Sandra Schamroth Abrams
Curriculum Vitae
January 2020

St. John's University
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EDUCATION

Ph.D.   Department of Learning and Teaching, Rutgers The State University of New Jersey, New Brunswick, 2009

MA   Department of Teaching and Learning, New York University Steinhardt School of Education, New York, 2000

MA   English Department, American University, Washington DC, 1999

BA   English Department, Washington University, St. Louis, MO, 1998, *Cum Laude*

PROFESSIONAL APPOINTMENTS

2019-Present Professor**,** Department of Curriculum and Instruction, School of Education, St. John's University, NY

2015-2019   Associate Professor**,** Department of Curriculum and Instruction, School of Education, St. John's University, NY

2009-2014   Assistant Professor**,** Department of Curriculum and Instruction, School of Education, St. John's University, NY

1999-2003   English Teacher**,** Grades 10 and 12; Technology & Writing Instructor, Grades 9-12, Yeshiva University High School for Boys, NY

PUBLICATIONS

Books

in press   *An integrated mixed methods approach to nonverbal communication data: A practical guide to collection and analysis in online and offline spaces.* Routledge. Onwuegbuzie, A.J. & **Abrams, S.S.**

in press   *Best practices for communicating about teaching and learning.* Brill. Chase, E., Morabito, N. & **Abrams, S.S.**

forthcoming	*Videogames, libraries, and the feedback loop: Learning beyond the stacks.* VOYA (Voice of Youth Advocates) Library Press. **Abrams, S.S.** & Gerber, H.R.

| 2018 | *Managing educational technology: School partnerships & technology integration.* Routledge. **Abrams, S.S.**, Downton, M.P., & Chen, X. |

| 2017 | *Conducting qualitative research of learning in online spaces.* SAGE Publications. Gerber, H.R., **Abrams, S.S**., Curwood, J.S. Magnifico, A.M. |

| 2015 | *Integrating virtual and traditional learning in 6-12 classrooms: A layered literacies approach to multimodal meaning making*. Routledge. **Abrams, S.S.** |

Edited Books

in press	*Child-parent research reimagined*. Brill. **Abrams, S.S.,** Schaefer, M.B. & Ness, D. (Eds.).

| 2014 | *Bridging literacies with videogames*. Brill. Gerber, H.R. & **Abrams, S.S.** (Eds.). |

Edited Volumes

in press	Methodologists: Who Needs 'Em? Special issue, *Research in the Schools.* Forzani, E., Onwuegbuzie, A.J. & **Abrams, S.S.** (Eds.)

| 2019 | *Ubiquitous Learning: An International Journal*, special issue on ethics and innovative pedagogies. **Abrams, S.S.** (Ed.) |

| 2017 | Virtual convergence: Synergies in virtual worlds and videogames research. Special issue, *Teachers College Record.* **Abrams, S.S.**, Rowsell, J., & Merchant, G.H. (Eds.) |

| 2016 | Literacies section. In M. Peters (Ed.), *Encyclopedia of Educational Philosophy and Theory*. Springer. **Abrams, S.S.**, Cope, W., & Kalantzis, M. (Eds).. |

| 2011 | Rethinking identity and literacy education in the 21st century. **Abrams, S.S** & Rowsell, J. (Eds.). *Teachers College Record Yearbook,* 110(1). |

Editorial Positions

ongoing	Associate Editor, *International Journal of Multiple Research Approaches.*

| ongoing | *Gaming Ecologies and Pedagogies Series.* Alternating primary editorship with H.R. Gerber. Brill. |

Current and Forthcoming Titles: Gaming Ecologies and Pedagogies Series

(2019) *Games and Education: Designs in and for Learning.* H.C. Arnseth, T. HanghØj, T.D. Henriksen, M. Misfeldt, R. Ramberg & S. Selander (Eds.). In *Gaming Ecologies and Pedagogies Series.* S.S. Abrams & H.R. Gerber (Series Eds.). Sense Publishers.

(forthcoming) *Playing with Teaching: Considerations for Implementing Gaming Literacies in the Classroom.* A. Garcia, S. Witte, & J.S. Dail (Eds.). In *Gaming Ecologies and Pedagogies Series.* H.R. Gerber & S. Abrams (Series Eds.). Sense Publishers.

(forthcoming) *Studying Gaming Literacies: Theories to Inform Classroom Practice* A. Garcia, S. Witte, & J.S. Dail (Eds.). In *Gaming Ecologies and Pedagogies Series.* H.R. Gerber & S.S. Abrams (Series Eds.). Sense Publishers.

Journal Articles

in press   Min(e)d the gap. *Research in the Schools.* Forzani, E., Onwuegbuzie, A.J. & **Abrams, S.S.**

2019   Ethics and innovative pedagogies. *Ubiquitous Learning: An International Journal, 12*(2). **Abrams, S.S.**

2019   Adolescents' digital literacies in flux: Intersections of voice, empowerment, and practices *Journal of Media Literacy Education.* **Abrams, S.S.**, Schaefer, M.B., & Ness, D.

2019   Gamification and accessibility. *International Journal of Information and Learning Technology*, *36*(2), 104-123. Smith, K.D. & **Abrams, S.S.**

2017   Belonging in a videogame space: Bridging affinity spaces and communities of practice. *Teachers College Record, 119*(2), 1-34. **Abrams, S.S.** & Lammers, J.C.

2017   Virtual convergence: Exploring culture and meaning in playscapes. *Teachers College Record* special issue: Virtual convergence: Synergies in virtual worlds and videogames research, *119*(12), 1-16. **Abrams, S.S.,** Merchant, G.H., & Rowsell, J.

2017   Emotionally crafted experiences: Layering literacies in *Minecraft. The Reading Teacher, 70*(4), 501-506. **Abrams, S.S.**

2016   Critical thinking and layered understandings: Book clubs, videogames, and adolescent learning. *The ALAN (Assembly on Literature for Adolescents) Review.* National Council of Teachers of English. Stufft, C., **Abrams, S.S**., & Gerber, H.R.

2016   Layered perspectives of adolescent literacies. *The ALAN (Assembly on Literature for Adolescents) Review.* National Council of Teachers of English. Lucci Holan, E. **Abrams, S.S.**, & Gerber, H.R.

