KEVIN A. CLARK
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EDUCATION
The Pennsylvania State University - University Park, PA (1994)
Ph.D. in Instructional Systems (minor in African American Studies)
<u>Dissertation</u>: The effect of different types of computer-assisted feedback on learner achievement and learner response confidence.

North Carolina State University - Raleigh, NC (1991)
M.S. in Computer Science (minor in Mathematics Education)
<u>Thesis</u>: Constructing and implementing algorithms for the teaching of propositional calculus by computer.

North Carolina State University - Raleigh, NC (1989)
B.S. in Computer Science (emphasis in Business Applications)
(Co-operative education student programmer for Northern Telecom 1985-86)

ACADEMIC EXPERIENCE
George Mason University – Fairfax, VA
College of Education and Human Development; Division of Learning Technologies
Full Professor (2012 – present)
Founder & Director, Center for Digital Media Innovation and Diversity (2009 – present)
Associate Professor (2006 – 2012)
Program Coordinator (2006 – 2009)
Assistant Professor (2000 – 2006)

San José State University – San José, CA
College of Education; Educational Technology Department
Assistant Professor (1998 – 2000)

CORPORATE & CONSULTING EXPERIENCE
Netflix – Los Angeles, CA
Cultural Consultant (2019 – present)
Provide guidance regarding cultural issues and characters in animated motion pictures.

YouTube – San Bruno, CA
YouTube Kids & Families Expert Panel (2019 – present)
Advise Google on strategic projects, challenges, and policy developments.

Pinna – New York, NY
Consultant (2019 – present)
Provide reviews of scripts or other children's media content for original audio shows. Assist in the development of inclusion policies and practices.

Show & Tell Productions – Edison, NJ
Consultant (2019 – present)
Consult with executives and others on children's podcasts, produced by Pinna, regarding show elements, story, interactivity, educational content, and gaming structure.

Mattel – El Segundo, CA
Barbie Global Advisory Council (2018 – 2019)
Provide feedback on the brand's evolution – product, marketing, outreach, and perception in diverse communities.

WGBH Kids – Boston, MA
Advisor/Consultant (2017 – 2019)
Reviewed scripts and content on animated children's media property that supports children's development of computational thinking and family science.

Cartoon Network – Atlanta, GA
Consultant (2017 – 2018)
Consult on the depiction, frequency, and sensitivity around ethnic representations, and overall stereotyping and bias.

NORC at the University of Chicago – Washington, DC
Consultant (2017 – 2018)
Provided reviews and feedback on questionnaires and data analysis for the National Survey of Trust in News among African-American and Latino Young Adults.

Bean Creative – Alexandria, VA
Consultant (2016 – 2017)
Provided assistance in areas of instructional design, implementation, and outreach. As an educational researcher with expertise in issues of technology and learning in diverse communities, I assisted in analysis and design functions that included audience analysis, system design, prototype reviews, and system testing.

Corporation for Public Broadcasting (CPB) – Washington, DC
Strategic Advisor, Diversity in Children's Content Production (2016 – 2017)
Provided strategic advice and direction to CPB to advance its efforts to support diversity in producers of children's content. Provided strategic counsel to help CPB plan a system meeting focused on increasing diversity in children's public media – specifically encouraging the development and production of content that reflects the diversity of the American public, particularly minorities and underserved audiences.

Take the Cake Productions – Boston, MA
Consultant (2016)
Reviewed scripts and character designs for animated short.

Amazon Studios – Santa Monica, CA
Consultant (2016)
Reviewed scripts, dialogue, character designs, and animatics to ensure cultural sensitivity in the movie adaptation of Ezra Jack Keats' iconic children's book, The Snowy Day.

Hasbro, Inc. – Pawtucket, RI
Consultant (2016)
Provided guidance regarding future trends in science, technology, engineering, arts, and mathematics (STEAM) pertaining to the concepts, designs, and development of toys and digital games.

Toca Boca – San Francisco, CA
Consultant (2015 – 2018)
Provide strategic consulting services regarding issues of diversity by evaluating products, fielding inquiries regarding issues of diversity, and providing guidance to help achieve diversity and inclusion goals. Planned, developed, and implemented workshops for designing educational media products for diverse audiences.

