Curriculum Vitae
Michele D. Dickey
email: dickeymd@miamioh.edu

Education

1994- 1999	THE OHIO STATE UNIVERSITY: College of Education

Ph.D. - Summer 1999: Instructional Design and Technology
- Cognates: Graphic Design | Art Education

1991-1994   THE OHIO STATE UNIVERSITY: College of Education
Master of Arts: Teaching English to Speakers of Other Languages
- Minor: Instructional Design and Technology

1985   KENT STATE UNIVERSITY
Bachelor of Arts: English Literature
- Minor: Filmmaking

Professional Experiences

2012-present   MIAMI UNIVERSITY, OXFORD, OH
Department of Educational Psychology: Instructional Design and
Technology *Professor* and *Program Coordinator*

2006-2011   MIAMI UNIVERSITY, OXFORD, OH
Department of Educational Psychology: Instructional Design and
Technology *Associate Professor*

2003-2006   MIAMI UNIVERSITY, OXFORD, OH
Department of Educational Psychology: Educational Technology
Department of Teacher Education: Educational Technology
(2000-

2003) *Assistant Professor*

1999-2001   OTTERBEIN COLLEGE, WESTERVILLE, OH2001
Department of Nursing: *Instructional Designer: Distance
Learning Consultant*

1991-1999   THE OHIO STATE UNIVERSITY, COLUMBUS, OH
School of Educational Policy and Leadership
Graduate Teaching Associate: Instructional Design & Technology
(1996-1999)
Instructor: English as a Second Language: Composition (1991-
1996)

Teaching – Traditional Classroom and Online
  Graduate

     EDP 483/583 – Serious and Educational Game Design – Cross-listed graduate and undergraduate course. Required for the MA program and an option for the undergraduate Thematic Sequence

     EDP 643 – Interactive Design - Required course for the MEd program and elective for the MA program.

     EDP 636 – Diversity, Technology and Learning – Required course for the MEd program and elective for the MA program.

     EDP 632- Instructional Design Theory & Models. One of the two required core courses for the IDT graduate program. 3 credit hours.

     EDP 633 – Assessment and Evaluation for Instructional Design – required course for IDT graduate program

     EDP 643 – Interactive Design - required course for IDT graduate program

     EDP 644 – Foundations in 3D Design. An elective course for the IDT master's program.. 3 credit hours.

     EDP 543 – Advanced Audio/Visual Media. A required course for graduate students in educational licensure programs.

     EDP 499/599M – Game-based Learning. An elective course for the IDT master's program.. 3 credit hours.

     EDP 499/599M -Virtual Worlds for Educators- Summer workshop for in-service and pre-serve K-12 educators graduate and advanced undergraduate students, 3 credit hours.

     EDP 499/599P-Game-based Learning -Summer workshop for in-service and pre-serve K-12 educators graduate and advanced undergraduate students, 3 credit hours.

  Undergraduate & mixed

     EDP 279 – Technology + Media Literacy and Learning. Required course for undergraduate students in educational licensure programs. 3 credit hours.

     EDP 332 – Instructional Design Theories and Models . Required course for the undergraduate Thematic Sequence.

     EDP 336 – Diversity, Technology and Learning. Required course for the undergraduate Thematic Sequence.

EDT/P* 499W/697K Technology, Media & Learning. An elective course for undergraduate and graduate students. 3-6 credit hours.

EDP 440/540- Practicum Integrating Technology in Education, Formerly a required course for all undergraduate students in educational licensure programs. Required course for graduate students (with licensure) in educational licensure programs.

EDP 221/222 – Technology in Education. Required course for undergraduate students in educational licensure programs.

IMS 319- Foundations of 3D Design and Animation, one of the three required courses for the interdisciplinary thematic sequence: *3D Design and Game Design*. 3 credit hours.

IMS 445- Game Design, one of the three required courses for the interdisciplinary thematic sequence: *3D Design and Game Design*. Fall 2005 & 2006, Spring 2008 & 2009. 3 credit hours.

Academic Advising

2008 - Graduate Advisor - 2 / Thesis Advisor -1
2009   Graduate Advisor - 3 / Thesis Advisor - 1
2010   Graduate Advisor - 4 / Thesis Advisor - 1
2011   Graduate Advisor - 2 / Thesis Advisor -1
2013   Graduate Advisor - 5 / Thesis Advisor -1
2014   Graduate Advisor – 8 / Thesis Advisor - 3

Awards

Faculty Innovator Award from the University Systems of Ohio. 2009.

