

NANCY B. SARDONE

nbs212@nyu.edu

EDUCATION

2008 PhD, **NEW YORK UNIVERSITY**, New York, NY

The Steinhardt School of Culture, Education, and Human Development/ Administration,
Leadership, and Technology Department / Business Education Program

Dissertation: “An Investigation of the Relationship Between Higher Education Learning
Environments And Learner Characteristics To The Development Of Information
Technology Fluency And Course Satisfaction”

Related Courses:

- Instructional Design and the Web
- Assistive Technologies for Persons with Disabilities
- Teaching and Learning
- Microcomputer Technical Skills
- Managing Change
- Decision Modeling
- Learning Theories
- Theories of Personality
- Educational Psychology
- Experimental Psychology
- Workplace and Adult Learning
- Frontiers of Knowledge
- Measurement and Evaluation in Business Education
- Research in Business and Business Education
- Statistics I and II
- Research and Evaluation Methods in the Behavioral Sciences
- Approaches to Qualitative Inquiry

1992 MA, **NEW YORK UNIVERSITY**, New York, NY

The Steinhardt School of Culture, Education, and Human Development /Administration
Leadership, and Technology Department / Business Education Program

Related Courses:

- Curriculum Design and Construction
- Improvement of Instruction
- Designing and Managing Business Programs
- Critical Evaluation of Current Business Literature
- Information Systems
- Methods of Teaching Business Education

1983 BS, **UNIVERSITY OF MASSACHUSETTS**, Amherst, MA

Isenberg School of Management / Resource Economics Department

Related Courses:

- Biometry
- Analytic Geometry and Trigonometry
- Calculus
- Price Theory, Public Policy
- Food Distribution Economics
- International Agricultural Development
- Agricultural Economics
- Natural Resource and Energy Economics
- Marketing Management
- Alternate Sources of Energy
- Merchandising

EXPERIENCE

GEORGIAN COURT UNIVERSITY

School of Education, Teacher Education Department

Undergraduate and Graduate Teacher Education Programs

2015 - present Associate Professor of Education
2008 - 2015 Assistant Professor of Education
2009 - 2012 Chairperson, Teacher Education Department

2014 - present Distributed Scorer, edTPA Assessment (Middle School Social Studies)
2013 - present Certified Evaluator, Danielson Framework for Teaching (Teachscape)
2010 - 2012 Instructional Coach, IMPACT NJDOE Grant (Brick NJ School District)

NEW JERSEY COUNCIL FOR ECONOMIC EDUCATION

2013 - present Board of Directors and Workshop Facilitator

SETON HALL UNIVERSITY

College of Education and Human Services, Educational Studies Department

Graduate Program in Instructional Design and Technology

2004 - 2008 Assistant Professor of Education and Director of Certificate Programs
in Information Technologies

2001 - 2004 Faculty Associate
1997 - 2001 Adjunct Professor
1997 - 2001 Director, Faculty Development in Instructional Technology
(PT3 Grant: USDOE)

ORANGE, NEW JERSEY SCHOOL DISTRICT

2005 - 2008 Instructional Coach, Heywood Avenue Elementary School
2000 - 2002 Instructional Coach, Orange School District (GOALS 2000 Grant:
NJDOE)

AT&T Global Sales and Marketing Division

1984 - 1994 Global Account Executive, Banking and Brokerage Sectors

PEER REVIEWED JOURNAL ARTICLES

Sardone, N. & Devlin-Scherer, R. (2015, in press). Exploring sensitive subjects with adolescents: Using media and technology to teach about genocide. *American Secondary Education*.

Sardone, N. & Devlin-Scherer, R. (2014). Game-based teaching and learning to promote understanding of current issues and tolerance. *Social Education*, 38(2), 93-102. Translated into Lithuanian.

Sardone, N. (2014). Making the case for BYOD instruction in teacher education. *Issues in Informing Science and Information Technology*, 11, 191-201.
<http://iisit.org/Vol11/IISITv11p191-201Sardone0505.pdf>

Sardone, N. (2013, December). Exploring earthquakes and tsunamis: Integrating science, social studies, and technology. *Science Scope*, 37(4), 3-9.

