André R. Denham

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Associate Professor of Instructional Technology
College of Education
University of Alabama
328-B Graves Hall
Box 870302
Tuscaloosa, AL 35487

Education

Ph.D., Educational Technology, Arizona State University
Dissertation: *Conceptual Understanding of Multiplicative Properties Through Endogenous Digital Game Play*
Committee: Brian C. Nelson (Chair), Robert K. Atkinson, James A. Middleton, and Kurt VanLehn

M.A., Curriculum & Instruction with Emphasis in Educational Technology, La Sierra University

B.A., Mathematics, Minor in Religion, Oakwood University

Academic Appointments

Associate Professor of Instructional Technology – *(2018 – Present)*
College of Education, The University of Alabama

Assistant Professor of Instructional Technology – *(2012 – 2018)*
College of Education, The University of Alabama

Graduate Research Assistant - (*2008 – 2012)*
Mary Lou Fulton Teachers College & the School of Computing, Informatics, and Decision Systems Engineering, Arizona State University

Distance Learning Instructor - *(2007 – 2012)*
College of Education, La Sierra University

Teaching Associate - *(2010)*
Mary Lou Fulton Teacher's College Arizona State University

Math and Computer Applications Teacher – *(2001 – 2008)*
Oakwood Adventist Academy (Grades 6-9)

Research Interests

Technology in teaching and learning, Digital games for learning, Learning design, emerging learning technologies, and mathematics education.

Refereed Publications

Douglas, T. R. M., Freeman, S., & **Denham, A. R.** (2019). The Three Hebrew Boys Revisited: Exploring Border Crossing "Brotha"-Ship in the Journeys of Three Tenured Black Male Seventh-Day Adventist Professors. *Religions*, *10*(3), 142.

Denham, A. R. Using the PCaRD Digital Game-Based Learning Model of Instruction in the Middle School Mathematics Classroom: A Case Study. (2019). *British Journal of Educational Technology*, 50(1), 415-427.

Denham, A. R., & Guyotte, K. W. (2018). Cultivating Critical Game Makers in Digital Game-Base Learning: Learning from the Arts. *Learning, Media, and Technology*, 43(1), 31-41.

Acosta, M., & **Denham, A. R.** – Simulating Oppression: Digital Gaming and the Education of African American Children. (2018). *The Urban Review*, 50(3), 345-362.

Denham, A. R. (2018) Using a Digital Game as an Advance Organizer. *Educational Technology Research and Development*, 66(1), 1-24.

Denham, A. R. (2016). Improving the Design of a Learning Game Through Intrinsic Integration and Play Testing. *Technology, Knowledge, and Learning*, 21(2), 175-194.

Denham, A. R., Mayben, R. & Boman, T. Integrating Game-Based Learning Initiative: Increasing the Usage of Game-Based Learning Within K-12 Classrooms Through Professional Learning Groups. (2016). *Tech Trends*, 60(1), 70-76.

Denham, A. R. (2015). Supporting conceptual understanding of the associative and distributive properties through digital gameplay. *Journal of Computer Assisted Learning*, 31(6), 706-721).

Denham A. R. (2013). Strategy instruction and maintenance of basic multiplication facts through digital game play. *International Journal of Game-Based Learning*, 3(2), 36-54.

Denham, A. R., Gonzalez-Sanchez, J., Chavez-Echegaray, M., & Atkinson, R. K. (2012). Mobile applications as tools to support embodied learning: Current practice and future directions. *International Journal of Cyber Behavior, Psychology, and Learning* 2(4), 1-16.

Denham, A. R., Quick, J. M, & Atkinson, R. K. (2012). mLearning: An embodied approach. *International Journal of Cyber Behavior, Psychology, and Learning*, 2(3), 1-14.

Nelson, B. C., Erlandson, B. E., & **Denham, A. R.** (2011). Global channels for learning and assessment in complex game environments. *British Journal of Educational Technology*, 42 (1), 88-100.

Refereed Conference Proceedings

Hernandez-Cuevas, B., Egbert, W., **Denham, A. R.,** Mehul, A., & Crawford, C. S. (2020, April). Changing Minds: Exploring Brain-Computer Interface Experiences with High School Students. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems* (pp. 1-10).

