# Curriculum Vitae
## Richard N. Van Eck

Associate Dean for Teaching and Learning
Founding David and Lola Rognlie Monson Endowed Chair in Medical Education
University of North Dakota School of Medicine and Health Sciences
1301 N. Columbia Road, Stop 9037, Grand Forks, ND 58202
richard.vaneck@med.und.edu

## EDUCATION

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|---|---|---|---|
| PhD | Instructional Design & Development | University of South Alabama | 2000 |
| MA | English | University of North Dakota | 1992 |
| BA | English & Psychology | University of Wisconsin–Milwaukee | 1988 |

## PROFESSIONAL EXPERIENCE

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|---|---|---|
| Associate Dean for Teaching and Learning<br>*Founding Monson Endowed Chair for Medical Education* | School of Medicine and Health Sciences<br>University of North Dakota | 2015–Present |
| Professor, Population Health | School of Medicine and Health Sciences<br>University of North Dakota | 2015–Present |
| Professor, Teaching and Learning | College of Education and Human Development | 2013–2015 |
| Associate Professor, Teaching and Learning<br>*Graduate Director* | College of Education and Human Development | 2004–2015 |
| Assistant Professor, Instructional Design | College of Education<br>University of Memphis | 1999–2004 |
| Graduate Assistant, Instructional Design & Development<br>*Founding Member, Online Learning Lab* | College of Education<br>University of South Alabama | 1995–1999 |
| Media Arts Program Coordinator<br>Founder, Multimedia Learning | College of Humanities, Fine Arts and Language | 1992–1995 |

| Lab | Cochise College |
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## SERVICE

### *Department*

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|---|---|
| MPH Assistant Director Search Committee Member | 2019 |
| MPH Program Chair Search Committee Member | 2018 |
| Curriculum Evaluation and Management Subcommittee Member | 2017–Present |
| Deans Colloquium Working Group (Member) | 2016–Present |
| General Questionnaire Working Group (Member) | 2016–Present |
| LCME 7.5 and 7.6 Working Group (Member) | 2016–Present |
| Medical Curriculum (Chair) | 2016–Present |
| Biomedical Sciences Curriculum Subcommittee (Member) | 2015–Present |
| Clinical Sciences Curriculum Subcommittee (Member) | 2015–Present |
| Educational Accreditation Standards Review Subcommittee (Member) | 2015–Present |
| Operational Resources (Member) | 2015–Present |
| Population Health Department Tenure and Promotion Guidelines Development Committee (Lead) | 2015–2018 |
| Population Health CPT (Chair) | 2015–Present |
| LCMS Plus Evaluation Team (Member) | 2016–2017 |
| SMHS Program Goals and Objectives Task Force (Member) | 2016–2017 |
| Curriculum Mapping Working Group (Member) | 2015–2017 |
| Teaching and Learning Technology Committee (Chair) | 2008–2015 |
| Teaching & Learning Faculty Evaluation Revision Committee (Member) | 2005–2006 |
| Teaching & Learning Advisor/Appeals Committee (Member) | 2005–2006 |

### *College*

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|---|---|
| Learning Communities Advisory Council (Member) | 2017–Present |
| Active Learning Task Force (Member) | 2015–2017 |
| Program Goals Curriculum Task Force (Member) | 2016–2017 |
| Room Scheduling Committee (Chair) | 2015–2017 |
| SMHS Alumni Brunch (Speaker) | May 21, 2016 |
| Classroom Space Allocation Committee (Member) | 2012–2015 |
| T&L Doctoral Admissions Task Force (Member) | 2012–2015 |
| Education & Human Development Technology Committee (Member) 2004–2010 | 2013–2015 |
| EHD Building Design Committee (Member) | 2009–2012 |
| EHD Building Design FF&E Subcommittee (Member) | 2009–2012 |
| EHD Building Design Technology Subcommittee (Member) | 2009–2012 |

*University*

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|---|---|
| Center for Instructional Learning Technologies Workshop (Presenter) *UND* | 2009–Present |
| UND Writers Conference Introduction of Keynote Speaker | April 2016 |
| University Press of North Dakota Curriculum Committee (Member) | 2004–2016 |
| Higher Learning Commission Panel on Integrity (Member) | 2011–2015 |
| Alice Clark Mentor Program (Mentor) | 2005–2015 |
| Center for Instructional and Learning Technologies Advisory Committee (Member) | 2004–2014 |
| Senate Continuing Education Committee (Member) | 2008–2011 |
| SCEC Discovery Series: Synchronous & Asynchronous eLearning Design (Presenter) | November 2010 |
| SCEC Discovery Series: Assessment in eLearning (Presenter) | October 2010 |

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| Office of Instructional Development Brown Bag: Engagement in Online Learning (Presenter) | December 2010 |
| Beyond Boundaries Planning Committee (Member) | 2005–2008 |
| University Information Technology Council (Member) | 2004–2008 |
| Beyond Boundaries Planning Committee, Chair Proposals Subcommittee (Member) | 2005–2006 |
| Needs Analysis for Academic Advising Web Site (Supervisor) | Fall 2004 |

*UM*

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|---|---|
| Center for Multimedia Arts Steering Committee (Chair) | 2003–2004 |
| Professional Development Technology Workshops (Lead) | 2003–2004 |
| FedEx Institute of Technology (Member) | 2002–2004 |
| Graduate Curriculum Committee (Member) | 2001–2004 |
| Digital Video Group at Memphis (Cofounder and Co-Chair) | 2000–2004 |
| Advanced Instructional Media (AIM) Lab for faculty professional development (Director & Founder) | 2000–2004 |
| Instructional Technology Academic Advisory Committee (Member) | 1999–2004 |
| Science Fair Campus School (Judge) | 1999–2004 |
| Multimedia module on study skills for use by the ACAD program (Development Coordinator) | 2001–2002 |
| Online Master's Degree Development Committee (Member) | 2001–2002 |
| Technology Literacy (TLIT) Committee (Member) | 2001–2002 |
| Admissions & Retention Committee (Member) | 1999–2002 |

*State*

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|---|---|
| North Dakota Educational Technology Council (Grant Reviewer) | 2008–2011 |

*Local*

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|---|---|
| Waging WAR for Literacy (Presenter) | 2015 |

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|---|---|
| American Medical Association Learning Environment Strategy Group | 2019–2020 |
| The Generalists in Medical Education Nominations Committee | 2019–2020 |
| AAMC Central Group on Educational Affairs. Co-convener for Faculty Development Special Interest Group | 2019–2020 |
| AAMC Central Group on Educational Affairs Co-convener for Technology in Medical Education Special Interest Group | 2019–2020 |
| National Science Foundation Engaging Learners Through Multi–Sensory Metaphor Enhanced Game-Based (M2EGA) Learning Environments (Advisory Board) | 2014–2017 |
| *The Journal of Natural Inquiry & Reflective Practice* (Reviewer) | 2008–Present |
| Association for Educational Communications and Technology (Reviewer) | 2002–Present |
| National Science Foundation *Project NEO* (Evaluator and Design Consultant) | 2013–Present |
| *Educational Technology Research and Development* (Reviewer) | 2001–Present |
| National Science Foundation *Project FarPlane* (Evaluator and Design Consultant) | 2013–2014 |
| National Science Foundation *Contemporary Studies of the Zombie Apocalypse* (Evaluator and Design Consultant) | 2013–2014 |
| *Project Blackfeather* (Evaluator and Design Consultant) | 2013–2014 |
| National Science Foundation *PlatinuMath* (Evaluator and Design Consultant) | 2012–2013 |
| Army Education Advisory Committee, Distance Learning/Training Technology Subcommittee (Member) | 2008–2009 |
| *Handbook of Research on Effective Electronic Gaming in Education* Editorial Advisory Board | 2007–2008 |
| The Collaboration for the Advancement of College Teaching & Learning Faculty Development Network Leadership Committee (Member) | Fall 2006–2008 |
| Department of Education Technical Review & Planning, State Educational Technology Grant (Expert Consultant) | 2003–2008 |

National Science Foundation, Human-Centered Computing Grant (Reviewer)       March 2008

American Educational Research Association (Reviewer)       2002–2007

Association for Educational Communications and Technology       2007
Paper Discussant, Featured Research Papers

Association for Educational Communications and Technology       2006–2007
Featured Research Papers (Special Reviewer)

Beyond Boundaries Conference (Reviewer)       2005–2007

Association for Educational Communications and Technology       2005
(Session Chair)

American Educational Research Association Design & Technology       2004
SIG (Session Chair)

American Educational Research Association Division C, Section 7 (Session Chair)       2004

Tennessee Department of Education Comprehensive School Reform Grants       2002–2004
(Reviewer)

Department of Education, Evaluating State Educational Technology Programs       September 2003

Grant Competition (Reviewer)

American Educational Research Association, Instruction, Cognition       April 2002

and Learning (Demonstration Chair)

National Science Foundation, Assessment of Student Achievement in       January 2002
Undergraduate Education Program Grant (Reviewer)

*International*

Natural Sciences and Engineering Research Council of Canada       2017–2018
PromoScience Grant Program Selection Committee (Member)

International Association of Medical School Educators (Member)       2016–2018

International Association of Medical Science Educators Conference       2016–2018
Program Planning Committee (Member)