Sardone, N. B. & Devlin-Scherer, R. (2013, August). Game-based learning to develop civic

- literacy and 21st century skills: Making judgments and decisions. *Citizenship Teaching Learning*, 8(3), 343–355, doi: 10.1386/ctl.8.3.343_1
- Sardone, N. & Devlin-Scherer, R. (2013, January 3). Collaboration as a form of professional development: Improving learning for faculty and students. *College Teaching*, 61(1), 30-37, doi: 10.1080/87567555.2012.714815
- Sardone, N. (2012, September). Teaching classic literature with comic books and virtual lit trips. *English Journal*, 102(1), 67-70.
- Sardone, N. (2011). Developing Information Technology (IT) Fluency in College Students: An Investigation of Learning Environments and Learner Characteristics. *Journal of Information Technology Education (JITE)*, Vol. 10, 101-122.
- Sardone, N. & Devlin-Scherer, R. (2010). Digital simulation games for social studies classrooms. *The Clearing House: A Journal of Educational Strategies, Issues, and Ideas*, 83(4), 138-144, DOI: 10.1080/00098651003774836
- Sardone, N. & Devlin-Scherer, R. (2010, Summer). Teacher candidate responses to digital games: 21st century skills development. *Journal of Research on Technology in Education*, 42(4), 409-425.
- Sardone, N. & Devlin-Scherer, R. (2010, March). Keeping it current: Using technology to teach about social issues. *English Journal*, 99(4), 61-64.
- Sardone, N. & Devlin-Scherer, R. (2010, February). Digital games for English classrooms. *Teaching English with Technology (TeWT): A Journal for Teachers of English*, 10(1), 35-50.
- Sardone, N. & Devlin-Scherer, R. (2009). Teacher candidates' views of digital games as learning devices. *Issues in Teacher Education*, 18(2), 47-67.
- Sardone, N. (2008). An investigation of the relationship between higher education learning environments and learner characteristics to the development of information technology fluency and course satisfaction. *Dissertation Abstracts International*, Section A: Humanities and Social Sciences, 69(3-A), pp. 854. [Bound Copy]
- Sardone, N. (2008, May). Teaching financial concepts to undergraduates using a simulation and spreadsheet tool. *Business Education Digest*, 17(1), 37-53.
- Sardone, N. & Devlin-Scherer, R. (2008). Teacher candidates' views of a multi-user Virtual environment (MUVE). *Journal of Technology, Pedagogy and Education*, 17(1), 41-51. DOI: 10.1080/14759390701847484
- Sardone, N., Abel, A.L. & Brock, S. (2005, Fall). Simulation in the college classroom: Enhancing the survey research methods learning process. *Information Technology, Learning, and Performance Journal*, 23(2), 39-45.

PEER REVIEWED BOOK CHAPTERS

- Sardone, N. & Cordasco, B. (2013). Pencasting in a teacher education program. In C. Maddux (Ed.) *Research Highlights in Technology and Teacher Education 2013*. (pp. 109-116). Chesapeake, VA: AACE.
- Sardone, N. & Devlin-Scherer, R. (2011). Multi-user virtual learning environments in education. In Information Resources Management Association (Ed.) *Gaming and Simulations: Concepts, Methodologies, Tools and Applications* (pp.1967-1980). Hershey, PA: IGI Global. DOI: 10.4018/978-1-60960-195-9.ch805 (Re-published of the original)
- Sardone, N., Devlin-Scherer, R., & Martinelli, J. (2011). Game-based instruction in a college classroom. In Information Resources Management Association (Ed.) *Gaming and*