2015   Layering literacies and contemporary learning. *Journal of Adolescent & Adult Literacy, 59*(2), 131-135. **Abrams, S.S.** & Russo, M.

2015   Layering meaning across literate practices. *The ALAN (Assembly on Literature for Adolescents) Review.* National Council of Teachers of English. **Abrams, S.S.** & Gerber, H.R.

2014   Gamified vocabulary: Online resources and enriched language learning. *Journal of Adolescent & Adult Literacy, 58*(1), 49-58*.* **Abrams, S.S.** & Walsh, S.

2014   Demystifying digitalk: The what and why of the language teens use in digital writing. *Journal of Literacy Research, 46*, 157-193. Turner, K.H., **Abrams, S.S.**, Katic, E., & Donavan, M.J.

2014   Cross-literate connections: Contemporary frames for meaning making in ELA classrooms. *English Journal, 103*(4), 18-24. **Abrams, S.S.** & Gerber, H.R.

2014   From Mario to FIFA: What qualitative case study research suggests about games-based learning in a U.S. classroom. *Educational Media International, 51*(4), 16-34. Gerber, H.R., **Abrams, S.S.**, Onwuegbuzie, A.J. & Benge, C.

2013   Peer review and nuanced power structures: Writing and learning within the Age of Connectivism. *E-Learning and Digital Media, 10*(4), 395-406. **Abrams, S.S.**

2013   From partnership agreement to initial use: Multi-sited qualitative inquiry into early implementation efforts. *E-learning and Digital Media, 10*(4), 357-377*.* Olmanson, J.D., & **Abrams, S.S.**

2013   Achieving through the feedback loop: How videogames can help us understand authentic assessment and meaningful learning. *English Journal, 103*(1), 95-103. **Abrams, S.S.** & Gerber, H.R.

2013   Virtual vocabulary and digital literacies: Opportunities for responsive, adaptive, and relevant connections. *Journal of the International Society for Technology in Education's Special Interest Group: Literacy Special Interest, 1*(1), 30-35. **Abrams, S.S.**

2012   Powerful gaming structures and practices: Videogames, situated language, and cultural contexts. *Languages and Linguistics,* special issue, *Languages and Cultures in Contact in Africa and the Americas, 30*, 41-63. **Abrams, S.S.**

2012   Video gaming and interconnected meanings: Nuanced learning beyond the screen. *International Review of Contemporary Learning Research, 1*(1), 1-8. **Abrams, S.S.**

2011   Dynamic learning in virtual spaces: Producers and consumers of meaning. *Journal on School Educational Technology, 7*(1), 7-13. **Abrams, S.S.** & Rowsell, J.

2011   Association through action: Identity development in real and virtual video game environments. *Teachers College Record Yearbook, 110*(1), 220-243. **Abrams, S.S.**

2011   (Re) conceptualizing I/identity: An introduction. *Teachers College Record Yearbook, 110*(1), 1-16. Rowsell, J., & **Abrams, S.S.**

2009   A gaming frame of mind: Digital contexts and academic implications. *Educational Media International, 46*(4), 335-347. **Abrams, S.S.**

2005   Reading in and out of class: A study of 3 adult literacy learners. *National Co-ordination Unit for Senior Traveller Training Centres.* Available from http://www.sttc.ie/publications.html. Belzer, A. & **Abrams, S.S.**

Handbook Chapters

in press   Methodological paradigms and examinations of gaming. In A. Onwuegbuzie & J Hitchcock, *The Routledge Handbook for Advancing Integration in Mixed Methods Research.* **Abrams, S.S.** & Van Eck, R.

2015   Videogames and literacies: Historical threads and contemporary practices. In J. Rowsell & K. Pahl (Eds.), *The Routledge Handbook of Literacy Studies* (pp. 354-368). New York: Routledge. **Abrams, S.S.**

2013   The digital challenge. In K. Hall, T. Cremin, B. Comber & L. Moll (Eds.), *International Handbook of Research in Children's Literacy, Learning and Culture* (pp. 319-332). Oxford: Wiley-Blackwell. **Abrams, S.S.** & Merchant, G.

Book Chapters

in press   Play in the making: Developing a range of literacies through making and game-based activities. In J. Rowsell, C. McLean & J. Marsh (eds.), *Making futures: Maker literacies and Maker Identities in the Digital Age.* Routledge. **Abrams, S.S.** & LaRocca, T.

in press   Digital game-based learning, feedback loops, and classroom practice. In D. Seelow (Ed.), *Digital Game-Based Learning.* Eye on Education series. Routledge.

in press   Nonverbal communication analysis as mixed analysis. In B. Johnson and A.J. Onwuegbuzie (Eds.), *The Reviewer's Guide for Mixed Methods Research Analysis,* Routledge. Onwuegbuzie, A.J. & **Abrams, S.S.**

in press   Child-parent research reimagined. In **S.S. Abrams**, M.B. Schaefer, & D. Ness (Eds.), *Child-parent research reimagined*. Brill.

2019   Immateriality redux: Tacit modalities and personal meaning across timescales. In In D. Pyles, R. Rish, H. Pleasants, and J. Warner (Eds.), *Negotiating Place and Space through Digital Literacies: Research and Practice.* Information Age Publishing. **Abrams, S.S.** & Rowsell, J.