Yu, J., & **Denham, A. R.** (2019, November). Analyzing the Effects of a Culturally Relevant Augmented Reality Math Board Game on Lakota Students' Arithmetic Performances: A Case Study. In *E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (pp. 606-610). Association for the Advancement of Computing in Education (AACE).

Mehul, A., Cioli, N., Crawford, C. S., & **Denham, A. R.** (2019, October). Position: A Novice Oriented Dual-Modality Programming Tool for Brain-Computer Interfaces Application Development. In *2019 IEEE Blocks and Beyond Workshop (B&B)* (pp. 27-30). IEEE.

Denham, A. R. (2012). Let's Talk About Intelligent Tutoring Systems and Games for Learning. In *Proceedings of GLS 8.0, Games + Learning + Society Conference.* (GLS, 2012). Crystle Martin, Amanda Ochsner, & Kurt Squire (Eds.). Games + Learning + Society, 5 – 8.

Erlandson, B. E., Nelson, B. C., & **Denham, A. R.** (2010). Finding essential complexity for learning in virtual worlds. In *Proceedings of the 9th International Conference of the Learning Sciences - Volume 2* (ICLS '10), Kimberly Gomez, Leilah Lyons, and Joshua Radinsky (Eds.), Vol. 2. International Society of the Learning Sciences 300-301.

Nelson, B. C., Erlandson, B. E., & **Denham, A. R.** (2010). Sources of evidence for embedded assessment in immersive games. In *Proceedings of the 9th International Conference of the Learning Sciences - Volume 2* (ICLS '10), Kimberly Gomez, Leilah Lyons, and Joshua Radinsky (Eds.), Vol. 2. International Society of the Learning Sciences 286-287.

Book Chapters

Denham, A. R. (2014). Strategy Instruction and Maintenance of Basic Multiplication Facts through Digital Game Play. *STEM Education: Concepts, Methodologies, Tools, and Applications*, 290-309. (***REPRINTED WITH PERMISSION).***

Atkinson, R. K., **Denham, A. R.**, & Quick, J. M. (2011). Mobile Technologies in Education and Healthcare. In *Handbook of Technology in Psychology, Psychiatry, and Neurology*, Luciano L'Abate & David A. Kaiser (Eds.). Nova Science.

Books/Briefs

Dabbagh, N., Benson, A.D., **Denham, A. R**., Joseph, R., Zgheib, G., Al-Freih, M., Fake, H., & Guo, Z. (2015). Globalization and learning technologies: Pedagogical frameworks and applications. Springer International.

Reports

Denham, A. R. (2017). Interactive Concept of Operations Narrative Simulators. *Marshall Space Flight Center Faculty Fellowship Program.* Huntsville, AL: National Aeronautics and Space Administration.

Manuscripts Under Review

Denham, A. R., Roskos, B., & Yu, J. *Improving Spatial Training through the Analysis of Digital Game Play*. Cognitive Research: Principles and Implications.

Manuscripts in Progress

Denham, A. R. – Measuring the impact. Exploring the use of a digital game as an advance organizer.

Denham, A. R., Harbour, K., & Wind, S. – Piloting the Digital Game Usage in the Mathematics Classroom Survey

Refereed Conference Presentations

Denham, A. R., Harbour, K., & Wind, S. (2020, May). *Piloting of the Digital Game Usage in the Mathematics Classroom Survey.* Paper to be presented at the American Educational Research Association International Conference in San Francisco, CA.

Yu, J., & **Denham, A. R.** (2019, November). *Exploring the use of Embodied Games to Improve mental rotation ability.* Paper to be presented at the Mid-South Educational Research Association in New Orleans, LA.

Yu, J., & **Denham, A. R.** (2019, November). *Analyzing the Effects of a Culturally Relevant Augmented Reality Math Board Game on Lakota Students' Arithmetic Performances: A Case Study*. Poster presentation at Association for the Advancement of Computing in Education Conference in New Orleans, LA.

Mehul, A., Cioli, N., Crawford, C., & **Denham, A. R.** (2019, October). *NeuroSquare: A novice oriented dual-modality programming tool for BCI application development*. Position paper to be presented at Blocks & Beyond 2019 in Memphis TN.