- Simulations: Concepts, Methodologies, Tools and Applications* (pp. 1774-1786). Hershey, PA: IGI Global. DOI: 10.4018/978-1-60960-195-9.ch707 (Re-published of the original)
- Sardone, N., Devlin-Scherer, R., & Martinelli, J. (2009). Game-based instruction in a college classroom. In R. E. Ferdig (Ed.) *Handbook of Research on Effective Electronic Gaming in Education* (pp. 1427-1439). Hershey, PA: IGI Global. DOI: 10.4018/978-1-59904-808-6.ch082 (Re-published of the original)
- Sardone, N. & Devlin-Scherer, R. (2008). Multi-user virtual learning environments in education. In T. Hansson (Ed.), *Handbook of Research on Digital Information Technologies: Innovations, Methods, and Ethical Issues* (pp. 146-158). Hershey, PA: IGI Global. (Original)
- Sardone, N., Devlin-Scherer, R., & Martinelli, J. (2007). Game-based instruction in a college classroom: Is it effective enough to encourage a methods change? In T. Kidd and H. Song (Eds.), *Handbook of Research on Instructional Systems & Technology* (pp.461-472). Hershey, PA: IGI Global. (Original)
- Devlin-Scherer, R., Martinelli, J., & Sardone, N. (2006). Twisting the kaleidoscope: Making sense of ePortfolios. In A. Jafari & C. Kaufman (Eds.), *Handbook of Research on ePortfolios* (pp. 398-409). Hershey, PA: Idea Global. (Original)

PEER REVIEWED CONFERENCE PAPER PRESENTATIONS AND PROCEEDINGS

- Sardone, N. (2015, October). Nuclear proliferation awareness: The peace doves case study. Paper presentation and proceedings of the *E-Learn 2015 World Conference*, Kona, Hawaii.
- Sardone, N. (2014, June). Making the case for BYOD instruction in teacher education. Paper presentation and proceedings of the *Educational Media & Technology World Conference*, Tampere, Finland.
- Sardone, N. (2014, July). Making the case for BYOD instruction in teacher education. Paper presentation and proceedings of the *Informing Science + IT Education (InSITE)* Conference, Sydney, Australia.
- Sardone, N. & Devlin-Scherer, R. (2013, November). Game-based teaching and learning to promote understanding of current issues and tolerance. Invited paper presentation and proceedings for the *International Scientific-Practical Conference*, Lithuanian University of Educational Sciences, Vilnius, Lithuania.
- Sardone, N. & Devlin-Scherer, R. (2013, June 19-22). Teaching genocide using media and technology. Invited paper presentation for the 10th Biennial Conference of the *International Association of Genocide Scholars* at the University of Siena, Siena, Italy.
- Sardone, N. & Devlin-Scherer, R. (2013, March). Teaching genocide using technology. In R. McBride & M. Searson (Eds.), Paper presentation and proceedings of the *Society for Information Technology & Teacher Education International Conference* (pp. 1939-1944). Chesapeake, VA: AACE. Retrieved from <http://www.editlib.org/p/48384>
- Sardone, N. & Cordasco, B. (2013, March). Pen casting in a teacher education program. In R. McBride & M. Searson (Eds.), Paper presentation and proceedings of the *Society for Information Technology & Teacher Education International Conference* (pp. 4044-4051). Chesapeake, VA: AACE. Retrieved from <http://www.editlib.org/p/48751>
- Sardone, N. & Devlin-Scherer, R. (2012, June 28- July 1). Teaching genocide prevention. Invited paper presentation for the Third Global Conference on Genocide by the *International Network of Genocide Scholars* at San Francisco State University, San Francisco, CA.