2018   Arts education and makerspaces: Opportunities for democratizing practices and socially responsible learning. In B. Johnson & Y. Pratt-Johnson (Eds.), *Inequalities in the Early Years* (pp. 95-108)*.* Routledge. **Abrams, S.S.**

2017   Multiliteracies: Meaning making and learning in the era of digital text. *Remixing Multiliteracies: Theory and Practice from New London to New Times* (pp. 35-49). Teachers College Press. Cope, B., Kalantzis, M., **Abrams, S.S.**

2017   Cooperative competition, reflective communication, and social awareness in public high school math classes. *Game-Based Learning: Theory, Strategies and Performance Outcomes* (pp. 357-370). Nova. **Abrams, S.S.**

2016   Gaming Zombies: Boys, zombies, and gameplay. In V. Carrington, J. Rowsell, E. Priyadharshini, and R. Westrup, *Generation Z: Zombies, Popular Culture, and Educating Youth* (131-142). Springer. **Abrams, S.S.**

2015   Digital resources, reflexive pedagogy, and empowered learning. In W. Cope & M. Kalantzis (Eds.), *A Pedagogy of Multiliteracies: Learning by Design* (pp. 37-48)*.* Hampshire: Palgrave. **Abrams, S.S.**

2015   *Digital Storytelling: A Tool to Develop Preservice Teachers' Cross-Literate Reflections.* In E. Ortleib, L.Shanahan, and M. McVee, *Video as a Tool for Reflection in Literacy Education and Research* (pp. 59-77). Emerald. Morabito, N.P. & **Abrams, S.S.**

2014   Bridging literacies: An introduction. In H.R. Gerber & S.S. Abrams (Eds.), *Bridging Literacies with Videogames* (pp. 1-7). Rotterdam, the Netherlands: Sense Publishers. **Abrams, S.S.** & Gerber, H.R.

2012   Digital narratives by digital natives: Online inquiry and reflective practices in a third space (pp.112-133). In R.W. Blake & B.E. Blake (Eds.), *Becoming a Teacher: Using Narrative as Reflective Practice. A Cross-Disciplinary Approach.* New York: Peter Lang. **Abrams, S.S.**

2012   Digital worlds and shifting borders: Popular culture, perception, and pedagogy. In B. Williams & A. Zenger (Eds.), *New Media Literacies and Participatory Popular Culture Across Borders* (pp. 90-105). Routledge. **Abrams, S.S.**, Gerber, H.R., & Burgess, M.

2012   Video gaming and education: Key elements that foster active learning and critical thinking (pp. 35-37). In J. Rowsell & K. Pahl (Eds.), *Literacy and Education: Understanding the New Literacy Studies in the Classroom*, 2nd Edition. SAGE. **Abrams, S.S.**

2011   Video games in the classroom: Harmonizing traditional constructs and digital experiences. In M. S. Khine (Ed.). *Playful Teaching, Learning Games: New Tool for the Digital Classrooms* (pp. 39-50). Rotterdam, the Netherlands: Sense Publishers. **Abrams, S.S.**

2010   The dynamics of video gaming: Influences affecting game play and learning. In P. Zemliansky & D. Wilcox (Eds.), *Design and Implementation of Educational Games: Theoretical and Practical Perspectives* (pp. 78-90). IGI Global. **Abrams, S.S.**

Conference Proceedings

2014   University- Industry Partnership in e-Learning Tools Development and Implementation. *Association for the Advancement of Computing in Education.* Chen, X., Downton, M., & **Abrams, S.S.**

2009   Keeping an eye on the game: Video gaming, visual literacy and cultural identity. *Third Global Conference: Visual Literacies* (pp.1-11). Oxford: England. **Abrams, S.S.**

2008   Real connections from virtual experiences: The impact of video gaming on student learning. *Multimodality and Learning International Conference: New perspectives on knowledge, representation and communication* (pp. 23-24). London: University of London. **Abrams, S.S.**

Encyclopedia Entries

2017   Mixed methods research. *International Encyclopedia of Communication Research Methods* (pp. 1-33). Wiley. Onwuegbuzie, A., Gerber, H.R., **Abrams, S.S.**

2016   Videogaming and literacies. In M. Peters (Ed.), *Encyclopedia of Educational Philosophy and Theory*. Springer. **Abrams, S.S.**

2016   Literacies: An introduction. In M. Peters (Ed.), *Encyclopedia of Educational Philosophy and Theory*. Springer. **Abrams, S.S.**, Cope, B., & Kalantzis, M.

Journal Column

2018   The feedback loop, meaning making, and your library's (videogaming) programs. *Level Up! (Voice of Youth Advocates)*. Library Press. Gerber, H.R. & **Abrams, S.S.**

Other Publications

2018   Games, learning, and assessment: Collaborative pursuits. [Web log]. *Revolutionary Learning.* Retrieved from http://revolutionarylearning.net/games-learning-and-assessment-collaborative-pursuits/#tc-comment-title **Abrams, S.S.**

2015   Supporting practice with emerging technologies. *Edutopia.* Retrieved from http://www.edutopia.org/blog/supporting-practice-with-emerging-technologies-sandra-schamroth-abrams **Abrams, S.S.**

2013   Mid-semester musings. [Web log]. Retrieved from http://stjbloggers.com/faculty-2/dr-sandra-schamroth-abrams/ **Abrams, S.S.**

2013   Technology, innovation, and professional development. [Web log]. Retrieved from http://stjbloggers.com/faculty-2/dr-sandra-schamroth-abrams/ **Abrams, S.S.**

2013   When hanging out isn't loitering. [Web log]. Retrieved from http://stjbloggers.com/faculty-2/dr-sandra-schamroth-abrams/ **Abrams, S.S.**

2011   Bullying in real and cyber worlds. [Web log]. Retrieved from
      http://www.stjohns.edu/academics/graduate /education/
      SOE_speaks_blog/march_2011_blog_posts.stj **Abrams, S.S.**

AWARDS & FELLOWSHIPS

2019   Quality Paper Award, United States Digital Learning Association, Article:
      Gamification and Accessibility

2019   Outstanding Achievement Medal, St. John's University

2017   Finalist, Editorship *Reading Research Quarterly*

2016   AACTE Outstanding Book Award finalist

2015-2016 Faculty Recognition Award, St. John's University

2014-2015 AECT Division of Distance Learning (DDL) Journal Article Award, Third Place
      Winner - Qualitative Focused Article, *Peer Review and Nuanced Power Structures:*
      Writing and Learning Within the Age of Connectivism.