Informatics Journal (Reviewer)       2016–Present

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|---|---|
| Social Sciences and Humanities Research Council Grant (Reviewer) | 2016 |
| *International Journal of Human–Computer Interaction* (Reviewer) | 2015–Present |
| Invited Visiting Scholar from Belgium | 2014 |
| European Conference on Games Based Learning Program Committee (Member) | 2013–Present |
| *Technology, Knowledge and Learning Journal* Editorial Board (Member) | 2013–Present |
| Institute for Systems and Technologies of Information, Control and Communication Program Committee (Member) | 2013–Present |
| *Journal of Online Learning & Teaching* (JOLT) Merlot (Reviewer) | 2012–Present |
| *Journal of Evaluation & Program Planning* (Reviewer) | 2012–Present |
| *New Media & Society* (Reviewer) | 2012–Present |
| Computer-Supported Education Conference Program Committee (Member) | 2012–Present |
| Austrian Science Fund (Reviewer) | 2011 |
| Singapore Ministry of Education's R&D Programme on Interactive & Digital Media (IDM) in Education Grant (Reviewer) | 2008–Present |
| Digital Game and Intelligent Toy Enhanced Learning Conference | 2006–Present |
| Program Committee (Member) | |
| *Journal of Educational Psychology* (Reviewer) | 2005–Present |
| North American Simulations and Games Association Board (Member) | 2006–2009 |

## SCHOLARSHIP

### Refereed Publications

**Books**

Van Eck, R. (Ed.). (2010). *Interdisciplinary models and tools for serious games: Emerging concepts and future directions*. Hershey, PA: IGI Global. DOI: 10.4018/978-1-61520-719-0.

Van Eck, R. (Ed.). (2010). *Gaming & cognition: Theories and perspectives from the learning sciences*. Hershey, PA: IGI Global. DOI: 10.4018/978-1-61520-717-6.

**Book Chapters**

Abrams, S., & Van Eck, R. (In Process). Mixed methods survey research design and evaluation.

Roberts, N., & Van Eck, R. (2019). How and where do I teach my students about the Master Adaptive Learner model? In W Cutrer, M Pusic, LD Gruppen, MM Hammoud, & SA Santen (Eds.) The Master Adaptive Learning. AMA MedEd Innovation Series; Chicago: American Medical Association.

Van Eck, R. N., Shute, V. J., & Rieber, L. (2018). Leveling up. In R. A. Reiser, & J. V. Dempsey (Eds.), *Trends and issues in instructional design and technology* (4th ed., pp. 321–332). New York, NY: Pearson Education.

Dempsey, J., & Van Eck, R. (2018). Instructional design in eLearning. In R. A. Reiser, & J. V. Dempsey (Eds.), *Trends and issues in instructional design and technology* (4th ed., pp. 229–237). New York, NY: Pearson Education.

Mylona, E., & Van Eck, R. N. (2017). Evaluating coaching programs. In N. M. Deiorio and M. Hammoud, *Coaching in medical education: A faculty handbook*. Chicago: American Medical Association.

Van Eck, R. (2015). SAPS and Digital games: Improving mathematics transfer and attitudes in schools. In T. Lowrie & R. Jorgensen (Eds.), *Digital games and mathematics learning: Potential, promises and pitfalls*, pp. 141–175. New York: Springer.

Dempsey, J., & Van Eck, R. (2012). Instructional design in eLearning. In R. A. Reiser, & J. V. Dempsey (Eds.), *Trends and issues in instructional design and technology* (3rd ed., pp. 281–289). Boston, MA: Pearson Education.

Shute, V. J., Rieber, L., & Van Eck, R. (2012). Games...and...learning. In R. A. Reiser, & J. V. Dempsey (Eds.), *Trends and issues in instructional design and technology* (3rd ed., pp. 321–332). Boston, MA: Pearson Education. **Cited by: 7 (pdf at fsu.edu).**

Adcock, A., & Van Eck, R. (2012). Adaptive game-based learning. In N. Seels (Ed.), *Encyclopedia of the sciences of learning,* Heidelberg: Springer–Verlag.

Hung, W., & Van Eck, R. (2010). Aligning problem solving and gameplay: A model for future research and design. In R. Van Eck (Ed.), *Interdisciplinary models and tools for serious games: Emerging concepts and future directions* (pp. 227–263). Hershey, PA: IGI Global. DOI: 10.4018/978–1–61520–719–0.ch010. **Cited by: 6 (igi.global).**

Van Eck, R. (2008). COTS in the classroom: A teacher's guide to integrating commercial off-the-shelf (COTS) games. In R. Ferdig (Ed.), *Handbook of research on effective electronic gaming in education* (pp. 179–199). Hershey, PA: Idea Group.

Van Eck, R. (2007). Six ideas in search of a discipline. In M. Spector, N. Seel, and K. Morgan (Eds.), *The educational design and use of computer simulation games* (pp. 31–60). Boston, MA: Sense. **Cited by: 18 (pdf from usu.edu).**

Dempsey, J. V., & Van Eck, R. (2007). Instructional design online. In R. A. Reiser, & J. V. Dempsey (Eds.), *Trends and issues in instructional design and technology* (2nd ed., pp. 288–300). Boston, MA: Pearson Education. **Winner of the Outstanding Book Award** and **winner of the James W. Brown Publication Award** presented by the Association for Educational Communications and Technology (AECT). **Winner of the Outstanding Human Performance Communication Award** presented by the International Society for Performance Improvement (ISPI).

Van Eck, R. (2006). Building intelligent learning games. In D. Gibson, C. Aldrich, & M. Prensky (Eds.), *Games and simulations in online learning research & development frameworks* (pp. 271–307). Hershey, PA: Idea Group. **Cited by: 46 (igi-global.com).**

**Journal Publications**

Poltavski, D., Van Eck, R., & Winger, A. (2018). Using a polygraph system for evaluation of the Social Desirability Response Bias in self-report measures of aggression. *Applied Psychophysiology and Biofeedback*, pp. 1–10. https://doi.org/10.1007/s10484-018-9414-4. **Impact Factor 1.347**

Appianing, J., & Van Eck, R. N. (2018). Development and validation of the Value-Expectancy STEM Assessment Scale for students in higher education. *International Journal of STEM Education*. **Impact Factor: 1.24**

Ribbens, W., Malliet, S., Van Eck, R., & Larkin, D. (2016). Perceived realism in shooting games: Towards scale validation. *Computers in Human Behavior, 64*, 308–318. doi: 10.1016/j.chb.2016.06.055. **Impact Factor: 3.435**

Hovious, A., & Van Eck, R. N. (2015). Digital games for 21st-century learning: Teacher librarians' beliefs and practices. *Teacher Librarian, 42*(5), 34–38.

Appianing, J., & Van Eck, R. N. (2015). Gender differences in college students' perceptions of technology-related jobs in computer science. *International Journal of Science and Technology 7*(1). Available at http://genderandset.open.ac.uk/index.php/genderandset/article/view/351/636 **Impact Factor: 1.002**

Van Eck, R. N., Fu, H., & Drechsel, P. (2015). Can simulator immersion change cognitive style? Results from a cross-sectional study of field-dependence–independence in air traffic

control students. *Journal of Computing in Higher Education, 27*(3) 196–214. **Impact Factor: 1.440**

Van Eck, R., Guy, M., Young, T., Winger, A., & Brewster, S. (2015). *Project NEO*: A video game to promote STEM competency for preservice elementary teachers. *Journal of Teaching, Knowledge, and Learning, 20*(3)*,* 277–297. **Impact Factor: 1.57**

Hirumi, A., Van Eck, R., Appelman, R., & Rieber, L. (2010). Preparing instructional designers for game-based learning, part 1: Game design as an instructional design process. *Tech Trends, 54*(3), 27–37. **Cited by: 5 (Springer). SJR=.028 SNIP=.332**. **Acceptance rate: 25%. Readership: 2,500 print, millions online.**

Hirumi, A., Appelman, R., Rieber, L., & Van Eck, R. (2010). Preparing instructional designers for game-based learning, part 2: Game design as an instructional design process. *Tech Trends, 54*(4), 19–27. **Cited by: 4 (indiana.edu)**. **SJR=.028 SNIP=.332**. **Acceptance rate: 25%. Readership: 2,500 print, millions online.**

Hirumi, A., Rieber, L., Appelman, R., & Van Eck, R. (2010). Preparing instructional designers for game-based learning, Part 3: Game design as a collaborative process. *Tech Trends, 54*(5), 38–45. **SJR=.028 SNIP=.332**. **Acceptance rate: 25%. Readership: 2,500 print, millions online.**

Van Eck, R. (2006). The effect of contextual pedagogical advisement and competition on middle-school students' attitude toward mathematics and mathematics instruction using a computer-based simulation game. *Journal of Computers in Mathematics and Science Teaching, 25*(2), 165–195. **Cited by: 21**. **SJR=.031 SNIP=1.061**. **Acceptance rate: 10%–19%.**

Van Eck, R., & The AIM Lab at the University of Memphis (February/March, 2006). Using games to promote girls' positive attitudes toward technology. *Innovate Journal, 2*(3). **Cited by: 10 (pdf from eq.edu.au).**

Adcock, A., & Van Eck, R. (2005). Reliability and factor structure of the Attitude Toward Tutoring Agent Scale (ATTAS). *Journal of Interactive Learning Research, 16*(2), 195–212. **Cited by: 11 (editlib.org). SJR=.032 SNIP=1.303.**

Dempsey, J. V., & Van Eck, R. (2003). Modality and placement of a pedagogical adviser in individual interactive learning. *British Journal of Educational Technology, 34*(5), 1–16. **Cited by: 10**. **SJR=.045 SNIP=2.397 Impact Factor=1.539**. **Ranked 24th of 203 education journals. Acceptance rate: 20%**

Van Eck, R., & Dempsey, J. (2002). The effect of competition and contextualized advisement on the transfer of mathematics skills in a computer–based instructional simulation game. *Educational Technology Research and Development, 50*(3), 23–41. **Cited by: 36. SJR=.043 SNIP=2.742. Impact Factor=1.081**. **Ranked 51 out of 184 educational**

**research journals. Acceptance rate: 14% overall; 8% for Research Section (this article). Readership: 427 institutions, 161,205 downloaded articles in 2010**.

