center website: [cilat.org](http://cilat.org)

### **Education**

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| <b>01/2000 – 08/2005</b> | <b>Ph.D., Instructional Technology</b><br>Georgia State University, Atlanta, GA            |
| <b>08/1999 – 01/2000</b> | <b>Ph.D. Student, Media Technology</b><br>Indiana State University, Terre Haute, IN        |
| <b>08/1997 – 08/1999</b> | <b>M.Ed., School Psychology</b><br>Indiana State University, Terre Haute, IN               |
| <b>09/1989 – 07/1993</b> | <b>B.A., English Language &amp; Literature</b><br>Sichuan University, Chengdu, P. R. China |

### **Teaching Philosophy**

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My teaching focuses on technology integration in the K-12 education setting. Technology-enhanced instructional strategies evolve constantly. My students need knowledge and skills that they can readily apply in their teaching upon graduation (undergraduate students) or apply in their current position (graduate students). They also need to acquire the ability to acquire new knowledge and skills as technologies advance in the future. To help them reach these goals, I have the following objectives in mind when I teach: 1) guide students to develop the latest and relevant knowledge and skills in the field, and 2) train them to be life long learners so that they can continue to grow after completing their study at the university.

To achieve these goals, I apply the following teaching philosophy:

- *Focus on instructional strategies instead of technologies alone.* Technologies change quickly, but instructional strategies are relatively stable. Once students understand the instructional strategies behind the technologies, they can apply the same strategies with different technologies.
- *Make the course relevant and meaningful through hands-on practices, case studies, and lesson idea development.* My courses share some similar patterns. Students practice using a certain technology. Then they review case studies of how expert teachers use the technology to facilitate the implementation of certain instructional strategies. Finally, students brainstorm ideas of how they could use the technology in their future or current classrooms.

- *Introduce students to various Online Professional Development communities.* Many educators share their instructional strategies and technology use on the Internet. I introduce students to these communities so that they become connected educators who can continue to learn after graduation.

## Bio

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Dr. Yuxin Ma is an associate professor in the Department of Curriculum and Instruction, College of Education, The University of Louisiana at Lafayette. She is also a researcher at the Center for Innovative Learning and Assessment Technologies (CILAT), where she has been conducting research on educational robotics, educational games, educational mobile apps, web-based engineering education, and reflective practice of teachers during technology integration. She has collaborated with researchers from many different fields such as engineering, arts, English, and etc. Dr. Ma has been teaching undergraduate and graduate courses related to instructional technology and technology integration.

## Courses Taught

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IRED 501 - Technology in Instruction  
 IRED 503 - Internet in Classroom Instruction  
 IRED 510 - Learning Environment Design  
 IRED 545 - Evaluation of Technology Programs  
 EDLD 800 - Introduction to Doctoral Program and Research Design  
 IRED 320 - Technology in the Classroom  
 IRED 315 - Technology in Education  
 EDCI 100 - Orientation for Teacher Education

## Advising

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Dr. Ma has been working with an average of 20 to 40 advisees every semester.

## Graduate Committee

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Dr. Ma has worked on five graduate committees.

## Teaching Experience

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**04/1994 – 07/1997**

**English Instructor**

Sichuan University, Chengdu, Sichuan, P.R. China.

**09/1995 – 01/1997**

**English Teacher**

51<sup>st</sup> Middle/High School, Chengdu, Sichuan, P.R. China.

## Publications

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Lai, G., Hill, V., & Ma, Y. (Accepted for publication). Clickers in the classroom: A business professor's adoption of a classroom response system. *International Journal of Innovation and Learning*.

Ma, Y., & Williams, D. (2014). Designing an Electronic Educational Game to Facilitate Immersion and Flow. *Journal of Interactive Learning Research*, 25 (1), 27-49.

Ma, Y. & Williams, D. C. (2013). The potential of a first LEGO league robotics program in teaching 21st century skills: An exploratory study. *Journal of Educational Technology Development and Exchange*, 6(2), 13-28.