2014   Early Career Award Nominee, Literacy Research Association

2014-2015 Faculty Recognition Award, St. John's University

2013-2014 Faculty Recognition Award, St. John's University

2012-2013 Faculty Recognition Award, St. John's University

2011-2012 Faculty Recognition Award, St. John's University

2011   School of Education Faculty Success Story, St. John's University

2010   Angelo L. Tomaso Excellence in Dissertation Award, Rutgers University Alumni
      Association

2007   Edward Fry Dissertation Fellowship

2006   Rutgers University Graduate School Fellowship

2004   Rutgers University Graduate Assistantship

2003   Rutgers University Graduate Assistantship

GRANTS AND FUNDED RESEARCH / POSITIONS

in review   #QuestionTheWeb: Improving Argumentative Writing and Critical Evaluation Skills. Institute of Educational Studies [IES]. PIs: Greg McVerry, Troy Hicks, Sandra S. Abrams

in review   *Title I Nonpublic Schools NYC DOE Grant - R1211, 21ˢᵗ Century Partners in Learning*, Technology Director/Consultant ($1,500,000) PIs: Daniel Ness & Min Wang

2017-2020   *Partnership Development Grant*, Social Sciences and Humanities Research Council of Canada, US Delegate, Collaborator ($192,285.00, funded) PI: Linda Laidlaw

2015-2016   *Blended Learning Curriculum Evaluation* ($2,260, funded) PI: Sandra S. Abrams

2014   *An Examination of Digital Tools on Reading Comprehension and Vocabulary*. ($13,800 funded) PI: Sandra S. Abrams

2013   *Blended Learning.* Diocese of Paterson ($30,000, funded). PI: Sandra S. Abrams

2012   *Virtual Vocabulary Resources and Learning.* ($2,000, funded). PI: Sandra S. Abrams

2011   *Virtual Vocabulary Resources and Learning.* ($5,000, funded). PI: Sandra S. Abrams

2006   *The National Writing Project*, Rutgers University; Co-Director; maintained grant (Amount: $124,254—combined federal and university support of $80,499 and Title II income of $48, 755, funded)

ADDITIONAL RESEARCH

2014-Present   *Game-Based Curriculum Design and Implementation*, Principal Investigator and Curriculum Developer

2014-2016   *Archdiocese of New York*, Blended Learning Curriculum Evaluation, Educational Research, Principal Investigator, Evaluation Coordinator

2013-2015   *New York City Department of Education Award: Learning and Technology Grant*, Technology Consultant and Assessment Coordinator, PS16

2013-2014   *Bill & Melinda Gates Literacy Courseware Pilot*
               Educational Research Team Member & Professional Development Facilitator

2013-2014   *National Council of Teachers of English/Institute of Play*
               Design Team Member, Massive Multiplayer Literacy Game

2012-2014   *Games-Based Curriculum*, Curriculum Co-Developer, Educational Research
               Team Member (with Hannah Gerber, Tony Onwuegbuzie, and Cindy Benge)

2011- 2013   *Institute of Education Sciences Goal II Grant: Assess-As-You-Go [Scholar]
               Proje*ct, Educational Research Team Member and Professional Development
               Facilitator (PIs: Bill Cope, Sarah McCarthey, Mary Kalantzis)

2003-2005   Graduate Assistant, NCSALL-Funded Adult Literacy Research
               Department of Teaching & Learning, Rutgers University, NJ

1998-1999   Research Assistant, Betty T. Bennett, Distinguished Professor of Literature
               American University, Washington, DC

INVITED TALKS & PARTICIPATION

2018   Young, Connected and Creative (YCC) Master Symposium at the University
               Wisconsin, Madison, Invited Participant. October 15-16.

2017   "Gaming and Layered Literacies," University of North Dakota, Instructional
               Simulations and Games, March 2.

2016   "From the Sandbox to the Xbox: Videogaming in Our Children's Lives," Upper
               Saddle River Library, May 12.

2014   "Layering Literacies In and Across Online & Offline Spaces," Doctoral
               Colloquium, Teachers College, October 7.

2014   "New Directions in Pedagogy," Plenary Speaker, The Learner Conference, July 14.

2014   "Gamified Vocabulary," Podcast, *Journal of Adolescent & Adult Literacy*,
               March 20.

2013   "Layered Literacies and Modal Functions," EdLab, Teachers College, Columbia
               University, June 5.

2011   "Digital Literacies: Power and Learning," Fordham University, Cognition and
               Instruction II: Problem Solving, March 9.

JURIED CONFERENCE PRESENTATIONS

Conferences Co-Chaired

2018   e-learning & Innovative Pedagogies Conference. St. John's University. March 2-3. http://ubi-learn.com/2018-conference

2014   Digital Literacies Summer Institute. St. John's University. May 31. http://www.stjohns.edu/about/news/2014-06-17/sjus-digital-literacies-summer-institute-offers-innovative-teaching-strategies

2013   Digital Literacies Summer Institute, St. John's University. June 1. https://stjohnsbloggers.wordpress.com/faculty-2/dr-sandra-schamroth-abrams/

Panels Organized

2016   Chair, "New Media, Digital Literacies, and Contemporary Discoveries," Long Island Libraries and Pop Culture Conference, Oakdale, NY, April 14.

2016   Chair, "Virtual Worlds and Videogames: Synergies in Research." American Educational Research Association Annual Meeting, Washington, DC, April 8-12.

2016   Chair, ""Changing Dimensions of Literacies: Multiliteracies, Transliteracies, New Media Literacies, and Biliteracies," American Educational Research Association Annual Meeting, Washington, DC, April 8-12.

2014   Chair, "From Online to Offline: Examining Gaming Environments and Innovative Learning." American Educational Research Association Annual Meeting, Philadelphia, PA, April 3-7.

2014   Organizer, Professional Development Session. "Conducting Qualitative Research That Includes Online Spaces: An Interactive Workshop," American Educational Research Association Annual Meeting, Philadelphia, PA, April 3-7.

2013   Chair, "Videogame Communities, Affinity Spaces, and Transformative Learning: Fluid and Connective Literacy Practices in Online and Offline Spaces," Literacy Research Association 63rd Annual Conference, Dallas, TX, December 4-7.

2013   Chair, "What Research Suggests about Videogames and the Future of Teaching English," National Council of Teachers of English Annual Convention, Boston, MA, November 21-24.

2013   Co-Chair, "(Re)Envisioning Popular Culture and Literacy in the English Classroom: Critical Conversations for 21st Century Educators," National Council of Teachers of English Annual Convention, Boston, MA, November 21-24.

