

# REBECCA B. REYNOLDS

SCHOOL OF COMMUNICATION & INFORMATION  
Department of Library and Information Science

Rutgers, the State University of New Jersey  
4 Huntington Street, New Brunswick, NJ 08901  
[rbreynol@comminfo.rutgers.edu](mailto:rbreynol@comminfo.rutgers.edu) \*848-932-7553

## EDUCATION

Tufts University	Sociology	BA 1997
	Certificate in Community Health	
Syracuse University:	Newhouse School of Public Communications	
	Media Studies	MA 2004
	Mass Communications	PhD 2008

## ACADEMIC EXPERIENCE

2010 – present	Assistant Professor, Department of Library and Information Science, Rutgers University School of Communication and Information
2009 – 2010	Post-doctoral Research Scholar and Fellow, American Educational Research Association / American Institutes for Research (AERA/AIR <sup>2</sup> ), Washington, DC
2009	Post-doctoral Researcher, Center for Digital Literacy, Syracuse University School of Information Studies
2004-2008	Doctoral Fellow, Newhouse School, Syracuse University
2004-2007	Research Assistant, Center for Digital Literacy, Syracuse University, School of Information Studies
2002-2004	Graduate/Teaching Assistant, Newhouse School, Syracuse University

## INDUSTRY/NON-PROFIT EXPERIENCE

2006 – 2010	Research Consultant, World Wide Workshop Foundation, New York, NY
2002	Site Marketing Manager, Techtargget.com, Inc., Needham, MA
2000-2001	Product Marketing Manager, Peoplestreet.com, Inc., Cambridge, MA
1998-2000	Marketing and Sales Development Manager, Pearson's FamilyEducation.com, Boston, MA
1997-1998	Ad Sales and Marketing Assistant, ZDNet.com, Ziff Davis, Cambridge, MA; Freelance Web Designer

## BOOKS

## PUBLICATIONS

Notari, M., **Reynolds, R.**, Chu, S., & Dobeli, B. (2016, In Press). *The Wiki Way of Learning*. (ALA Publishers; edited volume).

Chu, S., **Reynolds, R.**, Notari, M., & Lee, C. (2016, In Press). Chu, S., **Reynolds, R.**, Notari, M., Taveres, N., & Lee, C. (October, 2016, in press). *Developing 21<sup>st</sup> Century Skills through Inquiry Based Learning: From Theory to Practice*. Springer Science (fully co-authored work, Reynolds equal contribution as first author Chu).

## JOURNAL ARTICLES, REFEREED

## PUBLICATIONS

Reynolds, R. (2016b). Relationships among tasks, collaborative inquiry processes, inquiry resolutions, and knowledge outcomes in adolescents during guided discovery-based game design in school. *Journal of Information Science: Special Issue on Searching as Learning*. 42: 35-58.

Reynolds, R. (2016a). Defining, designing for, and measuring “digital literacy” development in learners: A proposed framework. *Educational Technology Research & Development*. 64(1).

Reynolds, R. & M. M. Chiu. (2015). Reducing digital divide effects through student engagement in coordinated game design, online resource uses, and social computing activities in school. *Journal of the Association for Information Science and Technology*. DOI: 10.1002/asi.23504

Chu, S., Kwan, A., Reynolds, R., Tam, F., Mellecker, R., & Hong, A. (2015). Promoting sex education among teenagers through an interactive game: Reasons for success and implications. *Games for Health*. June 2015, 4, 3, pp. 168-174.

Reynolds, R., & Chiu, M. (2013). Formal and informal context factors as contributors to student engagement in a guided discovery-based program of game design learning. *Journal of Learning, Media & Technology*. 38(4), pp. 429-462.

Minnigerode, L. & Reynolds, R. (2013). Don't give up: A case study on girls and video game design. *Learning Landscapes*, 6, 2. Spring, 2013.

Reynolds, R. (2012). Changes in student attitudes towards 6 dimensions of digital engagement in a program of game design learning. *Synergy*. 10(2).

Reynolds, R., & Harel Caperton, I. (2011). Contrasts in student engagement, meaning-making, dislikes, and challenges in a discovery-based program of game design learning. *Educational Technology Research and Development*, 59(2), pp. 267-289.

Arnone, M., Small, R., & Reynolds, R. (2010). Supporting inquiry by identifying gaps in student confidence: Development of a measure of perceived competence. *School Libraries Worldwide*, 16(1), pp. 47-60.

