

# CHRISTIAN ROGERS, Ph.D.

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## RESEARCH OBJECTIVES

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- Experiential learning and pervasive technology to aide in the instructional design process in STEM education
- The utilization of high impact practices within higher education with a specific focus on innovation education

## EDUCATION

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Doctor of Philosophy	Curriculum & Instruction (2013) University of Toledo – Toledo, Ohio
Masters of Education	Career & Technology Education (2006) Bowling Green State University – Bowling Green, Ohio
Bachelor of Science	Visual Communications Technology (2004) Bowling Green State University – Bowling Green, Ohio

## PROFESSIONAL APPOINTMENTS

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Aug 2013 - Present	<b>Indiana University-Purdue University Indianapolis Indianapolis, IN</b> Assistant Professor (2013 - 2019) Associate Professor (2019 - Present) Computer Graphics Technology Purdue School of Engineering & Technology <ul style="list-style-type: none"><li>• Maintains strong research agenda</li><li>• Teach courses in video production, motion graphics &amp; themed attraction (3-3 load)</li><li>• Advise students as needed</li><li>• Served on multiple committees</li><li>• Developed specialized concentration in motion graphics with the creation of four courses</li><li>• Developed specialized program in themed attraction with industry partners/leaders and the creation of three courses</li></ul>
Aug 2013 - Present	<b>Indiana University-Purdue University Indianapolis Indianapolis, IN</b> Faculty Fellow (August 2016 - Present) Institute for Engaged Learning, University College <ul style="list-style-type: none"><li>• Fellow with University College and Institute for Engaged Learning developing multiple experiences in Innovation education</li><li>• Developed specialized course in innovation and creativity for incoming students (1 section)</li><li>• Developed innovation challenge program for incoming students (8 sections)</li></ul>

- Aug 2006 – July 2013**      **Bowling Green State University – Bowling Green, Ohio**  
**Visual Communications Technology/Technology Education**  
 Instructor (2006 - 2012)  
 Lecturer (2012 - 2013)
- Oversaw video production track: teaching introductory, intermediate and advanced video production
  - Taught courses in media communication and client relationship
  - Supervised multiple internship experiences (including ESPN, MTV, Nickelodeon)
  - Continuing academic advisor for over 60 students in the Visual Communications Technology degree program
  - Advised 23 students in the Technology Education degree program (2006-2007)
  - Managed six graduate assistants in Intro to Visual Communications course
- July 2004 - Aug 2008**      **Bowling Green State University - Bowling Green, OH**  
**Instructor, Continuing & Extended Education**
- Taught workshops in Adobe Creative Suite (Photoshop, Illustrator, InDesign), Final Cut Pro, Motion & DVD Studio Pro that stressed hands-on, application-based learning for employees of corporate clients and school systems
  - Consistently received excellent to outstanding ratings on instructor evaluations
- Aug 2004 - May 2006**      **Bowling Green State University - Bowling Green, OH**  
**Teaching Assistant, Department of Visual Communication**
- Aug 2003 - Dec 2003**      **Sylvania Northview High School – Sylvania, OH**  
**Student Teacher**
- Jan 2003 - Aug 2003**      **University of Findlay - Findlay, OH**  
**Academic Technology Assistant (Intern)**
- Aug 2001 - May 2005**      **Bowling Green City Schools - Bowling Green, OH**  
**Trainer & Technician**
- Aug 1997 - May 2000**      **Hudson City Schools - Hudson, OH**  
**Apple Technician**

## **TEACHING ADMINISTRATION AND CURRICULUM DEVELOPMENT**

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### **Program Development**

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|------|--|
| 2020 | Undergraduate Certificate in Themed Entertainment Design |
| 2020 | Minor in Themed Entertainment Design                     |
| 2019 | Concentration in Motion Graphics Design                  |
| 2019 | Concentration in Themed Attraction Design                |

### **Course Development**

- |           |                        |
|-----------|------------------------|
| CGT 20200 | Motion & Video 1       |
| CGT 31400 | Advanced Motion Design |
| CGT 34600 | Digital Video & Audio  |

CGT 40200	Motion & Video 2
CGT TAD 1	Themed Attraction Design 1
CGT TAD 2	Themed Attraction Design 2
CGT TAD 3	Themed Attraction Design 3

## **COURSES TAUGHT**

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### **Digital Video & Audio (IUPUI)**

Covers the use of digital technologies for video and audio focused toward use in multimedia, internet, and animation products. Students examine the methods for creating, sampling, and storing digital video and digital audio and the constraints placed on these media assets when used for media-based products. Emphasis is placed upon the technology of digital video and audio including formats, data rates, compressors, and the advantages and disadvantages of the different technologies.

