

Jason A. Engerman Curriculum Vita

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Education

PhD. Learning, Design, & Technology (2012- 2016)
Pennsylvania State University – University Park
College of Education

Dissertation Title: Call of Duty for Adolescent Boys: An Ethnographic Phenomenology of the Experience of Gaming Culture
Committee Members: Alison Carr-Chellman (Advisor, Chair), Fred Scheid, Kyle Peck & Andrea Tapia

M.S. Teaching and Learning in the 21st Century (2008-2010)
Wilkes University
Graduate School of Education
Advisor: David Reese

B.S. Secondary Mathematics Education (2005-2008)
East Stroudsburg University
Advisor: Maryann Matras

Research Interest

My research interests center around the intersection of underrepresented populations and their sociocultural uses of interactive digital media (such as video games) within native learning ecologies. In particular, I am interested in how learners can use indigenous knowledge to impact authentic learning within and around a disruptive Experience Age. I work toward social change and school equity through promoting civic engagement and empowering learners. Learners should be empowered to navigate their learning pathways through accessible interactive technologies. Culturally responsive systemic approaches can leverage learner engagement to help foster more efficient opportunities for authentic teaching and learning in the New Age of Experience.

A. Publications and Research

Peer reviewed journals

Engerman, J. A., Otto, R. F., & VanAuken, M. (2021). ESportsU Digital Warrior Camp: Creating an ESports-Based Culturally Relevant Computing Living Learning Camp. In *Handbook of Research on Pathways and Opportunities Into the Business of ESports* (pp. 239-268). IGI Global.

Engerman, J.A., & Otto, R.F. (2021). The shift to digital: designing for learning from a culturally relevant interactive media perspective. *Education Tech Research Dev* 69, 301–305. Retrieved from <https://doi.org/10.1007/s11423-020-09889-9>

Engerman, J. A., MacAllan, M., & Carr-Chellman, A. A. (2019). Understanding learning in video games: A phenomenological approach to unpacking boy cultures in virtual worlds. *Education and Information Technologies*. doi:10.1007/s10639-019-09930-2

Turcotte, N., Hein, R., & **Engerman, J. A.** (2018). Strategies for Adopting Games-Based Lessons in the K-12 Classroom. *PAECT Technology Education Research Journal*, 1(1), 324-341.

Engerman, J. A., MacAllan, M., & Carr-Chellman, A. A. (2017). Games for Boys: A Qualitative Study of Learning Towards the Common Core. *Educational Theory Research & Development*. 66(2), 313-339

Engerman, J. A., & Carr-Chellman, A. (2017). Understanding game-based learning cultures: Introduction to special issue. *Educational Technology*, 57(2), 23-27

Engerman, J. A., & Hein, R. J. (2017). eSports gaming and you. *Educational Technology*, 62-64.

Engerman, J. A. (2016). *Call of Duty for Adolescent Boys: An Ethnographic Phenomenology of the Experience of a Gaming Culture* (Doctoral Dissertation). Retrieved from <https://etda.libraries.psu.edu/catalog/t722h880z>

Engerman, J. A., Rusek, M. & Clariana, R. (2014). Excel Spreadsheets for Algebra: Improving Mental Modeling for Problem Solving. *Journal of Computers in Mathematics and Science Teaching*. 33(4), 409-427.

Wilson, D., Wu, Y., **Engerman, J., & Asino, T.** (2014). A Mobile Learning Application for Student Success and Retention. *National Association for Developmental Education* (13), 1.

Book Chapters

Gupta, M., **Engerman, J. A., & Otto, R.F.** (2022). Designing an ESportsU Living Learning Community with the Creative Media Factory. Ed. Hannah R. Gerber in *Literacies of the Esports Ecosystem*. Brill Sense.

Engerman, J. A., Hein, R., Turcotte, N., & Carr-Chellman, A. (2020). Digital literacy practices for a gaming generation: commercial gaming lessons from adolescent gamers. In S. Witte, A. Garcia & J. N. Wyld (Eds), *Studying Gaming Literacies: Theories to Inform Classroom Practice*. Leiden, Netherlands: Brill Publishers.

Engerman, J. A., Raish, V., & Carr-Chellman, A. (2019). Applying Systems Thinking to Learner Centered User-Design for Game and Cyber School Learning Contexts. M. Spector, B. Lockee & M. Childress (Eds.). *Learning, Design, and Technology. An International*

Compendium of Theory, Research, Practice, and Policy Volume 16 titled: Systems Thinking and Change. New York, NY: Springer.

Yan, S., Mun, Y., **Engerman, J. A.**, & Carr-Chellman, A. (2017). Boys and Video Game Play: Re-engaging Boys in The Classroom. In R. Joseph, J. Moore, & Benson, A. (Eds), *Culture, Learning and Technology: Research and Practice*. Taylor & Francis.

Hein, R. & **Engerman, J. A.** (2016). Knowledge Production in E-sports Culture: Learning with and from the Masters. In K. Valentine & L. Jensen (Eds), *Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives*. Hershey, PA: IGI Global.

Published conference proceedings (refereed)

Engerman, J. A., Mun, Y., Yan, S., & Carr-Chellman, A. (2015). Video Games to Engage Boys and Meet Common Core. *Research Paper Presentation International Society for Technology in Education (ISTE)*. Philadelphia, PA: *International Society for Technology in Education*.