Newman, J. E., Van Eck, R., King, A., Glusman, B., Mccain-Williams, Van Eck, S., & Beech, F. (2000). HIV/AIDS education among incarcerated youth. *Journal of Criminal Justice, 28*(5),415–434. **Impact Factor=3.154.**

## Conference Publications

Van Eck, R. N., Fu, H., & Drechsel, P. (2016, April 11). Can simulator immersion remediate cognitive style deficits? Results from a cross-sectional study of field-dependence–independence in air traffic control students. Paper presented at the 2106 annual meeting of the American Educational Research Association, Retrieved January 15, 2017 from the AERA Online Paper Repository.

Van Eck, R., Guy, M., Young, T., Winger, A., & Brewster, S. (2014). Project NEO: Assessing and changing preservice teacher science knowledge with a video game. *Proceedings of the Annual Meeting of the International Conference on Advanced Learning Technologies*, July 7–9, Athens, Greece. **Winner, Best Conference Paper.**

Van Eck, R., Baker, M., Reynolds, N., Brewster, M. S., Brown, R. M., & Droujkova, M. (2015). PlatinuMath: A videogame to change preservice teachers' mathematical skills and attitude toward mathematics and games. *Proceedings of the Hawaii International Conference on Education*, Honolulu, HI, January 5–8, 2015.

Van Eck, R., & Hung, W. (2011). Videogames and problem solving: A taxonomy and development framework. *Proceedings of the Annual Meeting of the American Educational Research Association,* April 7–12, 2011, New Orleans, LA.

Van Eck, R., Hung, W., Bowman, F., & Love, S. (2009). 21st-century game design: A model and prototype for promoting scientific problem solving. *Proceedings of the International Association of Science and Technology for Development's Annual Conference on Computers and Advanced Technology in Education*, November 22–24, 2009, St. Thomas, U.S. Virgin Islands. IASTED.

Van Eck, R., Adcock, A., Susarla, S., & The Tutoring Research Group at Memphis. (2005). Embedded design: How authoring tools can ensure that instructional design is present when we can't be there. *Proceedings of the Southeastern Conference in Instructional Design & Technology: Challenges of eLearning & IDT*. March 11–13, 2005, Mobile, AL.

Susarla, S., Adcock, A., Van Eck, R., Moreno, K., & Graesser, A. C. (2003). Development and evaluation of a lesson authoring tool for AutoTutor. In V. Aleven, U. Hoppe, J. Kay, R. Mizoguchi, H. Pain, F. Verdejo, and K. Yacef (Eds.), *AIED2003 Supplemental Proceedings* (pp. 378–387). Sydney, Australia: University of Sydney School of Information Technologies. **Cited by 17 (pdf at und.edu) and 5 (citations).**

Susarla, S. C., Adcock, A. B., Van Eck, R. N. & Moreno, K. N. (2003). Authoring for AutoTutor: Adding a new dimension to an intelligent tutoring system. *Proceedings of the 2003 World Conference on E-Learning in Corporate, Government & Higher Education*. November, 2003, Phoenix, AZ.

Moreno, K., Person, N. K., Adcock, A. B., Van Eck, R., Jackson, G. T., & Marineau, J. C. (2002). Etiquette and efficacy in animated pedagogical agents: The role of stereotypes. *Proceedings of the Annual Meeting of the AAAI, Fall Symposia Series, Etiquette for Human–Computer Work*. November 15–17, 2002, Sea Crest Conference Center, North Falmouth, MA. **Cited by: 18 (pdf from mit.edu).**

Dempsey, J., Litchfield, B., & Van Eck, R. (2002). Use of pedagogical advisement in technology-assisted learning environments. *Proceedings of the Annual Meeting of the International Conference on Computers in Education*. December 3–6, Aukland, New Zealand. ICCE Society Press. **Cited by: 2 (pdf from editlib.org).**

Van Eck, R., & Marvin, E. (2001). Online professional development resources for teachers. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology*. October 14–18, 2001, Atlanta, GA.

Van Eck, R. (2001). Promoting transfer of mathematics skills through the use of a computer-based instructional simulation game and advisement. *Proceedings of the Mid-South Instructional Technology Conference*. April 8–10, 2001, Murfreesboro, TN. **Cited by: 1 (pdf from mtsu.edu).**

Van Eck, R. (2001). The effect of competition and context of advisement in a simulation/simulation game to promote transfer of mathematics skills in middle-school students. *ITFORUM*. Paper No. 49, available at http://it.coe.uga.edu/itforum/paper49/paper49.htm.

Van Eck, R. (2000). The effect of advisement & mode of instruction on transfer, advisor use, and attitude toward mathematics using a computer-based simulation game. In R. Robson, (Ed.), *Proceedings of the Mathematics/Science Education & Technology 2000 Conference*, February 5–8, 2000, San Diego, CA. Charlottesville, VA: The Association for the Advancement of Computing in Education. **Cited by: 3 (pdf from editlib.org).**

Van Eck, R. (2000). The effects of competition and context of advisement on transfer of mathematics skills in a computer simulation game. *Proceedings of the Annual Meeting of the American Educational Research Association.* April 24–28, 2000, New Orleans, LA. ERIC Document Reproduction Services ED441668. **Cited by: 3 (eric.ed.gov).**

## Nonrefereed Publications

Van Eck, R., & Drechsel, P. (2010). Game on. The effect of digital game play on visual processing and cognitive style in ATC students. *Air Traffic Technology International*, pp. 30–31.

Van Eck, R. (2005). What are we playing at? What it means to integrate games, and why we should. *Proceedings of the Annual Meeting of the Educause Seminars on Academic Computing*, August 5–10, 2005, Snowmass Village, CO.

Adcock, A. B., & Van Eck, R. (2003). The development of an affective measure for use in pedagogical agent tutoring environments. *Abstracts of the 15th Annual University of Memphis Student Research Forum*. Memphis, TN, April 2003. Awarded: First Prize– Education Division

Jones, M., & Van Eck, R. (2001). Join the hunt for technology funds. *Pathfinder, 1*(2), pp. 2, 5. Appalachian Technology in Education Consortium (ATEC).

Dempsey, J. V., & Van Eck, R. (1998, January). Advisor use in CBT: Modality and placement. *COE Technical Report 98–1*. Available online at www.coe.usouthal.edu/techreports/notes.html

Van Eck, R. (1997). External evaluation report of the interviewing and employability skills training program at the Career Services Center at the University of South Alabama.

**Invited Articles**

Van Eck, R. N. (2017). Past and future converge to shape healthcare education on the prairie. *North Dakota Medicine, 42*(2), 18–19.

Van Eck, R. N. (2015). Digital game-based learning: Still restless, after all these years. *EDUCAUSE Review, 50*(6), 12–28.

Van Eck, R. N. (2015). What can we learn from violent videogames? *EDUCAUSE Review, 50*(6), online only.

Van Eck, R. (2012). Bringing "discipline" to the study of games and learning. Research challenge, *Information Design Journal, 19*(2), 181–187. DOI: 10.1075/idj.19.211eck. **Readership**: **2,000 (1,000 libraries). Acceptance Rate: 62.5% overall; 26.4% for articles in response to invited topics; less for invited articles specifically.**

Van Eck, R. (March/April, 2006). Digital game–based learning: It's not just the digital natives who are restless. Invited cover story for *Educause Review*, *41*(2). **Cited by: 352 (pdf from http://edergbl.pbworks.com)**, **(HTML from mendeley.com=33). Readership: 72,000 (22,000 print, 50,000 online).**

**Invited Book Reviews & Forwards**

Van Eck, R. (2014). Forward. In H.R. Gerber and S. Schamroth Abrams (Eds) *Bridging Literacies with Videogames*.

Van Eck, R. (2012). Review of *Vice city virtue: Moral issues in digital game play.* [review of book]. *Communications: The European Journal of Communication Research.*

Van Eck, R. (April, 2011). Forward. In P. Felicia (Ed.), Handbook of research on improving learning and motivation through educational games. Hershey, PA: IGI Global.

Van Eck, R. (2007). Recommended reading: *Gamers go to college*. [review of book *gamers go to college*]. *Educause Quarterly, 30*(1), January 1, 2007.

Van Eck, R. (2008). Recommended reading: *Ecology of games*. [Review of book *ecology of games*]. *Educause Quarterly, 31*(4), November 17, 2008.