2013   Chair, "Multimodal Learning, Contemporary Design, and Socioeconomic Boundaries: Where Theory, Policy, and Praxis Meet," American Educational Research Association Annual Meeting, San Francisco, CA, April 27-May 1.

2013   Organizer, Professional Development Session. "Digital Ethnography: The Affordances and Constraints of Conducting Research that Includes Online Spaces," American Educational Research Association Annual Meeting, San Francisco, CA, April 27-May 1.

2010   Chair, "What Identity Can Tell Us about Literacy Education: Contemporizing Literacy, Pedagogy, and Practice," American Educational Research Association Annual Meeting, Denver, CO, April 30-May 4.

Papers Presented

2020   "State of Play: Videogame Programming and Characteristics in US Libraries." American Educational Research Association, San Francisco, CA, April 19.

2020   "Renewed Visions for Qualitative Research: Methods to Engage in Parent-Child Co-Investigations." American Educational Research Association, San Francisco, CA, April 18.

2020   "Methodologists, Who Needs 'Em?" American Educational Research Association, San Francisco, CA, April 17.

2019   "Illuminating the Future of Videogame Programming and Literacy Practices in US Libraries." Literacy Research Association, Tampa, FL, December 4.

2019   "Conducting Parent-Child Research Amidst Inherent Tensions." American Educational Research Association, Toronto, Canada. April 5-8.

2019   "The Secret Life of Adolescent Girls Playing Minecraft: Forbidden Practices and Cultural Norms." American Educational Research Association, Toronto, Canada. April 5-8.

2018   "What Middle Grades Students Discovered while Researching with Parents," Annual Conference for Middle Level Education, Orlando, FL, October 25-27.

2018   "Rethinking Piaget and adolescent intellectual development through play: Adolescent co-researchers examine multimodal digital activities," Jean Piaget Society Conference, Amsterdam, The Netherlands, May 31.

2018   "Collaborative Testing and Game-Based Learning in High School Mathematics Classes," American Educational Research Association Annual Meeting, New York, New York, April 17.

2018   "Middle Grades Children and Their Parent-Researchers Co-Examine Metacognitive and Self-Regulatory Processes," American Educational Research Association Annual Meeting, New York, New York, April 15.

2018   "Crossing Boundaries and Challenging Assessment Paradigms," American Association for the Advancement of Curriculum Studies, Queens, New York, April 11.

2018   "e-Learning and Innovative Pedagogies: Social Justice & Paradigm Shifts," 11th International e-Learning and Innovative Pedagogies Conference," New York, New York, March 2.

2017   "Empowered Literacy Processes: Young Adolescents Co-Researching their Digital and Nondigital Practices," Literacy Research Association Annual Conference, Tampa, FL. December 1.

2017   "Young Adolescents as Critical Media Literacy Learners: What Parent-Researchers' Children Say about Their Digital Practices," National Council of Teachers of English. St. Louis, MO. November 17.

2017   "Exerting Power through Language: An Examination of Two Preservice Educators' Discourse," American Educational Research Association Annual Meeting, San Antonio, TX, April 27-May 1.

2017   "Game-Based Curriculum and Social Responsibility," American Association for the Advancement of Curriculum Studies, San Antonio, TX, USA. April 26.

2017   "Children as Co-Researchers of their Digital Activities," 38th Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA, February 24-25.

2016   "Socially Responsible Learning: Collaborative Competition and Reflective Communication in Public High School Math Classes," Northeastern Educational Research Association, Trumbull, CT, October 26-28.

2016   "Layering Literacies: Experiencing and Making Meaning," Association for Educational Communications and Technology, Las Vegas, NV, October 17-21.

2016   "Minecraft and Makerspaces," Long Island Libraries and Pop Culture Conference, Oakdale, NY, April 14.

2016   "Playful Improvisations and Multimodalities Community Practices," 37th Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA, February 26-27.

2015   "Promoting Contemporary Literacies, Popular Culture, and Out-of-School Spaces in English Teacher Education," National Council of Teachers of English Conference on English Education, New York, NY, July 6-9.

2015   "Digital Literacies, Digital Stories: Supporting Multimodal Reflection," 60th Annual Conference of the International Linguistic Association, New York, NY April 24-26.

2015   "Schooling Partnerships," American Educational Research Association Annual Meeting, Chicago, IL, April 16-20.

2015   "Digital Storytelling in Preservice Teacher Education: Diverse Understandings of Writing, Pedagogy, and Meaning Making," American Educational Research ' Association Annual Meeting, Chicago, IL, April 16-20.

2015   "Rethinking Affinity Spaces and Discourse Communities," American ' Educational Research Association Annual Meeting, Chicago, IL, April 16-20.

2015   "Using Game-Based Features to Support Layered Literacies and Meaningful Learning," Beyond School Hours XVIII, Orlando, FL, February 18-21.

2015   "Freedom to Play: Building Meaning and Communities through Multimodal Improvisations," 36th Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA, February 27-28.

2014   "Adolescents' Layered Literacies: Porous Spaces, Porous Learning," Literacy Research Association 64th Annual Conference, Marco Island, FL, December 3-6.

2014   "What Methodological Tools are Available for Data Collection, and How Might Ethical Considerations Impact Data Collection," Literacy Research Association 64th Annual Conference, Marco Island, FL, December 3-6.

2014   "Students' Perspectives and Understanding of Literacy Learning in Videogame Environments: A Critical Dialectical Pluralist Approach," Collaborative Presentation, Literacy Research Association 64th Annual Conference, Marco Island, FL, December 3-6.

2014   "New Landscapes for Learning about Writing: Empowering Pre-Service Teachers through Digital Stories," National Council of Teachers of English Annual Convention, Washington, DC, November 20-23.

2014   "Storied Experiences: What Videogames Can Tell Us about Students' Knowledge Landscapes and Classroom Learning," Collaborative Presentation, National Council of Teachers of English Annual Convention, Washington, DC, November 20-23.

2014   "Gamification and Vocabulary Learning Landscapes," National Council of Teachers of English Annual Convention, Washington, DC, November 20-23.