### **Interactive Multimedia Design (IUPUI)**

Interactive multimedia is the uses of content forms that includes a combination of text, audio, still images, animation, video, and interactivity content forms sometimes called "rich media" or interactive multimedia that describes as electronic media devices used to store and experience multimedia content. Examples of interactive multimedia are DVS Menu's, Online Applications, Presentations, Kiosks, ATM's, DVD Menus, Information Screens (Airports, Restaurants, etc), Computer Games, and many other forms of communication.

### **Technical Animation & Direction (IUPUI)**

This course focuses on the documentary style of video production and brings special emphasis to creative storytelling. Students examine the intermediate methods for creating, sampling, and storing digital video and digital audio and the constraints placed on these media assets when used for media based products. Emphasis is placed upon the techniques for producing testimonial/documentary style video projects. We will use professional cameras, lights, and audio equipment to produce class-based projects.

### **Multimedia Application Development (IUPUI)**

This course builds on the basic principles of interactive multimedia and builds towards intermediate methods in interactive media. Interactive multimedia is the uses of content forms that includes a combination of text, audio, still images, animation, video, and interactivity content forms sometimes called "rich media" or interactive multimedia that describes as electronic media devices used to store and experience multimedia content. Examples of interactive multimedia are DVD menu's, Online Application, Presentations, kiosks, ATM's, DVR Menus, Information Screens (Airports, Restaurants, etc), Computer Games, and many other forms of communication.

### **First Year Course in Innovation & Entrepreneurship (IUPUI)**

This course is a first year experience for incoming students to IUPUI. The course is offered through University College and is open to exploratory majors. The course focuses on topics of innovation and entrepreneurship and connections within the Indianapolis area.

### **Intro to Themed Attraction Design (IUPUI)**

An introduction to immersive attraction; including the consideration of operations, graphics, engineering, technology and design. This course covers the history and current practices of the amusement and attraction industry. Students will explore the creative process in the development of theme park attraction, museums, and immersive performances. Students will apply their knowledge in narration and graphic principles to concept projects in immersive spaces.

### **Planning and Communicating Themed Attraction Design (IUPUI)**

Building on students' knowledge of narrative creation and design, students will learn about the fundamentals of operations, graphics, engineering, technology and design to create theme-based immersive attractions. This course will focus on design concepts, technical design, management and creation of immersive experiences.

### **Motion and Video I (IUPUI)**

The movement of graphics and incorporation of video is prevalent within commercial production. No longer are these elements done solely by the Hollywood elite or used strictly within the film industry. Many today are utilizing all kinds of tools in digital video, audio graphics design and animation to create moving elements that tell a story and communicate concepts to solve communication problems. Students will learn basics in the production process, framing and movement, keyframing, and design principles. Students will also learn basics in client relationship and business etiquette. Initial projects will focus on commercial creation and the utilization of typography as it relates to storytelling.

### **Intro to Visual Communication Technology (BGSU)**

Introductory course to the Visual Communication Technology program, covering basics in print, photography, video production and web design, as well as communication and presentation; oversaw multiple graduate assistants

### **ViaMedia Service Learning Media course (BGSU)**

Separate lab in VCT 1030 for advanced students that served as service-based course with multiple group projects for clients.

### **Advanced Video Production (BGSU satellite campus)**

Advanced topics in documentary creation and animation; Taught as a distance course

### **Intro to Video Production (BGSU)**

Introductory course, covering the video production process including preproduction, production and postproduction. Specific topics include treatment, scriptwriting, shooting composition and editing.

### **Intermediate Video Production (BGSU)**

Advanced topics in video production, including introductory concepts in motion design, keyframe and green screen work, lighting, audio and multi-camera shooting. Other topics include client communication and presentation.

### **Advanced Video Production (BGSU)**

Advanced topics in client relationship skills and industry education, as well as a strong focus on motion design, typography and 3D special relationships.

Software taught: Adobe Creative Suite (Photoshop, Indesign, Illustrator, Dreamweaver, Premiere, After Effects, Sound Booth, Final Cut Studio)

## STUDENT EVALUATIONS

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Semester	Course	Title	Enrollment	Number of Responses	Overall Evaluation	Department Average
Spring 2021	CGT 20200	Motion & Video 1	13	8	3.63	3.54
Fall 2020	CGT 20200	Motion & Video 1	15	7	3.66	3.68
	CGT 20400	Intro to Themed Attraction	8	5	3.52	3.56
	CGT 34600	Digital Video & Audio	11	4	4.00	3.56
Spring 2020	CGT 20200	Motion & Video 1	6	3	3.73	3.73
	CGT 20400	Intro to Themed Attraction	6	2	4.00	3.28
	CGT 44600	Post Production & Special Effects	10	5	3.72	3.28
Fall 2019						
Spring 2019						
Fall 2018	CGT 34600	Digital Video & Audio	29	11	3.47	3.43
	CGT 35100	Interactive Media	22	12	3.61	3.43
Spring 2018	CGT 44600	Tech Animation	10	10	3.41	3.31
	CGT 45100	Multimedia Application (Online)	13	4	2.83	3.31
Fall 2017	CGT 34600	Digital Video & Audio	19	9	3.04	3.29
	CGT 35100	Interactive Media	24	13	3.28	3.29