Engerman, J. A. & Stubbs, C. (2015). Transformational Play Spaces For Microeconomics with EconU. *Poster presentation at Games, Learning and Society Conference 11.0 (GLS 11.0)*. Madison, WI.

Engerman, J. A., MacAllan, M., & Carr-Chellman, A. (2014). Boys and their Toys: Video Game Learning & the Common Core. In Ochsner, A., Dietmeier, J., Williams, C., Steinkuehler, C. (Eds) *Proceedings of Games, Learning and Society Conference 10.0 (GLS 10.0)*. (pp. 504 – 510). Madison, WI: Games, Learning and Society.

Engerman, J. A., & Carr-Chellman, A. (2014). Boys and video games: What learning occurs from video game play and how might it map to the common core standards? In Spector, M. (Ed) *Proceedings of the Association for Educational Communication and Technology on Research, Theory and Development*. (pp. 280-287). Jacksonville, FL: Association of Educational Communications and Technology.

Conference presentations and papers (refereed)

Engerman, J.A., Jimenez, E, Gupta, M., & Otto, R.F. (2022). EsportsU Presents: Culturally Relevant Computing Technologies for Living Learning Communities. *Paper Presentation for International Society for Technology in Education (ISTE)*. New Orleans, LA.

VanAuken, M., **Engerman, J.A.**, Kersch, K., Otto, R.F. Smith, K., & Vera, L. (2022). ESportsU Presents: Connecting Esports Lifestyles to Career Development. *Panel Presentation for International Society for Technology in Education (ISTE)*. New Orleans, LA.

Engerman J.A. & Otto, R. F., (February 2022). ESportsU: Esports Technologies to Teach STEM. *Research Paper for Pennsylvania Educational Technology Expo & Conference (PETE & C) Program Guide 2022. Hershey, PA.*

Engerman, J. A., Otto, R.F., (2022). Digital Warriors: Esports and STEM Curriculum. *Research Paper for Pennsylvania Educational Technology Expo & Conference (PETE & C) Program Guide 2022. Hershey, PA.*

Engerman, J. A., Kluk, J., Otto, R.F., VanAuken, M., Jimenez, E., Nightlinger, D., & Hargrave, A. (2021). Rising Digital Warriors: Engaging Learners Through Esports And Culturally Relevant Learning Ecosystems. *Paper Presentation for Learner Engagement Division at Association for Educational Communication and Technology (AECT). Chicago, IL.*

Engerman, J. A., Otto, R.F, VanAuken, M., Jimenez, E., Nightlinger, D., Hargrave, A. Varkados, P., Betrus, T., Michaud, C, & Canning, S. (2021). Esports Gaming Masters: STEM Production Showcase. *Emerging Technology Showcase for Learner Engagement Division at Association for Educational Communication and Technology (AECT). Chicago, IL.*

VanAuken, M., **Engerman, J. A.,** Otto, R.F., Jimenez, E., Nightlinger, & D., Hargrave (2021). ESportsU: Preparing Digital Warriors for the Age of Experience. *Paper Presentation for Cultural Learning and Technology Division at Association for Educational Communication and Technology (AECT). Chicago, IL.*

VanAuken, **M., Engerman, J.A.,** Otto, R.F., & Jimenez, E. (April, 2021). Our Experiences with Game Based CRC, Esports, and the Future. Video STEM Showcase: Retrieved from <https://stemforall2021.videohall.com/presentations/2039>

Engerman, J. A., Betrus, T., Canning, S., Gerber, H. Haskell, C., & Phan, H. (2019). Scorpions, Snakes and Crocodiles: pitfalls and aggressions to avoid when promoting a diverse and inclusive culture of esports. *Panel Discussion at the Connected Learning Conference (CLS). Irvine, CA.*

Engerman, J. A. & Felix, J. (2018). Esports Affinity Spaces for STEM: Harnessing Participatory Cultures in Discord Communities. *Poster presentation at UCI Esports Conference. Irvine, CA.*

Engerman, J. A. & Otto, R.F. (2018). Journey of the Esports Digital Warrior. *Poster presentation at Connected Learning Summit. Irvine, CA. Carnegie Mellon ETC Press.*

Engerman, J. A., (2018). The Playcology of Digital Game Play: Looking through Affinity Spaces with Adolescent Boys and Call of Duty. *Paper presentation Media, Culture, and Learning SIG of the Association Educational Research Association (AERA). New York, NY.*

Turcotte, N., Hein, R., & **Engerman, J.A.** (2017). Developing Digital Literacies in Unexpected Places: Changing the Way We Think About Gaming. *Paper Presentation for Social Media and Technology at Association for Educational Communication and Technology (AECT), Jacksonville, FL.*

Engerman, J. A., (2017). Where the Wild Things Are: Call of Duty, Boys. *Presentation for Digital Media and Technology (DML17)*. Irvine, CA.

Turcotte, N., Hein, R., & **Engerman, J. A.** (2017). Teacher Strategies: Adopting COTS Games-Based Lessons in the K-12 Classroom. Paper Presentation at the *Technology Education Research Symposium Conference*. Bloomsburg, PA.

Engerman, J. A., (2016). Bring on the Playcology. *Ignite Talk for Digital Media and Technology (DML16)*. Irvine, CA.

