Department of Instructional Technology And
Institute for Interactive Technologies

Master of Science in Instructional Technology

Bachelor of Applied Science in Technical Leadership
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Dear friends,

At the beginning of 2018 we want to give you a quick look back at the last year and tell you about some of the upcoming activities in the new year.

We have continued to be very active in our program development at the graduate and the undergraduate level. Our department has been able to adapt our structure to the changing needs of the workplace and our students. This included a new certificate program in instructional game design and modifications in our Master’s degree and eLearning Specialist Certificate. We are preparing to incorporate emerging technologies like virtual reality into our programs and continue to give students the opportunity to work on projects using industry standard software and hardware.

The Technical Leadership program is one of the key components of Bloomsburg University’s Strategic Enrollment Plan. The opportunities it offers students from community colleges are excellent. It is continuing to grow at the existing sites and expanding onto more community college campuses across eastern Pennsylvania.

2018 is promising to be very exciting. The CAC event in April will be based on an RFP that requests a virtual reality experience and our department faculty will give the spring science lecture of the College of Science and Technology with the title “Virtually in Reality”. We are also in the process of hiring a new tenure-track faculty member.

Please stay connected to our department. We welcome your feedback and support.

Helmut Doll

Chair, Department of Instructional Technology

Department web site: [http://iit.bloomu.edu](http://iit.bloomu.edu)

Support the department: [https://giving.bloomu.edu/MSIT](https://giving.bloomu.edu/MSIT)
Instructional Technology in 2017

The Instructional Technology programs in our department are continuing to evolve with the changes in the industry. We have modified the eLearning Specialist Certificate to be more flexible for people who want to move into the industry as well as for anyone who needs a refresher on new developments in the field. In addition, under the leadership of Dr. Kapp, we have created a Certificate in Instructional Game Design. This exciting new area is continuing to generate a lot of interest and we have several courses to prepare instructional designers for games and gamification. At the end of 2017 Dr. Kapp was recognized as the LinkedIn Top Voice in Education. The corporate track is in the progress of adding courses where students learn about the applications and the development of virtual and augmented reality in training. Dr. Seely is working on projects and courses to make the MSIT a leader in this area. One of the first VR projects has been the development of a virtual Bloomsburg University campus tour, which will be released soon, and Dr. Kapp’s capstone course which will present at the Spring Corporate Advisory Council event in April, is incorporating a virtual reality experience.

Dr. Hummel is continuing to lead the instructional technology specialist track and he has brought a new conference on campus: In the spring, faculty from all areas share their experiences at the TERS conference and publish their proceedings.

Our students are still coming from all majors on campus and we have a growing number of students who hear about it from alumni in the field and take the program online. Recruiting is a continuous effort and we welcome all recommendations of the MSIT. Dr. Nicholson’s excellent advising has led 38 students through our program in 2017 to a graduate degree in Instructional Technology and we wish them a successful career. As in previous years we have been able to take graduate students to the DevLearn conference in Las Vegas and as before, one of our students, Beth Myers, won the student competition at DemoFest.
The Technical Leadership Program in 2017

The undergraduate Technical Leadership program has grown to over 100 students at 5 community colleges and on the Bloomsburg University campus. Graduates from Lehigh Valley CC, Reading Area CC, Northampton CC, Harrisburg Area CC and Community College of Philadelphia receive their Bachelor’s degree from Bloomsburg University by taking courses at their location and online. This is only possible because we have found excellent instructors for those remote courses and our online offerings. The Technical Leadership program culminates in a capstone experience (TLAC) which is similar to the CAC event in our instructional technology program. In 2017 we held these events at Harrisburg Area Community College and at Lehigh Carbon Community College.

The partnership with community colleges and the support of regional business organizations has been a key element of the program and last December we met with all stakeholders and alumni for the 1st Advisory Council meeting. The feedback we received from everybody will be very helpful in the continued development of the program.

The Technical Leadership program is one of the target areas of Bloomsburg University’s Strategic Enrollment Plan. With the support of Dr. Carol Adukaitis and three community college coordinators from our Office of Extended Programs, we are looking at other partnership opportunities and we are currently in the process of hiring a new faculty member to support the growing enrollment.
The Institute for Interactive Technologies in 2017

In 2017, the Institute for Interactive Technologies was involved in a number of projects and activities that benefited graduate students by providing them with opportunities to work on projects directly related to the field of instructional technology.

One major activity of the IIT was the hiring of alumna Haley Kramer, MSIT. Haley is working part-time for the IIT in a grant-funded position and she spends time helping projects move along the project schedule, working with students to help them understand their contribution to projects and working with faculty to create successful, on-time learning modules for the IIT’s clients.