Spring 2017	CGT 44600	Tech Animation	12	3	3.22	3.40
	CGT 45100	Multimedia Application	15	6	3.44	3.40
Fall 2016	CGT 34600	Digital Video & Audio	26	2	3.50	3.30
	CGT 35100	Interactive Media	18	2	3.17	3.30
Spring 2016	CGT 44600	Tech Animation	-	-	-	-
	CGT 45100	Multimedia Application	10	7	3.33	3.20
Fall 2015	CGT 34600	Digital Video & Audio	22	17	3.27	3.39
	CGT 35100	Interactive Media	11	10	3.30	3.39
Spring 2015	CGT 44600	Tech Animation	17	5	3.64	3.25
	CGT 45100	Multimedia Application	15	9	3.52	3.25
Fall 2014 (switched to Blue)	CGT 34600	Digital Video & Audio	25	10	3.69	3.40
	CGT 35100	Interactive Media	8	2	3.64	3.40
Spring 2014	CGT 44600	Tech Animation	16	12	3.33	
	CGT 45100	Multimedia Application	25	9	3.67	
Fall 2013	CGT 34600	Digital Video & Audio	22	8	4.00	
	CGT 35100	Interactive Media	28	10	3.60	

Total Undergraduate Students Taught = 336

Student evaluations (overall average) = 3.45/5

## PROFESSIONAL ORGANIZATION MEMBERSHIPS

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2020 – Present	Themed Entertainment Association
2019 - Present	IAAPA
2014 - 2017	American Society for Engineering Education (ASEE)
2013 - 2015	Online Learning Consortium
2012 - 2013	University Film and Video Association
2008 - 2017	Member, New Media Consortium
2008 - 2014	Member, Epsilon Pi Tau

## GRANTS

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### External Grants

- Rogers, C., (2019) Elevate Nexus Innovation Grant - \$50,000.00
- Schnepf, J., Rogers, C., (2019) Learner Experience Design. Bringing Theory to Practice. American Association of Colleges and Universities - \$8,000.00
- Rogers, C., Schnepf, J., Renguette, C. (2018) Customer Discovery with EASEL - National Science Foundation iCorp Node - \$2,500.00

- Rogers, C. (2017) “Experiential Learning & Assessment with a Community-Based Documentary”. Indiana Campus Compact - \$2,500.00
- Rogers C. (2016). Washington Township Schools Parent Marketing Video - \$500.00
- Rogers, C. (2013). Solution Center/PEN Products Grant - \$1,000.00

### Internal Grants

- MURI
- Rogers C., Baldwin, D., Polk, J, Guy, J. (2019) Themed Attraction Design, Curriculum Enhancement Grant - Center for Teaching and Learning - \$30,000.00
- Development of Version 2 of EASEL (MURI), Co-Principal Investigator  
Agency: Multidisciplinary Undergraduate Research Project, IUPUI  
Amount: \$2,000.00
- Renguette C, Rogers C, (2018). Experiential Learning, Reflection, and Technology: Development, Multidisciplinary Undergraduate Research Grant - \$2,000.00
- Renguette C, Rogers C, (2018). Experiential Learning, Reflection, and Technology: User Experience Design, Multidisciplinary Undergraduate Research Grant, \$2,000.00
- Rogers C. (2018). Release Time for Research - OVCR Grant - \$8,632.60
- Rogers C, Bowman, H, (2018) Developing Community, Connections and Creativity Before The First Year, Welcoming Campus Initiative - \$41,268.00
- El-Mounayri, H., Rogers, C. B., Frend, C., Wasfy, T. M., Satterwhite, J. (2018) Assessment of Mixed-Reality virtual environment for STEM learning - Part 2 - Center for Research & Learning - \$1,599.00
- El-Mounayri, H., Rogers, C. B., Frend, C., Wasfy, T. M., Satterwhite, J. (2017) Assessment of Mixed-Reality virtual environment for STEM learning - Part 1 - Center for Research & Learning - \$2,000.00
- Rogers C., Cooper, S., Renshaw, C. (2017) Using Mobile Technology to Facilitate Field-based Experiences in Family Medicine, Curriculum Enhancement Grant - Center for Teaching and Learning - \$5,000.00
- Rogers C. (2016). HCI Design in Technology-Supported Directed Reflection - ITEC - \$1,600.00
- Rogers C. (2016). Service Learning Assistant Scholar - Office of Service Learning. - \$2,500.00
- Rogers, C. (2016) RISE Grant - \$2,500.00
- Rogers C. (2016). Education through Application-Supported Experiences - RSFG OVCR Grant - \$29,529
- Rogers C. (2016). Purdue Summer Research Grant - \$10,400
- Rogers C. (2015). Development in Technology-Supported Directed Reflection - IUPUI Department of Organizational Leadership - \$4,118.00
- Rogers C. (2015) CEG Conference Grant, Center for Teaching and Learning - \$1,000.00
- Hill, J, Rogers, C. Nicholas, C. (2015) User-Centered Intelligent Collaboration Software. iTech IUPUI Grant - \$13,000.00
- Rogers C. (2015) Overseas Conference Grant, Purdue University - \$1,000.00
- Smith, B. & Rogers, C., Streepey, J. (2014). Assessing the Effectiveness of New Virtual Reality Technology for Inducing Instability during Stance. MURI. \$2,000.00.
- Yoshida, K., Rogers, C., Baldwin, D., Smith, B., (2014) Development of a virtual reality based psychophysical assessment method to capture the perceived arm position of the amputee phantom limb. MURI. \$2,000.00.
- El-Mounayri, H., Wasfy, T., Fernandez, E., Rogers, C., Peters, J., (2014) Assessment of the impact of next generation augmented virtual reality (VR) technology on STEM e-learning. MURI - \$10,700.00
- Rogers C. (2014) Overseas Conference Grant, Indiana University - \$1,000.00

