

CHRISTIAN ROGERS, Ph.D.

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RESEARCH OBJECTIVES

- 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

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

Aug 2013 - Present	Indiana University-Purdue University Indianapolis Indianapolis, IN Program Director (2021 - Present) Associate Chair, Computer Information and Graphics Technology Associate Professor (2019 - Present) Assistant Professor (2013 - 2019) Computer Graphics Technology Purdue School of Engineering & Technology <ul style="list-style-type: none">• Research focus on the use of pervasive technology and media, student innovation, multidisciplinary teamwork in entertainment, and XR development• Teach courses in themed entertainment and motion design• Advise students as needed• Developed concentration in motion design• Developed concentration, minor, certificate and graduate courses in in themed entertainment with industry partners/leaders
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Aug 2014 - Present	Indiana University-Purdue University Indianapolis Indianapolis, IN Director, Center for Student Innovation (October 2022 - Present) Senior Faculty Fellow (August 2016 - September 2022) Institute for Engaged Learning, University College <ul style="list-style-type: none">• Developed Jag Challenge Innovation Sprint for incoming students (over 850 students per year)• Co-Developed minor in innovation• Co-Direct JagStart Pitch Competition• Manage University minor in Innovation
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- Aug 2006 – July 2013** **Bowling Green State University – Bowling Green, Ohio**
Visual Communications Technology/Technology Education
 Lecturer (2012 - 2013)
 Instructor (2006 - 2012)
- Oversaw video production track: teaching introductory, intermediate and advanced video production
 - Taught courses in media communication and client relationship
 - Supervised multiple internship experiences (ie. ESPN, MTV, Nickelodeon)
 - 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, National Institute for the Study of Digital Media
- 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

Program Development

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| 2020 | Undergraduate Certificate in Themed Entertainment Design |
| 2020 | Minor in Themed Entertainment Design |
| 2019 | Concentration in Motion Design |
| 2019 | Concentration in Themed Attraction Design |
| 2018 | Innovation/Jag Challenge |

Course Development

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| CGT 20200 | Motion & Video 1 |
| CGT 20400 | Intro to Themed Attraction Design |
| CGT 31400 | Advanced Motion Design |
| CGT 31700 | Planning and Communicating Themed Attraction Design |

CGT 34600	Digital Video & Audio
CGT 40200	Motion & Video 2
CGT 40700	Current and Future Trends in Themed Attraction Design
CGT 50300	Technical Direction in Themed Entertainment
CGT 50400	Client Interaction and Trends in Themed Entertainment
CGT 50500	The Metaverse and Themed Entertainment

CREDITED COURSE INSTRUCTION

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.

CGT 20200 - 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.

CGT 20400 - 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.

CGT 25100 - 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.

CGT 31700 - 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.

CGT 34600 - 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.

CGT 35100 - 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.

CGT 45100 - 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.

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)

NON-CREDIT COURSE INSTRUCTION

- Networking in Themed Entertainment (in Partnership with the Walt Disney Company) (Fall 2022)
- Workshop/Tutorial, ISETL, 120 participants. (June 1, 2020 - August 1, 2020)

PROFESSIONAL ORGANIZATION MEMBERSHIPS

2020 – Present	Themed Entertainment Association - Member and Director, TEA Indy Hub
2019 - Present	IAAPA, Member
2019 - Present	Themed Experience & Attraction Academic Society - Communications Chair
2019 - Present	Fusion Studio, Member
2014 - Present	International Society for Exploration Teaching and Learning - President-Elect
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 & CONTRACTS