Arnone, M., Reynolds, R., & Marshall, T. (2009). The effect of early adolescents' psychological needs satisfaction upon their perceived competence in information skills and intrinsic motivation for research. *School Libraries Worldwide*, 15(2), pp 115-134.

Arnone, M., & Reynolds, R. (2009). Empirical support for the integration of dispositions in action and multiple literacies into AASL's Standards for the 21st Century Learner. *School Library Media Research*, 12.

## JOURNAL ARTICLES IN PROGRESS

## PUBLICATIONS

Reynolds, R., Agosto, D. & Teasley, S. (2017, in progress). Introduction to the Special Volume: E-learning integration in formal K-12 education settings. *Journal of Information and Learning Sciences* (new journal launch pending, 2017).

Reynolds, R. & Leeder, C. (2016, In Progress). Connecting student resource uses to learning outcomes in guided discovery based game design. *Journal of Learning Analytics*.

Reynolds, R., Robinson, M., Leeder, C. & Jones, A. (2016, In Progress). Relationships among environmental complexity, motivation and productivity in guided discovery based learning: Successful and unsuccessful inquiry and task completion cases. *Learning and Instruction*.

Reynolds, R., & Chiu, M. (2016, In Progress). Contribution of motivational orientations to student outcomes in a discovery-based program of game design learning. In preparation for submission to *Computers & Education*.

Reynolds, R., Chiu, M. (In Progress). Connecting levels of learning during social constructivist game design learning: Contribution of factors to learning outcomes at teacher, class, student team, and individual levels. In preparation for submission to *Journal of the Learning Sciences*, early Spring, 2017.

#### PUBLISHED CONFERENCE PROCEEDINGS, REFEREED

#### PUBLICATIONS

Reynolds, R. & Leeder, C. (2017, accepted). Information uses and learning outcomes during guided discovery in a blended e-learning game design program for secondary computer science education. Accepted to the *Hawaii International Conference on System Sciences (HICSS)*, Jan. 2017, Waikoloa, HI. To be published in proceedings.

Reynolds, R. (2014). Learning management system trace logs and Google Analytics page reads as data sources for evaluating student inquiry and collaboration practices during game design learning. Proceedings of the 2014 *International Conference of the Learning Sciences (ICLS)* conference, Boulder, CO.

Reynolds, R. (2014). Analyzing middle school and high school students' collaborative inquiry behaviour during guided discovery using with learning management system trace data. Proceedings of the 2014 *Computer Supported Cooperative Work (CSCW)* conference, Baltimore, MD.

Reynolds, R.; Baik, E.B. & Li, X. (2013). Collaborative information seeking in the wild: Middle-schoolers' self-initiated teamwork strategies to support game design. Proceedings of the *American Society for Information Science and Technology (ASIST)* conference, November, 2013, Montreal.

Magee, R., Agosto, D.E., Ahn, J., Reynolds, R., Forte, A., & Dickard, M. (2013). Teens and social media: Where are we now, where next? Proceedings of the *American Society for Information Science and Technology (ASIST)*, Montreal, Canada, Nov. 2013.

Reynolds, R., Hmelo-Silver, C., Sorenson, L., & Van Ness, C. (2013). Interview findings on middle schoolers' collaboration in self-organizing game design teams. Proceedings of the *International Conference of Computer-Supported Collaborative Learning*, July 2013, Madison, WI.

Reynolds, R., & Chiu, M. (2012). Contribution of motivational orientations to student outcomes in a discovery-based program of game design learning. Proceedings of the *International Conference of the Learning Sciences (ICLS)*, July 2012, Sydney, Australia.

Reynolds, R. (2012). Connecting levels of learning in the Globaloria game design program: Resolving big datasets and multiple levels of analysis in e-learning platform research. Full day workshop at the annual conference of the *International Conference of the Learning Sciences (ICLS)*, Sydney, Australia, July 2012.

Reynolds, R., & Goggins, S. (2011). Analyzing student wiki interactions at multiple levels of analysis within an online social network of game design learning: Team, school, and page-level

findings. CSCL data workshop at the *International Conference on Computer Supported Collaborative Learning*, Hong Kong, July 2011.

Reynolds, R. (2010). Changes in middle school students' six contemporary learning abilities (6-CLAs) through project-based design of web-games and social media use. Proceedings of the *American Society for Information Science and Technology (ASIS&T)*, Pittsburgh, PA, October 2010.