- Sardone, N. & Devlin-Scherer, R. (2011, July). Developing e-learning activities for the social studies (Reflection paper). Paper presentation and proceedings of the *2011 International Association for Development of the Information Society (IADIS) E-Learning World Conference*, Rome, Italy.
- Sardone, N. (2010, July). Digital learning games for social studies classrooms: Are they worth the effort? Paper presentation and proceedings of the *International Association for Development of the Information Society (IADIS) E-Learning World Conference*, Freiberg, Germany.
- Sardone, N. (2010, June 28). Developing information technology (IT) fluency in college students: An investigation of learning environments and learner characteristics. Paper presentation and proceedings of the *8th International Conference on Education and Information Systems, Technologies and Applications: EISTA*, Orlando, FL
- Sardone, N. (2009, April). An investigation of the relationship between higher education learning environments and learner characteristics to the development of information technology fluency and course satisfaction, Paper presentation for the *American Educational Research Association (AERA) Conference*, San Diego, CA.
- Sardone, N. (2007, November). Teaching financial concepts to undergraduates using a simulation and spreadsheet tool. Paper presentation and proceedings of the *Delta Pi Epsilon Annual National Research Conference*. New Orleans, LA.
<http://www2.cob.ilstu.edu/kjmount/c&i564/2007%20book%20of%20readings.pdf>
- Skeele, R., Carr, V. Martinelli, J., & Sardone, N. (2007, November). Assessment with a difference: Waypoint empowers students, faculty and administrators in all models of e-learning. Paper presentation and proceedings for the *Thirteenth Sloan-C International Conference on Online Learning*, Orlando, FL
- Skeele, R., Carr, V., Martinelli, J. & Sardone, N. (2007). Innovation in e-Assessment: Exploring a multidimensional tool. In G. Richards (Ed.), Paper presentation and proceedings of the *World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (pp. 466-475). Chesapeake, VA: AACE.
- Skeele, R., Carr, V. Martinelli, J., & Sardone, N. (2007, July). A multifaceted tool for student, course, and program assessment. Paper presentation and proceedings of the *International Association for Development of the Information Society E-Learning World Conference*, Lisbon, Portugal.
- Sardone, N., Devlin-Scherer, R., & May, G. (2006, January). Building bridges: Faculty perspectives on reflection. Paper presentation for the *American Association of Colleges for Teacher Education (AACTE) Conference*, San Diego, CA.
- Sardone, N., Brock, S., & Liu-Abel, A. (2005, August). Data without borders: Internet – based surveys. Presentation for the *International Society for Business Education (ISBE) Research Conference*, Boston, MA.
- Sardone, N., Brock, S., & Lui-Abel, A. (2004, November). *Reflections on the use of a web-based survey tool*. Paper presentation for the *Delta Pi Epsilon (DPE) Research Conference*, Arlington, VA.
- Sardone, N. (2004). Tech for tots and beyond: Technology tools to support learning in young children. In R. Ferdig et al. (Eds.), Paper presentation and proceedings of the *Society for Information Technology & Teacher Education International Conference* (pp. 4268-4275). Chesapeake, VA: AACE. <http://www.editlib.org/p/13080>.

- Sardone, N., Lui, A. & Brock, S. (2004). Reflections on the collaboration and information management process using a shared online bibliography and database manager. In J. Nall & R. Robson (Eds.), Paper presentation and proceedings of the World Conference on *E-Learning in Corporate, Government, Healthcare, and Higher Education 2004* (pp. 2906-2910). Chesapeake, VA: AACE. <http://www.editlib.org/p/11086>.
- Sardone, N., Brock, S., & Lui, A. (2004, July). Today's business educator as learner and teacher: Collaboration via new technology tools. Paper presentation and proceedings for the *International Society for Business Education (ISBE) Research Conference*. Krakow, Poland.
- Sardone, N.B. & Brock, S. (2004, April). Cross cultural undergraduate student collaboration: Results and reflections of an authentic activity. Paper presentation and proceedings of the *National Association for Business Teacher Education (NABTE) Research Conference*. Chicago, IL.
- Sardone, N. (2004). Meeting diverse learning styles in a freshman level IT course. In R. Ferdig et al. (Eds.), Paper presentation and proceedings of the *Society for Information Technology and Teacher Education International Conference* (pp. 1848-1851). Chesapeake, VA: AACE. <http://www.editlib.org/p/14572>.
- Sardone, N., Brock, S. & Liu, A. (2003). The quest for a researchable problem: Collaborative use and application of a shared online bibliography and database manager. Proceedings of the *Organizational Systems Research Association Conference*. Las Vegas, NV. <http://www.osra.org/2003/brock.pdf>.
- Skeele, R. & Sardone, N. (2003, June). Equitable technology access: Assistive technologies, accessibility awareness, and preservice teachers. Proceedings of the *National Educational Computing Conference (NECC)*. Seattle, WA.
- Skeele, R., & Sardone, N. (2003). AT attention: Integrating accessibility awareness and computer-related assistive technologies in teacher preparation programs. In C. Crawford et al. (Eds.), Paper presentation and proceedings of the *Society for Information Technology and Teacher Education International Conference* (pp. 3222-3229). Chesapeake, VA: AACE. <http://www.editlib.org/p/18678>.