DHX Media – Sherman Oaks, CA
Consultant (2014 – 2015)
Provided story and concept review, and interactive design reviews for their Department of Education funded Ready to Learn project.

Black Women's Playwright Group – Washington, DC
Technology Dramaturge (2014 – 2015)
Worked with a playwright to provide technical expertise on the interactive concept and design of a theatrical production. Provided research and guidance on the current state of game development, realistic portrayal of characters, and gaming mechanics.

Disney Junior – Burbank, CA
Advisor/Consultant (2012 – 2017)
Provided historical and cultural expertise on content, characters, and audience.

Public Broadcasting Service (PBS) – Arlington, VA
Consultant (2010 – 2020)
Provide guidance on the appropriateness of content and the development of related curricula and materials for the PBS KIDS® Ready to Learn project, and provide consultation on technology strategy, selection, and implementation of products for companies like: Fred Rogers Company, Jim Henson Company, and WGBH.

Knowledge Adventure, Inc. – Los Angeles, CA
Independent Contractor (2007)
Reviewed kindergarten, 1st and 2nd grade products and research. Wrote educational articles targeting parents, and participated in press, telephone, and video interviews.

Lightspan, Inc. – San Diego, CA
Senior Program Manager; Program Manager; Senior Content Designer (1994 – 1998)
Developed and implemented schedules with production and programming personnel to produce interactive multimedia educational products. Created and designed interactive multimedia curriculum (mathematics, language arts, and social studies) for children in grades K-6. Created prototypes and conducted field-tests. Performed instructional analyses and coordinated resources related to the design and development of interactive curriculum materials for an educational software start-up company.

Community Youth Program – San Diego, CA
Founder and Director (volunteer) (1995 – 1998)
Supervised the design, development, and   implementation of all educational activities, which

included mathematics, language arts, social studies, and science. Identified and acquired external funding for the creation of a technology learning center.

Jostens Learning Corporation – San Diego, CA
Instructional Design Consultant (1992 – 1993)
Designed, analyzed, and developed educational software for middle school language arts. Gathered information and performed research used in the design of the software.

SAS Institute – Cary, NC
Developmental Software Tester (1988 – 1989)
Designed and developed strategies to identify errors and inconsistencies in the SAS/Graph (Statistical Analysis Software) on a variety of operating systems and platforms. Documented all discoveries and notified the appropriate personnel.

AWARDS & HONORS

2017	Alcalde Family Presidential Medal for Faculty Excellence in Diversity & Inclusion (George Mason University)
2015	George Mason University "Featured Faculty" (https://www2.gmu.edu/about-mason/featured-faculty)
2015	State Council of Higher Education for Virginia (SCHEV) Teaching with Technology Outstanding Faculty Award Nominee for George Mason University
2014	Television Academy Foundation Faculty Seminar Fellow
2014	White House Champion of Change for STEM Opportunities for African American Students
2014	Arlington Public Schools Certificate of Appreciation for Partnership in the Support of STEM Education
2013	Entertainment Software Association's Annual "Nite to Unite – For Kids" Gala (Honoree)
2013	State Council of Higher Education for Virginia (SCHEV) Teaching with Technology Outstanding Faculty Award Nominee for George Mason University (Finalist)
2012	State Council of Higher Education for Virginia (SCHEV) Teaching with Technology Outstanding Faculty Award Nominee for George Mason University (Finalist)
2011	George Mason University President's Convocation (one of three University faculty invited to present their research)
2011	State Council of Higher Education for Virginia (SCHEV) Teaching with Technology Outstanding Faculty Award Nominee for George Mason University
2010	Honoring ITEST PI Emeritus: For outstanding contribution to the ITEST community and leadership in the STEM education field. National Science Foundation ITEST & Education Development Corporation
2010	Sloan-C Foundation Effective Practice Award for the Learning Asset Technology Integration Support Tool (LATIST)