External Grants & Contracts

- Rogers, C., Adams, R., Hill, R., Firestone, M., (2023) “Experience Design Co-Creation and Increasing Underserved Interest in STEAM” Sponsored by Spencer Foundation – Amount: \$50,000 - Submitted
- Rogers, C., (2023) “BCSER: Understanding How Diverse Teams Work To Support Students In STEM ” Sponsored by the National Science Foundation - Amount: \$320,853 (PI) - Submitted
- Rogers, C., Renguette, C., Krull C. (2023) “BPC-DP: Developing an Early Intervention Pathway to Computing” Sponsored by the National Science Foundation - Amount: \$300,000.00 (PI) - Submitted
- Polk, J., Rogers, C. (2023) Boiler Gold Rush Challenge – Sponsored by the Purdue University - Amount: \$5,000.00 (Co-PI)
- Whittinghall, D., Rogers, C., Giri, Nandhini (2023) “Fledging Games” Sponsored by Purdue University - Co-Principal Investigator, Purdue Seed Grant - Amount: \$50,000.00 (Co-PI)
- Rogers, C. B., Daday, G. K., Cutillo, B. A., Gladden, J. M., "Center for Student Innovation in the Institute for Engaged Learning: Student-Focused Pathways for Innovation and Entrepreneurship at IUPUI," Sponsored by ELEVATE VENTURES INC - Amount: \$59,000.00. (April 20, 2020 - August 31, 2024).
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), Justice, C. F. (Co-PD/PI), "Networking Considerations in Themed Entertainment” and “Understanding the Creative and Beyond," Sponsored by THE WALT DISNEY COMPANY, For-Profit/Industry - Amount: \$16,700.00. (PI)
- Rogers, C., (2021) Elevate Nexus Innovation Supplement - Amount: \$3,000.00
- Rogers, C., (2020) Elevate Nexus Innovation Supplement - Amount: \$7,000.00
- Renguette, C. C. (Program Director (PD)/Principal Investigator (PI)), Rogers, C. B. (Co-PD/PI), Payli, B. (Co-PD/PI), "Next Generation Coders Network (NGCN)," Sponsored by WORLD LEARNING, Not-for-Profit, Amount: \$15,750.00. (September 5, 2019 - April 30, 2021).
- Schnepf, J., Rogers, C., (2019) Learner Experience Design. Bringing Theory to Practice. American Association of Colleges and Universities - Amount: \$8,000.00
- Rogers, C., Schnepf, J., Renguette, C. (2018) Customer Discovery with EASEL - National Science Foundation iCorp Node - Amount: \$2,500.00
- Rogers, C. (2017) “Experiential Learning & Assessment with a Community-Based Documentary”. Indiana Campus Compact - Amount: \$2,500.00
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), "Washington Township Schools Parent Marketing Video," Sponsored by Washington Township School District, Not-for-Profit, Amount: \$500.00. (January 1, 2016 - May 5, 2016).
- Rogers, C. (2013). Solution Center/PEN Products Grant - Amount: \$1,000.00

Internal Grants

- Rogers, C., Jones, A., Martin, R., Williams, P., (2023) “Developing An Immersive Co-Creation Space Across Mediums” (2023) - Sponsored by the Multidisciplinary Undergraduate Research Initiative, IUPUI - Amount: \$2,000.00 - Submitted
- Rogers, C., (2023) “Creating A Pathway Through Lab Development: The Innovation & Entertainment Research Lab” - Research Equipment Fund Grant - Amount: \$34,603.00 - Submitted
- Terrell, J., Rogers, C., Dionne, R. (2023) “Finding A Common Language: Showcasing Various Perspectives in Entertainment Education” - IAS Collaborative Awards for IU Faculty - Amount: \$15,000.00 - Submitted
- Rogers, C., Jones, A., Bandar, A., (2023) Developing an Augmented Reality Platform to Self-Educate in a Makerspace (2022) - Sponsored by the Multidisciplinary Undergraduate Research Initiative, IUPUI - Amount: \$2,000.00
- Anasori, B. (Program Director (PD)/Principal Investigator (PI)), Rogers, C. B. (Co-PD/PI), "Nanovision," Sponsored by Office of Research and Learning - MURI, IU Internal, \$9,500.00. (June 2022 - July 2022).
- Developing an Augmented Reality Platform to Self-Educate in a Makerspace (2022) - Co-Principal Investigator, Agency: Multidisciplinary Undergraduate Research Project, IUPUI Amount: \$2,000.00
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), Jones, A. S. (Co-PD/PI), "Developing an Augmented Reality Platform to Self-Educate in a Makerspace," Sponsored by Office of Research and Learning - MURI, IU Internal, \$9,500.00. (June 2021 - July 2021).