- Ma, Y., Williams, D., & Prejean, L. (2012). Understanding the Relationship Among Various Design Components in A Game-Based Learning Environment. *International Journal of Gaming and Computer Mediated Simulations*, 4(1), 68-85.
- Habib, E., Y. Ma, and D. Williams, H. Sharif and F. Hossain (2012): HydroViz: Design and evaluation of a web-based tool for improving hydrology education. *Hydrol. Earth Syst. Sci. Discuss.*, 9, 2569-2599, 2012.
- Williams, D., Ma, Y., & Prejean, L. (2010). A preliminary study exploring the use of fictional narrative in robotics activities. *Journal of Computers in Mathematics and Science Teaching*, 29(1), 51-71.
- Lai, G., Calandra, B., & Ma, Y. (2009). Leveraging the potential of design-based research to improve reflective thinking in an educational assessment system. *International Journal of Technology in Teaching and Learning*. 5(2), 119-137.
- Ma, Y., & Harmon, S. W. (2009). A case study of design-based research for creating a vision prototype of a technology-based innovative learning environment. *Journal of Interactive Learning Research*, 20(1), 75-93.
- Ma, Y., Lai, G., Williams, D., Prejean, L., & Ford, M. J. (2008). Exploring the effectiveness of a field experience program in a pedagogical laboratory: The experience of teacher candidates. *Journal of Technology and Teacher Education*, 16(4), 411-432.
- Ma, Y., Lai, G., Williams, D. C., & Prejean, L. (2008). Teachers' belief changes in a technology-enhanced pedagogical laboratory. *Journal of Educational Technology Development and Exchange*, 1(1), 13-28.
- Ma, Y., Williams, D., Prejean, L., Lai, G., & Ford, M. J. (2008). A model for facilitating field experience in a technology-enhanced model pedagogical laboratory. *Journal of Computing in Teacher Education*, 24(3), 105-110.
- Williams, D., Ma, Y., Prejean, L., Lai, G., & Ford, M. (2007). Acquisition of physics content knowledge and scientific inquiry skills in a robotics summer camp. *Journal of Research on Technology in Education*, 40(2), 201-216.
- Ma, Y., Williams, D., Prejean, L., & Richard, C. (2007). A research agenda for developing and implementing educational computer games. *British Journal of Educational Technology*, 38(3), 513-518.
- Williams, D., Ma, Y., Feist, S., & Prejean, L. (2007). The design of an analogical encoding tool for game-based virtual learning environments. *British Journal of Educational Technology*, 38(3), 429-437.
- Ma, Y., & Harmon, S. W. (2006). Integrating knowledge management systems, electronic performance support systems, and learning technologies: A conceptual model. *Performance Improvement Quarterly*, 19(3), 107-120.
- Ma, Y., & Harmon, S. W. (2006). Faculty perceptions of a case-based online teaching resource. *International Journal of Technology in Teaching and Learning*, 2(2), 117-133.
- Habib, E., Ma, Y., and Williams, D. (2012). Development of a web-based hydrologic education tool using Google Earth resources, in Whitmeyer, S.J., Bailey, J.E., De Paor, D.G., and Ornduff, T., eds., *Google Earth and Virtual Visualizations in Geoscience Education and Research: Geological Society of America Special Paper 492*, p. 431-439.
- Ma, Y., Lai, G., & Williams, D. (2011). Instructional Technology and Educational Gaming. In Ouyang, R., & Wang, C. (Eds.), *Instructional Technology*. Beijing, China: Renmin University Press.
- Calandra, B., Ma, Y., & Lai, G. (2011). Instructional Technology and Multimedia. In Ouyang, R., & Wang, C. (Eds.), *Instructional Technology*. Beijing, China: Renmin University Press.
- Ma, Y., Williams, D., Richard, C., & Prejean, L. (2008). Leveraging the affordances of an electronic game to meet instructional goals. In R. E. Ferdig (Ed.), *Handbook of research on effective electronic gaming in education* (Vol. 3, pp. 1127-1142). Hershey, New York: Information Science Reference.
- Williams, D., Ma, Y., Richard, C., & Prejean, L. (2008). Integration of narrative development and instructional design in the creation of an electronic game-based learning

environment. In R. E. Ferdig (Ed.), *Handbook of research on effective electronic gaming in education* (Vol. 3, pp. 1218-1233): Information Science Reference.