## PUBLICATIONS

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### Papers in Refereed Journals

- Rogers, C. (2019) Transforming Students through Integrative and Transformative Learning in a Field-Based Experience. *Journal of Transformative Learning*. University of Central Oklahoma, Vol 6, Issue 1, p39-49
- Renguette, C., Rogers, C., Seig, M., & Schnepf, J. (2018). Perceptions of an Experiential Learning Platform Design: Enhancing The User Experience. *The World Association for Case Methods Research & Application*.
- Rogers, C., El-Mounaryi, H., Wasfy, T., Satterwhite, J., (2018) Assessment of STEM e-Learning in an Immersive Virtual Reality (VR) Environment, *Journal of Computers in Education*
- Schnepf, J., Rogers, C. B. (2017) A Mobile Application that Supports Guided Reflection for Experiential Learning Activities. *Journal of Information Technology Education: Innovations in Practice*.
- Studer, M., Benton, M., Rogers, C., Quirke, M.,(2017) We Are All Teachers: Modeling Democratic Engagement in Faculty Development., *Michigan Journal of Community Service Learning*. University of Michigan. 23 (2)
- Rogers, C., Lau, J., Huynh, D., Albertson, S., Beem, J., Qian, E. (2016). Capturing the Perceived Phantom Limb Through Virtual Reality. *Advances in Human-Computer Interaction*. September 2016
- Rogers, C. & Schnepf, J. (2015). Students Perceptions of an Alternative Testing Method: Hints as an Option for Exam Questions. *Computers in Education Journal*. American Society for Engineering Education. December 2015.
- Rogers, C. (2014). The Utilization of Rasch Measurement to Evaluate a Survey for Online Training. *Journal for the Liberal Arts & Sciences*. Oakland University. 18 (2)

\*\* Indicates publications co-authored with students

### **Book Chapters in Refereed Publications**

- Rogers, C., Renguette, C., Cooper, S., Renshaw, S., Schnepf, J., Seig, M. (2018) Evaluating A New Tool To Support Experiential Learning. *KES Smart Innovation Systems and Technologies*. In: L. Uskov V., Howlett R., Jain L. (eds) *Smart Education and Smart e-Learning*. Smart Innovation, Systems and Technologies, vol 44. Springer, Cham
- Schnepf J., Rogers C. (2015) Just Give Me a Hint! An Alternative Testing Approach for Simultaneous Assessment and Learning. In: L. Uskov V., Howlett R., Jain L. (eds) *Smart Education and Smart e-Learning*. Smart Innovation, Systems and Technologies, vol 41. Springer, Cham

### **Conference Proceedings**

- Rogers, C., Schnepf, C. (2019) “Building Effective Assessments through Empathy for Students”. 2019 Assessment Institute, Indianapolis, IN
- Rogers, C., Bowman, H., (2019) “Developing a Sense of Continuity for All Students: Infusing the Undergraduate Profiles into the First-Year Experience Curriculum”. Poster Session. 2019 Assessment Institute, Indianapolis, IN
- Vignare, K., Rogers, C. (2019) “Early Results on Personalized Learning: The Road to Improving Gateway Course DFW Rates. 2019 Assessment Institute, Indianapolis, IN
- Cooper S., Rogers C., (2018) “Does Using Mobile Technology Enhance Experiential Learning for Medical Students?”. Austin, Texas 2018 Information Technology in Academic Medicine Conference. June 5-8, 2018
- Rogers, C., Bowman, H. (2018) Developing a Culture of Innovation & Entrepreneurship in the First-Year Experience. First Year Experience Conference. San Antonio, Texas. February 11-13, 2018
- Rogers, C., Cooper, S., Renshaw, S., Schnepf, J., Renguette, C. & Seig, M.T. (2017). Developing a Just-in-Time Adaptive Mobile Platform for Family Medicine Education: Experiential Lessons Learned. In J. Dron & S. Mishra (Eds.), *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2017* (pp. 948-954). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).