- Renguette, C. C. (Program Director (PD)/Principal Investigator (PI)), Rogers, C. B. (Co-PD/PI), "Evaluating the Use of Notifications to Support Just-In-Time Reflection," Sponsored by Office of Research and Learning - MURI, IU Internal, \$9,500.00. (June 2021 - July 2021).
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), "What the Best Teams Do: Understanding Interdisciplinary Teams in Innovation & Entertainment," Sponsored by Office of the Vice Chancellor for Research, IU Internal, \$32,923.08. (September 1, 2021 - May 5, 2022).
- Anasori, B. (Program Director (PD)/Principal Investigator (PI)), Rogers, C. B. (Co-PD/PI), "Nanovision," Sponsored by Office of Research and Learning - MURI, IU Internal, \$9,500.00. (October 2020 - April 2021).
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), Baldwin, D. L. (Co-PD/PI), Polk, J. (Co-PD/PI), Guy, J. (Co-PD/PI), "CEG Grant - Themed Attraction Design," Sponsored by Indiana University-Purdue University Indianapolis, IU Internal, \$15,000.00. (September 1, 2019 - September 1, 2020).
- 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. B., "CEG Conference Travel Grant," Sponsored by Center for Teaching & Learning, IU Internal, \$1,000.00. (June 2018 - July 2018).
- Rogers, C. B., Bowman, H. (Co-PD/PI), "Developing Community, Connection & Creativity Before The First Year," Sponsored by Office of Chancellor, IU Internal, \$41,268.00. (September 1, 2018 - September 1, 2019).
- El-Mounayri, H., Rogers, C. B., Friend, 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., Friend, 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. B. (Program Director (PD)/Principal Investigator (PI)), "Service Learning Assistant Scholar," Sponsored by Office of Service Learning, IU Internal, \$2,500.00. (September 1, 2016 - May 5, 2017).
- Rogers, C. (2016) RISE Grant - \$2,500.00
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), "Education through Application-Supported Experiences - RSFG," Sponsored by Office of the Vice Chancellor for Research, IU Internal, \$29,529.00. (September 1, 2016 - May 5, 2017).
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), "Purdue Summer Research Grant," Sponsored by Purdue University, IU Internal, \$10,400.00. (May 5, 2016 - August 18, 2016).
- 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

Papers in Refereed Journals

- Schnepf, J., Rogers, C., (2022) A Practical Approach to Learner Experience Design. *International Journal of Teaching and Learning in Higher Education*, Vol 34, Issue 1, ISSN 1812-9129
- 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
- Resler, J., Rogers, C. B., Seig, M. T., Schnepf, J. Perceptions of an Experiential Learning Platform Design: Enhancing The User Experience. *The World Association for Case Methods Research & Application*. The World Association for Case Methods Research & Application - June 30 - July 5, 2018.
- 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) Albertson. *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) - <https://quod.lib.umich.edu/m/mjcs/>
- 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, J. (2023) "Reframing Education Through the Students Eyes: Learner Experience Design", AAC&U's 2023 Conference on General Education, Pedagogy and Assessments, February 9-11th 2023
- Rogers, C., Bowman, H., Swinford, R., Crist, M. (2023) "Innovation and Creativity During Bridge Week", First Year Experience Conference, Los Angeles, CA, February 5, 2023
- Schnepf, J., Rogers, C., (2022) "Refining Assessment Through Learner Experience Design", Assessment Institute 2022, Indianapolis, IN, October 11, 2022
- Schnepf, J., Rogers, C., (2022) "Learner Experience Design: A Practical Approach for Empathetic Educators", EdMedia+ Innovate Learning 2022, New York, NY, June 21, 2022
- Rogers, C. B. (2021). *Building Effective Assessments in the First Year: Lessons Learned*. West Lafayette, IN: Purdue University.
- 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: Challenging The Agile Learner through: 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. B., First Year Programs Faculty Spotlight, "Faculty Spotlight," Institute for Engaged Learning, Virtual. (October 2020)
- Rogers, C. B., FALCON Conference, "The Many Faces of Personalized Learning: Becoming a Better Instructor by Personalizing your Curriculum," FACET, Virtual. (October 24, 2020)
- Rogers, C. B., LEAP Indiana Fourth Monday, "Increasing Empathy Utilizing Learner Experience Design," LEAP Indiana, Virtual. (September 28, 2020).
- 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. B., Gateway to Graduate Retreat, "Design Thinking and Brainstorm to Reduce DFW Rates at IUPUI," University College, IUPUI, Indianapolis, IN, United States. (September 21, 2018).
- Rogers, C. B., Big Wahooie - For Those Who Teach, "A Design Thinking Approach to Understanding Our Students," University College, IUPUI, Indianapolis, IN, United States. (April 6, 2018).