2014   "ICEM: Examining Videogame Feedback Loops as Support Structures for Authentic Assessment," Association for Educational Communications and Technology, Jacksonville, FL, November 4-8.

2014   "Digital Storytelling Across the Disciplines," The 64th Annual Summer Seminar for High School Educators, New York, NY, August 27.

2014   "How am I doing? Knowing what Learners Know," The Learner Conference, New York, NY, July 14-17.

2014   "Videogames and Social Negotiations: Associations between On-Screen and Off-Screen Behavior in a Public Library," American Educational Research Association Annual Meeting, Philadelphia, PA, April 3-7.

2014   "Public Library Videogame Spaces and Innovative Practices: (Re)conceptualizing Design Dispositions and Student Literacies," American Educational Research Association Annual Meeting, Philadelphia, PA, April 3-7.

2014   "Distributed Technology, Pedagogy, and Content Knowledge: The Integration of Emerging Technologies in Classroom Writing Spaces," American Educational Research Association Annual Meeting, Philadelphia, PA, April 3-7.

2014   "Individualistic Analyses and Thematic Overlay: Reconceptualizing Qualitative Analysis to Include a Dualistic Approach," 35th Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA, February 28-March 1.

2013   "Fluid Literacies: Videogaming and Related Practices," Literacy Research Association 63rd Annual Conference, Dallas, TX, December 4-7.

2013   "Researcher's Perspective: Students' Perspectives and Understanding of Literacy Learning in Videogame Environments: A Critical Dialectical Pluralist Approach," Literacy Research Association 63rd Annual Conference, Dallas, TX, December 4-7.

2013   "(Re)Designing Literacies: What an Ethnographic Study of Videogame Spaces in Library Environments," Literacy Research Association 63rd Annual Conference, Dallas, TX, December 4-7.

2013   "Teaching with Videogames: Promises and Pitfalls," National Council of Teachers of English Annual Convention, Boston, MA, November 21-24.

2013   "Gaming as an Engagement in Literacy Practices,"18th Annual European Reading Conference, Jönköping, Sweden, August 6-9.

2013   "A Wealth of Modal Shifts: Reconsidering Directionality and Cross-Modal Understandings of Virtual and Place-based Practices," American Educational Research Association Annual Meeting, San Francisco, CA, April 27-May 1.

2013   "From Partnership Agreement to Initial Use: Multi-Sited Inquiry Into Early Implementation Efforts," American Educational Research Association Annual Meeting, San Francisco, CA, April 27-May 1.

2013   "Literacy and Numeracy Despite the Deficit Model: Multimodal Opportunities for Special Needs Students," American Educational Research Association Annual Meeting, San Francisco, CA, April 27-May 1.

2013   "Ethnographic Inquiry into Early Technology Integration Dynamics: Sideways Moves as Counter Narratives in Educational Technology Research," 34th Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA, February 22-23.

2012   "Teens, Language, and Digital Resources," National Council of Teachers of English Annual Convention, Las Vegas, NV, November 15-20.

2012   "Next Generation Teachers of Vocabulary," National Council of Teachers of English Annual Convention, Las Vegas, NV, November 15-20.

2012   "Using Research to Understand the Vocabulary Challenge: Gamified Vocabulary Online, Inside and Outside the Classroom," NYACTE-NYSATE Fall Conference, Albany, NY, October 18-19.

2012   "Fluid Literacies: Video Game Play in a Public Library," International Reading Association 57th Annual Convention, Chicago, IL, April 29-May 2.

2012   "Narratives of Power: Students' Stories and Situated Practices in Real and Virtual Spaces," American Educational Research Association Annual Meeting, Vancouver, BC, Canada, April 13-17.

2012   "Digital Narratives in an Online Forum: Ethnography in a Third Space," 33rd Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA, February 24-25.

2011   "New Literacies, Virtual Worlds, and Learning: Exploring Semiotic Domains in Learning and Literacy," Literacy Research Association, Annual Conference, Jacksonville, FL, November 30-December 3.

2011   "Video Gaming and Sustainable Learning for the Future: Reading, Writing, and Understanding Through Virtual Experiences," National Council of Teachers of English Annual Convention, Chicago, IL, November 17-22.

2011   "What Do Video Games and Second Life Have to Do with English Language Arts?" International Reading Association 56th Annual Convention, Orlando, FL, May 8-11.

2011   "Producers and Consumers of Power: Virtual Imagination and Social Control," American Educational Research Association Annual Meeting, New Orleans, LA, April 8-12.

2011   "Digitalk: The Digital Writing of Adolescents." American Educational Research Association Annual Meeting, New Orleans, LA, April 8-12.

2011   "Cyberbullying," Kappa Delta Pi Northeast Regional Conference, Queens, NY, March 6.

2011   "Learning Outside the Stacks: Video Game Playing in the Library," 32nd Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA, February 25-26.

2010   "Gaming and Knowledge Acquisition," National Council of Teachers of English Annual Convention, Orlando, FL, November 18-21.

2010   "Inclusive Partnerships: University and High School Students Teaching Each Other," NYACTE-NYSATE Fall Conference, Saratoga Springs, NY, October 21-22.

2010   "Virtual Artifacts: Video Gaming and Identity (Re)Examined," American Educational Research Association Annual Meeting, Denver, CO, April 30-May 4.

2010   "Digital Communication and Ethnography: New Pathways for Qualitative
            Research," 31st Annual Ethnography in Education Research Forum, University of
            Pennsylvania, Philadelphia, PA, February 26-27.

2009   "Virtual Contexts, Real Connections: Video Gaming and Meaningful Learning
            Inside and Outside the Classroom," National Council of Teachers of English
            Annual Convention, Philadelphia, PA, November 19-23.

2009   "Keeping an Eye on the Game: Video Gaming, Visual Literacy and Cultural
            Identity," Third Global Conference: Visual Literacies, Oxford, England, July 14-
            16.

2009   "Learning in Real and Virtual Environments: Interdisciplinary Bridges
            among Literacies," American Educational Research Association Annual Meeting,
            San Diego, CA, April 13-17.

2008   "Real Connections from Virtual Experiences: The Impact of Video Gaming on
            Student Learning," International Conference on Multimodality and Learning,
            London, England, June 19-20.