Engerman, J. A., (2016). Playcology and You! *Poster presentation at Games, Learning and Society Conference 12.0 (GLS 12.0)*. Madison, WI.

Hein, R., **Engerman, J. A.**, Turcotte, N., Macaluso, A., & Giri, S., (2016). Thinking like Writers and Critics: How Adolescent Boys Experience Narrative-Driven Games. *Paper presentation at Games, Learning and Society Conference 12.0 (GLS 12.0)*. Madison, WI.

Hein, R., Macoluso, A., **Engerman, J. A.**, & Carr-Chellman, A. (2016). It's Game Time!: Viewing Video Games as Indigenous Learning Spaces for Adolescent Boys. *Paper Presentation for School Media and Technology at Association for Educational Communication and Technology (AECT)*. Las Vegas, NV.

Engerman, J. A., (2016). Transformational Change with ACTION. *Paper Presentation for Systemic Thinking & Change at Association for Educational Communication and Technology (AECT)*, Las Vegas, NV.

Engerman, J. A., Turcotte, N., Giri, S., & Carr-Chellman, A. (2016). Video Games and Boys: Unpacking Boy Learning Ecosystems. *Paper Presentation for Systemic Thinking & Change at Association for Educational Communication and Technology (AECT)*, Las Vegas, NV.

Engerman, J. A., Schroth, S., Hein, R., Bayeck, R., & Carr-Chellman, A. (2016). Boys and the Common Core: Games to Improve Literacy. *Poster presentation for Instructional Technology SIG of the Association Educational Research Association (AERA)*. Washington, DC.

Engerman, J. A., Schroth, S., Hein, R., Bayeck, R., & Carr-Chellman, A. (2016). Reengaging Boys: How Designed Learning Spaces Teach Boys 21st Century Skills. *Roundtable presentation for the Learning Environments SIG of the Association Educational Research Association (AERA)*. Washington, DC.

Engerman, J. A. & Carr-Chellman, A. (2015). Using Games in the Classroom: Reports from Three Perspectives. *Presidential session for Association for Educational Communication and Technology (AECT)*. Indianapolis, IN.

Engerman, J. A., Yan, S., & Carr-Chellman, A. (2015). The Common Core Standards in Video Games: A Deeper Look at What Boys Learn Through Video Game Play'. *Paper Presentation for*

Research, Theory and Development at Association for Educational Communication and Technology (AECT), Indianapolis, IN.

Gentry, W., Hale, P., Earnshaw, Y., Maddrell, J., **Engerman, J.**, Rysavy, M., & Hyun, J. (2015). Design of Online Learning Modules for a Non-Profit Organization: A Collaborative Service-Learning Initiative. *Showcase for Design and Development at Association for Educational Communication and Technology (AECT)*. Indianapolis, IN.

Hale, P., Gentry, W., Earnshaw, Y., Maddrell, J., & **Engerman, J.**, Rysavy, M., & Hyun, J. (2015). Collaboration in a Multi-Institutional E-Service Learning Project: Reflections and Future Directions. *Panel Discussion for Design and Development at Association for Educational Communication and Technology (AECT)*. Indianapolis, IN.

Engerman, J. A. & Carr-Chellman, A. (2014). Boys! We get it! Boy Culture, Video Gaming, Learning & The Traditional Classroom. *Paper Presentation for Culture, Learning and Technology at Association for Educational Communication and Technology (AECT)*, Jacksonville, FL.

Maddrell, J., **Engerman, J. A.**, Morrison, G., Tracey, M., & Stefaniak, J. (2014). Multi-Institution Service-learning Project to Design Open Educational Resources for Adult Basic Education. *Panel Discussion for Design and Development at Association for Educational Communication and Technology (AECT)*. Jacksonville, FL.

Maddrell, J., Blake, G., Boling, E., Neugebauer, R. D., **Engerman, J. A.**, Tracey, M., Savenye, W., & Stefaniak, J. (2014). Examining a Multi-Institutional Virtual Service-Learning Collaboration. *Showcase for Design and Development at Association for Educational Communication and Technology (AECT)*. Jacksonville, FL.

Engerman, J. A. (2014). Games for Learning: What Boys learn from Video Game Play and the Common Core Standards. *TCETC 2014: Proceedings of Teachers College Education Technology Conference on Engaging Communities of Learners*. Columbia, NY.

Conference presentations & invited talks (non refereed)

Engerman, J.A. & Gupta, M. (March 2022). ESportsU's Digital Warrior Camp's Culturally Relevant Computing Living Learning Community: Impacting Learner Attitudes, Awareness, and Motivation Towards STEM Careers. Michigan Tech HCC Speaker Series. Retrieved from <https://blogs.mtu.edu/computing/2022/02/28/jason-engerman-to-present-lecture-march-16-2-pm/>

Engerman, J.A. & Gupta, M. (February 2022). EsportsU: The Digital Warrior Camp's Use of Culturally Relevant Computing Framework Enhances Attitudes Towards STEM. *Presented at 2-22 PASSHE Virtual Conference*. Online.

Engerman J.A. & Otto, R. F., (October 2021). ITEST Pillar 3: Culturally Relevant Computing Activities and Career Readiness for At-Risk Youth. Strategic Partnerships Innovative

Technology Experiences for Students and Teachers Pillar 3 National Science Foundation. Online.