MEDIA APPEARANCES & INTERVIEWS

- "IUPUI Center to Create 'Centralized Focus' on Innovation," NPR Radio/Inside Indiana Business/CBS 19 News. (January 6, 2020).

AWARDS & GIFTS

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. B. (Program Director (PD)/Principal Investigator (PI)), "Youth Philanthropy Initiative Donation," Sponsored by Youth Philanthropy Initiative, Not-for-Profit, \$1,750.00. (2015).
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), "Canon Cameras Donation," Sponsored by Canon USA, For-Profit/Industry, \$1,359.96. (2014).
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), "Audio-Technica Donation," Sponsored by Audio-Technica, Not-for-Profit, \$1,076.00. (2014).
- Rogers, C. B. (Program Director (PD)/Principal Investigator (PI)), "Westcott Lighting Donation," Sponsored by Westcott Lighting, Not-for-Profit, \$2,162.90. (2014).

MENTORING

Undergraduate Student Mentorship

2019 – 2020

Noah Furniss, John Liaron, 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	Garrett Ruble, Independent Study - CGT Marketing
2017	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 Seiferd, Masters of Fine Art Indiana University Herron School of Art
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SERVICE

University Service – Department

2021 – 2022	Chair, CGT Lecturer Search Committee
2021 – 2022	Chair, Promotion & Tenure Committee
2021	Videographer and Designer, Program Promotional Video and Website
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

2022	Committee Member, Communications Search Committee.
2021 – 2022	Member, Department of Organizational Leadership Search Committee

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

2022 – Present	Leadership Team, Institute for Engaged Learning
2022 – Present	Campus Planning Committee
2022	Communications Planning Committee, Institute for Engaged Learning
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
2020	Member, Search Committee, Associate Director for First Year Programs.
2019 – 2020	Member, Institute for Engaged Learning Associate Director of First Year Programs
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

2020 – Present	Marketing Chair, LEAP Indiana
2021 – 2022	Chair, Faculty Learning Community on Learning Experience Design, LEAP Indiana
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

2022 – Present	Chairperson, Themed Entertainment Association Indy Hub
2022 – Present	Communications Chair, Themed Experience & Attractions Academic Society
2020 – Present	Planning Committee, ThemedAttraction.com Student Showcase
2016 – Present	Advisory Board, Executive Committee, Marketing & Media Chair, President-Elect International Society for Exploring Teaching and Learning
2015	Reviewer, Journal Article, The International Review of Research in Open & Distributed Learning
2014	Reviewer, Conference Paper, University Film & Video Association
2014	Reviewer, Conference Paper, American Society for Engineering Education
2014	Reviewer, Journal Article, Journal of Asynchronous Learning

Bowling Green State University

2013	Student Union Conference Event Planning Search Committee
2013	Visual Communication Technology Assessment Committee

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

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.
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PROFESSIONAL DEVELOPMENT

- 2022 Adobe MAX Attendance - Virtual
- 2021 Adobe MAX Attendance - Virtual
LXD Con - Virtual
IAAPA - Attendee
CG Master Academy - Themed Environmental Design Course
IAAPA - Attendee
TEAAS - Attendee
Fusion Studio - Attendee
- 2020 Adobe MAX Attendance - Virtual
LXD Con - Virtual
- 2019 IAAPA - Attendee
High-Impact Practices Course Design Institute (IUPUI)
- 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