2010	State Council of Higher Education for Virginia (SCHEV) Teaching with Technology Outstanding Faculty Award Nominee for George Mason University (Finalist)
2009	Council for International Exchange of Scholars (CIES) Fulbright New Century Scholars U.S. Alternate
2005	Maryland Library Association, Certificate of Appreciation
2004	Featured in George Mason University's "Enterprising Faculty of Distinction" national advertising campaign
2003	United States Congressional Black Caucus Education Braintrust Champion Award
2002	George Mason University Innovations Award for Best Use of Technology, "Virginia Theological Seminary: Homiletics I Course Management Platform" presented to Dr. Clark's EDIT 752 class
2002	Association for Educational Communications and Technology (AECT) International Council Certificate of Appreciation for Disseminating Scholarly Information
2002	Research featured during George Mason University's Convocation, "Building for Excellence"
2001	George Mason University Innovations Award for Best Use of Technology, "Technology Training Assistance Center" presented to Dr. Clark's EDIT 752 class
2000	San Jose State University Technology Education Network Certificate of Appreciation
1999	San Jose State University Disability Resource Center Outstanding Faculty Nominee
1991 – 94	Pennsylvania State University Academic Computing Fellowship

COURSES TAUGHT
George Mason University (2000 – present)
- Project Management Tools (EDIT 573)
- Instructional Design and Development Portfolio (EDIT 601/EDIT 701)
- Instructional Technology Foundations and Theories of Learning (EDIT 704)
- Instructional Design (EDIT 705)
- Leadership Issues in Educational Technology (EDIT 720)
- Analysis and Design of Multimedia/Hypermedia Environments (EDIT 732)
- Design and Production of Multimedia/Hypermedia Learning Environments (EDIT 752)
- Web-based Instructional Tools: Design Issues in Educational Gaming and Media (EDIT 772)
- Project Development Practicum (EDIT 791/792)
- Advanced Topics in Education: Education Gaming and Media (EDIT 797)
- Emerging Issues in Instructional Technology (EDIT 895)

San Jose State University (1998 – 2000)
- Microcomputers in Education
- Instructional Technology Professional Aspects
- Instructional Design Seminar
- Emerging Technology
- Instructional Technology Practicum

REFEREED JOURNAL ARTICLES (*indicates student co-author)
Katz, V., Gonzalez, C., and Clark, K. (2017). Digital Inequality and Developmental Trajectories of Low-income, Immigrant, and Minority Children. *Pediatrics, 140(Supplement 2), 132 – 136*.

Scott, K., Sheridan, K., & Clark, K. (2014). Culturally responsive computing: A Theory Revisited. *Learning,*

Media, and Technology. 1 – 25.

Sheridan, K., Clark, K., & Williams, A.* (2013). Designing Games, Designing Roles: A Study of Youth Agency in an Urban Informal Education Program. *Urban Education, 48(5), 734 – 758.*

Eugene, W.* & Clark, K. (2012). E-Learning, Engineering and Learners of African Descent: A Needs Analysis. *Journal of STEM Education: Innovations and Research*, 13(2), 45-57.

Dass, S.*, Dabbagh, N., & Clark, K., (2011). Using Virtual Worlds: What the Research Says. *Quarterly Review of Distance Education, 12(2).*

Dabbagh, N., Clark, K., Dass, S.*, Al Waaili, S.*, Byrd, S.*, Conrad, S.*, Curran, R.*, Hampton, S.*, Koduah, G.*, Moore, D.*, & Turner, J.* (2011). Learning Asset Technology Integration Support Tool. *Defense Acquisition Research Journal*, 59(July).

Khalili, N.*, Sheridan, K., Williams, A.*, Clark, K., & Stegman, M. (2011). Students designing video games about immunology: Insights for science learning. *Computers in the Schools, 28(3)*, 228 – 240.

Turner, J.*, Clark, K., & Dabbagh, N. (2011). Podcast Use in Higher Education: From the Traditional Lecture to Constructivist Learning Environments. *International Journal of University Teaching and Faculty Development, 2(1).*

Clark, K. & Sheridan, K. (2010). Game design through mentoring and collaboration. *Journal of Educational Multimedia and Hypermedia*, 19(2), 125-145.