Engerman, J.A. & Otto, R.F., VanAuken, M., Jimenez, E., & Nightlinger, D. (September 2021). Provost Colloquium. Research Series. Retrieved from <https://www.esu.edu/live-events/index.cfm>.

Engerman J.A. & Otto, R. F., (September 2021). Reconsiderando Equitable STEM Learning Through Technology Innovation: Pandemic Challenges and Opportunities. Special Guest Speaker for NSF ITEST PI Meeting 2021.

Engerman, J.A., (August 2021. East Stroudsburg University Residential Living Men of Color Alliance. Diversity & Inclusive Excellence.

Engerman, J.A. (June 2021). Armchair Gladiators: The Rise and Popularity of E-Sports. Admissions Virtual Accepted Students Reception. Retrieved from https://www.esu.edu/admissions/undergraduate/accepted_students/virtual-accepted-students-reception.cfm

Engerman, J.A., Lee, D. & Kim, M. (2018). Change in Educational Settings. AECT Systems Thinking and Change. Retrieved from <https://vimeo.com/295612304>.

Engerman, J. A. & Otto, R.F. (2018). ESportsU Experience. Provost Colloquium Research Series. East Stroudsburg University.

Engerman, J. A., & Carr-Chellman, A. (2014). Games for Common Core. *Presentation for the Pennsylvania Educational Technology Expo and Conference (PETE&C)*, Hershey, PA.

Sarsar, F., & **Engerman, J. A.** (2014). Mobile Applications for Early Childhood Education. In International Conference on New Trends in Education: Early Childhood Education. Istanbul, Turkey.

Engerman, J. A. (2014). EconU in the Economics Classroom. Game Day: Educational Gaming Commons. Pennsylvania State University.

Engerman, J. A. (November 7, 2013). Boys, Gaming and the Common Core. Human Interaction Panel Discussion, College of Communication. Pennsylvania State University.

Outreach and invited publications

Carr-Chellman, A. (2021). On the Growing Curve: An interview on gaming to learn with G2A's CEO, Bartosz Skwarczek. *eLearn*, 2021(5). [Interviewed]

Engerman, J.A., Gillam, A., Gomez, E., MacDonald, H., Gomez, E., Portnoy, & L., Shah, M. (2018, October). Anti-Defamation League Charrette. Panel podcast discussion Moderator: Dr. Karen Schrier, Fellow at Anti-Defamation League. New York, NY.

Corazza, S., Hoot, L., Segal, A., Valencia, J. Carr-Chellman, A. (2016, January). Products Shaping Educational Movements. Panel facilitator presented at the Consumer Electronics Showcase Annual Convention. Las Vegas, NV. [Panel Producer]

Otto, R.F. & Engerman, J. A (2018, July 2). The Emergence of the ESU Digital Warriors [Blog Post]. Retrieved from <https://clalliance.org/blog/the-emergence-of-the-esu-digital-warriors/>

Engerman, J. A & Carr-Chellman, A. A. (Eds) (2017). Understanding Cultures and Gaming. *EdTech Magazine*. 57(2).

Engerman, J. A., & Sarsar, F. (2016). Gaining the Lead: Accelerating the Leadership Position with GSA. *Tech Trends*. DOI 10.1007/s11528-015-0010-7

Engerman, J. A., & Gentry, W. (2015). The GSA Way. *Tech Trends* 59 (5). 12-13.

Engerman, J. A. (2015). Message from the GSA President. *Graduate Student Assembly Newsletter (AECT)*

Engerman, J. A. (2014). Applauds for Gamers. *American Journal of Education Forum*. Retrieved from <http://www.ajeforum.com/?p=669>

Engerman, J. A. (2013). Charters: Poor Hiring Practices Leads to Poor Performance. *American Journal of Education Forum*. Retrieved from <http://www.ajeforum.com/?p=510>

Engerman, J. A. (2013). Charters: The New Face of American Greed. *American Journal of Education Forum*. Retrieved from <http://www.ajeforum.com/?p=563>

Engerman, J. A. (2013). Talking about Unheard Voices with Ali Carr-Chellman. *American Journal of Education Forum*. Retrieved from <http://www.ajeforum.com/?p=439>

Research Experience

Culturally Relevant Computing Activities for At-Risk Youth (2019 – Present)

This project will advance efforts of the Innovative Technology Experiences for Students and Teachers (ITEST) program to better understand and promote practices that increase students' motivations and capacities to pursue careers in fields of science, technology, engineering, or mathematics (STEM) by engaging in hands-on field experience, laboratory/project-based entrepreneurship tasks and mentorship experiences.

Boys and Gaming (2012-2016)

Served as project coordinator and principal investigator for a multiphase qualitative research study for the past 3 years, to discover the learning that occurs for boy culture through the activity of video games and then mapping this learning to the Common Core Standards.

Data Analysis for Educational Gaming Commons (Fall 2013)

Data analysis for educational games within Pennsylvania State University's Educational Gaming Commons. Designed a research agenda around EconU for an undergraduate microeconomics course. This research looks at the impact of an educational game through Transformational Play theory.