2005   "Learning to Play, Playing to Learn: Exploring New Ways of Knowing," Games,
            Learning and Society Conference, Madison, WI, June 23-24.

2005   "Rite, write, right!" National Writing Project Midwinter Conference, Piscataway,
            NJ, February 12.

2000   "Evolving Teachers/Evolving Students," International Reading Association 45th
            Annual Convention, Indianapolis, IN, April 30-May 5.

Discussant

2016   "Literacy, Learning and Digital Games: Situated Learning, Imagination
            and Play." American Educational Research Association Annual Meeting,
            Washington, DC, April 8-12.

2014   "End of Conference Reflections," The Twenty-First International Conference
            on Learning, New York, NY, July 14-17.

2013   "From Donkey Kong to Metroid to Call of Duty: Teachers Implementing Games-
            Based Literacy Learning to Engage Students," Literacy Research Association 63rd
            Annual Conference, Dallas, TX, December 4-7.

Conference Academic Professional Development Sessions Facilitated

2019   "Beyond Words: Mixed Methods Approaches to Examining Non-Verbal Communication," Workshop to be presented at the Mixed Methods International Research Association Conference, University of the West Indies, Trinidad & Tobago, March 26-28,

2014   "Conducting Qualitative Research That Includes Online Spaces: An Interactive Workshop," American Educational Research Association Annual Meeting, Philadelphia, PA, April 3-7.

2013   "Digital Ethnography: The Affordances and Constraints of Conducting Research that Includes Online Spaces," American Educational Research Association Annual Meeting, San Francisco, CA, April 27-May 1.

CAMPUS TALKS

2019   Panel: Using Gamification in Your Course, St. John's University, Spring Technology Exploration, January 17.

2018   Using Gamification in Your Course, St. John's University, Spring Technology Exploration, January 10.

2017   Pedagogy Basics: Scaffolding, St. John's University, October 30.

2017   Videogames, Makerspaces, and Expansive Meaning Making, Faculty Technology Forum, October 23.

2017   Videogames: Educational, Social, and Civic Implications, St. John's University, June 3.

2016   Layering Dimensions of Learning: St. John's University 3D Expo, St. John's University, May 2.

2016   Gaming and Learning: Center for Teaching and Learning, St. John's University, February 11.

2015   Gamification: Center for Teaching and Learning, St. John's University, November 3.

2015   Feedback Loops and Assessments: What We Can Learn from Videogaming, Center for Teaching and Learning, St. John's University, February 2.

2014   Integrating Research Collaborations in the School of Education, Faculty Forum, St. John's University, December 8.

2014	Gaming, Teaching and Learning, Center for Teaching and Learning, St. John's University, October 20.
2014	The edTPA, Curriculum & Instruction Workshop, St. John's University, September 17.
2013	The Many Faces of Cyber-Bullying: A Multidisciplinary Response, Center for Teaching and Learning, St. John's University, November 15.
2013	Examining One Leg of the Stool: Research/Scholarship at St. John's University, Faculty Forum, St. John's University, October 9.
2013	Learning From Each Other: Teaching Approaches from the Four Colleges, Center for Teaching and Learning, St. John's University, October 1.
2013	One Can Count! Leadership Workshop, St. John's University, September 24.
2013	The Internship Project, Institute on Academic Service Learning, St. John's University, January 22.
2012	Blackboard Forum Discussion: Supporting Collaboration, Creativity, and Critical Thinking in a Virtual Space, Faculty Forum, St. John's University, January 25.
2012	Teaching a Multicultural Student Population, Center for Teaching and Learning/President's Multicultural Advisory Committee, Faculty Development Workshop, St. John's University, February 13.
2012	Vincentian Institute for Social Action and the University Mission, Interdisciplinary Research Roundtable Luncheon, St. John's University.
2012	Video Games, Power Structures and 21st Century Learning, 17th Annual Faculty Research Forum, St. John's University, April 2.
2012	Cyber Bullying On and Off the Screen, St. John's University Conference on Bullying, April 25.
2011	Cyber Bullying: You Can't Just Press 'Delete,' Faculty Spotlight Lecture, St. John's University, April 20.
2010	Gaming and Powerful Learning: Gaming Culture, Digital Literacy, & Power Structures, Faculty Forum, St. John's University, October 18.

TEACHING EXPERIENCE

St. John's University, Graduate Courses Taught

Visions of Research I: Qualitative Inquiry (doctoral course)

Advanced Research Methods (doctoral course)

Developing Curriculum Materials for the Web (doctoral course)

Technology for Literacy-Based Applications in Content Area Learning in Regular and Special Education Settings (masters course)

Historical Perspectives and Current Trends in Curriculum (masters course, online)

Integrative Research Seminar in Education (masters course)

St. John's University, Undergraduate Courses Taught

New Media, Virtual Environments, and 21st Century Learners

The Art of Writing for Educators

Technology & Society: School, Community, & Workplace (online)

Learning and Development—Adolescence

Language Acquisition and Literacy/Adolescence

Human Relations in Inclusive & Multicultural Settings

St. John's University, Courses Designed

Visions of Research: Qualitative Inquiry

New Media, Virtual Environments, and 21st Century Learners

Gaming, Literature, New Media, & Embodied Learning: Digital Literacies & Cross-Disciplinary Connections

Web-based Instructional Technology & Innovative Learning In and Out of School

Innovative Strategies in Secondary Settings: English (designed with Mary Beth Schaefer)

SERVICE TO THE PROFESSION

Editorial Board Member

2015-Present   *Contemporary Issues in Technology and Teacher Education*

2013-2019   *Teachers College Record*

2015-2019   *Journal of Open Review of Educational Research*

2015-2017   *Journal of Adolescent & Adult Literacy*

Executive Committee

2018-2020   Program Chair (Elected), American Educational Research Association, Media, Culture & Learning SIG

Advisory Board/ Network Coordinator

2018-Present   e-Learning & Innovative Pedagogies Research Network Advisory Board

2018-Present   GAMLIT, International Network of Researchers of Games and Literacy

Conference Collaborative

2014-2016   Collaborative on Contemporary Literacies, Popular Culture, and Out-of-School Spaces, National Council of Teachers of English