## Other Publications

### Digital Publications

*Rusty vs. Radon* (2018). [videogame]. Radon awareness population health game for middle school students. Raleigh, NC: Triad Interactive.

*Epi Pen Training (*2018). [interactive training]. Interactive training module on the use of epinephrine injector pen to treat anaphylactic shock.

*Far Plane* (2014). [videogame]. Leadership game for high school education. Raleigh, NC: Triad Interactive.

*Project NEO* (2013). [videogame]. Science game for preservice teacher education. Raleigh, NC: Triad Interactive.

*Contemporary Studies of the Zombie Apocalypse.* (2013). [videogame]. Mathematics game for middle school education. Raleigh, NC: Triad Interactive.

*PlatinuMath* (2013). [videogame]. Mathematics game for preservice teacher education. Raleigh, NC: Triad Interactive.

*Project Blackfeather* (2013). [videogame]. Computer science game for middle school education. Raleigh, NC: Triad Interactive.

*Eco–Adventure* (unpublished). [videogame]. University of North Dakota. Frank Bowman, Woei Hung, co-developers.

*Adventures in ecology and conservation* (2004). [videogame] Project CATE: The CATE Foundation.

*ACAD iMovie Fest DVD*, (2003). [digital video] Digital video compilation of digital videos created by students in academic transitions course. Memphis, TN: The AIM Lab.

*ASAT: AutoTutor Script Authoring Tool* (2003). [EPSS software]. An authoring tool for generating content for use by *AutoTutor*, and intelligent tutoring system. Memphis, TN: Institute for Intelligent Systems.

*Center for Multimedia Arts Multimedia Demo Disk* (2003). [computer software]. An interactive kiosk showcasing interactive media for the Center for Multimedia Arts. Memphis: Center for Multimedia Arts, FedEx Institute of Technology.

*Center for Multimedia Arts Promotional Movie* (2003). [digital video] A promotional video showcasing the mission and products of the Center for Multimedia Arts. Memphis, TN: FIT.

*The FedEx Technology Institute Demo Disk for the Center for Artificial Intelligence* (2003). [computer software]. An interactive kiosk showcasing the work of the Center for Artificial Intelligence. Memphis: FIT.

*IDT 7048 Class Portfolio*, (2002). [digital video disc]. A compilation of instructional videos developed by students at the University of Memphis. Memphis, TN: The AIM Lab.

*IIS Demo Disk*, (2002). [digital videodisc]. An interactive kiosk showcasing the work of the Institute of Intelligent Systems. Memphis, TN: The AIM Lab.

*The Making of ACAD*, (2002). [digital video]. A documentary video of the ACAD transitional studies digital video project. Memphis, TN: The AIM Lab.

*TSSS Contacts* (2002). [Web site]. A Web site for contact information developed for the TSSS. Tennessee: Department of Education.

*Ribbit's Big Splash: Adventures in Ecology and Conservation* (2000). [videogame]. Project CATE: The CATE Foundation.

*Adventures in Problem Solving*, (1999). [videogame]. An interactive computer-based instructional game for Grades 3–4. Austin, TX: Steck–Vaughn, A Harcourt–Brace Company.

*Math Builder: A Math Game about Real Stuff* (1999). [videogame]. An interactive simulation game to promote transfer of mathematics skills for grades 6–8. Van Eck Media Services.

*Rick Van Eck: Greatest Hits* (1999). [computer software]. An interactive kiosk of work authored between 1995 and 1999. Van Eck Media Services.

*Science with NOAA Research* (1999). [Web-based instructional module]. Web site for K–12 teachers and students to integrate NOAA research into the curriculum. Available on the Web at www.oar.noaa.gov/k12/html/overview.html

*Instructional Strategies* (1998). [Web-based instructional module]. An online course in instructional strategies offered through the University of South Alabama.

*Instructional Design Electronic Workbook* (1998). [Web-based instructional module]. Interactive Web-based module to accompany an instructional design course offered through the University of South Alabama. Available on the Web at www.coe.usouthal.edu/workbook/.

*Authorware Interactive Tutorial* (1997). [computer software]. An interactive tutorial for learning *Macromedia Authorware*. Van Eck Media Services.

*Hurricane Tracker* (1997). [computer software]. An interactive hurricane charting program and historical database. Van Eck Media Services.

*ROWPVT* (1997). [computer software]. An electronic version of the *Receptive One-Word Perceptive Vocabulary Test*. Van Eck Media Services.

*Stat Advisor* (1997). [computer software]. An interactive tutorial to teach sampling theory, hypothesis testing, and the research process. Coauthored with D. Sukhai. Van Eck Media Services.

*Nick Danger* (1996). [computer software]. An interactive simulation game to teach the process of anchoring a boat in shallow water. Van Eck Media Services.

*PADI Dive Planner* (1996). [computer software]. A tutorial game for learning to plan single and repetitive dives using the PADI dive planner. Van Eck Media Services.

## Professional Presentations

**Invited Presentations/Keynote Speaker**

Van Eck, R. (2017). *Gamification: Leveraging the power of games for teaching*. Workshop for North Dakota Library Association Annual Conference, Grand Forks, ND, October 4, 2017.

Van Eck, R. (2016). *Games, simulation, and learning: Making the most of situated learning environments*. Keynote presentation for Simulation in Motion Conference, University of North Dakota School of Medicine and Health Sciences, Grand Forks, ND, November 9, 2016.

Van Eck, R. (2016). *Why videogames have no place in education*. Keynote presentation for RED Forum, Red River College, May 13, 2016, Winnipeg, MB, CA.

Van Eck, R. (2016). *The top ten reasons videogames have no place in education*. Keynote for Playful Learning Summit, March 26, 2015, Athens, OH.

Van Eck, R. (2015). *The power of video games to reshape learning*. Invited speaker at the GameChangerND conference, September 26, 2015, Bismarck, ND.

Van Eck, R. (2014). *Gaming and learning.* Keynote presentation at the Manitoba Association for Distributed Learning and Training (MADLaT) international conference, May 1–2, 2014, Winnipeg, MB, CA.

Adcock, A., Van Eck, R., Shute, V., & Azevedo, R. (2013). *Adaptive instruction in online learning: Modeling student knowledge and metacognition*. Presidential session panel for the annual meeting of the Association for Educational Computing Technology (AECT), October 30 – November 2, Anaheim, CA.

Van Eck, R. (2013). *Foster proactive learning in K–12: How digital game–based learning can help*. Invited Webinar for Progressive K–12 Audio Conferences, June 26, 2013.

Van Eck, R. (2012). *Reform school: Video games as a model for changing education.* Keynote for GameHUB Conference, April 24, 2013, Genk, Belgium.

Van Eck, R. (2012). *Cognitive requirements of gameplay: A framework for aligning problems and games.* Annual meeting of the Digital Games and Research Association (DiGRA), April 24, 2012, Flanders, Genk, Belgium.

Van Eck, R. (2011). *Integrating commercial off–the–shelf (COTS) games into the classroom*. Invited webinar for EdWeb, December 12, 2011.

Van Eck, R. (2011). *Educational reform and games*. Invited webinar for EdWeb, May 24, 2011.

Van Eck, R. (2011). *How video games may transform education (and why we may not like it)*. Invited speaker at TEDx Manitoba, an independently organized TED event. February 15, 2011, Winnipeg, MB, CA. **Viewed by: 651 (YouTube).** Indexed on the World Wide Web at:

> **http://tedxtalks.ted.com/video/TEDxManitoba-Rick-Van-Eck-The-G**
> **http://www.frequency.com/video/tedxmanitoba-ri/3268777**
> **http://www.youtube.com/watch?v=khJDLo0oMX4**
> **http://worldeducationresearch.magnify.net/video/TEDxManitoba-Rick-Van-Eck-The-G**

Van Eck, R. (2010). *Serious games: Interdisciplinary theory and practice*. Keynote speaker for the Palmer Symposium, April 13–15, 2010, Morningside College, IA.

Van Eck, R. (2009). *Evaluating games as instructional tools*. Invited chat for Education Week, April 28, 2009. Transcript available at **http://www.edweek.org/ew/events/chats/2009/04/28/index.html**

Van Eck, R. (2008). *Game-based learning: What game designers & educators should know about serious games*. Keynote speaker for les e•virtuoses, November 26, 2008, Lille, France.

Van Eck, R. (2008). *Why games for learning?* Keynote speaker for the Virtual DUSEL Symposium, November 21, 2008, Madison, SD.

Van Eck, R. (2008). *GBL Part: What it is and why you should care; GBL part II: Instructional design & serious games; GBL part III: Intelligent learning games and COTS GBL*. Keynote speaker on instructional design and games for the Tennessee Regents Online Degree Summer Institute, June 16–17, 2008, Dickson, TN.

Van Eck, R. (2008). *Games as innovative teaching: What you should know about play, games, and learning*. Keynote speaker for Microsoft Innovative Teacher Conference, May 29, 2008, Winnipeg, MB, Canada. **Viewed by: 2,289 (http://www.slideshare.net/rvaneck/microsoft–innovative–teacher–conferencekeynote).**

Van Eck, R. (2008). *Pedagogy for the new millennium: What you should know about play, games, and learning*. Keynote presentation for the North Dakota Association for Technology Leaders (NDATL), April 8, 2008, Bismarck, ND.