Research Funding

Funded

2021	Graduate Student Researcher	\$3,000
	<i>Building Esports Curriculum through Culturally Relevant Computing Activities</i> (Principal Investigator)	
2020	Graduate Student Researcher	\$10,000
	<i>Building Esports Curriculum through Culturally Relevant Computing Activities</i> (Principal Investigator)	
2020	Local Share Account Grant for Commonwealth Financing Authority	\$198,000
	<i>Esports Laboratory Project</i> (Principal Investor)	
2019	East Stroudsburg University Foundation Grant	\$ 762.82
	EsportsU: Creative Media Factory Suite (Principal Investor)	
2018	National Science Foundation Exploratory ITEST #1849849	\$597,531
	<i>Culturally Relevant Computing Activities and Career Readiness for At-Risk Youth</i> (Principal Investigator)	
2019	Student Undergraduate Research Experience (S.U.R.E.)	\$2,000
	<i>ESportsU: The Journey to the Digital Warrior Den through Culturally Relevant Computing</i> (Principal Investigator)	
2018	Student Undergraduate Research Experience (S.U.R.E.)	\$2,000
	<i>Esports Affinity Spaces for STEM in the New Age of Experience</i> (Principal Investigator)	

Not Funded

2015	Entertainment Software Association (ESA)	\$50,000
	<i>The Rise of E-Sports: Unpacking the Intersection Between Online Game Play and College and Career Readiness</i> (Lead Researcher)	
2015	Center for Online Innovations and Learning (COIL)	\$50,000
	<i>The Rise of E-Sports: Exploring the intersection between Online Commercial Game Play and College and Career Readiness with Multitwitch Technology</i> (Principal Investigator)	

2013 **Center for Online Innovations and Learning (COIL)** **\$50,000**
NewzSim: Developing Learning Communities through Simulations for MOOCs
(Principal Investigator)

Awards and Honors

2017
THE CHARLES M. REIGELUTH EMERGING RESEARCHER

2017
2017 AECT JAMES W. BROWN PUBLICATION AWARD (CHAPTER AUTHOR)

2017
RESEARCH EXCELLENCE IN K-12 FOR JOURNAL ARTICLE AND
PRESENTATION

2016
AECT PRESIDENTIAL EMERGING LEADER AWARD

2015
LEE W. COCHRAN LEADERSHIP INTERNSHIP

2015
RALPH T. HEIMER AWARD IN THE COLLEGE OF EDUCATION

2015
GAMES LEARNING AND SOCIETY (GLS) DOCTORAL CONSORTIUM

2014
ECT McJULIEN MINORITY GRADUATE SCHOLARSHIP AWARD

2014
AECT GRADUATE STUDENT ASSEMBLY (GSA) PRESIDENT

2013
HONOR SOCIETY

2012
BUNTON WALLER FELLOWSHIP - 4-year, full time Ph.D. graduate assistantship

B. Professional Teaching Experience

University Teaching

DMET 450 Esports Business Strategy
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

DMET 430 Digital Entertainment
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

DMET 140 Media Theories and Practice
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

DMET 160 Introduction to Multimedia
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

DMET 262 Educational Communications and Technology
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

DMET 495 Senior Seminar
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

DMET 510 Online Tools and Strategies for Learner Centered Instruction
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

DMET 530 Instructional Design for Effective Teaching & Learning
EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

INSYS 100 World Technologies and Learning (Fall 2014-Summer 2015)
PENNSYLVANIA STATE UNIVERSITY- UNIVERSITY PARK

EDTEC 400 Introduction to Instructional Technology for Educators (Fall 2013)
PENNSYLVANIA STATE UNIVERSITY- UNIVERSITY PARK

Public School Teaching

Wallenpaupack Area High School Educator (2008-2017)
WALLENPAUPACK SCHOOL DISTRICT- HAWLEY PA

Community Outreach Instructional Experience

Athletic Coaching (2010 – 2017)
Wallenpaupack Area School District- Hawley, PA.

Waterfront Director/Lifeguard Trainer/Swim Instructor (2004 – 2013)
Camp Integrity – Burlingham, NY

Pool Coordinator/Lifeguard Instructor /Water Safety Instructor/CPR Instructor (2005 to 2008)
Monroe Country Recreation – Monroe County, PA

Volunteer Instructor (2006-2008)
American Red Cross – Stroudsburg PA

Design and Development Experience

Instructional Design

Developed Courses

DMET 430 Digital Entertainment

Digital Sports Entertainment Production Business Strategy explores the evolution of sports entertainment in Esports which we call eproduction. Traditional sports production is fully onsite and occurs with a single crew. Esports production reflects a more complex dynamic approach of cross functional and colocation teams across geographic spaces. In addition, technological

complexities are navigated across real time streaming platforms. Students will learn about the full production of virtual sports entertainment including full broadcast production.

DMET 450 Esports Business Strategy

Esports Business Strategy is specified to the unique and ever-evolving digital landscape of Esports. Beyond digital media marketing and traditional project management, this course focuses on the key components of digital management strategies within the vast complex systems between ownership, coaches, players, analysts, sponsorships, digital media, marketing needs, live events, streamed events and more through the digital landscape. In this course you will learn how to prepare for live events, schedule tasks and operate budgets efficiently for maximum performance in the Esports industry.

DMET 560 Emerging Digital Trends

This course delivers an overview of future and current digital trends within the digital Ecommerce marketplaces across the global landscape. Key features of the course include applications of digital media communications and tools that help expand digital storytelling as students explore emerging digital trends and strategies for competitive digital business markets. Digital media communication and technology tools will be utilized to market to gaming endemic brands as well as recruit and attract traditionally non endemic brands to expand audiences potential.