Eugene, W.* & Clark, K. (2009). The Role of Identity and Culture on Website Design. *Multicultural Education & Technology Journal*, 3(4), 256-265.

Clark, K. (2007). Designing an online community. *Academic Exchange Quarterly, 11(4), 135-141.*

Clark, K. (2006). Practices for the use of technology in high schools: A Delphi study. *Journal of Technology and Teacher Education*, 14(3), 481-499.

Clark, K. (2005). Serving underserved communities with instructional technologies: Giving them what they need not what you want. *Urban Education*, 40(4), 430-445.

Clark, K., Jamison, T., and Sprague, D. (2005). Digital study groups: Online learning environments in middle school. *Journal of Interactive Online Learning*, 3(4), 1-12.

Arias, S.* & Clark, K. (2004). Instructional technology in developing countries: A Contextual Analysis Approach. *Tech Trends*, 48(4), 52-55 & 70.

Clark, K. (2003). Using self-directed learning communities to bridge the digital divide. *British Journal of Educational Technology*, 34(3), 663-665.

Clark, K. (2003). A needs analysis of community technology centers. *Academic Exchange Quarterly*, 7(1), 74-78.

Clark, K. (2003). The impact of technology on the academic self-efficacy and career selection of African American students. *Information Technology in Childhood Education Annual*, Annual (2003), 79-89.

Alegre, M.* & Clark, K. (2002). Designing a learning objects-based learning system: Lessons learned. *25th Annual Proceedings, Selected Papers of the 2002 National Convention of the Association for Educational Communications and Technology*, 25(2), 88 – 92.

Barba, R., & Clark, K. (2002). What's a "hit"? An analysis of a web-based learning environment. *Journal of Computers in Mathematics and Science Teaching*, 21(1), 67-76.

Clark, K., & Dwyer, F. (1998). The effect of different types of computer-assisted feedback strategies on achievement and response confidence. *International Journal of Instructional Media*, 75(1), 55-63.

INVITED BOOK CHAPTERS & PUBLICATIONS (*indicates student co-author)

Clark, K. (2020). Seeing is Believing: Racial diversity in children's media. In C. Donohue (Ed.), *Exploring key issues in early childhood and technology: Evolving perspectives and innovative approaches*. New York: Routledge.

Clark, K. (2017). Practical applications of technology as a key to reducing the digital divide among African American youth. *Journal of Children and Media*. New York, NY: Taylor & Francis Group.

Hatley, L.*, Winston-Proctor, C., Paige, G., Clark, K. (2017). Culture and computational thinking: A pilot study of operationalizing culturally responsive teaching (CRT) in computer science education. In A. Benson, R. Joseph, and J. Moore (Eds.), *Culture, Learning, and Technology: Research and Practice*. New York, NY: Routledge Publishing.

Khalili Blackburn, N.*, and Clark, K. (2017). Students making science games: The design process of students incorporating science content into video games. In A. Benson, R. Joseph, and J. Moore (Eds.), *Culture, Learning, and Technology: Research and Practice*. New York, NY: Routledge Publishing.

Clark, K. (2016). Technology tools for family engagement: The role of diversity. In C. Donohue (Ed.), *Family Engagement in the Digital Age: Early Childhood Educators as Media Mentors*. New York, NY: Routledge Publishing.

Nikolayev, M.*, Clark, K., and Reich, S. (2015). Social and emotional learning opportunities in online games for preschoolers. In S. Tettegah & R. Ferdig (Eds.), *Emotions and Technology: Communication of Feelings for, with and Through Digital Media*. Amsterdam, Netherlands: Elsevier Publishing Company.

Norton, P., Williams van Rooij, S., Jerome, M. K., Clark, K., Behrmann, M. & Bannan-Ritland, B. (2009). Linking Theory and Practice Through Design: An Instructional Technology Program. In R. Branch & M. Orey (Eds.), *Educational Media and Technology Yearbook*, Volume 34 (pp. 47-60). Westport, CT: Greenwood Publishing Group.

Clark, K. (2008). Educational settings and the use of technology to promote the multicultural development of children. In G. Berry, M. Ellis, & J. Asamen (Eds.), *Handbook of Child Development, Multiculturalism, and Media* (pp. 411-418). Newbury Park, CA: Sage Publications.