### **Presentations at Refereed International/National Conferences**

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- Williams, D., Ma, Y., Pedersen, S. & Crochet, S. (2011, March). *The Design of a Game Management System*. Paper presented at the Society for Information Technology & Teacher Education International Conference 2011, Nashville, Tennessee.
- Ma, Y., Prejean, L. & Williams, D. (2011, March). *A Technology-Enhanced Thematic Unit in the Pedagogical Laboratory*. Paper presented at the Society for Information Technology & Teacher Education International Conference 2011, Nashville, Tennessee.
- Ma, Y., Sheppard, P. & Williams, D. (2011, March). *Engaging Elementary Mathematics Teachers in Developing a Mathematics Teaching Case Library*. Paper presented at the Society for Information Technology & Teacher Education International Conference 2011, Nashville, Tennessee.
- Habib, E., Ma, Y., Williams, D., and Cruz-Neira, C. (2010, June), *Development of a Virtual Hydrologic Observatory for Integration of Field Observations and Model Simulations into Engineering Hydrology Courses*, NSF Grantees Poster Session, 2010 ASEE Annual Conference & Exposition, Louisville KY.
- Ma, Y., Williams, D., & Prejean, L. (2009, November). *Assessing teacher candidates' knowledge development in a pedagogical laboratory*. Paper presented at the Association for Educational Communications and Technology, Louisville, Kentucky.
- Williams, D., Ma, Y., & Prejean, L. (2009, November). *Design, rationale, and lessons learned from a robotics and educaching experience for children, grade 1-5*. Paper presented at the Association for Educational Communications and Technology, Louisville, Kentucky.
- Williams, D., Pedersen, S., & Ma, Y. (2009, November). *Design of a web-based system to support assessment in virtual environments for learning (VEL)*. Paper presented at the Association for Educational Communications and Technology, Louisville, Kentucky.
- Prejean, L., Williams, D., & Ma, Y. (2009, March). *Educaching: An Invasive Species Scavenger Hunt*. Paper presented at the National Science Teachers Association (NSTA) Conference for Science Education 2009.
- Prejean, L., Williams, D., & Ma, Y. (2009, March). *Podcasting on Planet Earth*. Paper presented at the National Science Teachers Association (NSTA) Conference for Science Education 2009.
- Prejean, L., Williams, D., & Ma, Y. (2009, March). *Robots Explore Mayan Ruins*. Paper presented at the National Science Teachers Association (NSTA) Conference for Science Education 2009.
- Lai, G., & Ma, Y. (2008, November). *Training and development professionals' perceptions of offshore outsourcing*. Paper presented at the 2008 Association for Educational Communications and Technology (AECT) annual conference.
- Ma, Y., Williams, D., & Lai, G. (2008, November). *The design of modeling and coaching scaffolds in an electronic educational game*. Paper presented at the 2008 Association for Educational Communications and Technology (AECT) annual conference.
- Ma, Y., Williams, D., Prejean, L., & Lai, G. (2008, November). *Formative evaluation of a game-based learning environment*. Paper presented at the 2008 Association for Educational Communications and Technology (AECT) annual conference.
- Williams, D., Ma, Y., & Lai, G. (2008, November). *Virtual robotics in an electronic educational game*. Paper presented at the 2008 Association for Educational Communications and Technology (AECT) annual conference.
- Ma, Y., Williams, D., Feist, S., Richards, C., & Prejean, L. (2008, March). *A framework for designing electronic educational games*. Paper presented at the 2008 American Educational Research Association annual meeting.