Reynolds, R., & Arnone, M. (2009). Perceived competence and reading enjoyment as contributors to information skills and digital technology knowledge. Proceedings of the *American Society for Information Science and Technology (ASIS&T)* conference, November 2009, Vancouver.

Reynolds, R., & Harel Caperton, I. (2009). Comparison of middle school, high school and community college students' Wiki activity in Globaloria-West Virginia (Pilot Year Two). Proceedings of the 2009 *WikiSym Conference*, October, Orlando, FL.

Whitehouse, P., Reynolds, R., & Harel Caperton, I. (2009). Globaloria pilot year one: New directions for 21st Century teacher professional development. In C. Crawford et al. (Eds.), Proceedings of the 2009 *Society for Information Technology and Teacher Education International Conference* (pp. 1590-1597). Chesapeake, VA: AACE.

#### BOOK CHAPTERS

#### PUBLICATIONS

Reynolds, R. (2016, forthcoming). Wikis as learning management systems for computer science education in intermediate and secondary schools. In Notari, M., Reynolds, R., Chu, S., & Dobei, B., *The Wiki Way of Learning*. ALA Publishing.

Reynolds, R. (2014). Personal construct theory and meaning-making in information-seeking research. In T.D. Wilson (Ed.), *Theory in Information Behaviour Research*, Eiconics Ltd. Sheffield, UK.

Gray, T., Silver-Pacuilla, H., Brann, A., Overton, C., & Reynolds, R. (2011). Converging trends in educational and assistive technology. In Gray, T. & H. Silver-Pacuilla's *Breakthrough Teaching and Learning: How Educational and Assistive Technologies are Driving Innovation*. NY: Springer.

#### REFEREED CONFERENCE PAPERS

Reynolds, R. (2016). Connecting student information resource uses to learning outcomes in a guided discovery-based game design program. *iConference*. Philadelphia, PA, March 2016.

Stoerger, S. & Reynolds, R. (2016). Radical changes in information technology and informatics among undergraduates: Tapping into gender diverse talent pools. *Association of Library and Information Science Educators (ALISE)*. Boston, MA, January 2016.

Ball, M.A., Reynolds, R. Koh, K., & M. Mardis. (2015). IMLS research: Out of the library school and into the school library. *American Library Association*. San Francisco, CA, June, 2015.

Chu, S., Kwan, A., Reynolds, R., Mellecker, R., Tam, F., Lee, G., Hong, A., Leung, C. (2014). Promoting sexuality education through an online interactive game: Reaching youngsters without limits. 5th *International Conference on Information Technology in Education (CITE 2014)*, Shenzhen, China.

Reynolds, R. (2014). Understanding and measuring student inquiry and resource use processes, and their contribution to outcomes, in "guided discovery-based" learning. *Information*

*Interaction in Context conference (IliX)*, Workshop on Searching as Learning. Regensburg, Germany, August, 2014.

Reynolds, R., & Chiu, M. (2014). How sustained engagement in game design and social media use among diverse students can mitigate effects of the digital divide. *International Communication Association Conference*, Seattle, WA, May 2014.

Reynolds, R., & Wolf, J. (2014). Collaborative inquiry-supported game design as a context for cultivating "Constructionist Digital Literacy." *American Education Research Association (AERA)*, Philadelphia, PA, April, 2014.

Ashcraft, C. & Reynolds, R. (2014). Girls' identification with STEM through computational media production. *Digital Media & Learning Conference*, Boston, MA, March 2014.

Ashcraft, C. Wu, Z., DuBow, W. & Reynolds, R. (2014). Assessing girls' interest, confidence, & participation in computing: Lessons from a national game design program. *American Education Research Association (AERA) conference*, Philadelphia, PA, April, 2014.

Reynolds, R.; Baik, EB & Li, X. (2014). Inquiry and resource use strategies that emerge among middle schoolers in a guided discovery-based program of game design learning. *Association of Library and Information Science Educators (ALISE)*, Philadelphia, PA, January, 2014.

Baik, EB & Reynolds, R. (2014). Inquiry and resource use strategies that emerge among middle schoolers in a guided discovery-based program of game design learning. *Association of Library and Information Science Educators (ALISE)*, Philadelphia, PA, January, 2014.