Denham, A. R., & Yu, J. (2019, May). *Exploring the use of embodied games to improve Mental Rotation ability.* Paper presented at U. A. System Scholars Institute in Huntsville, AL.

Denham, A. R., & Roskos, B. (2019, April). *Improving Spatial Training Through Analysis of Digital Gameplay.* Paper presented at the American Educational Research Association International Conference in Toronto, Canada.

Denham, A. R. (2018). *Learning to teach with Digital Games in the Middle School Mathematics Classroom.* Paper presented at Alabama Association of Teacher Education Conference in Athens, AL.

Denham, A. R., & Mayben, R. (2017, May). *Integrating Game Based Learning Initiative: Increasing the Integration of Game-Based Learning Through Professional Development.* Paper presented at U. A. System Scholars Institute in Tuscaloosa, AL.

Denham, A. R. (2017, April). *Digital Games as a Preparation for Future Learning Tool: Measuring the Impact.* Paper presented at the American Educational Research Association International Conference in San Antonio, TX.

Denham, A. R. (2017, April). *Challenges and Opportunities: Developing game-based learning focused professional development for secondary teachers*. Paper presented as part of the symposium entitled *Bridging the divide between knowledge and action to advance game-based learning* at the American Educational Research Association International Conference in San Antonio, TX.

Denham, A. R. (2016, November). *Supporting the Integration of Game-Based Learning Through a Professional Learning Group*. Paper presented at the International Conference on Urban Education in San Juan, Puerto Rico.

Denham, A. R. (2016, April). *Investigating the Implementation of the PCaRD Model in the Middle School Mathematics Classroom.* Paper presented at the American Educational Research Association International Conference in Washington, D.C.

Denham, A. R. (2015, July). *Nyingi: A Multiplication Game.* Paper presented at Games, Learning and Society Conference in Madison, WI.

Denham, A. R. (2015, April). *Improving Learning and Engagement within Digital Games for Learning Through Intrinsic Integration and Play Testing.* Paper presented at the American Educational Research Association International Conference in Chicago, IL.

Denham, A. R. (2015, April). *Using Direct Instruction to Maximize the Learning Potential of Digital Games.* Paper presented at the American Educational Research Association International Conference in Chicago, IL.

Denham, A. R. (2014, November). *Exploring the use of a Digital Game as a Tool of Assessment.* Paper presented at the Association for Educational Communications and Technology International Conference in Jacksonville, FL.

Denham, A. R. (2014, November). *Gestures, Mathematics, and Naturalistic User Interfaces.* Paper presented at the Association for Educational Communications and Technology International Conference in Jacksonville, FL.

Denham, A. R. (2014, April). *Digital Games and the Learning Process: Integrating Games in the Classroom.* Paper presented at the American Educational Research Association International Conference in Philadelphia, PA.

Denham, A. R. (2013, August). *Supporting Multiplicative Conceptual Understanding Through Endogenous Digital Game Play*. Paper presented at Digital Games Research Association International Conference in Atlanta, GA.

Denham, A. R. (2013, May). *Integrating Game Based Learning in the Mathematics Classroom.* Paper presented at U. A. System Scholars Institute in Huntsville, AL.

Denham, A. R. (2013, May). *Mobile Devices as Tools in the Support of Embodied Learning.* Paper presented at U. A. System Scholars Institute in Huntsville, AL.

Denham, A. R. (2012, October). *Exploring the Affordances of Intrinsic Integration within a Digital Game-Based Learning Environment*. Poster presented at the Association for Educational Communication and Technology International Conference in Louisville, Kentucky.

Denham, A. R. (2012, June). *Let's Talk About Intelligent Tutoring Systems and Games for Learning.* Fireside Chat at Games + Learning + Society Conference in Madison, WI.

Erlandson, B. E., **Denham, A. R.,** Slack, K. Lin, L., & Nelson, B. C. (2012, April) *Designing smart worlds: Automated scoring of learners' transportation decisions in a virtual urban commuting simulation.* Paper presented at the American Educational Research Association International Conference in Vancouver, British Columbia, Canada.

Denham, A. R., & Quick, J. M. (2011, June). *Voluntary Play vs. Forced Play: Game Play Preferences and its Role in Successful Implementation of Educational Digital Games.* Fireside Chat at Games + Learning + Society Conference in Madison, WI.