DMET 560 Esports Business Media

Given the ever-growing need for new digital skills and the rapid growth of Esports communities, emerging career and economic opportunities are available within the emerging Esports ecosystem, this course will explore emerging career opportunities ranging from social media marketing, digital content development of graphic and web design, digital photography, interactive media development, and more. Learners will investigate the Esports Ecosystems and profile their users across emerging sociotechnical trends.

LDT 401 Gaming 2 Learn! (Spring 2014 – Summer 2016)

Designed a course that explores role of gaming, video gaming, and simulations in educational contexts including K-12, corporate, informal, non-profit and higher education.

LDT 100 World Technologies and Learning (Summer 2015)

Revised and developed program base course (INSYS 100) to LDT 100 in order to include economics and geography standards. Collaborated with World Campus and Curriculum and Development personnel to complete course alignment for face-to-face and online delivery.

Teaching and Learning Online Minor (Spring 2014)

Designed and developed online learning course for Teaching and Learning Online minor. Designed marketing products to promote TLO that included six courses.

eBackpack Guide for Teachers (Fall 2012)

As project lead, created an instructional guide for school teachers within the charter to utilize the eBackpack platform, using iPads as well as desktops for homework assignments and navigating this learning management system.

<https://sites.google.com/site/ebackpackproject/>

Classroom Geometry Wikipage (Fall 2011)

Designed a wikipage for class including important project resources, classroom resources as well as classroom content. It included a forum for classroom discussion as well as project discussion and served as a hub for the classroom's student-centered environment.

<http://jaengerman.wikispaces.com/Home+Page>

Design & Development

Educational Gaming Commons: EconU (2014-2015)

On the research, design and development team to incorporate an educational game for Economic undergrads. This game is used as a capstone assignment to help student conceptualize microeconomic concepts through transformational play experiences.

<http://gaming.psu.edu/games/econ-102/>

Bring Back Boys Portal (Spring 2013)

Developed a web portal that serves parents of boys to inform them of current research and strategies for raising healthy young men. This including conducting interviews with leaders in the field as well developing reviews of digital games, movies, books. Research findings, podcasts, videos, and popular press were also included. Partially funded by foundation grants.

<http://www.bringbacktheboys.com/>

Collaborative Educational Outreach

Buckball (Spring 2015)

Video game developed for local football team. This customized game helps tailbacks to visualize running lanes, gain positive yards and avoid defenders. Retrieved from

<http://personal.psu.edu/jae208/WebBuildGamev2.html>

Video & Podcast Productions

Engerman, J. A. (Producer), Carr-Chellman, A. (Interviewer), Squire, K. (Interviewee) (2014, June 14). Games Teach! So Whats Gender Got to Do With It?. [Audio Podast]. Retrieved from <https://soundcloud.com/jaengerman/games-teach-so-whats-gender-got-to-do-with-it-with-kurt-squire>.

Engerman, J. A., Carr-Chellman, A. (Interviewers) & Darvasi, P. (Interviewee). (2014). Ludic Learning and Games in Education with Paul Darvasi [Video file]. Retrieved from <https://www.youtube.com/watch?v=S2x0R8njWz8>

Engerman, J. A. (Producer), Gee, J. (Interviewee) (2014, June 14). *Why Identity Matters with James Gee*. [Audio Podast]. Retrieved from <https://soundcloud.com/jaengerman/james-gee-identify-matters>

Engerman, J. A., (Interviewer) & Tunis, S. (Interviewee). (2014). TLO: Perspectives (Teacher1) [Video file]. Retrieved from <https://www.youtube.com/watch?v=zKLTHDiIUK0>

Engerman, J. A., (Interviewer) & Scrothe, S. (Interviewee). (2014). TLO: Perspectives (Teacher2) [Video file]. Retrieved from <https://www.youtube.com/watch?v=2dmLTlIHMuA>

Engerman, J. A., (Interviewer) & Seely, B. (Interviewee). (2014). TLO: Perspectives (BoardMember1) [Video file]. Retrieved from <https://www.youtube.com/watch?v=yPEy33PVw5A>

Engerman, J. A., (Interviewer) & Calarco, W. (Interviewee). (2014). TLO: Perspectives (BoardMember2) [Video file]. Retrieved from <https://www.youtube.com/watch?v=iWSA37ANeB4>

Teacher Education Website (Spring 2011)

Developed a website for pre-service teacher education to be used as reliable resource. Retrieved from <https://sites.google.com/site/teacherresourcesite1/>

Student Centered Video (Spring 2011)

Produced and developed a video on student centered instruction. Retrieved from <https://www.youtube.com/watch?v=3z4vs22kkFo>

Public Service Announcement (2010)

Designed a public service announcement for local radio stations for “Move it Outside Day”. This school sponsored initiative brings childhood obesity awareness to the community as it encourages the community, along with students, to participate in outdoor activities.