- Williams, D., & Ma, Y. (2008, March). *The design of a game management system to facilitate formative assessment in a game-based learning environment*. Paper presented at the 2008 American Educational Research Association annual meeting.
- Williams, D., Ma, Y., Prejean, L., Richards, C., & Ford, M. (2008, March). *A preliminary study exploring the potential benefits of fictional narrative context for inquiry-based robotics activities*. Paper presented at the 2008 American Educational Research Association annual meeting.
- Williams, D., Lai, G., Ma, Y. & Prejean, L. (2008, March). *Using an educational computer game to teach history in a pedagogical laboratory*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2008.
- Lai, G., Calandra, B. & Ma, Y. (2008, March). *Leveraging the potential of design-based research to enhance preservice teachers' online reflective practice: A case study*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2008.
- Lai, G., Ma, Y., Williams, D., Prejean, L. & Ford, M. (2008, March). *Teachers' belief change in a pedagogical laboratory*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2008.
- Ma, Y., Williams, D., Lai, G., Prejean, L. & Ford, M. (2008, March). *Integrating storytelling into robotics challenges that teach mathematics*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2008.
- Prejean, L., Williams, D., & Ma, Y. (2007, March). *EduCaching: A life science scavenger hunt*. Paper presented at the National Science Teachers Association (NSTA) Conference for Science Education 2007.
- Prejean, L., Williams, D., & Ma, Y. (2007, March). *Robotics: Driving forces in problem based learning*. Paper presented at the National Science Teachers Association (NSTA) Conference for Science Education 2007.
- Ma, Y., Lai, G., Prejean, L., Ford, M., & Williams, D. (2007, March). *Acquisition of physics content knowledge and scientific inquiry skills in a robotics summer camp*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2007.
- Prejean, L., Ford, M., Williams, D., & Ma, Y. (2007, March). *iMovie field experience in an early childhood pedagogical laboratory*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2007.
- Prejean, L., Williams, D., Ma, Y., Lai, G., & Ford, M. (2007, March). *Pre-service teacher's experience in a pedagogical laboratory*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2007.
- Williams, D., Prejean, L., Ma, Y., & Ford, M. (2007, March). *Robotics field experience in a pedagogical laboratory*. Paper presented at the Society for Information Technology and Teacher Education International Conference 2007.
- Ma, Y., & Williams, D. (2006, October). *Latent Semantic Analysis (LSA) as a formative assessment tool in game-based learning*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Dallas, TX.
- Ma, Y., & Williams, D. (2006, October). *A research agenda for developing and implementing game-like problem-based learning environments*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Dallas, TX.
- Lai, G., Ma, Y., & Williams, D. (2006, October). *Enhancing learner self-efficacy in educational games*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Dallas, TX.
- Williams, D., Feist, S., & Ma, Y. (2006, October). *The design of an analogical encoding tool for problem-based learning and game environments*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Dallas, TX.

- Williams, D., & Ma, Y. (2006, October). *The design of Falcon: An advanced assessment management system*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Dallas, TX.
- Ma, Y. (2006, June). *Contextual interview as a data gathering method to examine user perceptions of the conceptual design of a faculty development resource*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications, Orlando, FL.
- Ma, Y., Williams, D., Laakkonen, L., Chandel, S., Phadke, S., & Crochet, S. (2006, June). *Performance-centered design as a framework to improve the usability of an educational assessment system: A case study*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications, Orlando, FL.
- Ma, Y., Williams, D., Richard, C., Prejean, L., & Liu, M. (2006, June). *Integrating video games with problem-based learning: A conceptual model*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications, Orlando, FL.
- Pellegrin, M., Ma, Y., Williams, D., & Kunnel, S. (2006, June). *Strategies for creating game-like problem-based learning environment: An analysis of representative video games*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications, Orlando, FL.
- Richard, C., Williams, D., & Ma, Y. (2006, June). *Implications of narrative and interactive narrative for the design of problem-based learning environments*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications, Orlando, FL.
- Williams, D., Ma, Y., Prejean, L., Dobyms, S., Feist, S., & Feist, M. (2006, June). *An enhanced model for computer-supported problem-based learning*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications, Orlando, FL.
- Ma, Y. (2005, October). *The development and formative evaluation of a case library as an online teaching resource for faculty*. Paper presented at the annual meeting of the Association for Educational Communications and Technology, Orlando, Florida.
- Lai, G., & Ma, Y. (2005, October). *Four-component Instructional Design Model and its Suggestions for the Training of Instructional Designers*. Paper presented at the annual meeting of the Association for Educational Communications and Technology, Orlando, Florida.
- Ma, Y., & Lai, G. (2005, March). *Technology-based storytelling in teacher education: Recommendations from case-based reasoning*. Paper presented at the Society for Information Technology and Teacher Education 2005 International Conference, Phoenix, AZ.
- Ma, Y., & Harmon, S. W. (2004, March). *The development of a case-based performance support system for faculty online teaching*. Paper presented at the Society for Information Technology and Teacher Education 2004 International Conference, Atlanta, GA.
- Ma, Y., & Lai, G. (2004, March). *Accommodating the needs of international students in online learning: Issues, strategies and research directions*. Paper presented at the Society for Information Technology and Teacher Education 2004 International Conference, Atlanta, GA.
- Lai, G., Brookshire, M., & Ma, Y. (2004, March). *Online financial simulation as a supplementary learning tool*. Poster sessions presented at the Society for Information Technology and Teacher Education 2004 International Conference, Atlanta, GA.