Erlandson, B. E., Nelson, B. C., & **Denham, A. R**. (2011, April). *Cognitive load as an indicator of essential complexity for learning in virtual worlds*. Paper presented at the American Educational Research Association International Conference in New Orleans, LA.

Denham, A. R. & Nelson, B. C. (2011, April) *Investigating the Efficacy of Integrating a Classroom Instructional Strategy Within a Video Game Environment.* Poster presented at the American Educational Research Association International Conference in New Orleans, LA.

Denham, A. R., Lin, L., Nelson, B. C., Erlandson, B. E., & Slack, K. (2011, April) *Exploring Personal Transportation Costs Through A Virtual World Based Simulation: The Postropolis Project.* Poster presented at the American Educational Research Association International Conference in New Orleans, LA.

Atkinson R., **Denham A. R.,** Gonzalez Sanchez J., Christopherson R., Chavez Echeagaray M. *Mobile Learning: Using Mobile Devices to Deliver Interactive Multimedia Instruction*. Companion of the 41th Conference of Research and Development by Tecnologico de Monterrey (Monterrey, Nuevo Leon, Mexico, January 19 – 21, 2011). January 2011.

Denham, A. R., & Nelson, B. C. (2010, October). *A game environment for developing a conceptual understanding of multiplication.* Poster presented at the Association for Educational Communications and Technology International Convention in Anaheim, CA.

Erlandson B. E., **Denham, A. R.,** Lin, L., & Nelson, B. C. (2010, October). *Design and development of a virtual transportation decision simulation.* Paper presented at the Association for Educational Communications and Technology International Convention in Anaheim, CA.

Erlandson, B. E., Nelson, B. C., & **Denham, A. R.** (2010, July). *Finding essential complexity for learning in virtual worlds*. Poster presented at the International Conference of the Learning Sciences in Chicago, IL.

Nelson, B. C., Erlandson, B. E., & **Denham, A. R.** (2010, July). *Sources of evidence for embedded assessment in immersive games*. Poster presented at the International Conference of the Learning Sciences in Chicago, IL.

Patel, S., & **Denham, A. R.** (2010, March). *Pilot Study: Using an online math game in elementary grade classrooms.* Paper presented at Microcomputers in Education Conference, in Tempe, AZ.

Denham, A. R. (2010, January). *A video game environment for developing automaticity of single- digit multiplication facts.* Paper presented at Intellectual Intersections: A Multidisciplinary Graduate Student Conference, sponsored by Northern Arizona University, in Flagstaff, AZ.

Grants

Ongoing Research Support

Improving Mental Rotation Training through Embodied Digital Game Play. **André R. Denham** (PI). University of Alabama Office of Research & Economic Development. **$5985.**

The Nomads: An Augmented Reality Board Game for Mathematics. **André R. Denham** (PI). National Science Foundation. **$50,000**.

EAGER: Exploring Physiological Computing in the Alabama Black Belt. Chris Crawford (PI), **André R. Denham** (Co-PI). National Science Foundation. **$306,910**.

Completed Research Support

Integrating Game-Based Learning Initiative. **André R. Denham** (PI)**.** The University of Alabama College of Education, Summer Research Director Grant. **$10,000.**

Improving Conceptual Understanding of Multiplication Through Gestural Conceptual Mapping Within Digital Game Play. **André R. Denham** (PI)**.** The University of Alabama Research Grants Committee. **$5,520**.

Gestural Conceptual Mapping of Multiplicative Properties. **André R. Denham** (PI). The University of Alabama College of Education Faculty Research Grants, **$2,328**.