Publications (refereed)

Dickey, M.D. (In-review). Third Places": The Impact of an Online Game and Student/Teacher Interaction for a Course in Game Design. *British Journal of Educational Technology*.

Dickey, M.D. (in-press). K12 Teachers encounters digital games: A qualitative investigation of teacher's perceptions of the potential of digital games. *Interactive Learning Environments*.

Dickey, M.D. (2011). *World of Warcraft* and the impact of game culture and play in an undergraduate game design course. Computers & Education. *Computers & Education*, 56(1), 200-209. [Refereed – Acceptance rate=9% - Impact factor=2.059]

Dickey, M.D. (2011). The pragmatics of virtual worlds for K-12 educators: Investigating of the affordances and constraints of Active Worlds and Second Life with K-12 in-service teachers. *Educational Technology Research and Development*. 59(1), 1-20. [Refereed – Acceptance rate=8% - Impact factor=1.183]

Dickey, M.D. (2011). Murder on Grimm Isle: The impact of game narrative design in an educational game-based learning environment. *British Journal of Educational Technology*. 42(3), [Refereed, Impact factor=1.255]

Dickey, M.D. (2010). *Jiselle and the Royal Jelly*: Power, Conflict, and Culture in an Interdisciplinary Game Design Course. *International Journal of Art & Design Education*. 29(2) 163-172. [Refereed, Impact factor=0.19]

Dickey, M.D. (2008). Integrating cognitive apprenticeship methods in a Web-based educational technology course for P-12 teacher education. *Computers & Education*.51(2). 506-518. [Refereed – Acceptance rate=9% - Impact factor=2.059]

Dickey, M.D. (2007). Game Design and learning: A conjectural analysis of how Massively Multiple Online Role-Playing Games (MMORPGs) Foster Intrinsic Motivation. *Educational Technology Research and Development*.55(3). 253-273.

Dickey, M.D. (2007). Barriers and enablers in integrating cognitive apprenticeship methods in a Web-based educational technology course for P-12 teacher education. *The Association for Learning Technology Journal (ALT-J)*. 15(2). 119-130.

Dickey, M.D. (2006). Girl gamers: The controversy and relevance of female-oriented design for instructional design. *British Journal of Educational Technology*. 37(5). 785–793.

Dickey, M.D. (2006). Game design narrative for learning: Appropriating adventure game design narrative devices and techniques for the design of interactive learning environments. *Educational Technology Research and Development*. 54(3). 245-263.

Dickey, M.D. (2006). Brave new (Interactive) worlds: A review of the design affordances and constraints of two 3D virtual worlds as interactive learning environments. *Interactive Learning Environments*. 13(1-2).121-137.

Dickey, M.D. (2005). Engaging by design: How engagement strategies in popular computer and video games can inform instructional design. *Educational Technology Research and Development*. 53(2). 67-83.

Dickey, M.D. (2005). Three-dimensional virtual worlds and distance learning: two case studies of active worlds as a medium for distance education. *British Journal of Educational Technology.36*(3). pp. 439-461.

Dickey, M.D. (2004). An architectural perspective for the design of educational virtual environments. *The Journal of Visual Literacy.24*(1). pp 49-66.

Dickey, M.D. (2004). The impact of Web-logs (blogs) on student perceptions of isolation and alienation in a Web-based distance learning environment. *Open Learning: The Journal of Open and Distance Learning 19*(3), 279-292.

Dickey, M.D. (2003). Teaching IN 3D: Affordances and constraints of 3D virtual worlds for synchronous distance learning. *Distance Education* 24(1).

Dickey, M.D. (1999). *3D Virtual Worlds and Learning: An Analysis of the Impact of Design Affordances and Limitations in Active Worlds, blaxxun interactive, and OnLive! Traveler; and A Study of the Implementation of Active Worlds for Formal and Information Education*. Published Doctoral Dissertation. The Ohio State University.

Books
Dickey, M.D. (in-press – released March 3, 2015). *Aesthetics and Design for Game-based Learning*. For the Digital Games and Learning Series, Routledge.