### **Presentations at Refereed Regional Conference**

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- Habib, E., Ma, Y., Williams, D., & Borst, C. (2010). A field-modeling virtual laboratory for enhancing engineering hydrologic engineering education, presentation at the 2010 Gulf Southwest Annual Conference, March 24 - 26, 2010, Lake Charles, LA.

## **Funded Grants**

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- Habib, E., Visser, J., Williams, D., & Ma, Y., (2013). Impact of Climate Change on the Eco-Hydrology of Louisiana Coastal Ecosystem: Development of Research-Driven Student-Centered Learning Modules. Louisiana Sea Grant College Program. Funded amount: \$158,386.
- Williams, D., & Ma, Y. (2013). Enhancing technology education with LEGO robotics. University Teacher Education Program Grant. Education Blueprint Association. Funded amount: \$3,204.
- Williams, D., & Ma, Y. (Spring 2013). Replace Aging Robotics Equipment. UL STEP Program. Funded amount: \$9,397.90.
- Williams, D., Ma, Y. (Fall 2012). Hands-on Science Tools. UL STEP Program. Funded amount: \$3,046.
- Williams, D., Ma, Y. (2011). Educational Robotics. UL STEP Program. Funded amount: \$3,892.
- Habib, E., Ma, Y., Williams, D., Meselhe, E. (2011). Development of Adaptable Web Modules to Stimulate Active Learning in Hydrology using Data and Model Simulations. National Science Foundation, TUES Program. Funded amount: \$390,569.
- Williams, D., Ma, Y., Saft, C., Smith, K. (2011). Learning Through Design: A Curriculum for Teaching Design. Louisiana Board of Regents, Traditional Enhancement Program. Funded amount: \$106,853.
- Ma, Y., Williams, D., Sheppard, P. (2011). Enhancing Pre-service Teachers Conceptual Understanding of Elementary Mathematics and Related Teaching Strategies. Louisiana Board of Regents, Traditional Enhancement Program. Funded amount: \$122,871.
- Gauthier, D. M., & Ma, Y. (2010). Developing a Multimedia Simulation to Enhance E-Learning for Graduate Nursing Students. Louisiana Board of Regents. Requested amount: \$64,249.
- Sheppard, P., Lopez, K., Williams, D., & Ma, Y. (2009). Utilizing student responses as catalysts for improving mathematics teacher knowledge. Louisiana Board of Regent. Funded amount: \$265,043.
- Williams, D., Ma, Y., Prejean, L., Richard, C., & Choi, Y. (2008). Educational Game Development Initiative. Louisiana Governor's Information Technology Initiative. Funded amount: \$100,000.
- Habib, E., Williams, D., Cruz-Neira, C. & Ma, Y. (2008). Virtual Hydrologic Observatory: Integration of field observations and process-based simulations for improving student learning in engineering hydrology courses. NSF Course, Curriculum and Laboratory Improvement Program. Funded amount: \$148,728.00
- Williams, D., Ma, Y., Prejean, L., Richard, C., & Choi, Y. (2007). Educational Game Development Initiative. Louisiana Governor's Information Technology Initiative. Funded amount: \$100,000.
- Williams, D., Ma, Y., Roden, T., Richard, C., Choi, Y., & Prejean, L. (2007). Development of Educational Video Gaming Research Infrastructure. Louisiana Board of Regents. Funded amount: \$155,974.
- Williams, D., & Ma, Y. (2006). PASS-PORT for Higher Education Support Grant: Providing State-wide Help Desk Support for PASS-PORT. Louisiana Board of Regents. Funded amount: \$100,000.
- Williams, D., & Ma, Y. (2006). Conquest of the Coastlands Video Game. Louisiana Governor's Information Technology Initiative. Funded amount: \$233,279.
- Williams, D., & Ma, Y. (2006). Educational Robotics Project. Louisiana Governor's Information Technology Initiative. Funded amount: \$64,830.
- Williams, D., Prejean, L., Ma, Y., & Ford, M. (2006). Technology-enhanced Pedagogical Laboratory for Pre-Service Teachers. A University of Louisiana at Lafayette Student

Technology Enhancement Program (STEP) grant. Funded amount: Approximately \$38,880.