Reynolds, R., & Goggins, S. (2013). Designing socio-technical systems to support guided "discovery-based" learning in students: The case of the Globaloria game design initiative. Presented at the Learning Analytics Conferences (LAK), Leuven, Belgium.

Reynolds, R., Hmelo-Silver, C. (2013). Areas of theoretical convergence in the Globaloria game design initiative: Constructionism, knowledge building and guided discovery based learning. *American Education Research Association (AERA)*, San Francisco, CA, April, 2013.

Reynolds, R., Allen, W., Floyd, I., Erickson, I., Howison, J., & Ho, M.S. (2013). Sociotechnical systems research: Advancing clear definitions, areas of convergence, shared understandings, and promising research domains. *iConference*, Fort Worth, TX, February 2013.

Mentis, H., & Reynolds, R. (2012). Championing the impact of sociotechnical research. *iConference*, Toronto, ON, February 2012.

Reynolds, R., & Kim, G. U. (2012). Educator-level contributions to youth learning outcomes in a discovery-based game design program in rural schools. *Association for Library and Information Science Education (ALISE)*, Dallas, TX, January, 2012.

Reynolds, R. (2012). Changes in student attitudes towards 6 dimensions of digital engagement in a program of game design learning. *American Education Research Association (AERA)*, Vancouver, Canada, April 2012.

Reynolds, R. (2011e). Children's game design learning in discovery-based contexts: Contribution of intrinsic and extrinsic motivational orientations to student outcomes. *International Communication Association (ICA) conference*, Boston, MA, May 2011.

Reynolds, R. (2011d). Digital literacy development through game design: The case of

- Globaloria-West Virginia. *National Communication Association* conference, New Orleans, LA, November, 2011.
- Reynolds, R. (2011c). Possible contributors to evaluated student outcomes in a discovery-based program of game design learning. *American Education Research Association (AERA)*, New Orleans, LA, April 2011.
- Reynolds, R. (2011b). The contribution of educator factors to student outcomes in a discovery-based program of game design learning. *Association of Library and Information Science Education (ALISE)*, San Diego, CA, January, 2011.
- Reynolds, R. (2011a). Domains of expertise developed in a project-based game design workshop. *American Education Research Association (AERA)*, New Orleans, LA, April 2011.
- Chen, M., Bricker, L., Duncan, S.C., Reynolds, R., & Wolfenstein, M. (2011). Socially situated expert practice in and around gaming. *American Education Research Association (AERA)*, New Orleans, LA, April 2011.
- Reynolds, R. (2010). New media literacy development through game design and social media engagement in Globaloria-West Virginia. *News Literacy and Digital Citizenship Initiative Conference*, Loyola University, Chicago, October 2010.
- Reynolds, R. (2010). Developing a content analysis approach to measuring student engagement in Constructionist game making learning environments. *Association for Education in Journalism and Mass Communication (AEJMC)*, Denver, CO, August, 2010.
- Reynolds, R., & Harel Caperton, I. (2010). Evidence of student engagement, meaning-making, and development of contemporary learning abilities in Globaloria-West Virginia public schools: Results of student feedback survey analysis, Pilot Year 2. *American Education Research Association (AERA)*, Denver, CO, April, 2010.
- Reynolds, R., & Harel Caperton, I. (2009a). Development of high school and community college students' contemporary learning abilities in Globaloria-West Virginia in the first pilot year. *American Education Research Association (AERA)*, San Diego, CA, April 2009.
- Reynolds, R., & Harel Caperton, I. (2009b). The emergence of 6 contemporary learning abilities in middle school, high school and community college students as they develop and design interactive games and project-based social media in Globaloria-West Virginia. *American Education Research Association (AERA)*, San Diego, CA, April 2009.
- Reynolds, R. (2009). The possible contribution of the design-based research method in generating cognitive theories of media and digital literacy. *International Communication Association (ICA)*, Chicago, IL, May, 2009.
- Arnone, M., Reynolds, R., & Marshall, T. (2009). Motivational and demographic contributors to 8<sup>th</sup>-graders' information literacy. *Association for Library and Information Science Education (ALISE)* conference, Denver, CO, January, 2009.
- Harel Caperton, I., & Reynolds, R. (2009). The forgotten piece of the 'Gaming and Literacy Puzzle:' Developing game media literacy through game design and production. Interactive Symposium panel presented at the annual convention of the *American Education Research Association (AERA)*, 2009, MCC SIG.
- Harel Caperton, I. & Reynolds, R. (2006). The Globaloria: Empowering youth worldwide to

collaborate and experience democracy and globalization with web 2.0 tools. Presented at the 2006 *Center for Digital Literacy - Institute for Digital Empowerment: Inquiry, Imagination and Invention in the Digital Age*, December 2006, Syracuse, NY.