Book Chapters

Dickey, M.D. (2012). Aesthetics and Game-based Learning: Applying John C. Belland's Connoisseurship Model as a Mode of Inquiry. In S. Fee and Belland, B (Eds). *The Role of Criticism in
Understanding Problem Solving, Essays in Memory of John C. Belland*. New Media

Dickey, M.D. (2012) Game Design and the Importance of Narrative. In S. Garner (Ed.) *Design and Designing: A Critical Introduction*. Berg Publishers: Oxford, England.

Dickey, M.D. (2011) *Murder on Grimm Isle*: The design of a game-based learning environment. In S. De Freitas & P. Maharg (Eds.) *Digital Games and Learning.* London, England: The Continuum International Publishing Group.

Select Paper Presentations (refereed)

Dickey, M.D., Ingram, A., Bergeron, C., Kemp, T. & Royal, C. (2011). Dickey, M.D., Ingram, A., Bergeron, C., Kemp, T. and Royal, C**.** Integrating Emerging Technologies: Stories from "the field" and the Impact of Emerging Technologies on the Field of Instructional Design. *Ohio Educational Technology Conference* (Contribution 95%).

Dickey, M.D. (2010). K-12 Teachers Encounter Digital Games: A Qualitative

Investigation of Teachers' Perceptions of Digital Games for K-12 Education. Paper presented at the annual meeting of the *American Educational Research Association*. Denver, CO.

Dickey, M.D. (2009). Becoming Animated: Using Cartoon Animations as "low-tech" Pedagogical Agents in a Web-based Learning Environment. 2009 *Learning, Libraries and Technology Conference*. Columbus, OH.

Dickey, M.D. (2009). The Pragmatics of Virtual Worlds for Educators: A comparison of the affordances and constraints of Active Worlds and Second Life for K-12 in-service teachers. Paper presented at the annual meeting of the *American Educational Research Association*. San Diego, CA.

Dickey, M.D. (2009). Jiselle and the Royal Jelly: Power, Conflict, and Culture in an Interdisciplinary Undergraduate Game Design Course. Paper presented at the annual meeting of the *American Educational Research Association*. San Diego, CA.

Dickey, M.D. (2008). "F-Bombs" and "Your Mom" Jokes Permitted During Gameplay: The Impact of Game Culture and Play. Paper to be presented at the annual meeting of the American Educational Research Association. NY, NY.

Dickey, M.D. (2008). Murder on Grimm Isle: The Impact of Game Narrative for Fostering Argumentation Writing. Paper to be presented at the annual meeting of the American Educational Research Association. NY, NY.

Dickey, M.D. (2007). The Design of a Game-Based Learning Environment. Paper presented at the annual meeting of the annual meeting of the *American Educational Research Association*. Chicago, IL.

Dickey, M.D. (2007). Murder on Grimm Isle: The Design of a Game-based Learning Environment. *Ohio Digital Commons for Education*. Columbus, OH.

Dickey, M.D. (2006*)."Ninja Looting" for Instructional Design: The Design Challenges of Creating a Game-based Learning Environment*. Paper presented at the annual meeting of *SIGGRAPH*. Boston, MA.

Dickey, M.D. (2005). Girl Gamers and What They Can Teach Instructional Designers about Technology and Learning. Paper presented at the annual meeting of the *American Educational Research Association*, Montreal, CA.

Dickey, M.D. (2004) Interactive Media and Student Perceptions of Isolation and Alienation in a Web-based Distance Learning Environment. Paper presented at the annual meeting of the *American Educational Research Association*. San Diego, CA.

Dickey, M.D. (2003). An investigation of computer gaming strategies for Engaged Learning. Paper presented at the annual meeting of the *American Educational Research Association*. Chicago, IL.

Dickey, M.D. (2002). Constructing Learners in 3D: An Investigation of Design Affordances and Constraints of Active Worlds Educational Universe. Proceedings of *AECT 2002*, Dallas, TX, November 2002.

Invited Addresses

Dickey, M.D. (2013) – [Keynote Speaker] Connoisseurship and the Design of Contemporary Educational Media. International Conference of the DRS Special Interest Group on Experiential Knowledge. Loughborough University, UK.

Dickey, M.D. (2009) – [Keynote Speaker] Interactive Media for Learning: The Promise and the Perils. OLN Southeast Regional Center's Learning Community *Institute*. Shawnee State University

Dickey, M.D. (2007) – [Keynote Speaker] Gaming and Learning: The Promises and Pitfalls if Integrating Games in Teaching. *Teaching and Learning Conference* '07 – Cedarville University.