PEER REVIEWED PRESENTATIONS

- Sardone, N. & Devlin-Scherer, R. (2015, May 18-21). Gamification as a strategy to enhance critical thinking. Presentation for the *Athens Institute for Education and Research Annual Conference*. Athens, Greece.
- Sardone, N. (2015, April 17-18). Impact of social awareness games: Games for promoting understanding of current issues and tolerance. *Extending Play: The Sequel - Rutgers Media Studies Conference*. Rutgers University. New Brunswick, NJ.
- Sardone, N. Parker, L. & Cislak, K. (2015, April 24). Developing a global conscience through children's literature. Presentation for *Teaching the World Forum*. Rutgers University. New Brunswick, NJ. (Laura Parker and Kristin Cislak are GCU teacher education students)
- Sardone, N. (2015, March 6-7). Make to Learn: Play dough science, technology, and economic thinking. Invited workshop presenter for the *New Jersey Association for Gifted Children Annual Conference*. Somerset, NJ.

- Sardone, N. & Daly, J. (2014, November 22). Teaching peace: A collaboration project with an urban district. Presentation for the *National Council of Social Studies* Annual Conference. Boston, MA.
- Sardone, N. (2014, November 7). Play dough economics: Helping students build a real-world financial base. Presentation for the *New Jersey Education Association* Conference. Atlantic City, NJ.
- Sardone, N. (2014, October 22). Spanning the globe and shaping our economic future with entrepreneurial thinking. Presentation for the *New Jersey Council of Social Studies* Conference, New Brunswick, NJ with GCU Education Graduate Student, Erica Peters.
- Sardone, N. & Daly, J. (2013, November). Children's literature: Using UDHR as a framework for developing elementary social justice lessons. Presentation for the *National Council of Social Studies* Conference, St. Louis, MO.
- Sardone, N. (2013, October 23). Thinking like an entrepreneur: Teaching economic concepts through children's literature and informational text. Presentation for the *New Jersey Council of Social Studies* Conference, New Brunswick, NJ.
- Daly, J. and Sardone, N. (2013, October 23). Preservice students: Cross-university collaboration in the social studies. Presentation for the *New Jersey Council of Social Studies* Conference, New Brunswick, NJ. With undergraduate students Kristin Cislak, Laura Parker, Deahna Grazioli, and Samantha Lombardi and students from Seton Hall University).
- Sardone, N. & Young, D. (2013, October 3-5). Adapting popular board games to teach economics and personal finance: Games in your classroom. Presentation for the *National Council for Economic Education* Conference. Baltimore, MD.
- Sardone, N. (2013, March 20). Read, analyze, and write: Teaching economics using children's literature. Presentation for the *New Jersey Council of Social Studies* Conference, New Brunswick, NJ.
- Sardone, N. & Young, D. (2012, December 28). Monopoly and monopolists: Adapting popular board games to teach economics and personal finance: Games in your classroom. Presentation for the *National Center for Economic and Financial Education*, Continuing Education Program, New York, New York.
- Sardone, N. (2012, October 20). Podcasts: Do you hear what I hear? Presentation for the *New Jersey Association for Educational Technology (NJ AET)* Conference, St. Dominic's School, Brick, NJ.
- Sardone, N. (2012, October 2-5). An Orange in January: Teaching the economic system using children's literature. Presentation for the *National Council for Economic Education* Conference. Kansas City, MO.
- Sardone, N. (2010, July 1). Teaching global citizenship (Grades 3-8). Presentation for the *New Jersey Coalition for Inclusive Education Annual Conference*, Lakewood, NJ.
- Sardone, N. & Bruess, L. (2010, May 18). *Creative expression through digital storytelling: Immersing English language learners* Presentation for the New Jersey Teachers of English to Speakers of Other Languages/New Jersey Bilingual Educators (NJ TESOL/NJBE) Annual Conference, Somerset, NJ.
- Sardone, N. & Frierip, K. (2009, October 13). *"In Tune" with creative expression through digital storytelling*. Presentation for the New Jersey Association for Educational Technology (NJ AET) Annual Conference, Lakewood, NJ.