Van Eck, R. (2007). *Enabling powerful learning through simulations and serious games*. Keynote presentation for the Intelligence Community Educational Simulations and Serious Games Symposium August 28–30, 2007, National Intelligence University, Bolling Air Force Base, Washington DC.

Van Eck, R. (2007). *Practitioners and gaming, part I*. Panel presentation at the Third Annual Innovations in e-Learning Symposium, June 5–7, 2007, George Mason University, Fairfax, VA.

Van Eck, R. (2007). *Practitioners and gaming, part II*. Panel presentation at the Third Annual Innovations in e-Learning Symposium, June 5–7, 2007, George Mason University, Fairfax, VA.

Van Eck, R. (2007). *Learning through gaming*. Keynote presentation at the Texas Association for Governmental IT Managers Conference, April 23–26, 2007, South Padre Island, TX.

Van Eck, R. (2007). *Digital game-based learning and the future of education: It's not just the digital natives who are getting restless*. Keynote presentation for the Instructional Technology Conference, April 2–4, 2007, Middle Tennessee State University, Murfreesboro, TN.

Van Eck, R. (2007). *Generation G and the 21st century: How games are preparing today's students for tomorrow's workplace*. ELI Focus Session, March 27–28, 2007, Raleigh,

NC. **Slides viewed by: 5079 (http://www.educause.edu/Resources/GenerationGandthe21stCentury/156740)**

Van Eck, R. (2006). *Learning in the digital age.* Keynote for McGraw–Hill Key Leader Briefing, December 1, 2006, Columbus, OH.

Van Eck, R. (2006). *DGBL: It's not just the digital natives who are getting restless.* Featured speaker for ICT Learning Innovation Centre Conference: *What Do Video Games Have to Teach Us?* August 17, 2006, Brisbane, Australia.

Van Eck, R. (2006). *Learning through gaming: Why games in education and the workplace make sense.* Keynote presentation for the Texas Association of State Systems for Computing and Communications (TASSCC) Conference, August 7 2006, Corpus Christi, TX.

Van Eck, R. (2006). *Where do we go from here? Ten critical areas to guide future research in DGBL.* Invited panelist for Gaming Learning & Assessment at the Learning Strategies Consortium conference, June 12–13, 2006, Orlando, FL.

Van Eck, R. (2006). *DGBL: It's not just the digital natives who are getting restless.* Keynote presentation for the Interactive Games and Learning Conference, June 2, 2006, Sippy Downs, Queensland, Australia.

Van Eck, R. (2006). *Using games to promote girls' positive attitudes toward technology.* Invited Webcast moderated discussion of Innovate Online journal, March 9, 2006.

Van Eck, R. (2006). *Digital game-based learning: What are we playing at?* Keynote presentation for Symposium on Simulations, Games, and Learning: Engaging Education for Our Times. Government sponsored symposium on games and learning, February 13–14, 2006, Melbourne, Australia.

Van Eck, R. (2006). *Getting serious about games.* Invited presentation to launch the "games in learning discussion series," University of Tennessee, Knoxville, TN, February 3–March 31, 2006.

Van Eck, R. (2006). *The digital natives are restless: Digital G-game–based learning and the future of education.* Featured speaker for the EDUCAUSE Learning Initiative (ELI) 2006 Annual Meeting, January 29–31, 2006, San Diego, CA.

Van Eck, R. (2005). *At play in the garden of learning: How computer games in the classroom can promote critical thinking and problem-solving while teaching content.* Invited presentation at the American Technical Education Association's Northern Plains Regional Conference, October 13–14, 2005, Wahpeton ND.

Van Eck, R. (2005). *What are we playing at? What it means to integrate games, and why we should do it.* Presentation for the annual meeting of the Educause Seminars on Academic

Computing, August 5–10, 2005, Snowmass Village, CO. Viewed by: **2691 (http://www.educause.edu/Resources/WhatAreWePlayingAtWhatItMeanst/160554)**

Van Eck, R. (2005). *Are we there yet? A discussion of the practical, theoretical, and philosophical aspects of implementing digital game-based learning in schools*. Presentation for the annual meeting of the Educause Seminars on Academic Computing, August 5–10, 2005, Snowmass Village, CO.

Van Eck, R. (2005). *What pedagogical agents and intelligent tutoring systems can teach us about designing instructional game environments*. Keynote presentation at the Alumni Breakfast at the annual meeting of the Southeastern Conference in Instructional Design & Technology: Challenges of eLearning & IDT, March 11–13, 2005, Mobile, AL.

Van Eck, R. 2004. *Invited presentation on return on investment and authoring tools for training*. American Society of Trainers & Developers (ASTD), June 2004, FedEx Institute of Technology, University of Memphis.

Van Eck, R. (2001). *The effect of competition and context of advisement in a simulation/simulation game to promote transfer of mathematics skills in middle school students*. Paper discussant, ITFORUM, Paper No. 49.

## Conference Presentations

*International*

Johnson, E. J., Van Eck, R., Allen, J., Hanson, D. (2019). Results of a Longitudinal Continuity-of-Care Telemedicine Interprofessional Simulations Using Remotely Operated Biomedical Telepresence Systems (ROBOTS) on Interprofessional Competency. Paper presentation at Collaborating Across Borders VII, October 20, 2019, Indianapolis, IN.

Van Eck R., Carr P, Vogeltanz-Holm N, Salentiny A. (2019). The Use of Simulations to Improve Interprofessional Telemedicine Competencies in Health Care Education. Paper presented at the Annual Meeting of the American Educational Research Association, April 5–9, Toronto, CA.

Love L, Hurtubise L, Hall E, Haggar FL, Plantagenest G, Heeyoung H. *The Changing Academy: Professional Roles Needed as "Physician Educator Extenders"* Panel presentation at the AAMC CGEA Annual Meeting, March 27–29, Grand Rapids, MI.

Van Eck R, Allen J, Johnson E, Hanson D. (2019). Development, Implementation, and Assessment of Longitudinal Continuity-of-Care Telemedicine Interprofessional Simulations Using Remotely Operated BiOmedical Telepresence Systems (ROBOTS). Poster presentation at the International Medical Simulations in Healthcare annual meeting, January 25–29, 2019, San Antonio, TX.

Van Eck, R., Allen, J., & Johnson, E. J. (2018). *Promoting Interprofessional Communication in Rural Settings Through IPE Telemedicine Simulations.* Oral presentation at the annual meeting of the International Association of Medical Science Educators, June 9–11, 2018, Las Vegas, NV.

Van Eck, R., Carr, P., & Vogeltanz-Holm, N. (2018). *Developing and Assessing Self-Directed Learning and Leadership in Medical Education.* Poster presentation at the annual meeting of the International Association of Medical Science Educators, June 9–11, 2018, Las Vegas, NV.

Van Eck, R., Allen, J., Halaas, G. W., and Johnson, E. J. (2018). *Interprofessional telemedicine competency education with remotely biomedical telepresence systems (ROBOTS).* Paper presented at the 16th Annual Hawaii International Conference on Education, January 4–7, 2018, Honolulu, HI.

Van Eck, R., Poltavski, D., & Winger, A. (2018). *Telling the truth about aggression measures: Evidence for the social desirability response bias from a polygraph study.* Paper presented at the 16th Annual Hawaii International Conference on Education, January 4–7, 2018, Honolulu, HI.

Van Eck, R., Fu, H., & Drechsel, P. (2016). *Can technology remediate cognitive style deficits? A study of field-dependence/independence in air traffic control training.* Paper presentation at the annual meeting of the American Educational Research Association, April 8–12, 2016, Washington, DC.

Fu, H., McNamara, D. S., Van Eck, R. N., Dai, J., & Snow, E. L. (2016). *Improving non-native English speakers reading proficiency using the intelligent tutoring system iSTART–ME.* Roundtable presentation at the annual meeting of the American Educational Research Association, April 8–12, 2016, Washington, DC.

Van Eck, R., & Zidon, M. (2015). *Using video games, PBL, and SCCT to design high school science curriculum that promotes learning and science career choice.* Presentation at the Center for Scholastic Inquiry International Academic Research Conference, October 28–30, 2015, Charleston SC.

Van Eck, R., Guy, M., Young, T., Winger, A., & Brewster, S. (2015). *Project NEO: A science video game for elementary preservice teachers.* Paper presented at the 13th Annual Hawaii International Conference on Education, January 5–8, 2015, Honolulu, HI.

Van Eck, R., Guy, M., Young, T., Winger, A., & Brewster, S. (2014). *Project NEO: Assessing and changing preservice teacher science knowledge with a video game.* Presentation at the Annual Meeting of the International Conference on Advanced Learning Technologies, July 7–9, 2014, Athens, Greece. **Winner, Best Conference Paper**.

Van Eck, R., Guy, M., Brown, R., Brewster, S., & Winger, A. (2014). *Project NEO: A game to promote STEM teaching in middle school by changing attitudes and skill sets of*

*preservice teachers*. Presentation at the Annual Meeting of the Games, Learning, and Society (GLS) 10, June 11–13, 2014, Madison, WI.

Van Eck, R., Baker, M., Reynolds, N., Brewster, M., Brown, R., & Droujkova, M. (2014). *PlatinuMath: A videogame to change preservice teachers' mathematical skills and attitude toward mathematics and games*. Paper presented at the 12th Annual Hawaii International Conference on Education, January 5–8, 2014, Honolulu, HI.