In 2017, the IIT started working with new clients and continued to work on existing projects. One major continuing project is with the National Institute of Health (NIH). It is a multi-year grant called iLookout for Child Abuse. The director of the IIT is part of a team from the Penn State Hershey Medical School and Maine Child Welfare services which is developing a video-based online learning course to provide instruction on how to recognize signs of abuse. The team is also creating following up instruction which will be offered through a gamified platform. Dr. Kapp is lending his expertise in instructional design and gamification to the project.

Another ongoing project is our work on a grant funded by the National Science Foundation (NSF). The project is the creation of an online simulation to teach high school students about the tensile strength of various metals. This project is being completed in conjunction with Community College in Ohio and Project Lead the Way. It has already yielded a number of conference papers and presentations.

A new project in 2017 year was working with the Society of Cable and Technical Engineers (SCTE). The SCTE organization represents technicians and cable installers throughout the United States and the world. The director of the IIT has presented at SCTE board meetings, spoken at their national convention and provided advice and guidance to the organization. SCTE is a tier one partner with the IIT which is at the $30,000 per year level of contribution to the university.

Another new project this year is working with East Penn Manufacturing, Inc. East Penn Manufacturing is a private company and the world's largest single-site, lead-acid battery facility. We are working with them on the development of training modules.

At the end of 2017, we secured a project with the University of Pennsylvania Medical Center to create diagnostic training for anesthesiologists. The IIT is also working on a number of internal projects at Bloomsburg University including an on-going project with the Computer Forensics Department, creating a virtual campus tour and the development of a campus Sculpture Walk mobile app. In addition to an interactive assessment for the sociology department.

We are excited about our accomplishments and “real-world” opportunities the IIT was able to provide to students in 2017.
Faculty and Staff in the Department of Instructional Technology - 2017

Julie Ambrose (Instructor - Technical Leadership - LCCC and NCC)
Linda Backo (Instructor - Technical Leadership - LCCC)
Tina Barnes (Technical Specialist)
Jessica Briskin (Instructor - BU and online)
Adam Creasy (Instructor - Bloomsburg and online, Internship coordinator)
Brian Defluri (Instructor – online)
Dr. Helmut Doll (Professor, Chair, Assistant Director IIT)
Dr. Lynn Hummel (Assistant Professor)
Dr. Karl Kapp (Professor, Director IIT)
Haley Kramer (Instructional Designer IIT)
Jill Melones (Instructor - Technical Leadership - RACC)
Joseph Mendrzycki (Instructor - Technical Leadership - HACC)
Dr. Mary Nicholson (Professor)
Rosetta Lilly (Instructor - Technical Leadership - HACC)
Jim Rommens (Instructor - Technical Leadership - NCC)
Dr. Brian Seely (Assistant Professor)
Kristie Schaffer (Instructor, NCC)

6 - T. Barnes, K. Kapp, H. Kramer, L. Hummel, M. Nicholson, H. Doll at Fall CAC
Helmut Doll, Ph.D.
Professor and Chair, Department of Instructional Technology
Assistant Director, Institute for Interactive Technologies

Scholarly Interests
Applications and Development of Virtual and Augmented Reality
Development of mobile apps.
Geolocation for adaptive web content and training using GPS information or beacons.
Microlearning.

Education
Dissertation: A Generalization of Bridge Number to Arbitrary Three-manifolds. (Advisor: Dr. Marty Scharlemann)

Thesis Title: A Survey of Combinatorial Link Invariants and Their Application to Link Tabulations. (Advisor: Dr. Jim Hoste)

2016 Funding

2017 Teaching
Spring, Summer, and Fall: Introduction to Website Development INSTTECH 470/570

Activities 2015 - 2017

- Development of Virtual Sculpture Walk mobile app for Bloomsburg University. 2017.
- Alternate elected faculty member of the Presidential Search Committee, Fall 2016 – Spring 2017
- Alternate elected faculty member of the Presidential Search Committee, Fall 2016 – Spring 2017
• Development of on-campus version of the Technical Leadership degree for Bloomsburg University
• Chair of the University-wide Election Committee (2016) and member of the Honors Advisory Committee
• Development of ‘D.O.S.e.S.’ Sales training for B Braun, a branching scenario built in Articulate Storyline using an external database for leaderboard. 2015 – 2016
• Development of ‘Play 175: The Game’, an online game celebrating the 175th anniversary of Bloomsburg University. The game uses a database to manage weekly rounds and leaderboards, 2015.
Dr. R. Lynn Hummel Jr. Ed. D.
Assistant Professor, Department of Instructional Technology

2017 Publications


2017 Presentations
“Connecting Parents to Schools with Emerging Technologies”
State Parent Advisory Council (SPAC) 2017. 22nd Annual Title I Parent Conference – July, 2017

