**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.,** 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.** (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**

**Engerman, J. A.,** Hein, R., Turcotte, N., & Carr-Chellman, A.(In Production). 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**. & 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. (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**

**Engerman, J. A.** &Otto, R. (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**

**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-Defmation League. New York, NY.

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.

# Otto, R. & 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**

**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**

2018 **National Science Foundation Exploratory ITEST $399,853**

*Culturally Relevant Computing Activities and Career Readiness for*

*At-Risk Youth* (Principal Investigator)

2018 **Student Undergraduate Research Experience (S.U.R.E.) $2,000**

*Esports Affinity Spaces for STEM in the New Age of Experience*

(Principal Investigator)

**Not Funded**

2015 **Entertainment Software Association (ESA) $50,000**

*The Rise of E-Sports: Unpacking the Intersection Between Online Game Play and College and Career Readiness*

(Lead Researcher)

2015 **Center for Online Innovations and Learning (COIL) $50,000**

*The Rise of E-Sports: Exploring the intersection between Online Commercial Game Play and College and Career Readiness with Multitwitch Technology*

(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 140 Media Theories and Practice*

EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

College of Business

Media practices, problems, and issues in a variety of settings are examined. Students collaborate to create an understanding of media theories, theorists, and major milestones in media research. This is a foundation survey course for the majors in Digital Media Technologies department.

*DMET 160 Introduction to Multimedia*

EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

College of Business

This course introduces basic software and develops skills in message design, graphic design, and interactive web design. The course is a prerequisites for most of the other courses in the department.

*DMET 262 Educational Communications and Technology*

EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

College of Business

This course focuses on using current and emerging technologies to improve instruction and learning. Students are provided with technology resources and gain technological content knowledge. Activities include the design, production, selection and evaluation of instructional media for use in the classroom. Does not count toward credits needed for DMET majors.

*DMET 510 Online Tools and Strategies for Learner Centered Instruction*

EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

College of Business

In this class, students will increase technological pedagogical content knowledge to create lessons in various online learning environments. Application of digital tools will include but are not limited to CMS and LMS strategies and the collaborative web in order to develop leaner centered lessons by using an understanding of differentiation, extension, and global awareness for the 21st century. By collaborating with classmates and in other online environments, the students will extend their personal learning network beyond the class.

*DMET 530*

EAST STROUDSBURG UNIVERSITY – EAST STROUDSBURG

College of Business

Instructional design is a systematic process used to analyze learner needs, and then, develop, design, and evaluate instructional materials. In this introductory course, students will create a learning unit based on student identified learning goals.

*INSYS 100 World Technologies and Learning (Fall 2014-Summer 2015)*

PENNSYLVANIA STATE UNIVERSITY- UNIVERSITY PARK

College of Education

Design, developed and instructed through Angel LMS. This course was taught over 3 semesters both in face-to-face as well as online, totaling 5 sections. Taught participants how to examine the socio-cultural impacts of learning technologies of various sorts on world cultures as well as examine several international cases of learning technologies such as email; online learning; telecommunications; and wireless computing, as they are used for education and learning and implemented in several world cultures such as the US, UK, India, China, Africa, Europe, and Oceania.

*EDTEC 400 Introduction to Instructional Technology for Educators (Fall 2013)*

PENNSYLVANIA STATE UNIVERSITY- UNIVERSITY PARK

College of Education

Taught participants how to work in an online environment developing skills and perspectives needed for the effective application of microcomputers in education, which involves becoming familiar with a wide range of additional educational computing applications and issues.

**Public School Teaching**

*Wallenpaupack Area High School Educator (2008-2017)*

WALLENPAUPACK SCHOOL DISTRICT- HAWLEY PA

Mathematics Department

Tenured secondary mathematics instructor for the state of Pennsylvania. I’ve taught academic, technical and inclusion Pre-Algebra, Algebra I, Geometry and Senior Graduation Project. This position allowed me to work within a socio economically disadvantaged community in a rural setting. Also served as a Mathematics Tutor and SAT Prep Instructor.

**Community Outreach Instructional Experience**

*Athletic Coaching (2010 – 2017)*

Wallenpaupack Area School District- Hawley, PA

Coach, mentor and train athletes in football throughout the year. Weight training was included throughout the year. Also coached a variety of other varsity sports for secondary school students. These sports included basketball and swimming.

*Waterfront Director/Lifeguard Trainer/Swim Instructor (2004 – 2013)*

Camp Integrity – Burlingham, NY

Supervised a staff of 15+ lifeguards each season. Oversaw all aquatic activities. Designed instruction for and trained lifeguards, adults in community CPR, First Aid as well as for the Professional Rescuer. Designed instruction for lifeguard managers as well as water safety courses for counselors.

*Pool Coordinator/Lifeguard Instructor /Water Safety Instructor/CPR Instructor (2005 to 2008)*

Monroe Country Recreation – Monroe County, PA

Parks and Recreation

Supervise pools during swim lessons and other water programs. Instructed and certified community in Lifeguard Training, CPR, First Aid, Swim and Water Safety for all ages.

*Volunteer Instructor**(2006-2008)*

American Red Cross – Stroudsburg PA

Life Saving Skills Instructor

Served as an instructor for CPR for the workplace including AED training. Also instructed community First Aid.



**Design and Development Experience**

**Instructional Design**

***Revised and developed courses***

*DMET 360 Esports Business Media: The New Frontier*

Develop a new track and certification course for Esports Media Management and tied to Digital Media Marketing. This interdisciplinary certification combined Sports Management as well as Organizational Management and Digital Media Technologies.

*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-Present)*

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=2dmLTllHMuA

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. (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>

Warriors Football Networking Night.

**Outreach:**

# Totten, A. (2019). Dr. Engerman Shares Life Story And Philosophy. Retrieved from http://thestroudcourier.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. (February, 2019). Esports Day at the Capitol. Press conference at the Capital. Harrisburg, PA.

# Otto, R., 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:**

Mamta Shah, Ph.D.Drexel University. Guest Lecturer

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

Gerber, H.R. & **Engerman, J.** A (2018, November). *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.

**Kenote Speaking**

ESportsU Foundations Breakfast (March, 2019)

My Brother’s Keeper. MMI (April 2018)

**Completed Courses:**

#### Video Games and Learning University of Wisconsin–Madison 2013

**Service Committees**

Teacher Education Council 2017-Present

Student Success Network 2017- Present

Promotion Committee 2017

Promotion Committee 2017

Promotion Committee 2018

Dissertation Committee 2018

Multimedia Day Coordinator Spring 2018

Multimedia Day Coordinator Spring 2019

**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 NSF Review Panel (2017)

**Manuscript Reviewer (Blind)**

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)**

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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