Reynolds, R. (2005). Agenda-setting the internet? Political news blog and Newspaper coverage of the 2004 US presidential election. Presented at the August 2005 Annual Conference of the *Association for Education in Journalism and Mass Communication (AEJMC)*, San Antonio, TX. \*\* Top 3 Student Paper, AEJMC Com-Tech Division.

Reynolds, R. (2005). Playful learning after school with technology: How kids' digital literacy unfolds in a Constructionist context. Presented at the 2005 Annual Conference of the *Association of Internet Researchers (AOIR)*, Chicago, IL.

Reynolds, R., & Cho, J. (2005). Frequency of internet use, digital literacy and types of use: An emerging model. Annual Conference of the *International Communication Association (ICA)*, New York, NY, 2005. Top 3 Student Paper, ICA Com-Tech Division.

Reynolds, R. (2004). Top 10 political blogs' coverage of the 2004 US presidential election candidates: Frequency, valence, and topics of candidate coverage. Presented at the 2004 *Institute on Digital Empowerment: The Internet and Democracy*. Syracuse University, Syracuse, NY.

Reynolds, R. (2003). Blogging and online interaction: Towards a newly- conceived community sphere. Presented at the 2003 *Newsplex Convergence and Society Conference*, University of South Carolina, Columbia, SC.

#### ELECTRONIC PUBLICATIONS (NOT REFEREED)

Reynolds, R. (2008). *Reconstructing "digital literacy" in a Constructionist computer club: The Role of motivation, interest, and inquiry in children's purposive technology use*. Doctoral dissertation (unpublished). S. I. Newhouse School of Public Communications, Syracuse University

Reynolds, R., & Radziszewski, A. (2012). Contributors to student learning and success in creating civics web games: A case study of the winning team in the 2010/2011 Globaloria civics game competition. Impact report for the World Wide Workshop.  
<http://www.worldwideworkshop.org/pdfs/Globaloria%20Contributors%20to%20Student%20Learning%20and%20Success%20in%20Creating%20Civics%20Web%20GamesReynoldsAugust2012.pdf>

Reynolds, R. (2011). 2010/2011 school year: Globaloria WV student engagement and development of six contemporary learning abilities in a program of game design and workshop-based learning. Impact report for the World Wide Workshop.  
[http://www.worldwideworkshop.org/pdfs/Globaloria\\_WV\\_Quantitative\\_Report\\_2010-11.pdf](http://www.worldwideworkshop.org/pdfs/Globaloria_WV_Quantitative_Report_2010-11.pdf)

Reynolds, R. (2010). 2009/2010 school year: Globaloria WV student engagement and development of six contemporary learning abilities in a program of game design and workshop-based learning. Impact report for the World Wide Workshop.  
[http://www.worldwideworkshop.org/pdfs/Globaloria\\_WV\\_Quantitative\\_Report\\_2009-10.pdf](http://www.worldwideworkshop.org/pdfs/Globaloria_WV_Quantitative_Report_2009-10.pdf)

Reynolds, R. (2008). Comparison of middle school, high school and community college students' wiki activity in Globaloria-WV. Impact report for the World Wide Workshop. <http://www.worldwideworkshop.org/pdfs/Globaloria->

#### SELECT INVITED TALKS

INVITED SPEAKER, Guest Lecture, University of Texas at Austin's Information School: "Patterns and outcomes of youth engagement in collaborative information seeking with varied resources during guided discovery-based learning." February, 2015.

INVITED SPEAKER, Guest Lecture, University of Toronto's Graduate School of Education, and Ontario Institute for Studies in Education (OISE): "Designing digital learning environments for youth involving inquiry, collaboration and creation: Perceived competence, autonomy and social relatedness as individual psychological constructs and environmental supports." March, 2014.

INVITED SPEAKER, Guest Lecture, McGill University, Graduate School of Education and Advanced Technologies for Learning in Authentic Settings (ATLAS) Lab, same title as above. March, 2014.