- Rogers, C. B., Renguette, C. C. (2017). Cognition & Learning Roundtable. Washington D.C.: The Center for Innovative Research in Cyberlearning.
- Schnepf, J., Renguette, C., Rogers, C. (2017). EASEL - Education through Application-Supported Experiential Learning - Poster Session. Washington D.C.: The Center for Innovative Research in Cyberlearning.
- Schnepf, J., Rogers, C., (2017). Toward a Mobile Application that Supports Directed Reflection on Experiential Learning Activities. EduTeach 2017. Second Canadian International Conference on Advances in Education, Teaching & Technology. Toronto, Canada. July 29-31 2017
- Rogers, C. (2017). Workshop: Creating a Learner Experience They Will Remember. What Would Walt do?. International Society for Exploring Teaching & Learning. Orlando, FL October 11-14, 2017
- Rogers, C., Cooper, S.,(2017) Evaluating the Acceptability and Usability of EASEL: A Mobile Application that Supports Guided Reflection for Experiential Learning Activities. Association for the Advancement of Computing in Education E-Learn Conference, Vancouver, British Columbia,. October 18-20, 2017
- Rogers, C. (2016). Creating A Syllabus that They Will Want to Read. Quick Hits Presentation. Midwest SoTL Conference. April 1, 2016
- Rogers, C. (2016). Supporting Directed Reflection with Technology in Field Experiences. International Society for Exploring Teaching & Learning. Salt Lake City, UT, October 13-15, 2016
- Rogers, C. (2016). W2: Considering User Experience: Developing and choosing tools to enhance online learning. In Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2016 (pp. 1423-1424). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).
- Rogers, C. (2016) Mobile Learning with Active Navigation. Association for the Advancement of Computing in Education E-Learn Conference, Washington D.C., November 14-16, 2016
- Hall, N., Rogers C., Schnepf, J., Whinery, T., Maillet, M., Smith, V., and Gokul, S. 2016, April 8. EASEL (Education through Application Supported Experiential Learning). Poster session presented at IUPUI
- Rogers, C. (2015). Killing Two Birds with One Stone: Civic Engagement & Experiential Learning. Prism of Possibilities Conference. Bowling Green, Ohio. March 5-7, 2015
- Rogers, C. (2015). Creating the Well-Rounded Student: Skill Development, Experiential Learning & Civic Engagement. 2015 IUPUI Research Day, April 17, 2015.
- Rogers, C. (2015). Killing Three Birds with One Stone: Civic Engagement, Experiential Learning & Skill Development. International Society for Exploring Teaching & Learning. Savannah, GA. October 15-17, 2015
- Schnepf, J., Rogers, C. (2015). Challenging The Agile Learner through Variations in Assessment. International Society for Exploring Teaching and Learning, Savannah, GA. October 15-17, 2015
- Schnepf, J., & Rogers, C. (2014). Giving Hints on A test Isn't Cheating?!. International Higher Education Teaching and Learning Conference 2014 Conference Proceedings. Anchorage, Alaska
- Rogers, C. & Schnepf, J. (2014). Teaching During The Final Exam: How Providing Hints Can Help. ASEE International Conference. June 15-June 17, 2014
- Schnepf, J. & Rogers, C. (2014). Gamification Techniques for Academic Assessment. International Society for Exploring Teaching & Learning. Denver, CO. October 16-18, 2014
- Rogers, C. & Schnepf, J. (2014). Employing Hints to Facilitate Real-World Assessments. Assessment Institute in Indianapolis. Indianapolis, IN. October 19-21, 2014
- Rogers, C. (2014). Asking the Right Questions to Get the Right Answers. The Conference on Human Development in Asia. Hiroshima, Japan. March 2-4, 2014
- Rogers, C. (2014). A Case for Real World Projects: A Partnership with Penitentiary. Association for the Advancement of Computing in Education EdMedia 2014 Conference Proceedings. Tampere, Finland. June 24-June 26, 2014

- Rogers, C. (2013). You Don't Need to Be in Hollywood to Learn Video: An Exercise to Reinforce Learning. Sloan-C International Conference. Walt Disney Swan & Dolphin Resort, Orlando, Florida. November 20, 2013
- Rogers, C., Smith, B., Guy, J. (2013). 3D Imaging in the NeuroSciences. Joint Board of Advisors Meeting. School of Engineering & Technology. Indiana University-Purdue University Indianapolis, Indianapolis, Indiana. October 25, 2013