Van Eck, R., & Fu, H. (2013). *Can simulator immersion change cognitive style? Results from a cross-sectional study of field dependence/independence in air traffic control students*. Presentation at the CLUTE Institute 2013 Maui International Education Conference, Lahaina, Maui, HI, January 3–5, 2013. **Winner, best session presentation.**

Van Eck, R., Adcock. A., De Schutter, B., & Malliet, S. (2013). *Designing games for realism: What's real enough?* Panel presentation at the South by Southwest Interactive Festival, Austin, TX, March 8–12, 2012.

Van Eck, R. (2012). *Cognitive style and immersive simulation training of air traffic control students*. 4ème Conférence Internationale Education Economie Société, July 23–28, 2012, Paris, France.

Fu, H., & Van Eck, R. (2012). *Preliminary development of a gaming intrinsic motivation scale: A phenomenological research approach*. Paper presented at the annual meeting of the American Educational Research Association, April 13–17, 2012, Vancouver, BC, CA.

Van Eck, R., & Hung, W. (2011). *Video games and problem solving: A taxonomy and development framework*. Paper presented at the annual meeting of the American Educational Research Association, April 7–12, 2011, New Orleans, LA.

Van Eck, R., Everson, R., Arlien, K., and Volk, V. (2011). *Building expertise & community online: A research-based design strategy for managing threaded discussions*. Paper presented at the 9th Annual Hawaii International Conference on Education, January 4–7, 2011, Honolulu, HI.

Van Eck, R., & Hung, W. (2011). *Designing a science game for 21st-century learning: A report on the development model for eco adventure.* Paper presented at the 9th Annual Hawaii International Conference on Education, January 4–7, 2011, Honolulu, HI.

Van Eck, R., & Hung, W. (2010). *Problem solving & games: A theoretical framework for research & design*. Paper presented at the annual meeting of the Association for Educational Technology and Communication, October 26–30, 2010, Anaheim, CA.

Van Eck, R. (2010). *Interdisciplinary approaches to serious games: Emerging concepts, theory, and future directions.* Panel presentation at the Videogame Cultures & the Future of

Interactive Entertainment Annual Conference of the Inter–Disciplinary.net Group, July 7–9, 2010, Mansfield College, Oxford, United Kingdom.

Van Eck, R., & Hung, W. (2010). *A taxonomy and framework for designing educational games to promote problem solving.* Paper presentation at the Videogame Cultures & the Future of Interactive Entertainment Annual Conference of the Inter–Disciplinary.net Group, July 7–9, 2010, Mansfield College, Oxford, United Kingdom.

Van Eck, R., Hung, W., Bowman, F., & Love, S. (2009). *21st century game design: A model and prototype for promoting scientific problem solving*. Presentation for the International Association of Science and Technology for Development's Annual Conference on Computers and Advanced Technology in Education, November 22 –24, 2009, St. Thomas, US Virgin Islands.

Van Eck, R. (2008) *Creating a serious game world together: A multi-site effort*. Presentation at the annual meeting of the Association for Educational Technology and Communication, November 4–8, 2008, Orlando, FL.

Van Eck, R. (2008). *Game-based learning: What educators should know about games and learning*. Presentation at the annual meeting of the North American Simulations and Games Association (NASAGA), October 15–18, 2008, Indianapolis, IN.

Van Eck, R. (2007). *What do instructional designers need to know about video game development to enhance game-based learning*? Panel presentation at the annual meeting of the Association for Educational Technology and Communication, October 23–27, 2007, Anaheim, CA.

Parker, J., Van Eck, R., Whatley, D., Schell, J., & Smith, R. (2007). *3 up/3 down*. Panel for the Serious Games Summit, March 5–8, 2007, San Francisco, CA.

Heeter, C., Winn, B., Van Eck, R., Kelleher, C., & Shaffer, D. W. (2007). *Testing assumptions: Creative approaches to gathering evidence of serious game impacts.* Panel for the Serious Games Summit, March 5–8, 2007, San Francisco, CA.

Van Eck, R. (2006). *Intelligent games: A new approach to designing serious games based on artificial intelligence, pedagogical agents, narrative theory, and instructional design*. Presentation at the annual meeting of the Association for Educational Technology and Communication, October 10–14, 2006, Dallas, TX.

Van Eck, R. (2006). *Ten research areas to guide the field of digital game-based learning*. Presentation at the annual meeting of the Association for Educational Technology and Communication, October 10–14, 2006, Dallas, TX.

Van Eck, R. (2006). *Intelligent learning games*. Presentation at the annual meeting of the North American Simulations and Games Association (NASAGA), October 11–14, 2006, Vancouver, BC, Canada.

Van Eck, R., Adcock, A., Morrison, G., Anglin, G., Rieser, R., & Klein, J. (2005). *From graduate student to researcher: What do we want doctoral students to know about research, and how do we teach it?* Panel session at the annual meeting of the Association for Educational Communication and Technology, October 18–22, 2005, Orlando, FL.

Van Eck, R. (2004). *Let's make R.O.O.M. for games.* Panel presentation for the annual meeting of the Association for Educational Technology and Communication, October 19–23, 2004, Chicago, IL.

Graesser, A., Person, N., Haynes, B., Van Eck, R., & Adcock, A. (2004). *AutoTutor has tutorial dialog in natural language, interactive simulation, and lesson authoring tools.* Paper presented for the annual meeting of the American Educational Research Association, April 12–16, 2004, San Diego, CA.

Van Eck, R., Nanjappa, A., Ronai, J., Bhattacharyya, S., Marvin, E., & Van Eck, S, (2004). *The effect of game play and game construction in mixed-sex groupings on girls' attitude toward technology.* Roundtable for the annual meeting of the American Educational Research Association, April 12–16, 2004, San Diego, CA.

Susarla, S. C., Adcock, A. B., Van Eck, R. N. & Moreno, K.N. (2003). *Authoring for AutoTutor: Adding a new dimension to an intelligent tutoring system.* Paper presented at the 2003 World Conference on E–Learning in Corporate, Government & Higher Education, November, 2003, Phoenix, AZ.

Susarla, S. C., Adcock, A. B., Van Eck, R. N., Moreno, K. N. & Graesser, A. C. (2003). *Development and evaluation of a lesson authoring tool for AutoTutor.* Workshop presented at the 2003 Conference of Artificial Intelligence in Education (AI–ED), June, 2003, Sydney, Australia.

Van Eck, R., Adcock, A., Graesser, A., & The Tutoring Research Group. (2003). *Student ratings of pedagogical efficacy of four computer-based tutoring systems.* Paper submission for Ed–Media World Conference on Educational Multimedia, Hypermedia & Telecommunications, June 23–28, 2003, Honolulu, HI.

Van Eck, R., & Adcock, A. (April, 2003). *Reliability and factor structure of the Attitude Toward Agent Scale (ATAS).* Paper submission for the annual meeting of the American Educational Research Association, April 21–25, 2003, Chicago, IL.

Dempsey, J., Litchfield, B., & Van Eck, R. (2002). *Using pedagogical advisement in technology-based environments.* Paper presented at the annual meeting of the International Conference on Computers in Education, December 3–6, 2002, Aukland, New Zealand.

Van Eck, R., & Marvin, E. (2001). *Student technology assistants: The approach, the benefits, the concerns.* Paper presented at the annual meeting of the Association for Educational Communications and Technology, October 14–18, 2001, Atlanta, GA.

Van Eck, R. (2000, April). *The effect of advisement and competition in a simulation game on transfer and attitude toward mathematics*. Paper presented at the Annual Meeting of the American Educational Research Association, April 24–28, 2000, New Orleans, LA.

Van Eck, R. (2000) *The effect of advisement & mode of instruction on transfer, advisor use, and attitude toward mathematics using a computer-based simulation game*. Paper presented at the Mathematics/Science Education & Technology 2000 conference, February 5–8, 2000, San Diego, CA.

Van Eck, R. (2000). *The effect of context of advisement & mode of instruction on advisor use, attitude toward instruction, and transfer of mathematics skills in a computer-based simulation game*. Paper presented at the annual meeting of the Association for Educational Communications and Technology, February 16–20, 2000, Long Beach, CA.

Dempsey, J. V., & Van Eck, R. (1998, April). *Advisor use in CBT: Modality and placement*. Paper presented at the annual meeting of the American Educational Research Association, San Diego, CA, April 13–17, 1998.

*National*

Van Eck, R., Allen, J., Johnson, E., Hanson, D., Relling, D., Burns, C., Janssen, S., & Thorpe, C (2019). ROBOTS: Building Interprofessional Telehealth simulat ions Using remotely operated Biomedical telepresence Systems. Transformation workshop at the American Medical Association's ChangeMedEd, Chicago, IL, September 19, 2019.

Janssen, S., Van Eck, R., Allen, J., Johnson, E., Hanson, D., Relling, D., & Burns, C. (2019). Interprofessional Healthcare Education Simulation with Telehealth Interprofessional Healthcare Education Simulation with Telehealth. Paper presentation at the annual meeting of the American Occupational Therapy Association (AOTA), October 18, 2019, Las Vegas, NV.