INVITED SPEAKER, Doctoral Student Recruitment Event of the Ph.D. Program Committee, 2012

INVITED SPEAKER, Professionalism Day of the SC&I Doctoral Student Association, 2012

INVITED SPEAKER, Colloquium "Positivism / Post-positivism Debates" to the SC&I Ph.D. students, 2011

INVITED SPEAKER, SC&I brown bag series, "Contribution of motivational orientations to student outcomes in a discovery-based program of game design learning," 2011.

INVITED KEYNOTE SPEAKER, American Library Association Conference, "Reclaiming literacy in a digital age." New Orleans, LA, 2011.

INVITED SPEAKER, Annual Conference of the NJ Association of School Librarians (NJASL), "Empowering students and educators with new media literacies necessary to participate and lead in a global, new media world." Long Branch, NJ, 2010.

INVITED SPEAKER, Interchanges Lecture Series, Maxwell School of Public Policy, Syracuse University. "Local political blogging by politicians, journalists and citizens: The case of OrangePolitics.org," 2005

#### RESEARCH GRANTS

##### EXTERNAL

PRINCIPAL INVESTIGATOR, NATIONAL SCIENCE FOUNDATION STEM+C GRANT, "Game Design for Learning Math, Science and Computer Science in Grades 8-10." \$2,493,551 (Pending, to be revised and re-submitted in March, 2017).

PRINCIPAL INVESTIGATOR, INSTITUTE FOR MUSEUM & LIBRARY SERVICES (IMLS) EARLY CAREER DEVELOPMENT GRANT, "Guided Discovery-based Game Design as a Space to Investigate Problem- and Inquiry-Based Learning Among Youth," Rutgers University, 2012 - 2015, Awarded, \$399,995.

ADVISORY BOARD, HONG KONG DEVELOPMENT GRANT OF DR. SAM CHU, HONG KONG UNIVERSITY, HEALTHCARE AND PROMOTION FUND: "Developing an interactive social game playable on iPhones, iPads and Facebook for promoting sexuality education among youngsters," 2011-2012, Awarded.

SENIOR PERSONNEL, INSTITUTE FOR MUSEUM & LIBRARY SERVICES (IMLS) NATIONAL LEADERSHIP GRANT PROJECT, "8th-Graders' Perceived Competence in Digital and Information Literacy Skills," Syracuse University, School of Information Studies, Center for Digital Literacy, 2006-2009,

Awarded (\$150,000).

#### **INTERNAL**

PRINCIPAL INVESTIGATOR, RUTGERS UNIVERSITY FACULTY RESEARCH GRANT (with Dr. Cindy Hmelo Silver), “Problem- and Inquiry-Based Learning Through Guided Discovery-Based Game Design,” 2012, Awarded, \$47,000.

PRINCIPAL INVESTIGATOR, RUTGERS UNIVERSITY SUMMER RESEARCH FELLOWSHIP GRANT, “Analysis of Wiki Log Files to Understand Collaborative Learning Processes,” 2012, Awarded, \$13,000, with Dr. Nick Belkin to fund a summer doctoral student.

#### **FELLOWSHIPS, AWARDS AND HONORS**

ANNUAL FACULTY OUTSTANDING RESEARCH AWARD, Department of Library and Information Science, Rutgers University, 2015/2016.

ANNUAL “Outstanding New Student Organization” AWARD, for the Women in Information Technology and Informatics organization at Rutgers University (co-founder and faculty advisor), 2014-2015.

ANNUAL FACULTY TEACHING AWARD, Department of Library and Information Science, Rutgers University, 2011/2012.

AERA/AIR RESEARCH SCHOLAR AND FELLOW, American Institutes for Research (AIR), Washington, DC., 2009 – 2010; \$55,000 annual stipend.

UNIVERSITY FELLOWSHIP, Newhouse School Ph.D. Program, Syracuse University, 2004 – 2007; \$26,000 annual stipend plus full tuition.

UNIVERSITY TEACHING ASSISTANTSHIP, Newhouse School M.A. Program, Syracuse University, 2002-2003; \$22,000 annual stipend plus full tuition.