"Teach with Smore! Create amazing web based visual lessons for your classroom!” Poster Session
International Society for Technology in Education conference - June, 2017

"Create Digital Media and Art with Cava” Snapshot Session
International Society for Technology in Education conference - June, 2017

“Building Parent Engagement with Technology”
Pennsylvania Educational Technology Expo and Conference - February, 2017

Creation of a Research Conference
Co-founder, peer-reviewer planner, and organizer of the 1st Technology Education Research Symposium (TERS) 2017 by PAECT. April 8th, 2017

2017 Teaching – Department of Instructional Technology
eLearning Concepts - Spring 2017
Advanced Instructional Design - Spring 2017
Technology Planning Across the Curriculum – Spring 2017
Social Media for eLearning – Summer 2017
Technology Applications for the Classroom – Fall 2017
Research in Instructional Technology – Fall 2017

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**2016 Publication**

**2016 Presentations**

"Use Telestory to Create Interactive Fiction and Movies" BYOD Session International Society for Technology in Education conference - June, 2016

"Building Parent Involvement in the Classroom – Utilize Class Dojo’s Class Story to Help!" Snapshot Session International Society for Technology in Education conference - June, 2016

"Tricks & Tips for Creating Effective and Engaging Online Courses” Panel Session with Dr. Hummel, Dr. Carnahan, & Dr. Arsiwala, International Society for Technology in Education conference - June, 2016

“New Perspectives on Education: Drones in the Classroom” Society for Information Technology and Teacher Education conference – March, 2016


**Peer Reviewer**
Read, analyzed, and scored 29 proposals as part of the peer review process for the 2017 International Society for Technology in Education (ISTE) conference. October, 2016.
2015 Publication

2015 Presentations
"Incorporating eBay in the classroom as an entrepreneurial venture"
International Society for Technology in Education conference
June, 2015

"GoPro Cameras in an Educational setting"
Society for Information Technology and Teacher Education conference
March, 2015

"How to Become an Educational Technology Leader"
Pennsylvania Educational Technology Expo and Conference
February, 2015
Karl M. Kapp, Ed.D.
Professor, Department of Instructional Technology
Director of the Institute for Interactive Technologies

Scholarly Interests
Exploring the theoretical foundations and the practical application of effective game-based learning and gamification. Examining all aspects of the subject from variable reward schedules to the use of avatars and using games to teach pro-social behaviors.

Education
University of Pittsburgh, Pittsburgh, PA Ed. D. in Instructional Design and Technology, April 1997
University of Pittsburgh, Pittsburgh, PA M.Ed. in Instructional Design and Technology, December 1990
Dickinson College, Carlisle, PAB.A. in English, May 1989

Publications

Book

Chapter(s)


Trade Publications


Presentations

Keynote Addresses


Kapp, K. M. (December, 2017) Beyond Gamification: Thinking Like a Game Designer. ATD Greater Boston Chapter. Boston, MA.


Kapp, K. M. (2016) Solving the Case of the Disengaged Learner. Distance Teaching and Learning Conference. Madison, WI.


Kapp, K. M. (2016) Gamification and Engagement, 2016 Conference, United States Distance Learning Association, St. Louis, MO.


International Keynotes


Commencement Address


Conference Presentations


Kapp, K. M. (August 2017) Games & Gamification for Student Engagement. Collin College Faculty Development Conference. McKinney, TX.

Soehren, M. & Kapp, K. M. (October 2017) Learning, Development & ROI Seminar. SCTE-ISZBE Cable-Tec Exposition 2017, Denver, CO.

Kapp, K. M. (February 2015) Games, Interactivity and Gamification for Learning. Training 2015 Conference & Expo, Atlanta, GA.


Paper Presentations


Workshops


Kapp, K. M. (September 2017) Teaching Problem-Solving by Creating a “Request for Proposal” Exercise. Faculty Professionals Development, Columbus University. Columbus, GA. (1/2 day)

Kapp, K. M. (September 2017) Challenging Students to Solve Problems Using an Interactive Case Study. Faculty Professionals Development, Columbus University. Columbus, GA. (1/2 day)


Video Course Publication

Kapp, K. M. (2017) Gamification for Interactive Learning (Online Video Course), Lynda.com/LinkedIn Learning.