Thompson, A., Boyd, K., Clark, K., Colbert, J., Guan, S., Harris, J., & Kelly, M. (2008). Afterword: TPCK action for teacher education. It's about time! In J. Colbert, K. Boyd, K. Clark, S. Guan, J. Harris, M. Kelly, and A. Thompson (Eds.), *Handbook of Technological Pedagogical Content Knowledge for Educators* (pp. 289-300). New York, NY: Routledge for American Association of Colleges for Teacher Education (AACTE).

Clark, K. (1998). Intersection of instructional television and computer assisted learning: Implications for research paradigms. In G. Berry & J. Asamen (Eds.), *Research Paradigms in the Study of Television and Social Behavior* (pp. 287-304). Newbury Park, CA: Sage Publications.

EDITED PUBLICATIONS

Scott, K. & Clark, K. (Eds.) (2013). Digital Engagement for Urban Youth: From Theory to Practice [Special Issue]. *Urban Education*, 48(5).

Joseph, R. & Clark, K. (Eds.) (2009). Culturally relevant technology-based learning environments [Special Issue]. *Educational Technology*, Nov.-Dec.

Colbert, J., Boyd, K., Clark, K., Guan, S., Harris, J., Kelly, M., & Thompson, A. (Eds.) (2008). *Handbook*

of Technological Pedagogical Content Knowledge for Educators. New York, NY: Routledge for American Association of Colleges for Teacher Education (AACTE).

Clark, K. & Moore, J. (Eds.) (2007). Looking Beyond the Digital Divide: Participation and Opportunities with Technology in Education [Special Issue]. *Journal of Negro Education*, 76(1).

REFEREED PROCEEDINGS

Scott, K., Clark, K., Sheridan, K., Hayes, E., & Mruczek, C. (2010). Engaging more students from underrepresented groups in technology: What happens if we don't? *Proceedings of Society for Information Technology and Teacher Education International (SITE) Conference*, pp. 4097-4104. Chesapeake, VA: AACE

Scott, K., Clark, K., Sheridan, K., Mruczek, C., & Hayes, E. (2010). Culturally relevant computing programs: Two examples to inform teacher professional development. *Proceedings of Society for Information Technology and Teacher Education International (SITE) Conference*, pp. 1269-1277. Chesapeake, VA: AACE.

Sheridan, K. & Clark, K. (2010). Designing game design studios: Strategies to sustain intrinsic motivation. *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA)*, pp. 2911-2920. Chesapeake, VA: AACE.

Sheridan, K., Clark, K., & Peters, E. (2009). How scientific inquiry emerges from game design. *Proceedings of Society for Information Technology and Teacher Education International Conference (ED-MEDIA)*, pp. 1555-1563. Chesapeake, VA: AACE

NON-REFEREED PUBLICATIONS (*indicates student co-author)

Rideout, V., Scott, K., & Clark, K. (2016). The digital lives of African American tweens, teens, and parents: Innovating and learning with technology. Available at https://cgest.asu.edu/digitallives

Clark, K. (2014). Using STEM to create the future you want to see (Invited Blog Post). *The White House Champions of Change*. Available at http://www.whitehouse.gov/blog/2014/03/05/using-stem-create-future-you-want-see-0

Clark, K. (2013). Diversity in children's media is more than just race or gender (Invited Blog Post). *The Fred Rogers Center*. Available at http://www.fredrogerscenter.org/blog/diversity-in-childrens-media-is-more-than-just-race-or-gender/

Clark, K. (2012). E-Learning and underserved students. In J.A. Banks (Ed.), *Encyclopedia of Diversity in Education*. Newbury Park, CA: Sage Publications.

Clark, K., Brandt, J.*, Hopkins, R.*, & Wilhelm, J.* (2009). Making games after-school: Participatory game design in non-formal learning environments. *Educational Technology*, Nov-Dec, pp. 40-44.

Clark, K. (2005). Library instruction and instructional design. *The Crab*, 35(4), pp. 16.