Sardone, N. (2009, March). *Moving beyond the basics: Teacher candidates' attitudes toward teaching and learning with digital games*. Presentation for Georgian Court University Faculty Scholarship Day. Lakewood, NJ.

http://www.georgian.edu/uploadedFiles/scholarship_program.pdf

Sardone, N. (2005-2008). Heywood Avenue Elementary School, Orange, New Jersey Workshop Facilitator. *Workshop Titles*: Digital Storytelling across the Curriculum; One Minute Science with Podcasts; Visual Vocabulary; Electronic Book Reports, Character Traits Trading Card Development; Google Earth; Spreadsheets in Education; Game-Based Learning

NON-PEER REVIEWED ABSTRACTS, ARTICLES, & MEDIA

Sardone, N. (2011, December 29). Exploring personal finance concepts through simulation role play. *Journal of Economics Educator: Courses, Cases & Teaching eJournal*. 10(1), Social Science Research Network. <http://ssrn.com/abstract=1984970>

Top Ten downloaded paper for period December 11, 2011 to February 9, 2012.

Sardone, N. (2012, March 30). (interview; quoted in an article by Amanda Ogelsby). Teachers tweet and students Skype as classrooms go digital. *Asbury Park Press*. (Section NJ News).

Sardone, N. & Devlin-Scherer, R. (2011). Electronic games and History: A new way to learn or more educational fluff? *National History Education Clearinghouse*. Invited Author. <http://teachinghistory.org/issues-and-research/roundtable/25080>

Sardone, N. (2011, December 29). Exploring personal finance concepts through simulation role play. *Journal of Economics Educator: Courses, Cases & Teaching eJournal*. 10(1), Social Science Research Network. <http://ssrn.com/abstract=1984970>

Top Ten downloaded paper for period December 11, 2011 to February 9, 2012.

Sardone, N. (2012, March 30). (interview; quoted in an article by Amanda Ogelsby). Teachers tweet and students skype as classrooms go digital. *Asbury Park Press*. (Section NJ News).

GRANTS

Rutgers University Grant. (2014). Award \$6000. "Teaching the World Fellows" Faculty-Led Study Abroad to Quito, Ecuador

Faculty Development Mini-Grant: Georgian Court University (2014). Award \$300 "Geocaching in the Social Studies"

Faculty Development Mini-Grant: Georgian Court University (2012). Award \$400 "iPads in Education"

NJDOE Grant Team Member. (2009-2012). Award \$990,000. Improving Partnerships and Active Collaboration for Teaching - IMPACT Grant. Instructional Coach.

NJDOE Office of Student Achievement and Accountability Bureau of Bilingual / ESL Education. (2012). Award \$39,000 [Unfunded]. "Teacher Professional Development in Sheltered English Instruction"

Captain Planet Foundation Grant. (2010). Award \$2,500 [Unfunded] "Developing Comic Books to Teach Children about the Environment"

Faculty Development Grant: Georgian Court University (2010). Award \$600 "iPods in Education"

Summer Undergraduate Research Fellowship Grant: Seton Hall University (2007). Award \$5,000 "Podcasting in Education"

Faculty Development Grant: Seton Hall University (2006). Award \$1,000 “ePortfolios in Education”

Faculty Innovation Grant: Seton Hall University (2003). Award \$4,500 “Flash-based Learning Modules”

New York University Doctoral Student Competitive Grant. (2003). Award \$250 “Best Manuscript Proposal”

USDOE Grant. (1997-1999). Preparing Tomorrow’s Teachers to Use Technology (PT3). Seton Hall University. Award \$1.3M.

HONORS & AWARDS

InSITE 2014: Informing Science + IT Education Conference - Best Paper Award (2014).

Making the case for BYOD instruction in teacher education.

Delta Pi Epsilon – Alpha Chapter for Best Peer Reviewed Article (2008). Teacher candidates’ views of multi-user virtual environment (MUVE). *Journal of Technology, Pedagogy and Education*, 17(1), 41-51. DOI: 10.1080/14759390701847484.