### Invited Presentations

- Rogers, C., (2020). The First Step to Teaching May Be In Our Students Shoes. E.C. Moore Symposium. March 6, 2020
- Schnepf, J., Rogers, C., (2018). Keynote Presentation: Technology-Enhanced Active Learning: Extending Pedagogy through Digital Tools. EduTeach 2018. Third Canadian International Conference on Advances in Education, Teaching & Technology. Toronto, Canada. July 28-30, 2018
- Rogers, C. (2018). A Design Thinking Approach To Understanding Our Students. Big Wahooie, For Those Who Teach. University College. IUPUI, April 6, 2018
- Rogers, C. (2017) Innovation Workshop - Gateway Fall Learning Conference - IUPUI

## AWARDS & GIFTS

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### Awards

- Trustees Teaching Award, University College (2020)
- FACET Innovate Awards Finalist (2018)
- Trustees Teaching Award, School of Engineering & Technology (2017)
- Teaching with Canvas Pioneer Award Honorable Mention (2015)

### Gifts

- Rogers C. (2015) Youth Philanthropy Initiative Donation - \$1750.00 (2015)
- Canon Cameras Donation - \$1359.96 (2014)
- Rogers C, (2014) Audio-Technica Donation - \$1076.00 (2014)
- Rogers C, (2014) Westcott Lighting Donation - \$2162.90 (2014)

## MENTORING

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### Undergraduate Student Mentorship

2019 – 2020	Noah Furniss, John Liarson, Dhruv Khulari, Multidisciplinary Undergraduate Research Grant, Project: Development of Version 2 of EASEL
2018 – 2019	John Liarson, Dhruv Khulkarni, Noah Furniss, Sanika Kotnis, Rashi Dhenia, Jaison George, John Lyin Project: Development of Minimum Viable Product for EASEL
2017 – 2018	Jane Linley, Work Study
2014 – 2015	James Roach, Multidisciplinary Undergraduate Research Grant Project: Assessing the Effectiveness of New Virtual Reality Technology for Inducing Instability during Stance
2014 – 2015	Steven Albertson, James Beem, Denver Huynh, Jonathan Lau, Elin Qian, Multidisciplinary Undergraduate Research Grant Project: Development of a virtual reality based psychophysical assessment method to capture the perceived arm position of the amputee phantom limb
2014 – 2015	Kenney Cook, Karim Rimawi, iTec Grant Project: User-Centered Intelligent Collaboration Software

2015 – 2016	Justin Farmer, Jesse Satterwhite, Multidisciplinary Undergraduate Research Grant Project: Assessment of the impact of next generation augmented virtual reality (VR) technology on STEM e-learning
2016 – 2017	Chris Schweder, Independent Study Project: Motion Graphics Design Project
2016 – 2017	John Grove, Multidisciplinary Undergraduate Research Grant Project: Assessment of Mixed-Reality Virtual Environment for STEM Learning
2016 – 2017 2017	Garrett Ruble, Independent Study - CGT Marketing Amber Tansy, Service-Learning Assistant Scholar Project: Documentary for John H. Boner Community Center

### **Graduate Student Mentorship**

2014 – 2015	Tiffany Whinery, OLS Department Grant Project: Reflection and Metacognition with Technology in Field Experiences
2015 – 2016	Natalie Hall, iTec Grant Project: HCI Design in Technology-Supported Directed Reflection
2015 – 2016	Sridutt Gokul, iTec Grant Project: Competitive Analysis in Technology-Supported Experiential Learning
2016 – 2017	Edward Seiferd, RSFG Grant Project: Reflection Practices in Dentistry

### **Graduate Committees**

2016 – 2017	Edward Sieferd, Masters of Fine Art Indiana University Herron School of Art
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## **SERVICE**

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### **University Service – Department**

2020 – 2021	Chair, Promotion & Tenure Committee
2017 – 2018	CIT Lecturer Search Committee
2016 – 2017	CGT Lecturer Search Committee
2014 – 2015	CIT Lecturer Search Committee
2013 – 2014	Cross Program (CGT & CIT) Web Collaborative Committee Aug

### **University Service – School**

2020 – 2021	Member, Organizational Leadership Promotion & Tenure Committee
2013 – 2016	Faculty Senator
2014 – 2015	IUPUI Product Life Cycle Management Core Committee

### **University Service – Campus/University**

2020 – Present	IUPUI Faculty Council, At Large Member
2018 – Present	LEAP Indiana Board Member
2017 – Present	IUPUI Technology Committee
2017 – Present	University College Innovation and Entrepreneurship Task Force
2018 – 2019	Institute for Engaged Learning Task Force Member
2018	IUPUI Delegate, 2018 Institute on Integrative Learning and Signature Work Association of American Colleges & Universities, Boston Mass.
2014 – 2017	Center for Teaching and Learning Advisory Board