Johnson, E. L., Van Eck, R., Allen, J., Hanson, D., Relling, D., Burns, C., and Janssen, S. (2019). Interprofessional Telehealth Simulations Using Remotely Operated BiOmedical Telepresence Systems (ROBOTS) for Diabetes Education. Poster presentation at the American Association of Diabetes Educators (AADE19), August 9–12, 2019, Houston, TX.

Van Eck, R. (2018). What can game-based learning teach us about medical education? Pecha Kucha session for the Generalists in Medical Education Annual Meeting, November 1–2, Austin, TX

Johnson, E. L., Van Eck, R., & Allen, J. (2018). The ROBOTS Project: Three longitudinal simulations to promote interprofessional telemedicine competency. Oral presentation for the Generalists in Medical Education Annual Meeting, November 1–2, Austin, TX.

Carr, P., Van Eck, R., & Vogeltanz-Holm, N. (2018). Assessing self-Directed learning and leadership in Y1 during PBL. Oral presentation for the Generalists in Medical Education Annual Meeting, November 1–2, Austin, TX.

Van Eck, R. (2018). Education and Games Panel Member, M+Dev conference, October 19, 2018, Madison, WI.

Van Eck, R. (2018). *How Videogames Can Help Us Reform Healthcare Education.* Ted-style talk for the Warrant Alpert Medical School of Brown University's Program in Educational Faculty Development during the AMA Accelerating Change in Medical Education spring consortium meeting, April 9, 2018, Providence RI.

Van Eck, R., Allen, J., & Johnson, E. (2018). *CATS-Plus: An Instrument for Measuring IPC in Telemedicine Scenarios*. Poster presentation for the American Medical Association Changing Medical Education Spring Consortium Meeting, April 8–10, Providence RI.

Van Eck, R. (2018). AMA Innovations in Medical Education Webinar: Interprofessional Education: Using technology to teach team-based care [one of three presenters]. Online Webinar hosted by the American Medical Association, January 24, 3pm.

Van Eck, R., Allen, J., and Halaas, G. W. (2017). *Interprofessional telemedicine competency education with remotely biomedical telepresence systems (ROBOTS).* Poster presentation for the American Medical Association Changing Medical Education Spring Consortium Meeting, Scottsdale, AZ, March 26–29, 2017.

Van Eck, R. (2006). *Where do we go from here? Ten critical areas to guide future research in DGBL*. Workshop for the annual meeting of the Games, Learning, and Society Conference, June 15–16, 2006, Madison, WI.

Van Eck, R. (2004). *Learning to PL-AI: The potential of blended game, ITS, and pedagogical agent systems for creating dynamic learning environments*. Presentation for the annual NASA and Department of Defense Innovation conference, Training for Tomorrow 2004, October 27–28, 2004, Houston, TX.

Gikas, J., & Van Eck, R. (2004). *Integrating video games in the classroom: Where to begin*? Paper presented for the annual meeting of the National Learning Infrastructure Initiative, January 25–27, 2004, San Diego, CA.

*Regional*

Hanson, D., Van Eck, R., Allen, J., Johnson, E. (2019). Promoting IPEC and Telehealth Competency Using Remotely Operated BiOmedical Telepresence Systems (ROBOTS) in Longitudinal Continuity-of-Care Simulations. Presentation at the Great Plains Telehealth Resource and Assistance Center Telehealth everywhere 2019 conference, April 28–30, 2019, Bloomington, MN.

Salentiny, A., Van Eck, R., Shae, T., and Combs, K. (2018). *(Don't) Come Together: The value of asynchronous eLearning and instructional design for solving emergent curriculum needs*. Pre-Conference Instructional Design Med Ed Showcase Project Demonstration for the Annual Meeting of the AAMC Central Group on Educational Affairs, March 21–23, 2018, Rochester, MN.

Salentiny, A., Van Eck, R., Shae, T., and Combs, K. (2018). *Don't lecture me about EpiPens: How Instructional Design helped solve an emergent curriculum need without disrupting the curriculum*. Innovation in Medical Education Poster for the Annual Meeting of the AAMC Central Group on Educational Affairs, March 21–23, 2018, Rochester, MN.

Van Eck, R., Allen, J., Johnson, E., & Halaas, G. (2018). *ROBOTS: Remotely Operated Biomedical Telepresence Systems in Simulation to Promote Interprofessional Communication in Rural Health Care Settings*. Winner, Innovations in Medical Education. Poster presentation for the Annual Meeting of the AAMC Central Group on Educational Affairs, March 21–23, 2018, Rochester, MN.

Hackman, D., Mi, M., Long, B., Johnson, E., & Van Eck, R. (2017). *Space, pedagogy, partners, and opportunities: A systemic approach to promoting active learning and interprofessional healthcare education*. Panel presentation at the Association of American Medical Colleges Central Group on Education Affairs Annual Meeting, March 29–31, 2017, Northwestern University Feinberg School of Medicine, Chicago, IL.

Van Eck, R. (2007). *The effect of video game training on performance and cognitive style in expert and novice air traffic control operator training*. Presentation at the annual Beyond Boundaries conference, October 4–5, 2007, University of North Dakota, Grand Forks, ND.

Van Eck, R., Fu, Hongxia, Siegfried, C., & Love, S. (2011). *Can simulator immersion change cognitive style? Results from a cross-sectional study of field dependence/independence in air traffic control students*. Paper presented at the Northern Lights conference, University of North Dakota, October 15, 2011, Grand Forks, ND.

Van Eck, R. (2006). *Who says we suck the fun out of games? What instructional design can teach us about integrating commercial off-the-shelf (COTS) games into the curriculum*. Presentation at the annual Beyond Boundaries conference, September 28–29, 2006, University of North Dakota, Grand Forks, ND.

Van Eck, R., Adcock, A., Susarla, S., & The Tutoring Research Group at Memphis (2005). *Embedded design: How authoring tools can ensure that instructional design is present when we can't be there*. Paper presented at the annual meeting of the Southeastern Conference in Instructional Design & Technology: Challenges of eLearning & IDT, March 11–13, 2005, Mobile, AL.

Van Eck, R. (2005). *Integrating commercial games in learning environments: Where to begin*? Presentation at the AAIM Education Arcade at South Carolina EdTech 2005, January 7–9, 2005, Myrtle Beach, SC.

Van Eck, R., & Gikas, J. (2004). *Gaming theory as a teaching tool at all levels*. Presentation for the annual meeting of Techsposium, March 31, 2004, Memphis, TN.

Van Eck, R. (2001). *Literature or lunacy: The place of science fiction in academia and the literary canon*. Panel presented at the 19th annual meeting of Mid-South Con, March 23–25, 2001, Memphis, TN.

Van Eck, R. (2001). *Building a model IT center for Web-based learning development and support*. Paper presented at the annual meeting of the Mid–South Instructional Technology Conference, April 8–10, 2001, Murfreesboro, TN.

Van Eck, R. (2001). *Promoting transfer of mathematics skills through the use of a computer-based instructional simulation game and advisement*. Paper presented at the annual meeting of the Mid–South Instructional Technology Conference, April 8–10, 2001, Murfreesboro, TN.

Dempsey, J. V., Litchfield, B. L., & Van Eck, R. (1998). *Creating and integrating interactive activities in the classroom: OAR online and project C.A.T.E*. Paper presented at the Teaching, Learning, and Technology Roundtable's Technogras 1998 Conference, February, 1998.

*State*

Van Eck, R., Lang, T., & Schultz-Aune, A. (2005). *The effect of a technology portfolio system on teacher attitudes toward technology integration*. Presentation at the annual meeting of Teaching and Technology, June 6–10, 2005, Grand Forks, ND.

Van Eck, R. (2005). *Integrating computer games in the classroom*. Presentation at the annual meeting of Teaching and Technology, June 6–10, 2005, Grand Forks, ND.

*Local*

Van Eck, R. (2013). *Does tech make us smarter?* Presentation at the Digital Lightning Series, Working Group in Digital and New Media, Gorecki Center, April 23, 2013, Grand Forks, ND.

Van Eck, R., Fu, H., Siegfried, C., & Love, S. (2011). *Cognitive style as a function of visual training in air traffic control students.* Poster presentation at the Education and Human Development Research Fair, April 6, 2011, University of North Dakota, Grand Forks, ND.

Van Eck, R., & Hung, W. (2011). *Videogames & problem solving*. Poster presentation at the Education and Human Development Research Fair, April 6, 2011, University of North Dakota, Grand Forks, ND.

Van Eck, R. (2009). *Threaded discussion strategy for building expertise in online learning*. Poster presentation at the OID Conference, University of North Dakota, October 16, 2009, Grand Forks, ND.

Van Eck, R. (2006). *Gender, games, and attitude toward science, math, and technology: Results from a year-long study of games in fifth- and sixth-grade classrooms*. Presentation at the annual meeting of the UND Scholar's Forum, February 28–March 2, 2006, Grand Forks, ND.

Van Eck, R. (2006). *Educating the net generation: How digital game-based learning may shape the classrooms of tomorrow*. Presentation at the annual meeting of the UND Scholar's Forum, February 28–March 2, 2006, Grand Forks, ND.

Van Eck, R. (2005). *The effect of pedagogical advisement and competition on attitude toward mathematics in an instructional computer game*. Presentation at the annual meeting of the UND Scholar's Forum, March 22–24, 2005, Grand Forks, ND.