Kapp, K. M. (2016) Learn to Write a Syllabus (Online Video Course), Lynda.com

Kapp, K. M. (2016) How to Increase Learner Engagement (Online Video Course), Lynda.com

Kapp, K. M. (2015) Core Strategies for Teaching in Higher Ed (Online Video Course), Lynda.com

Kapp, K. M. (2015) Grant Writing for Education (Online Video Course), Lynda.com
Funding


Service Activities
Serve as Director of the Institute for Interactive Technologies

Search and Screen, Departmental Committee (2015, 2016, 2017)

Awards and Recognition, College Committee (2016, 2017-Chair)

Corporate Advisory Council Coordination

Awards and Recognition

Named LinkedIn Top Voices 2017: Education

eLearning Learning, 2017 MVP Awards for two articles:

- "Is eLearning Dead? Is Instructional Design Dying with It?" Third place in the Design category.
- "Principles for Creating a Successful Virtual Reality Learning Experience" Third place in the New and Emerging Technologies category.

Teaching

Spring:  57.575 Managing Multimedia Projects
      57.579 Instructional Game Design

Fall:  57.575 Managing Multimedia Projects
      57.533 Gamification of Learning and Instruction
Dr. Mary Nicholson
Professor, Department of Instructional Technology

Scholarly Interests
Design of Interactive eLearning, Scenario Based Learning, Multimedia design and development

Education
Texas A&M, College Station TX, Educational Psychology, 1991
Texas A&M, College Station TX, Educational Technology, 1985
Texas A&M, College Station TX, Industrial Education, 1983

2017 Teaching
Spring: Multimedia Productions (INSTTECH 560/460)
   one course release time for Distance Education support (State Authorization Compliance)
Fall:   Multimedia Productions (INSTTECH 560/460)
   Online Course Design (INSTTECH 584/484)
   one course release time for Distance Education support (State Authorization Compliance)

2017 Service Activities
Chairperson, Department of Instructional Technology Admissions Committee
Chairperson, Department of Instructional Technology Curriculum Committee
Chairperson, Department of Instructional Technology Evaluation Committee
Academic Advisor to all Master’s Students
Chairperson, Distance Education Online Testing Working Group
Quality Matters Course Reviewer (worked with faculty to develop courses following the QM rubric)
Completed the Teaching Online Certification Course
Member, Strategic Enrollment Planning Committee (Graduate Studies) 2016 – 2017
Brian J. Seely, Ph.D
Assistant Professor, Department of Instructional Technology

Academic Coordinator
Bachelor of Applied Science in Technical Leadership Program

Research Interests
Challenge-based Learning, Proximity-based Learning, Virtual & Augmented Reality.

Teaching
INSTTECH 470: Introduction to Web Development
INSTTECH 472/572: Introduction to Authoring
INSTTECH 466: Essential Skills for Technical Leaders
INSTTECH 470: Introduction to Web Development
INSTTECH 493: Honors Independent Study
INSTTECH 551: Advanced Instructional Design
INSTTECH 576: Advanced Authoring; Mobile Devices
INSTTECH 577: Advanced Authoring
INSTTECH 578: Advanced Game Development

2016 Activities
Susquehanna Regional Technology Summit (Keynote Speaker), October, 2016 Sequencing & Support, Teaching & Learning with Technology


ASEE (American Society for Engineering Education), Columbus, OH. June 2017. Tensile Strength Simulation Comparative Analysis (NSF Grant Funded).

ISTE (International Society for Technology Education), San Antonio, TX. June 2017. Challenge Based Learning for Instruction of Advanced Authoring Tools.

Publications Peer-reviewed


Projects

The Bloomsburg University GoodWork™ Initiative: Interactive Online Module. Spring 2017. Module designed and developed to advance undergraduates' understanding of what it means to do GoodWork™ as college students, as well as to highlight and develop resources to support students' pursuit of academic and professional GoodWork™. (Mary Waibel-Duncan, Jennifer Johnson, Brian J. Seely & Miles Williams)

Service

Department

- Academic Coordinator, Bachelor of Applied Science in Technical Leadership (BASTL) • Fall 2016 – current
- Academic Advisor to 41 Bachelor of Applied Science in Technical Leadership (BASTL) Students
- Department Admissions Committee • Fall 2016 – current
- Department Curriculum Committee • Fall 2016 – current
- Department Sabbatical Committee • Fall 2016 – current
- BASTL Curriculum Committee • Fall 2016 – current

College of Science & Technology

Search Committee Member
Bachelor of Applied Science in Technical Leadership Program Coordinator and Strategic Enrollment Management Specialist (BAS-TL/SEM Specialist), SUA 2 • Fall 2016

Summer Task Force Member: College of Science & Technology
Collect data and information in efforts to improve college operations, strengthen student and faculty communities, grow seminar programs, and explore technical and academic aspects to make faculty more content.

University

- Middle State Accreditation sub-group for Verification of Compliance with Accreditation-Relevant Federal Regulation • Fall 2016-Fall 2018 (2-year term)
- Husky Dog Pound • Spring 2017
- Bloomsburg University Virtual Tour • Fall 2017