Total Funding Received: $380,743

Teaching Interests

Educational Technology, Learning Design, Games for Learning, Technology for Teaching and Learning, Emerging Technology

Higher Education Courses Taught

Graduate Level:

- AIL 601 (Alabama) – Principles of Instructional Technology
- AIL 606 (Alabama) – Software Technology
- CAT 531 (Alabama) – Computer Based Instructional Technologies
- INTE 532 (Alabama) – Instructional Technology Design
- INTE 534 (Alabama) – Issues and Trends in Instructional Technology
- INTE 536 (Alabama) – Assessment and Evaluation in Instructional Technology
- INTE 537 (Alabama) – Game-Based Learning
- INTE 540 (Alabama) – Planning and Managing Technology Projects
- INTE 541 (Alabama) – IT Leadership and Administrative Technology
- EDET 505 (La Sierra) – Critical Issues in Educational Technology
- EDET 534 (La Sierra) – Technology and Learning
- EDET 536 (La Sierra) – Adaptive and Assistive Technologies
- EDET 545 (La Sierra) – Development of Internet Resources
- EDET 575 (La Sierra) – Leadership and Change in Educational Technology
- EDET 597 (La Sierra) – Professional Portfolio Development

Undergraduate Level:

- CAT 100 (Alabama) – Computer Concepts & Applications
- CAT 200 (Alabama) – Computer Education Applications
- CAT 250 (Alabama) – Computer Education Curriculum Development*
- EDT 321 (ASU) – Computer Literacy T3 (Technology, Tools, & Techniques)

*Major Course Redesign

Current and Past Graduate Student Advisees

Cherelle Young* – (IP, Alabama, PhD)
Carolina Robinson** – (IP, Alabama, PhD)
Sonja Brown** – (IP, Alabama, PhD)
Laura Crosby** – (IP, Alabama, PhD)
Effie Fields** – (IP, Alabama, PhD)
Tammie Williams** – (IP, Alabama, PhD)
Florence Williams* – (IP, Alabama, PhD)
David McKinney* – (IP, Alabama, PhD)
Andrew Maxey** – (IP, Alabama, PhD)
Karen Burns* – (Alabama, PhD)
Fang Li** – (Alabama, PhD)
Zhetao Guo** – (Alabama, PhD)
Jillyn Pence** – (Alabama, PhD)
Jeannie Weston** – (Alabama, PhD)
Alton Wilson** – (Alabama, PhD)
Nichelle Robinson** – (Alabama, PhD)
Veronica Outlaw** – (Alabama, PhD)
Kathryn Lewis* – Master's Project (La Sierra)
Benjamin Nakamura* – Master's Project (La Sierra)

IP – In Progress
*Chair or co-chair
** Committee Member

Invited Talks, Keynotes, Lectures & Workshops

Denham, A. R. (2019). Workshop on Pedagogical Best Practices. The University of Alabama College of Arts & Science.

Denham, A. R. (2019). Keynote speech at The University of Alabama Multicultural Leadership Summit.

Denham, A. R., & Allen, K. (2018). Introduction to Digital Game-Based Learning. Alabama Educational Technology Conference in Birmingham, AL.

Denham, A. R. (2015). *Let's Play: Learning through the playing, designing, and development of games.* Keynote speech at TechMeet Tuscaloosa.

Denham, A. R. (2015). *Nyingi: Designing a Game to Teach Multiplicative Reasoning.* The University of Alabama CIT Faculty Technology Showcase.

Office of Research on Teaching in the Disciplines, The University of Alabama (2015)
Past, Present, and Future of Educational Technology

Faculty Research Center Workshop, The University of Alabama, (2015)
Game-Based Learning

AECT International Convention Graduate Student Assembly (2014)
Developing a research question and what is a research agenda?

mLearning and Higher Education. (2012)
The University of Alabama, AHE 602 Problems in Higher Education Technology and Higher Education.

Atkinson, R. K, & **Denham, A. R.** (2011). *Mobile learning: Past, Present, and Future.* Presented at the Research Technology Group on Advancements in Distributed Learning Environment in Support of Transformation Meeting, Brussels, Belgium.

Assessing the Effectiveness of Computer Aided Adaptive Task Selection (2011)
Arizona State University, CSE 494/598 Intelligent Interactive Instructional Systems

Design and Development of mLearning Applications (2011)
Arizona State University, CPI 101 Introduction to Informatics

Web Portfolio Development (2011)
Arizona State University, SSH 405 Senior Seminar in Global Health

Mobile Learning and Casual Gaming: Exploring Pedagogical Potential. (2011)
Arizona State University, CPI 101 Introduction to Informatics

Atkinson, R. K, & **Denham, A. R**. (2010). *Mobile Training Applications for Medical Combat Personnel.* Presented at the Research Technology Group on Advancements in Distributed Learning Environment in Support of Transformation Meeting, Venice, Italy.