Lang, T., Schultz-Aune, A., & Van Eck, R. (2005). *The effect of a technology portfolio system on teacher attitudes and beliefs about technology integration*. Presentation at the annual meeting of the UND Scholar's Forum, March 22–24, 2005, Grand Forks, ND.

Adcock, A. B. & Van Eck, R. (2003). *The development of an affective measure for use in pedagogical agent tutoring environments*. Poster presented at the 15th Annual University of Memphis Student Research Forum. Memphis, TN, April, 2003. **Awarded First Prize, Education Division.**

Glusman, B., Newman, E. J., Van Eck, R., & Van Eck, S. (1999). *HIV/AIDS risk-prevention among incarcerated youth*. Poster session at the University of South Alabama 6th Annual Research Forum, May, 1999, Mobile, AL.

Dempsey, J. V. & Van Eck, R. (1998). *Advisement in a computer-based learning environment*. Poster session at the University of South Alabama 5th Annual Research Forum, May 8, 1998, Mobile, AL.

Dempsey, J. V., & Van Eck, R. (1997). *Using an electronic advisor in computer-based instruction*. Poster session at the University of South Alabama 4th Annual Research Forum, May, 1997, Mobile, AL.

Van Eck, R. (1997). *Surf the green net.* Presentation for educators, Environmental Partnership Conference, April 11, 1997, Gulf Shores, AL.

Van Eck, R. (1994). *Hooklines and sinkers: Writing the opening line in your next story*. Presentation at the Third Annual Writers' Workshop, Sierra Vista, AZ.

Van Eck, R. (1993). *Writing what you know: Inventing what you "know."* Presentation at the Second Annual Writers' Workshop, Sierra Vista, AZ.

## GRANTS AND FUNDING

### Funded

| | | | |
|---|---|---|---|
| DACCOTA Dakota Cancer Collaborative on Translational Activity (Evaluation Core CoDirector) | NIH | $20.3M | September 2018 – 2023 |
| AMA Innovation Grant (PI) | AMA | $30,000 | August, 2018 – September, 2019 |
| Serious STEM Games for Pre-College and Informal Science Education Audiences (SBIR)(R43/R44): *Radon Awareness Health Initiative (RAHI): A Serious Game about Serious Risk* (Co-Investigator)–funded | NIH | $225,000 | October 1 2017 – April 30 2018 |
| Accelerating Change in Interprofessional Healthcare Education in Rural Settings Through Advanced Simulation and Remotely Operated Biomedical Telepresence Systems (Co-Investigator)-funded | AMA | $75,000 | January 1, 2016 – Dec. 31, 2018 |
| CoPI for International Collaborative Research Grant–funded | NSF | $2.5M | 2007 – 2008 |
| CoPI for Science Careers Grant–funded | NSF | $350,000 | 2005 – 2008 |
| CoPI for Nano–Technology Physics Education–funded | DoE | $25,000 | 2005 – 2007 |
| PI for Science of Learning Center Catalyst Grant–funded | NSF | $249,796 | 2004 – 2007 |

| | | | |
|---|---|---|---|
| Weeklong series of workshops on digital video for faculty, administrators, and graduate students | Apple | $10,000 | March 19 – 23, 2001 |
| SSAC Travel Grant–funded | UND | $459 | 2011 |
| SSAC Travel Grant–funded | UND | $918.49 | 2010 |
| Faculty Seed Money (PI)–funded | UND | $20,203 | 2008 – 2009 |
| Summer Graduate Professorship–funded | UND | $6,000 | 2008 |
| Student Technology Fee Grant (PI) –funded | UND | $12,245 | 2007 |
| Faculty Travel–funded | UND | $400 | 2005 – 2006 |
| TAF I2 Grant (PI) –funded | UM | $11,919 | 2004 |
| TAF TLIT GA Funding–funded | UM | $10,000 | 2001 – 2003 |
| TAF Grant (CoPI) –funded | UM | $5,450 | 2001 – 2002 |
| TAF I2 Grant (CoPI) –funded | UM | $10,000 | 2001 – 2002 |
| TAF I2 Grant (CoPI) –funded | UM | $9,794 | 2001 – 2002 |
| TAF Grant (CoPI) –funded | UM | $5,000 | 2000 – 2001 |
| TAF Grant (CoPI) –funded | UM | $5,000 | 1999 – 2000 |
| TAF Grant (CoPI) –funded | UM | $5,000 | 1999 – 2000 |

**Not Funded**

| | | | |
|---|---|---|---|
| Radon Awareness Health Initiative: A Rich Media Game-Based Portal | NIH | $1.49M | September 2019 – August 2021 |
| Interactive Graphic Safety Training for Non-English Speakers–not funded | NIHS | $32,801 | April 1, 2016 – March 30, 2017 |
| Visual Processing, Cognitive Style, and Gamification in ATC Sim. Training (not funded) | FAA | $61,656 | 2016 – 2017 |

| | | | |
|---|---|---|---|
| NRT-IGE: Graduate Student Teaching Skills Development Coupled to Enhanced Awareness of Career Paths (1633681)–not funded | NSF | $499,696 | 2016 – 2019 |
| PI for Science as Inquiry Interactive Simulation Development–not funded | NSF | $3.5M | 2011 – 2015 |
| CoPI for Collaborative Human–Centered Computing Alternative Learning Technologies–not funded | NSF | $1,021,163 | 2009 – 2012 |
| PI for Science as Inquiry Interactive Simulation Development–not funded | DoE | $1.3M | 2009 – 2012 |
| PI for Games for Health Grant for Athletic Training and Metabolic Syndrome–not funded | MacArthur | $200,000 | 2008 – 2010 |
| PI for Science as Inquiry Interactive Simulation Development (not funded) | DoE IES | $1M | 2008 – 2011 |
| CoPI for Informal Science Education, Physics & Astronomy Education Proposal–not funded | NSF | $1M | 2005 – 2008 |
| CoPI for Science of Learning Center Grant–not funded | NSF | $49.9M | 2004 – 2014 |
| CoPI for ITR Grant–not funded | NSF | $15M | 2003 – 2008 |
| Subcontract CoPI, Script authoring tool and game consultant–not funded | MAC | $750,000 | 2003 – 2004 |
| Subcontract CoPI–not funded | Chi–Systems | $717,000 | 2003 |
| Faculty Seed Money (CoPI)–not funded | UND | $39,700 | 2009 |

## CONSULTING

Design Consultant for Project FarPlane [educational videogame], Phase I, NSF.  2013 – 2014

Design Consultant for Contemporary Studies of the  2013 – 2014
Zombie Apocalypse [educational videogame], Phase I, NSF.

Design Consultant for Project Blackfeather [educational videogame], Phase I, DARPA.   2013 –2014

Design Consultant for PlatinuMath [educational videogame], NSF.                2012 – 2013

Design Consultant for Project NEO [educational videogame], Phase I, NSF.       2013 – 2014

Winnipeg Games for Girls and Education Project                     2005 – Present

Laureate/Walden University: Expert video for online course on Web–based learning         2010

McGraw–Hill: Workshop on the role of games in future textbook publishing            2006

The CATE Foundation, Game Developer for Educational CD–ROM            1998 – 2004
*Instructional game design & development for K12 ecology CBI*

Campus School Gaming Project                               2002 – 2003
*Campus Elementary School, ID&T program, University of Memphis.*
*One–year intervention for technology training for 5th & 6th grades*

Southwest Tennessee Community College, *Authorware* Workshop          May, 2002
*Two–day faculty workshop for developing CBI*

Professional Development DV Workshops                        2001 – 2002
*Consulted on development of video production lab and conducted two workshops for teachers on the integration of digital video in teaching and learning*

iXL, Memphis, TN, Instructional Architect Branding Project               2000
*Consulted on specification of Instructional Architect*

Mobile Drug Education Council                              1998 – 1999
*Data collection and management automation for annual evaluation*

Top Drawer Productions, Adventures in Problem Solving                  1998
*Storyboard and problem specification for K12 CBI*

Ruby Tuesday                                            1998
*Training notebook design*

Alabama Department of Environmental Management                  1997 – 1998
*K12 boating activities workbooks*

Legacy Inc., State of Alabama                                1997 – 1998
*Environmental education activities workbooks*

## HONORS AND AWARDS

| | | |
|---|---|---|
| Exceptional U Award, Best Advisor | University of North Dakota | 2013 |
| North Dakota Spirit Faculty Achievement Award | University of North Dakota | 2012 |
| UND Outstanding Teacher Award (nominated) | University of North Dakota | 2011 |
| UND Outstanding Teacher Award (nominated) | University of North Dakota | 2010 |
| North Dakota Spirit Faculty Achievement Award | University of North Dakota | 2009 |
| UND Outstanding Teacher Award (nominated) | University of North Dakota | 2008 |
| Apple Distinguished Educator | Apple Computer | 2004 |
| Chair's Excellence Award: Research | University of Memphis | 2000 |
| Outstanding Doctoral Student Award | University of South Alabama | 1998 |
| Letter of Recognition for Academic Excellence | University of Wisconsin—Milwaukee | 1985 |
| Letter of Recognition for Academic Excellence | University of Wisconsin—Milwaukee | 1985 |
| Letter of Recognition for Academic Excellence | University of Wisconsin—Milwaukee | 1984 |