#### **TEACHING EXPERIENCE**

##### **RUTGERS UNIVERSITY**

Undergraduate ITI: Information Technology and Learning; Race, Class, Gender and Inclusion in the Digital Era; Gender & Technology

Graduate MLIS: Learning Theory, Media & the Curriculum; Social Informatics

Graduate Ph.D.: Information, Technology and Learning in Human Development (Spring 2017, in development)

##### **SYRACUSE UNIVERSITY**

Instructor, Communications Department, Newhouse School 2006, Communications and Society

Teaching Assistant and Guest Lecturer, Communications Department, Newhouse School

Courses Assisted, 2002-2005: Communications Law, Communications and Society

#### **ACADEMIC WORKSHOPS / SYMPOSIA ATTENDED**

*Schloss Dagstuhl Seminar 17092, “Search as Learning.”* Invited participant. February, 2017. Wadern, Germany

*Learning Analytics Summer Institute*, 2016. Sponsored by the Society for Learning Analytics Research (SOLAR), University of Michigan School of Information, Ann Arbor, MI.

*Digital Youth Seattle Think Tank 2014*, Invited Participant, October, 2014, University of

Washington School of Information Studies, Seattle, WA.

*National Consortium of Women in Computing (NCWIT) Annual Summit*, Invited Participant, May 2014, Newport Beach, CA.

*AASL Summit on Causality in School Libraries (CLASS)*, Invited participant to this IMLS-funded national summit of school library experts, Chicago, IL, April 2014.

*Project ENABLE*, Invited Participant, Syracuse University 3-day Summer Workshop on Universal Design for Learning and Disabilities, Syracuse, NY, Summer, 2013.

*SXSW Interactive symposia*, 21<sup>st</sup> Century librarianship and community information sharing, Austin, TX, 2012.

*NSF Summit on Cyberlearning*, Invited Participant, Washington, DC., 2012.

*NSF Summer Workshop of the Consortium for the Science of Socio-Technical Systems (CSST)*, Invited Participant, Sanibel, FL, July, 2011.

*Games for Change*, Invited Poster Session, NYC, NY, 2011.

*Carnegie Mellon PSLC LearnLab Summer Institute on Cognitive Tutors*, Invited Participant, Pittsburgh, July 2010.

*Carma Structural Equation Modeling Workshop*, Virginia Commonwealth University, July 2009.

*Stanford Center for Innovations in Learning (SCIL) Summer Institute*: Invited participant, Designing Smart Spaces for Learning (week-long seminar at Stanford's NSF Science of Learning Center), 2005.

*Stonington Retreat*: Week-long seminar in Maine founded by Seymour Papert and Laura Allen, focusing on creating Constructionist learning environments with Microworlds and Lego/Logo, 2005.

*NSF WebShop, Univ. Maryland*. Invited Participant to Prof. John Robinson's grant-funded week-long graduate workshop on new media research, 2003.

## UNIVERSITY SERVICE

### RUTGERS UNIVERSITY

MEMBER, Hiring Search Committee, LIS, 2015/2016

FOUNDER AND FACULTY ADVISOR, Women in Information Technology and Informatics (WITI) undergraduate student organization, Spring, 2014-Present.

CHAIR, Research Committee, LIS, 2013-2015

MEMBER, New Brunswick GA/TA University-wide Grievance Process Committee, 2014-2015

CHAIR, Research Committee, LIS, 2012/2013

MEMBER, Search Committee, LIS, 2012/2013

MEMBER, Social Media Specialization Working Group, LIS, 2012/2013

MEMBER, MLIS Digital Youth Specialization Working Group, LIS, 2011/2012

MEMBER, ITI Program Curriculum Development Working Group, LIS, 2011/2012

MEMBER, Web Re-Design Committee, SC&I, 2011/2012

MEMBER, MLIS Marketing Committee, LIS, 2011/2012

MEMBER, ITI Program Director Hiring Committee, LIS, 2011/2012

MEMBER, ALA MLIS Program Accreditation Committee, Facilities and Resources, 2010/2011

INVITED SPEAKER, Doctoral Student Recruitment Event of the Ph.D. Program Committee, Spring 2012

INVITED SPEAKER, Professionalism Day of the SC&I Doctoral Student Association, 2012

INVITED SPEAKER, Colloquium "Positivism / Post-positivism Debates" to the SC&I Ph.D. students

HOST AND ORGANIZER, distinguished lecture series speaker Dr. Gerry Stahl, February 2012

INVITED MENTOR, Library and Information Science Student Association's (LISSA) MLIS program resume workshop, April 2011

INVITED SPEAKER, SC&I brown bag series, March 2011, "Contribution of motivational orientations to student outcomes in a discovery-based program of game design learning"