Journal Reviewer

2019-Present   *Reading Research Quarterly*

2015-Present   *Journal of Adolescent & Adult Literacy*

2013-Present   *English Journal*

2011-Present   *Journal of Early Childhood Literacy*

2010-Present   *Teachers College Record*

2012-2015   *International Journal of Qualitative Methods*

2014-2015   *Discourse: Studies in Cultural Politics of Education*

2013	*Australian Journal of Language and Literacy, Special Issue on Multimodality*
2012-2013	*Brock Education Journal*
2012	*The Challenge of Multimodality to Notions of Texts*, special issue of *Text & Talk* edited by Gunther Kress, Roberta Facchinetti & Elisabetta Adami
2011-2012	*International Journal of Learning and Media*
2011	*Language and Literacy*

Proposal Reviewer

2017	American Educational Research Association, Division C
2016	*Where did life go? Recovering affect in literacy research* (Routledge)
2016	*Playing With Modes: A Multimodal Approach to Videogame Analysis* (Routledge)
2016	American Educational Research Association, Media, Culture, and Learning (former MCC) Special Interest Group
2015	American Educational Research Association, Media, Culture, and Learning (former MCC) Special Interest Group
2014	American Educational Research Association, Media, Culture, and Curriculum Special Interest Group
2013	American Educational Research Association, Media, Culture, and Curriculum Special Interest Group
2012	American Educational Research Association, Media, Culture, and Curriculum Special Interest Group
2011	American Educational Research Association, Media, Culture, and Curriculum Special Interest Group
2011	*Quantitative Research in Education: A Primer* (SAGE)
2011	Austrian Science Fund (FWF) Translational Research Grant

2010	American Educational Research Association, Learning Environments Special Interest Group
2009	American Educational Research Association, Media, Culture, and Curriculum Special Interest Group

Column Editor

2015-2016	Layered Literacies, *The ALAN (Assembly on Literature for Adolescents) Review.* Vol. 43 (no. 1-3). National Council of Teachers of English.

DEPARTMENTAL/UNIVERSITY SERVICE

Doctoral Dissertation Committees

2018	Aran Cauchi-Saunde, University of Tasmania, Committee Member, Ph.D.
2015-2018	Matthew Schwartz, St. John's University, Committee Member, Ed.D.
2011-2018	Erica Honan, Rutgers University, Committee Member, Ph.D.
2013-2016	Dodie Niemeyer, Sam Houston State University, Committee Member, Ph.D.
2013-2015	Kruti Patel, St. John's University, Committee Member, Ph.D.

Service to St. John's University

2018-Present	Ph.D. Program, Director
2018-2019	Search Committee, Dean of School of Education
2017-Present	Senior Fellow, Vincentian Center for Church and Society
2012-Present	Ph.D. Program Committee, Chair
2010-Present	Adolescent Education Committee
2010-Present	President's Multicultural Advisory Committee
2012-2017	Curriculum Committee

2011-2017	Graduate Policy Committee
2016	Search Committee, Dean of Library Sciences
2014-2015	Middle States Accreditation Working Group
2010-2014	Ozanam Scholars Faculty Advisory Board
2014	Search Committee, Dean of School of Education
2012	Search Committee, Educational Technology Position
2011	Alliance for Interdisciplinary Studies

Service to Rutgers University, Graduate School of Education

2006	"Writing in Our Schools," National Writing Project Administrative Luncheon, Co-Creator, Co-Director
2005-2006	National Writing Project, Rutgers University, Inservice Committee Member
2005-2006	Courses of Study Committee, Appointed Graduate Representative
2004-2006	Executive Committee, Elected Graduate Representative

Service to Greater Community

2010-2016	Digital Literacies Institute, Co-founder, Chair
2010-2014	Lavelle Preparatory Charter School Partnership
2010-2013	McKee High School Partnership
2010-2013	Internship Placement Project Committee
2009	National Writing Project at Rutgers Midwinter Conference VII, Co-Organizer

MEDIA COVERAGE

2019   Virtual Convergence: Exploring Culture and Meaning in Playscapes. *Vialogues.* May 17. https://vialogues.com/vialogues/play/50932/share

2017   How to Develop Technology Ground Rules for Children. *Family Focus Blog.* May 9. Retrieved from https://familyfocusblog.com/develop-technology-ground-rules-children/

2016   Good News about Video Games. *Parents Magazine*. July. Retrieved from https://www.pinterest.com/pin/37084396911461289/

2015   Are Video Games Good for Kids? *School Family.* June 18. Retrieved from http://www.schoolfamily.com/school-family-articles/article/10906-are-video-games-good-for-kids

2015   5 Questions about Videogames in the Classroom. *THE Journal.* March 11. Retrieved from http://thejournal.com/Articles/2015/03/11/5-Questions-About-Videogames-in-the-Classroom.aspx?Page=1

2014   Why Video Games May Play Big Role in Education. *Tech Times*. December 22. Retrieved from http://www.techtimes.com/articles/22666/20141222/video-games-big-part-education-future.htm

2013   The Benefits of Intelligent Adaptive Learning. *Dreambox Learning.* June 24. Retrieved from http://www.dreambox.com/blog/the-benefits-of-intelligent-adaptive-learning

2013   Websites Exploit Adaptive Technology to Customize Learning. *Education News.* April 12. Retrieved from http://www.educationnews.org/online-schools/websites-exploit-adaptive-technology-to-customize-learning/

2013   A Vocabulary Site Shows How to Tailor Online Education. *The New York Times.* April 10. Retrieved from http://bits.blogs.nytimes.com/2013/04/10/a-vocabulary-site-shows-how-to-tailor-online-education/

PROFESSIONAL ASSOCIATIONS

    American Association of Colleges for Teacher Education

    American Educational Research Association

    Literacy Research Association

    International Literacy Association

    National Council of Teachers of English

    New York State Association of Teacher Educators

LICENSES AND CERTIFICATIONS

Advanced Online Teaching Strategies Certification, St. John's University

Distance Learning Pedagogy Certification, St. John's University

Academic Service Learning Certification, St. John's University

New York State Permanent Certification, Teacher of Secondary English Education