PRESENTATIONS

- FETC 2013 (January 31, 2013). "How Game Design & Development is used to Engage Students." The purpose of this presentation was to provide information and experience for teachers, administrators, and school IT staff when considering how they can implement low-level game design and development into their curriculum; and how they can use game design and development to engage students.

- Chief Learning Officer (CLO) Fall Symposium (September 2008). "It's All in the Game: Adapt Your Learning Strategies for Today's Generation." The presentation was prepared for a C-Level audience, and focused on development considerations for using games and simulations as online training delivery methods, economies-of-scale, value (ROI), and rapid development. A game/simulation developed as an alternative learning method was demonstrated.

- Chief Learning Officer (CLO) Webinar (May 22, 2008). The Webinar discussed Immersive 3D (i3D), Multi-User Virtual Environments (MUVEs), Simulation-Based Learning (SBL), and their influence on the future of an organization's learning strategies.

- Training Magazine's Tech Solutions Conference & Expo 2007 (October 2007). "Instructional Systems Design for Gaming in eLearning." The presentation focused on storyboard and development considerations for low-level game design. During the session, participants storyboarded a small learning segment in game format.

- ASTD Space Coast Chapter Meeting (October 2007). "Instructional Design for Workplace Professionals." The presentation focused on blended learning formats, how to distinguish which blended learning format to use, adult learning models, development process and cost, and designing for Generation Y.

- RWD IPUG Conference 2007 (October 2007). "Custom eLearning Services." The presentation focused on the benefits and opportunities for incorporating eLearning into training, and a discussion of blended learning approaches and considerations for incorporating games into training.

- EDUCAUSE ELI Fall 2007 Focus Session (August 2007). "Academic Integrity and Scholarly Research." Co-presented with client Loyola College in Maryland an abbreviated case study of the online tutorial initiative and featured a demonstration of the online course.

- Training Magazine's Training Solutions Fall 2006 Conference & Expo (October 2006). "The State of Gaming and Simulation." Participated in a Panel of Experts session led by Dr. David Metcalf, Researcher, Institute for Simulation and Training, University of Central Florida. During this session the panel and audience discussed breaking news and cutting-edge research and design of gaming and simulation for learning; examples were shown; and details on emerging projects were provided.

- Training Magazine's Training Solutions Fall 2006 Conference & Expo (October 2006). "A New Look at Blended Learning." The session focused on blended learning geared to enterprise software implementations, and a model that separates the vehicles for delivery.

- Training Magazine's Training Solutions Spring and Fall 2006 Conferences & Expos (March and October 2006). "Instructional Systems Design for Gaming in eLearning." The presentations acquainted beginning and intermediate eLearning teams interested in incorporating low-level games into their courses. The sessions explored instructional design, chronicled the project development of a low-level game for use in eLearning; discussed development obstacles and solutions; and characterized development roles.

PUBLICATIONS and INTERVIEWS

- AvatarGeneration GameStar Mechanic magazine article (March 2013). Interviewed for, and cited in, an article about game-based teaching using GameStar Mechanic. The article discussed using game-based learning to engage students, support systems thinking, 21st Century digital literacy skills, and STEM learning; and was based on my experience of using GameStar Mechanic to engage eighth grade science students and teach the Space segment of their Science curriculum.

- Divine Mercy Rebrands As It Looks To The Future, Sees Enrollment Growth article in Brevard Business News (January 23, 2012, Vol. 30 No. 4). Co-interviewed with the principal to publicize the school's rebranding focusing its curriculum on technology, critical thinking, and problem solving.

- Vincent Cerny's cable program Cerny Success (November 2007) speaking about the eLearning industry and its future.

- Analysis of Long-Term Effects of Cybercamp Training on Program Participants (Doctoral dissertation published August 2001.) This study investigated the long-term effects of the Cybercamp program on the participants using computer technology in their education both in and out of class; and to investigate the effects of grade level, age, and gender on long-term computer application