C. Service to Profession

Third Party Posts

Maddrell, J. & **Engerman, J.A.** (March, 2019). Designed to Inspire. Designers for Learning Retrieved from <https://www.designedtoinspire.com/blog/84365-dr-esports/>

Dorsey, J., **Engerman, J.A.**, & Otto, R.F. (March, 2019). ESU Receives grant to introduce Esports to At Risk Youth. Local News BRC 13. Retrieved from <https://www.brctv13.com/news/local-news/23685-esu-recieves-grant-to-indroduce-esports-to-at-risk-youth>

Outreach Articles

Totten, A. (2019). Dr. Engerman Shares Life Story And Philosophy. Retrieved from <http://thestroutcourier.com/2019/04/04/dr-engerman-shares-life-story-and-philosophy/>

ESportsU Foundations Local News Coverage (March, 2019). ESU Receives Grant to Introduce ESports to At-Risk Youth. Retrieved from <https://www.brctv13.com/news/local-news/23685-esu-recieves-grant-to-indroduce-esports-to-at-risk-youth>

ESU Insider (January, 2019). Digital Media Technologies Faculty Hope to Create Pathways to STEM Careers, Educate At-Risk Youth through Esports and Creative Media

Retrieved from <https://quantum.esu.edu/insider/digital-media-technologies-faculty-hope-to-create-pathways-to-stem-careers-educate-at-risk-youth-through-esports-and-creative-media/>

Engerman, J. A. & Otto, R.F. (February, 2019). Esports Day at the Capitol. Press conference at the Capital. Harrisburg, PA.

Otto, R.F. & **Engerman, J. A.** (July, 2018). The Emergence of the ESU Digital Warriors
Retrieved from <https://dmlcentral.net/emergence-of-the-esu-digital-warriors/>

Engerman, J.A. (October, 2018). Anti-Defamation League Charrette. ADL Fellowship Workshop. New York, NY.

Engerman, J.A. (November, 2018). Ant-Defamation League Sports League Esports Virtual Presentation. ADL Executive Council. New York, NY.

Engerman, J.A. (October, 2018). Anti-Defamation League Games Based Learning Fellowship Panel Podcast (2018). ADL Charrette. New York, NY.

Engerman, J.A. (September, 2018). My Brother's Keeper Keynote. East Stroudsburg University, PA.

Guest Lecturer

Eton, P., **Engerman, J.A.** (September, 2021). Digitizing Higher Education Esports Panelist. Sam Houston State University.

Engerman, J.A. (August 2020). Esports for Learning in the Age of Experience. College of Education Lunch & Learn webinar.

Bishara, H.A., **Engerman, J.A.** (April, 2020). Hexagon-STEM Panelist. Invited panelist.

Betrus, A., **Engerman, J.A.** (February, 2020). Guest Lecturer. Potsdam University.

Mamta, S., **Engerman, JA.** (February, 2020). Invited lecturer. Drexel University. Retrieved from

<https://www.dropbox.com/sh/ltqr61jl2vdbaqs/AAARRAHhg1ne5zKYha5dVgyua?dl=0>

Terwilliger, J., **Engerman, J.A.** (September, 2019). Warriors Football Networking Night. Invited lecturer.

Gerber, H.R., **Engerman, J. A** (November, 2018). *Blockchain, cryptocurrencies, an alternate methods for rethinking educational change*. Invited lecture for Technology & Creative Expression class at The University of Toronto.

Tiejan, P., **Engerman, J. A.** (October, 2018). *Games Based Learning Tools for Students and Teachers*. Invited lecture for Instructional Design & Development class at Stockton University.

Asino, T., **Engerman, J. A.** (February, 2019) *Educational Technology for Teachers*. Invited lecture for Digital Media Technology for Educational Technology Program class at Oklahoma State University.

Keynote Speaking

ESportsU Foundations Breakfast (March, 2019)

My Brother's Keeper. MMI (April 2018)

Completed Courses:

Video Games and Learning University of Wisconsin–Madison 2013

University Service Committees

Digital Media Technologies Search Committee Chair (2020- Present)

Academic Esports Lab & Podcast Room Co-Chair (2020- Present)

ESU Diversity and Inclusion Excellence Member/Mentor (2019-2021)

ESU Teacher Education Council (2017-2021)

DMT Multimedia Day Coordinator (Spring 2019)

DMT Multimedia Day Coordinator (Spring 2018)

ESU Student Success Network (2017- 2019)

ESU Promotion Committee (2018)

ESU Dissertation Committee (2018)

ESU Promotion Committee (2017)

ESU Promotion Committee (2017)

External Service Leadership and Roles

WBGH PBS Kids Consultant (2021- Present)

National Athletic & Professional Success Academic Vice President of Product Development & Management (2017- Present)

PA Esports Coalition Executive Board Member (2019- Present)

Lightning Legenz Founder & CEO (2019- 2021)

Designers for Learning Executive Board Member (2016-2018)

Leadership Positions

Faculty Athletic Mentor Program (2019-Present)

Helped mentor student athletes The Faculty Athletics Mentorship Program is designed to support student athletes by partnering faculty with athletic teams. Through this program, we hope to establish a mutually-beneficial relationship between the University faculty and varsity athletic teams while fostering the NCAA Division II philosophy of life in the balance. The program exists to help promote the intellectual, social, professional, and personal growth of the student-athlete.