Prejean, L., Ma, Y., Williams, D., & Ford, M. (2006). Robotics: Racing into the Classroom. A University of Louisiana at Lafayette Student Technology Enhancement Program (STEP) grant. Funded amount: \$10,197.75.

### **Software Published**

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Ma, Y., & Williams, D. (2013). Shi Zi 2 (Version 1.1): Learn Chinese Characters. (Universal iPhone and iPad app).

Ma, Y., & Williams, D. (2013). Shi Zi 3 (Version 1.1): Learn Chinese Characters. (Universal iPhone and iPad app).

Williams, D. & Ma, Y. (2013). Thinking Design (Version 1.0). (Universal iPhone and iPad app).

Williams, D., Ma, Y., Hoback, C., Paine, M. (2012). Archimedes: Math Exploratorium for Kindergarten. (iPad app: <http://archimedesroost.com/>)

Williams, D., Ma, Y., Crochet, S., & Prejean, L. (2011). Geographia 1.1 (iPad app: <http://cilat.org/geographia/index.html>)

Ma, Y., Williams, D., Crochet, S., & Prejean, L. (2011). Shi Zi: Learn Chinese Characters. (iPad and iPhone app: <http://cilat.org/shizi.html>).

Habib, E., Ma, Y., Williams, D. (2010) HydroViz. Project website: <http://hydroviz.cilat.org/index.html>

Williams, D., Ma, Y., Richard, C., & Prejean, L. (2009). Conquest of Coastlands 1.0. Project website: <http://conquest.cilat.org/>.

Williams, D., Ma, & Prejean, L. (2009). Game assessment system 1.0.

Williams, D., Ma, Y. (2006). PASS-PORT 2.0. Note: PASS-PORT 2.0 has been licensed to a private company.

### **Conferences Attended**

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- The Association for Educational Communications and Technology (AECT) Annual Conference, 2005, 2009
- World Conference on Educational Multimedia, Hypermedia and Telecommunications, 2006.
- The Society for Information Technology and Teacher Education International Conference, 2004, 2005, 2006, 2007, 2008, 2011.
- American Educational Research Association annual meeting, 2008.

### **Professional membership**

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- The Association for Educational Communications and Technology (AECT)
- Society of International Chinese in Educational Technology

### **Awards**

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Joan D. and Alexander S. Haig/BORSF Professorship in Education II, 2007 - Current

### **Dissertation**

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Exploring Faculty Perceptions of a Case Library as an Online Teaching Resource, 2005.

Advisor: Dr. Steve Harmon, Associate Professor, Georgia State University.

This dissertation reports on a qualitative study examining seven higher education faculty members' perceptions of a case library as an online teaching resource. Results from the study revealed that faculty participants' overall perceptions of this case library can be explained by three main factors: perceptions of how this tool supports (a) The Way Faculty Learn to Teach, (b) Perceived Usefulness, and (c) Perceived Usability of the tool. The findings of the study may provide support for decision makers to determine whether they would adopt this type of tool,



and offer design guidance for those who want to pursue case libraries as a solution to faculty development. In addition, this study adds to the body of knowledge on how faculty members learn to teach, as well as what types of knowledge and support they need in online teaching.

### **Other Professional Experience**

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**10/2001 – 08/2004**

**Instructional Designer/Web Developer**

Learning and Development, UPS, Atlanta, GA.

### **Services**

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- Coach for Friendbot, a First LEGO League robotics team, August 2012 – Current.
- Coordinator for University Digital Media Work Group, May 2012 – May 2013.
- Saturday technology programs for children, 2006 – Current.
- Academic advisor for undergraduate students, 2005 – Current.
- Library liaison for the department of Curriculum and Instruction, 2006 - Current
- Member of the University Distance Learning Leadership Council, 2011.
- Article reviewer for the British Journal of Educational Technology, 2005-Current
- Proposal reviewer for the Association for Educational Communications and Technology (AECT) Annual Conference, 2004-Current.
- Proposal reviewer for the Journal of Educational Technology Development and Exchange (JETDE), 2007-Current.
- Vice president, board member, Society of International Chinese in Educational Technology, 2007-2009.