**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 centers around the interactions between marginalized populations and their sociocultural uses of 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. 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 technologies. Culturally responsive systemic approaches can leverage learner engagement to help foster more efficient opportunities for authentic teaching and learning experiences in the 21st Century.

**Objectives**

* To understand sociocultural influences, sociotechnical impacts and indigenous knowledge towards educational change
* To impact learning ecologies through systems thinking and diffusion of innovation
* To transform learning potential through sociocultural uses of digital medias in informal and formal settings
* To develop mechanisms that empower learners to take control of their own learning pathways towards social change

**A. Publications and Research**

**Peer reviewed journals**

**Engerman, J. A.,** MacAllan, M., & Carr-Chellman, A. A. (Revise and Resubmit). Games for Boys: A Qualitative Study of Learning Towards the Common Core. Educational Theory Research & Development. (Submitted to ETR&D)

**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**

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.

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

**Published conference proceedings (refereed)**

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

**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.

**Works in progress**

**Engerman, J. A**, Carr-Chellman, A. A. (Eds) (In Press). Understanding Cultures and Gaming. *EdTech Magazine.*

**Engerman, J. A**., Hein, R., Turcotte, N., & Carr-Chellman, A. (In Submission). Digital literacy practices for a gaming generation: “COTS lessons from adolescent gamers”. In S. Witte, K., & A. Garcia (Eds). *Playing in the Classroom: Games, Literacies, and Youth Culture in the 21st Century.* Sense Publishing.

**Engerman, J. A**., Raish, V., & Carr-Chellman, A. (In Submission). Prioritizing our Learners’ Indigenous Domains: Learner-Centered User Design for Disengaged Learners. In E. Kowch, & Sockman, B. (Eds). *Systemic Thinking & Change Major Reference Work*.

**Engerman, J. A.,** MacAllan, M., & Carr-Chellman, A. A., (In Progress). Beyond the Common Core: A Qualitative Study on Boys and the Video Games Play Towards a 21st Century Skills. *British Journal of Educational Technology*. (Re-submitted to BJET)

**Conference presentations and papers (refereed)**

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

Hein, R., **Engerman, J. A.,** Macaluso, A. Carr-Chellman, A. 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),* Indianapolis*.* Las Vegas, NV.

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

**Engerman, J. A.,** (2016). Bring on the Playcology! *Ignite Talk at Digital Media and Learning (DML).* Irvine, CA.

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 for 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.

**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*. 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*. 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**., 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.,** 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 referred)**

**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.,** 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 principle 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**

**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*

(Principle Investigator)

*2013*  **Center for Online Innovations and Learning (COIL) $50,000**

*NewzSim: Developing Learning Communities through Simulations for MOOCs*

(Principle Investigator)

**Awards and Honors**

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**

*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-Present)*

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 – Present)*

Wallenpuapack 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**

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

Designed an online course that explores role of gaming, video gaming, and simulations in educational contexts including K-12, corporate, informal, non-profit and higher education. This course is offered through Penn State’s World Campus which is the number one online bachelor’s service in the country.

*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**

**Positions**

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

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) Committee Chair (2016-Present)*

Serve on the state sponsored COVG Conference Planning committee to improve the level of video game development studios across the state of Pennsylvania. This committee develops the central conference and culminating gathering place for game developers across the state of Pennsylvania entitled Let’s Play PA! This conference is housed in the state capital university Harrisburg University.

*Consortium of Video Game Development (COVG) Committee Chair (2016-Present)*

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. This committee develops and innovates pipelines for the improvement of computational thinking skills as well as career readiness in educational institutions statewide centered in Harrisburg University.

*Designers for Learning Director (2014-Present)*

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 non profit 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., Okeke, C., Yenawine, P. (2016, October). Through the Looking Glass!. Panel discussion presented at the Association of Educational Communication and 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.

**Manuscript Reviewer (Blind)**

British Journal of Educational Technology (2015-Present)

Information, Technology & People (2016)

American Journal of Education (2012-2014)

Pennsylvania School Study Council’s (PSSC) “The Beacon” (2013)

**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**

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)

International Education Student Association (IESA)

National Education Association (NEA)

Northeast Pennsylvania Council of Teachers of Mathematics  (NPCTM)

Pennsylvania State Education Association (PSEA)

**References**

Dr. Alison Carr-Chellman

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