Board of Directors PA Esports Coalition (2018-Present)

Serve as a liaison between the community and Esports towards promotion, advocacy and education for the commonwealth of Pennsylvania. Retrieved from

<https://www.paesports.org/board-of-directors>

Affiliate to the Center for Digital Media Innovation and Diversity (2018- Present)

The goal of the George Mason University Center is to research, design, develop, and provide access to quality educational media products. Thus far, the goals of the Center have been accomplished by conducting a national study on how African American tweens and their parents use technology in their homes; exploring ways to broaden participation in STEM through the use of video game design; and examining the impact of representation in children's media (see projects at <http://cdmid.gmu.edu/projects>). Retrieved from <https://cdmid.gmu.edu/people>

Esports Association Advisor (2018- 2019)

Initiated and served as the advisor to ESU Esports Association.

Emanuel Preparatory School for Math and Science Advisory Board (2016-2017)

Serve a currently all boys prep school on matters of learner experience for marginalized populations, technological enhancement, diffusions of innovations and systemic change. The school is located in Columbus Georgia and currently serves a 4-8-year-old population. The mission is to expand and grow to be a competitive school develops passionate and exceptional young individuals.

Consortium of Video Game Development (COVG) Conference Planning Chair (2016-2017)

I served on the conference planning committee through Harrisburg University. Serve on the state sponsored COVG Career and Educational Development committee to improve the level of video game development studios across the state of Pennsylvania. The conference event is the culmination of a yearlong contribution to the video game development scene.

(COVG) Career and Education Development Committee Chair (2016-2017)

Served on the state sponsored COVG Career and Educational Development committee to improve the level of video game development studios across the state of Pennsylvania. This committee develops and innovates pipelines for the improvement of computational thinking skills as well as career readiness in educational institutions statewide.

Designers for Learning Director (2014-2017)

Collaborate and support decision making of the Designers for Learning organization. This role requires joint decision making for the focus and direction of the organization, which includes setting, long term and short-term goals.

AECT Graduate Student Assembly President (2014-2016)

GSA president for 2014-2016. Serving 300+ Instructional Design graduate students including an international population for this international conference through several initiatives. Primary duties included conference planning committee and overseeing and developing initiatives. These include a featured Webinars to improve organization visibility, TechTrends Column, a GSA Newsletter, and building of a YouTube channel among others.

Designers for Learning Advisory Board (2013-2014)

Advise and develop and virtual consultancy for Instructional Design graduate students. These graduate students, along with their faculty advisors, service nonprofit organizations across the

country in need of instructional design across the nation embedding real world experience and connections.

AJE Forum Student Board member (2012-2014)

Reviewing and editing of opinion, highlight, and featured pieces for the American Journal of Education's forum space. Also serve as a member of the marketing and promotion team.

Conference Leadership Participation (Author & Moderator)

Metcalf, K. Yenawine, P., Okeke C., (2016, October). Through the Looking Glass: What is the Future of Las Vegas Education. Panel discussion presented at the Association for Educational Communications & Technology Annual Convention. Las Vegas, NV.

Corazza, S., Hoot, L., Segal, A., Valencia, J. Carr-Chellman, A. (2016, January). Products Shaping Educational Movements. Panel discussion presented at the Consumer Electronics Showcase Annual Convention. Las Vegas, NV.

White, D., Minock, D., Davidson, H., Kappas, A., Pyros, A. (2016, January). Digital Century. Digital Learning. Panel discussion presented at the Consumer Electronics Showcase Annual Convention. Las Vegas, NV

Betrus, A. K., Carr-Chellman, A. A, Joseph, R., Squire, S. (2015, November). Cultural Issues and Game-Based Learning. Panel discussion presented at the Association for Educational Communications & Technology Annual Convention. Indianapolis, IN.

Hollett, T. Holden, J. I., Weible, J., Dousay, T. (2015, November). Designing for Playful Learning. Panel discussion presented at the Association for Educational Communications & Technology Annual Convention. Indianapolis, IN.

Research Service

Served on CAREER Panel (2020)

Served on NSF Review Panel (2017)

Manuscript Reviewer (Blind)

IGI Global (2021)

Educational Technology Research & Development (2020)

L1- Educational Studies in Languages and Literature (2020)

Entertainment Computing (2018)

British Journal of Educational Technology (2015-2016)

Information, Technology & People (2016)

American Journal of Education (2012-2014)

Pennsylvania School Study Council's (PSSC) "The Beacon" (2013)

Conference Reviewer (Blind)

ECS (2019-2020)

CLS (2017-2020)

GLS (2014-2017)

AECT (2013-2017)
DML (2016-2017)
AERA (2016-2017)

Op-Ed Editor

Moolenaar, N. (2013). *Orchestrating Networks to Support Educational Change*. Retrieved from <http://www.ajeforum.com/orchestrating-networks-to-support-educational-change-by-nienke-m-moolenaar-alan-j-daly/>

Volunteer

Association for Educational Communications and Technology (AECT) (2013)

Organization Memberships

Learning, Education & Games (LEG)
Research Network on Games and Literacies (GAMLIT)
Association for Educational Communications and Technology (AECT)
 Culture, Learning & Technology Division of AECT
 Graduate Student Assembly Division of AECT
 SIG Multimedia Production Division of AECT
 Research and Theory Division of AECT
American Education Research Association (AERA)
Connected Learning Summit (CLS)
Digital Media Learning (DML)
Games Learning Society (GLS)
International Education Student Association (IESA)
National Education Association (NEA)
Pennsylvania State Education Association (PSEA)

References

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