Dickey, M.D. (2007) – [Invited speaker] Virtual Worlds for Educators. Virtual Worlds: A Three- Part Session – *TeachU Online Seminar Series*—Ohio Learning Network.

Grants

Dickey, M.D. (2005-2006) Integrating a Cognitive Apprenticeship Model in a Web-based Learning Environment for Educational Technology. *Research Center for Educational Technology*. Amount Requested: $5,000.00 [Funded]

Dickey, M.D. (2010). Leveraging Social Networking for Teaching and Learning. *CELT – Minor Teaching Project for Individual or Small Groups of Faculty*: $300.00 [Funded]

Dickey, M.D. (2007). Murder on Grimm Isle: Applying Game Design Narrative to Instructional Design. *EAP Small Research Grant*. Amounted requested: $2,500.00 [Funded]

Dickey, M.D. (2007). Small Grants to Improve Teaching. *Center for the Enhancement of Learning and Teaching*. Amount Requested: $300.00 [Funded]

Dickey, M.D. (2005). Murder on Grimm Isle: Using Game Design for Fostering Argumentation Writing Skills. *Center for Writing Excellence Faculty Research Grant*, Miami University. Amounted requested: $1,990.00
[Funded]

Dickey, M.D. (2003).: An Investigation of Computer Gaming Interactive Strategies for Learning. Proctor & Gamble Fellows in Interactive Media, $9,300, Miami University, 2003 [Funded.]

Certification

• Quality Matters Peer Reviewer

Selected Service Activities

International, National, State and Regional
- Co-Director – *2ⁿᵈ International Conference on Games and Virtual Worlds for Serious Applications* 2009-2010.
- Moderator- Instructional Design Listserv for the Ohio Learning Network (OLN). 2006-2011
- Participant: Web 2.0 Technologies for Learning - State Universities Educational
- Member: Technology Dean's Committee meeting . 2007-2009.
- Mentor: catalystOHIO Technology Mentor's meeting at Wright State University. The purpose of this meeting was to learn about the catalystOHIO educational technology initiatives. 2005-2007
- Member, State University Educational Technology Dean's Advisory (SUED), Miami University EAP Representative. Ohio Board of Regents, Columbus, OH, 2002-2008.
- Representative: Educational Technology Congress, Miami University, Ohio Board of Regents, Columbus, OH, 2001-2008
- Member, MATRIX Project Advisory Committee—Ohio Board of Regents – a five state grant funded initiative for developing game-based math SES materials 2006-2008
- Participant/mentor catalystOHIO iPod project – 2006-07
- Facilitator: Instructional Design: Ohio Learning Network (OLN) Information Summit (state-meeting: Fall 2006 Columbus, OH) 2006.
- Writing Team- Ohio Department of Education - Multi-age K-12 Licensure Program for Computer Science Education 2006-2007.
- Consultant, Information Technology Committee, St. Xavier High School, Cincinnati, OH. 2010-present

University
- Member, Information Technology Strategic Advisory Committee, 2014-present
- Member, Learning Management System Committee, 2014-present
- Member, EHS Technology Committee, 2013-present
- Member, Information Technology Policy Committee 2007-2010
- Chair, Information Technology Policy Committee (Faculty Senate)2008-2009

- Member, Second Life Advisory Committee 2007-2009
- Graduate Students' Achievement Fund Committee 2007-2008
- Chair, ad hoc Second Life Exploratory Committee (2007)
- Member, Information Technology Strategic Advisory Committee (Provost) 2008-2009
- Member, EHS Graduate Committee 2007-2009
- Attendee, NCATE Steering Committee 2008-2009
- Member, University Intellectual Property Committee 2006-2007
- Chair, Education track subcommittee – Proposed Computation and Visualization Interdisciplinary master's program
- Chair, EAP Technology Committee, 2001-2006.

Memberships in professional organizations

- Member, American Educational Research Association (AERA), 1998-present
- Member, Association for Educational Communications and Technology (AECT), 1996-2006
- Member, International Visual Literacy Association (IVLA), 1996-2005
- Member, Special Interest Group Computer Graphics and Interactive Techniques, 1996-present
- Member, International Digital Media and Arts Association, 2004-2007