Mobile Training Applications (2010)
Arizona State University, CPI 101 Introduction to Informatics

Arizona State University, Graduate and Professional Student Organization
Professional Development Seminar on Professional Websites (Fall 2009, Spring 2010, Fall 2010, and Spring 2011).

Graduate Leadership Summit, Arizona State University
Presentation on Web Development for Graduate Student Organizations (2009)

Nelson, B.C., Erlandson, B., & **Denham, A. R.** (2009). *A Design View of Assessment in Complex Game Environments*. Presented at the third meeting of the Assessment of 21st Century Skills Working Group sponsored by the MacArthur Foundation, Tempe, AZ.

Awards, Scholarships, and Fellowships

NASA Marshall Space Flight Center Faculty Fellowship – 2017

Arizona State University Graduate Professional Student Association Graduate Service Award – (2012)

Arizona State University Graduate Professional Student Association Destiny Crider Programming Award – (2011)

Arizona State University, University Graduate Fellowship Block Grant, $15,000.00

North American Division of Seventh-day Adventist Graduate Scholarship – (2009-2012) $10,500.00

Howard University/Goddard Space Flight Center Undergraduate Fellowship – (2000) $10,000.00

Oakwood University Research Day Symposium 1st Place Winner – (1999) $500.00

Service

University

Vice-President (2016-2018; 2020-2022)
Black Faculty and Staff Association, The University of Alabama

President (2018-2020)
Black Faculty and Staff Association, The University of Alabama

Search Committee Member, The University of Alabama
Provost and Executive Vice President for Academic Affairs, 2019-2020

Co-chair, General Education Taskforce (2018-2023)
The University of Alabama

Faculty Senate (2018-2022)
The University of Alabama

Co-chair, Academic Affairs Committee of the Faculty Senate (2019-2021)
The University of Alabama

Graduate Council Alternate (2018-2021)
The University of Alabama

Bridge Builder Programming Community (2019-2020)
Men of Color First Year Experience/Retention Initiative

Member (2019-2020)
Presidential Advisory Committee on Diversity, The University of Alabama

Future Faculty Subcommittee of Academic Diversity Council (2018)
The University of Alabama

Legacy Scholars Mentor (2017-Present)
The University of Alabama

Tide Together Mentor (2018)
The University of Alabama

University Strategic Planning Sub Committee – Inclusion and Diversity (2016)
The University of Alabama

Project Rising Tide Task Force Member (2015 - 2016)
The University of Alabama

Student Leadership Liaison (2015 - 2016)
Black Faculty and Staff Association, The University of Alabama

Director of Information Technology
Arizona State University Graduate and Professional Student Association, (2009 – 2012)

Graduate Representative
Arizona State University Student Technology Advisory Board (2009-2012)

College of Education

Committee Member (2014-2019)
Faculty Research and Development Committee, The University of Alabama

Library Space Committee (2015 – 2016)
College of Education, The University of Alabama

Search Committee Chair – College of Education, The University of Alabama
Assistant/Associate Professor of Instructional Technology, 2019

Search Committee Member – College of Education, The University of Alabama
Secondary Mathematics Education, 2013, 2018
Elementary Mathematics Education, 2014, 2017, 2018
Elementary Science Education, 2015, 2016
Educational Neuroscience, 2015, 2016

Departmental

Faculty Coordinator (2018 – Present)
MA in Instructional Technology Program

Awards Committee (2014 – Present)
Department of Educational Leadership, Policy and Technology Studies,

Admissions Committee (2012 – Present)
MA in Instructional Technology; PhD. In Instructional Leadership, Instructional Technology concentration

Ph.D. Comprehensive Exam Reviewer (2012 – Present)
PhD. In Instructional Leadership, Instructional Technology concentration

Graduation Committee Representative (Spring 2009 – Fall 2009)
Division of Advanced Studies in Learning, Technology, and Psychology in Education, Arizona State University

Professional

Chair, (2018-2019)
AERA Technology, Instruction, Cognition and Learning Special Interest Group

Program Chair (2017-2018)
AERA Technology, Instruction, Cognition and Learning Special Interest Group

Communications Officer (2017)
AERA Technology, Instruction, Cognition and Learning Special Interest Group

Integrating Game-Based Learning Initiative: (2014-Present)
A partnership between The University of Alabama/West Alabama In-Service Center and the College of Education. Developed and facilitate this continuing professional development program as a means of increasing the prescriptive application of games in the classroom.