2016 – 2016 Faculty Development & Center for Teaching & Learning Task Force  
 2016 Center for Teaching and Learning CEG Reviewer  
 2015 Center for Teaching and Learning CEG Reviewer  
 2015 Participant, Center for Teaching and Learning Online Invitational

### **Professional Services – Local**

2019 Chair, Faculty Learning Community on Personalized Learning, LEAP  
 Indiana  
 2016 Presenter, Adobe User Group of Indianapolis  
 2015 Presenter, Adobe User Group of Indianapolis

### **Professional Services – National**

2016 Reviewer, 5th Addition of the Video Production Handbook. Owens, J.  
 Millerson, G., ISBN 0240522206  
 2015 Reviewer, Online Learning Consortium  
 2014 ASEE Reviewer for Conference Abstracts and Papers  
 2014 Reviewer, Journal of Asynchronous Learning  
 2014 University Film & Video Association Conference Reviewer  
 2014 EdMedia International Conference Session Moderator

### **Professional Services – International**

2016 - Present Advisory Board, Marketing & Media Chair,  
 International Society for Exploring Teaching and Learning  
 2015 Reviewer, The International

### **Bowling Green State University**

2013 Student Union Conference Event Planning Search Committee  
 2013 – 2013 Visual Communication Technology Assessment Committee  
 2012 – 2012 Chair Evaluation Committee  
 2011 – 2012 Course Developer, Video Production Techniques  
 (Wiley Publishing/ITT Tech)  
 2006 - 2010 Chair, Office of Student Affairs Campus MultiFaith Alliance  
 2009 - 2010 Active Learning & The Transition To Digital Learning Community  
 2009 - 2009 BGSU Perspective General Education Committee  
 2008 - 2009 Advisor, Apple Student User Group  
 2008 Department Chair Search  
 2007 - 2008 Web 2.0 Learning Community  
 2006 - 2008 Center for Teaching and Learning Advisory Board  
 2007 - 2007 Department Chair Search  
 2006 - 2007 NCATE Accreditation Process Overseer  
 2006 - 2007 NCATE Accreditation Process Overseer  
 2006 - 2007 College of Technology Undergraduate Program Council  
 2006 - 2007 College of Education Undergraduate Program Council  
 2006 - 2007 Advisor, Visual Communications Technology Student Organization  
 2006 - 2007 New Faculty Learning Community

## **NON-ACADEMIC POSITIONS**

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**June 2011 - Present**

### **Freelance Consulting/Media Design**

- ComplianceDashboard - Videographer
- Great Seminars Online - Web design (Wordpress), Videographer, photographer, instructional designer for physical therapy CEU provider - Washington D.C. (August, 2009 – Present)

- Great Seminars & Books - Web design (Wordpress), Developed online store
- Razr Creative – Web design (Wordpress)
- Sterling, Ledet & Associates – Trainer in Adobe After Effects for St. Gregory Group - Cincinnati, Ohio (October, 2009)
- Peak Enterprises – Package design and social marketing consultant for Tung Brush – Sarasota, Florida (January, 2011 – Present)
- Lifeformations – Videographer for museum and exhibit design
- BGSU Newspaper – Video Production Trainer
- TEDx BGSU – Technical Production consultant and core committee member
- Maintains primary website utilizing HTML, CSS, Javascript and PHP

**Dec 2006 - Dec 2017**

**Great Lakes Cru Inc. - Indianapolis, IN**

**Technical Conference Director – Multiple Conferences**

- Managed a yearly team of over 55 individuals yearly
- Managed a relationship with the Indianapolis Convention Center and JW Marriott
- Managed a relationship with Bartha Audio/Visual (sound, lighting, stage design) and Markeys (power, rigging)
- Managed a relationship with Cameras and Crew (live video production and projection)
- Involved in the creation process for stage design and implements that design
- Selected each individual key member (video directors, video production coordinator, media design, audio director, playback, video switcher, ballroom crew supervisor, ballroom crew heads, and display operator)
- Oversaw a budget of over \$95,000 yearly.
- Responsible for all technical aspects (lighting, audio, camera, projection) of seven main meetings at the conference, including a team of 7 interns that are responsible for graphic slide creation and video creation

**May 2005 – July 2013**

**CMC Group - Bowling Green, OH**

**Marketing Consultant/Media Specialist**

- Developed online and iPad/iPhone app as a tool for kitchen managers and foodservice operators, utilizing HTML, CSS, PHP, AJAX and MySQL
- Conceptualized the company's online strategy. Redesigning their web site to capitalize on emerging communication technologies (e.g., Podcasting, live chats, SMS messaging)
- Developed packaging for both domestic and international product launches
- Produced multiple videos and promo packages utilizing Adobe After Effects and Final Cut Pro