Delta Pi Epsilon - Alpha Chapter for Best Peer Reviewed Article (2007). Simulation in the college classroom: Enhancing the survey research methods learning process. *Information Technology, Learning, and Performance Journal*. 23(2), 39-45.

Karen Gillespie Ph.D. Award for Academic Excellence in Business Education. (2007), New York University.

Delta Pi Epsilon - Metro Chapter Award for Best Article (2005). *The quest for a researchable problem: Collaborative use and application of a shared online bibliography and database manager.* Organizational Systems Research Association (OSRA) Conference 2003 Las Vegas, Nevada.

SITE Conference Best Paper Award - 2004. 1059 submissions - 22 awards, Society for Information Technology & Teacher Education 15th Annual International Conference. *Tech for tots and beyond: Technology tools to support learning in young children.* http://editlib.org/index.cfm?fuseaction=Reader.TOC&source_code=site&year=2004&show_awards_only=true

Karen Gillespie Ph.D. Award for Academic Excellence in Business Education. (2004), New York University.

SITE Conference Best Paper Award - 2003. 1054 submissions - 17 awards, Society for Information Technology and Teacher Education 14th Annual International Conference. *AT attention: Integrating accessibility awareness and computer-related assistive technologies in teacher preparation programs.* http://editlib.org/index.cfm?fuseaction=Reader.TOC&source_code=site&year=2003&show_awards_only=true

PROFESSIONAL DEVELOPMENT

Gamification. New Jersey EdgeNet Conference. February 25, 2015. Rutgers University.

Collaborative International Online Learning (COIL). Faculty Cohort 2 – Spring 2015. Georgian Court University.

E-Learning Ecologies. (MOOC course: 6 weeks). January/March 2015. University of Illinois at Urbana.

- E-Learning and Digital Cultures*. (MOOC course: 5 weeks). November/December 2014. University of Edinburgh.
- World War I Conference*. October 17-18, 2014. Georgian Court University.
- Emerging Trends & Technologies in the Virtual K-12 Classroom*. (MOOC Course: 6 weeks). August/September, 2014. University of California at Irvine.
- Gaming for Literacy! CCSS and Text Complexity in Video Games*. (August 14, 2014) EdWeb Webinar.
- Interactive Computer Graphics*. (MOOC Course: 7 weeks). August/September, 2014. Computer Science Department, University of Tokyo.
- edTPA: Teacher Candidate Distributed Scorer*. 2014. Middle School Social Studies/History.
- Tinkering Fundamentals: A Constructionist Approach to STEM Learning*. (MOOC Course: 6 weeks). June/July, 2014. Exploratorium: San Francisco Museum of Science, Art, and Human Perception.
- Teachscape Framework for Teacher Evaluation*. (Training). 2013-2014.
- Teaching the World Forum*. (Conference). April 24, 2014. Rutgers University.
- From the Big Screen to the Classroom: Connections to Economics & Entrepreneurship*. (Workshop). March 22, 2014. National Council for Economic Education.
- Gamification*. (MOOC Course: 10 weeks). 2014. The Wharton School of Business, University of Pennsylvania.
- Using Technology to Personalize Learning in Elementary Schools*. (Webinar). 2013, October 15. EduWeek. <http://edweek.org/go/webinars>
- Using Videogames to Assess Students' Noncognitive skills* (Webinar). 2013. September 27. EduWeek. <http://edweek.org/go/webinars>
- International Association of Genocide Scholars. *The Aftermath of Genocide: Victims and Perpetrators, Representations and Interpretations*. (Conference). June 19-22, 2013. University of Siena. Siena, Italy.
- Georgia Tech. *Introduction to Developing Mobile Learning Apps/Games*. (Workshop). March 25, 2013. New Orleans, LA.
- William Patterson University. *iPads in Education*. (Conference). November 30, 2012. Wayne, NJ.
- New Jersey Technology & Engineering Educators Association. (Workshop). *Geocaching for educators*. October 17, 2012. Highpoint High School. Newton, NJ.
- New Jersey Technology & Engineering Educators Association. (Workshop). *Aerospace Engineering for Middle School Students*. October 12, 2012. Linden Middle School. North Brunswick, NJ
- New Jersey Technology & Engineering Educators Association. (Workshop). *Google Sketch-Up and NASA Design Challenges Workshop*. September 12, 2012. Heritage Middle School, Livingston, NJ.
- Council for Economic Education. *Learning, Earning, and Investing Workshop*. (Workshop). August 14-15, 2012. New York, NY.
- MIT/National Science Foundation *Scratch Conference*. July 25-28, 2012. Boston, MA.
- American Economics Education (AEA) Annual Conference. AEA/Federal Reserve Bank. May 30-June 1, 2012.
- New Jersey Technology & Engineering Educators Association. (Workshop). *Tree House Architecture Workshop*. May 22, 2012. The College of New Jersey.