Grant Reviewer (2014-Present)
National Science Foundation (STEM+C, CyberLearning)

Editorial Review Board
Technology, Knowledge, and Learning (2013 – Present)
International Journal of Cyber Behavior, Psychology, and Learning (2012 – 2013)

Reviewer
British Journal of Educational Technology (2012 – Present)
Journal of Interactive Learning Environments (2013 – Present)
Journal of Technology, Instruction, Cognition, & Learning (2012)
Journal of Applied Instructional Design (2013)
Journal of Interactive Online Learning (2013 – Present)
International Journal of Cyber Behavior, Psychology, and Learning

Conference Reviewer
Games + Learning + Society Conference (2011 – 2013)

Association for Educational Communications and Technology
a. Research and Theory Division (2010 – 2014)
b. Design & Development Division (2010, 2012)
c. Multimedia Production Division (2010, 2011)

American Educational Research Association
a. Learning Sciences Special Interest Group (2019)

b. Technology, Instruction, Cognition and Learning Special Interest Group (2009, 2012 – 2015, 2018)
c. Division C, Section 3B (2015)
d. Instructional Technology Special Interest Group (2013)

Community

Alabama State Textbook Adoption Committee (2018)
6–8 Computer Science

Think Tank Member (2015)
North American Division of Seventh-day Adventist Department of Education

Technology Advisory Committee Member (2012-13)
N. E. Miles Jewish Day School

Goal Action Committee Member (Academics) (2013)
Tuscaloosa City Board of Education

Professional Memberships

American Educational Research Association
Association for Educational Communications and Technology
Black Faculty and Staff Association, University of Alabama

Professional Development

Digital Pedagogy Institute (2017)
(From the program website) Digital Pedagogy Lab is a five-day summer institute that explores the role and application of digital technology in teaching. The 2017 institute will have four tracks, offering intensive peer-driven learning with and discussion of networked learning, new media, and critical digital pedagogy.

Institute of Play's TeacherQuest Professional Development Course (2014)
(From the program website) Teachers who participate in TeacherQuest leave with a toolkit of strategies that effectively integrate games and game design into teaching practice, a connection to an online community dedicated to supporting continuing education, and a set of games of their own design – ready to use in their classrooms.

National Science Foundation Grants Conference (2014)
(From the program website) This two-day conference is a must, especially for new faculty, researchers and administrators who want to gain key insight into a wide range of current issues at NSF including the state of current funding; new and current policies and procedures; and pertinent administrative issues. NSF program officers representing each NSF directorate will be on hand to provide up-to-date information about specific funding

opportunities and answer your questions.

The University of Alabama NIH Junior Investigator Program (2013)

Association for Educational Communications and Technology Early Career Symposium (2012)
(From the program website) The AECT Faculty/Student Mentor program has merged with the Early Career Symposium! AECT's Research and Theory Division is proud to announce the call for participants for the 2012 AECT Early Career Symposium sponsored by the National Science Foundation. The symposium will be held at the annual AECT International Convention on October 30-31, 2012, in Louisville, Kentucky. The symposium will engage participants in a day and a half of focused career mentoring and networking.

Preparing Future Faculty Fellow, Participatory Phase, Arizona State University, (2010 – 2011)
(From the program website) In the Participatory Phase, students build upon their experience from the Exploratory Phase and explore in greater detail the many aspects of the faculty position. The Participatory Phase affords students a great deal of freedom to explore the type of institution in which they are most interested and compile a development plan to get on track to attain a position at the institution they choose.

Preparing Future Faculty Fellow, Exploratory Phase, Arizona State University, (2009 – 2010)
(From the program website) The overarching theme of the Exploratory Phase (First Year) is to provide students with a basic understanding of what will be expected of them during the application process and their first years as a faculty member to ensure preparation on both fronts. Through the seminars and assignments, students begin to explore what is required of new faculty at different types of institutions in order to increase awareness and help identify the key differences among institutions to begin the process of determining what type of institution is most in line with their strengths and desires.