**Dec 2002 - Aug 2006**

**Apple Inc. - Cupertino, CA**

**BGSU Campus Representative**

- Planned and coordinated various sales promotion activities designed to increase faculty/ staff and student awareness of Apple computers and related products.
- Informed members of the campus community of new product introductions and pricing options.
- Worked with University administrators to integrate new instructional technologies, and with student leaders to offer sponsorship for fund-raising and philanthropic events.
- Participated in a focus group (one of four campus representatives invited nationally) along with the senior leadership of the Higher Education Sales Division to redesign the campus-based sales program and develop the strategy for recruiting, training, and retaining the national student sales force.

**May 2005 - Aug 2005**

**Century Marketing - Bowling Green, OH  
Marketing and Web Intern**

- Designed packaging for new and existing products (e.g., label boxes, golf ball tins).
- Initiated new ways to build brand awareness through e-marketing and personalized communication.
- Trained 20 employees on basic features and applications of Microsoft PowerPoint.

**May 2001 - Aug 2005**

**Hudson Cable Television - Hudson, OH  
Technical Assistant/Producer/Editor**

- Created graphics and video effects using Photoshop, After Effects and Final Cut Pro.
- Wrote and produced a monthly news magazine targeting the youth market that featured teen issues, technology, entertainment, and current events.
- Served as project coordinator during the development of a new course in broadcast journalism for Hudson High School. Collaborated with the station manager, classroom teacher, and city and school administrators to design the core curriculum, learning objectives, and methods of assessment for the course through which high school students wrote and produced a monthly news magazine. Researched broadcast journalism curricula, outlined technical requirements, and wrote a technical manual on station operations used as one of the textbooks for the course.

## **PROFESSIONAL DEVELOPMENT**

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2020	Adobe MAX Attendance - Virtual LXD Con - Virtual
2018	First Year Experience Conference – San Antonio, Texas Promotion & Tenure Lunch N’ Learn, ENGT Workshop on the DEAL model of Reflection, CSL KES Smart Education and E-Learning – Gold Coast, Australia
2017	ISETL 2017 – Orlando, Florida E-Learn 2017 – Vancouver, British Columbia, Canada IURTC Lunch N’ Learn, ENGT, IUPUI

- EduTeach 2017 – Toronto, Canada  
Cyberlearning 2017 – Washington, D.C.
- 2016 ISETL 2016 – Salt Lake City, Utah  
SoTL Conference 2016 – South Bend, Indiana  
E-Learn 2016 – Washington D.C.  
John H. Boner Lunch N’ Learn – CSL, IUPUI
- 2015 KES Smart Education and E-Learning – Sorrento, Italy  
ASEE 2015 – Indianapolis, IN  
Prism of Possibilities Conference – Bowling Green, Ohio  
ISETL 2015 – Savannah, Georgia  
Roberts Camera Education Day & Workshop
- 2014 International Society for Exploring Teaching & Learning (ISETL) 2014  
– Denver, Colorado  
Higher Education Teaching & Learning Conference – Anchorage, Alaska  
EdMedia 2014 – Tampere Finland  
Undergraduate Research Lunch N’ Learn, ENGT  
Workshop on Writing/Designing NSF Proposals, Indiana University  
CAREER NSF General Information Session, OVCR, IUPUI  
Ins and Outs of Applying for NSF Funding, OVCR, IUPUI  
Polishing Grant Proposals, OVCR, IUPUI  
Working with Industry, OVCR, IUPUI  
Robert G. Bringle Civic Engagement Showcase, CSL, IUPUI  
Scientific Writing from the Readers Perspective, OVCR, IUPUI  
Back to the basics of Promotion & Tenure, Academic Affairs  
Grant Writing Workshop – New Frontiers Arts & Humanities Grant, IAHI, IUPUI  
Indianapolis Adobe User Group  
Webinar on Natural User Interfaces, New Media Consortium  
Vincent Laforet Directing Workshop (Day long workshop on film and video directing)
- 2013 New Graduate Faculty Orientation, Purdue University  
Student Engagement in the Age of Ubiquitous Social Media, OVCR, IUPUI  
OnCourse Orientation, ENGT  
E&T New Faculty Orientation Lunch N’ Learn, ENGT  
Student Rapport Online Workshop, ENGT  
SIS Training, UITS, IUPUI  
Sloan Consortium – Orlando, Florida  
Advanced Learning with Technology Symposium, CTL, IUPUI  
AdRx Webinar Training, UITS, IUPUI  
Basic Proposal Development, OVCR, IUPUI  
Finding Funds, OVCR, IUPUI  
OVCR Faculty Orientation, OVCR, IUPUI  
Imaging Research Symposium, OVCR, IUPUI