### **SYRACUSE UNIVERSITY**

ADVISORY BOARD MEMBER, Center for Digital Literacy, School of Information Studies, 2005-2008

LEAD ORGANIZER, Institute for Digital Empowerment: Inventiveness, Inquiry, and Imagination, Center for Digital Literacy, 2006

CO-FOUNDER AND CO-ORGANIZER, Newhouse School/Maxwell School of Public Policy Interchanges Lecture Series on the Internet and Politics, 2004-2006

VICE PRESIDENT, Newhouse Doctoral Student Organization, 2005-2006

INVITED SPEAKER, Interchanges Lecture Series, Maxwell School of Public Policy. "Local political blogging by politicians, journalists and citizens: The case of OrangePolitics.org," 2005

MEMBER, Graduate Program Committee, Newhouse School, 2005-2006

ORGANIZER, NSF Science of Learning Center Catalyst Grant Workshop Series on Motivation, Technology & Learning, Center for Digital Literacy, 2005/2006

CO-ORGANIZER, Institute for Digital Empowerment: The Internet and Democracy, Center for Digital Literacy, 2004

### **PROFESSIONAL SERVICE**

#### **ADVISORY BOARD MEMBER**

*Girl's Academy of Newark*, a magnet middle school for science and technology learning in Newark, NJ, 2015-present

#### **EDITORIAL BOARDS**

*Journal of Information and Learning Sciences* (Springer contract pending), Associate Editor (2016-)

*Online Information Review* (2014-present); Associate Editor, Social Media (2015-2016)

*Journal of Media Literacy Education*, 2012-present

*International Journal of Media Literacy Education*, 2012

#### **PROFESSIONAL ASSOCIATION SERVICE**

2016: Co-Founder and organizer, new Association for Information Science and Technology (ASIS&T) special interest group: SIG Information and Learning Sciences (pending approval)

CO-CHAIR, LEADERSHIP COUNCIL; Advisory Board Member; National Association for Media Literacy Education (NAMLE), June 2013-2016 (elected position)

CONFERENCE PROGRAM COMMITTEE MEMBER, *iConference* 2015 & 2016

WORKSHOP PROGRAM COMMITTEE MEMBER, *iConference* 2015

ACADEMIC ALLIANCE MEMBER AND RUTGERS UNIVERSITY LIAISON, National Center for Women in Technology (NCWIT), June 2014-Present

CO-ORGANIZER, Full Day Pre-Conference workshop on Socio-Technical Systems Research, *iConference*, Fort Worth, TX, February 2013.

CO-ORGANIZER AND MODERATOR, Full Day Pre-Conference workshop on Socio-Technical Systems Research, *iConference*, Toronto, ON, February 2012.

SECRETARY/TREASURER, Special Interest Group on Media, Culture, & Curriculum, American Educational Research Association (AERA), 2012/2013 (elected position)

LISTSERV MANAGER, Association of Educators in Journalism and Mass Communication (AEJMC), Com-Tech Division, 2006 (elected position)

#### **MANUSCRIPT REVIEWS**

*Association of Internet Researchers*

*Communication Research*

*iConference*

*The Information Society*

*Information, Technology and People*

*Journal of American Society for Information Science & Technology*

*Journal of Media Literacy Education*

*Journal of the Learning Sciences*

*New Media and Society*

*Political Communication*

*WikiSym*

#### **PROFESSIONAL AFFILIATIONS**

American Educational Research Association (AERA)

American Society for Information Science and Technology (ASIST)

Association for Computing Machinery's Special Interest Group on Human-Computer Interaction (SIGCHI and SIGCHI-Kids)

Association for Education in Journalism and Mass Communication (AEJMC)

Association for Library and Information Science Education (ALISE)

Association of Internet Researchers (AOIR)

Digital Media & Learning (DML)

Information Interaction in Context (IliX)

International Communication Association (ICA)

International Society for the Learning Sciences (ISLS)

National Communication Association (NCA)

Scholarly Community of iSchools (iConference)

Scholarly Community of Computer Supported Collaborative Learning (CSCL)

**QUALIFYING EXAM & DISSERTATION COMMITTEES**

Shahe Sanentz, SC&I

Marc Cicchino, GSE (Ed.D. complete)

Stephanie Gomez, SC&I

Sunny Kim, SC&I