Collegiate Alliance for Social Education (CASE) Conference - Planning Team. Rutgers University, NJ
Teachscape: An Implementation Tool for the Charlette Danielson Framework. (Workshop). SRI and ETTC at Stockton College. March 28, 2012
From My Classroom to Yours 2012. SRI and ETTC at Stockton College. (Workshop). March 14, 2012
National Council for the Social Studies (NCSS) Conference, Washington, DC, December 2-4, 2011
Teacher Education Accreditation Council (TEAC), Rutgers Center for Effective School Practices, Somerset, NJ, November 17, 2011
Council of Economics Education. *Get Your Hands Dirty: Using Modeling Clay to Teach K-8 Economics*. New York, NY July 13, 2011
United Nations World Headquarters, *Teaching About the United Nations* Conference, NY, NY, January 14, 2011

BOARDS

• **Journals**

- Science Activities Journal, *Reviewer*
- Journal of Educational Policies and Current Practices, *Reviewer*
- Journal of Simulation & Gaming, *Reviewer*
- Journal of Information Technology Education, *Reviewer*
- Teaching, Instruction, Cognition, & Learning Journal, *Reviewer*

• **Conferences**

- Society for Technology in Education, *Reviewer*
- International Conference on Information Systems, *Reviewer*
- National Council of Social Studies, *Reviewer*
- InSITE 2014: Informing Science + IT Education, *Reviewer*
- American Educational Research Association, *Reviewer*

HIGHER EDUCATION COURSES TAUGHT

@ Georgian Court University

- Introduction to Teaching in Inclusive Settings
- Foundations of American Education
- Instructional Technology in Inclusive Settings
- Instructional Design for Inclusive Elementary Social Studies

@ Seton Hall University

- Web Page Technologies
- Computer Graphics (Developed)
- Visual Communication Design (Developed)
- Instructional Design
- Integrating Curriculum & Technology
- Multimedia Technologies
- Research Methods
- Computer Fundamentals
- Database Application Development

SKILLS

Academic: Excellent written and communications skills; analytic problem-solving, critical judgment and conceptualization, and research skills; comfortable in unstructured environments where initiative and creativity are encouraged.

Computer: Alice, Angel, ASSET, Atlas.ti, Audacity, Blackboard, Breeze, Camtasia, Captivate, Crystal Ball, DyKnow, Ektron, Flash with Action Script, FireWorks, G*Power, HTML Forms, Illustrator, Inspiration, JavaScript, Microsoft Office, Photoshop, SketchUp, Solver (Decision Modeling), Scratch, SPSS, SurveyMonkey, Tablet PCs, Task Stream, Turning Point (Audience Response System), Visual Basic, WayPoint, Web Authoring (Dreamweaver & FrontPage), XHTML

PROFESSIONAL MEMBERSHIPS AND ROLE

AEA – American Economics Association

AERA – American Educational Research Association

DPE – Delta Pi Epsilon: National Honor Society in Business Education (Alpha Chapter Past President)

CEE - Council for Economic Education (Executive Committee - New Jersey)

GATE – Global Association of Teachers of Economics

ISTE – International Society for Technology in Education

NBEA – National Business Education Association

NCEE - National Council of Economic Educators

NCSS – National Council of Social Studies

NJAET - New Jersey Association for Educational Technology

NJTEA – New Jersey Technology & Engineering Association