Clark, K. (2001). Oasis in the middle of a desert: Technology and the creation of virtual communities in academia. *Proceedings of the Spencer Foundation funded conference "Beyond Diversity: People of color and the quest for incorporation in predominantly-white institutions."* Bloomington, IN: Indiana University.

Clark, K. (1993). The effect of computer-assisted feedback on the problem-solving ability of academically at-risk students. *ERIC Clearinghouse for Higher Education*, Document no. ED362137

King, J., Clark, K., Bergman, T., Foxon, M., Haag, B.B., Fullerton, K., Hale, D., Lee, I. & Surry, D. W. (1993). The AECT Convention Internship: A once in a lifetime opportunity. *TechTrends*, 38(4), 14.

Clark, K. (1991). Constructing and implementing algorithms for the teaching of propositional calculus by computer. *ERIC Clearinghouse for Science, Mathematics, and Environmental Education*, Document no. ED365524.

FUNDED GRANTS & PROJECTS

2014 – 16   **Bill and Melinda Gates Foundation**   **$500,000**
African American Families' Uses of Technology for Learning Outside of School (Co-Principal Investigator)

2013 – 14   **Dell Giving**   **$75,000**
HFB STEM: Introducing STEM to elementary students (Principal Investigator)

2012 – 16   **National Science Foundation**   **$163,021**
STEM For All (Principal Investigator)

2012 – 13   **Entertainment Software Association Foundation**   **$50,000**
Afterschool Game Design Program @ Mason (Principal Investigator)

2012 – 13   **Microsoft**   **$20,000**
Game Design @ Mason Afterschool Program (Principal Investigator)

2012 – 13   **Dell Giving**   **$40,000**
Pathways to STEM for Traditionally Underserved Youth (Principal Investigator)

2011 – 12   **Gould/Dell Donation to George Mason Foundation**   **$18,800**
Continuation of National Science Foundation funded game design program for middle and high school students (Principal Investigator)

2009 – 10   **Defense Acquisition University**   **$299,237**
Research-Driven Approach to Incorporating Innovative Learning Technology Designs at the Defense Acquisition University (Co-Principal Investigator)

2009 – 11   **George Mason University**   **$15,000**
Center for Digital Media Innovation and Diversity: Start-up Funds (Founder and Director)

2007 – 11   **National Science Foundation**   **$758,424**
Game Design Through Mentoring and Collaboration (Principal Investigator)

2008   **AMD Foundation**   **$25,000**
Student Modified Energy Game (Principal Investigator)

2006 – 08   **Hoop Magic Foundation (Northrop Grumman)**   **$88,887**
Improving Academic Achievement Though the Design and Development of Sports-Themed Educational Games (Principal Investigator)

2006 – 07   **National Science Foundation**   **$1,111,179***
Understanding and Describing the Design Experiment (*Substitute Principal Investigator)

2005 – 06   **Mine Safety and Health Administration**   **$135,200**
Developing Training Strategy for Mine Supervisors (Co-Principal Investigator)

2003 – 04   **WIN-WIN Strategies Foundation**   **$140,304**
Using Best Practices in Technology Integration in High Schools to Build a Community of Practice (Principal Investigator)

2002 – 04   **National Science Foundation**   **$97,005**

Bridging the Digital Divide by Using Self-Directed Learning Communities
(Principal Investigator)

2002	**George Washington University (US Dept. of Education)**	**$9,989**

A Needs Analysis of Community Technology Centers in Potomac Region
(Principal Investigator)

2002	**U.S. Forest Service and the Bureau of Land Management**	**$40,000**

Restoration of Lost Corners and American Indian Rights & Claims Online Courses
(Principal Investigator)

2001	**U.S. Forest Service**	**$97,486**

Distance Learning Program for Lands and Resource Management
(Principal Investigator)

REFEREED NATIONAL & INTERNATIONAL PRESENTATIONS (*indicates student co-author)

Clark, K. (2017). Black lives online: Exploring the digital lives of tweens, teens, and parents. Popular Culture Association/American Culture Association Annual Conference, San Diego, CA.

Scott, K., Sheridan, K., & Clark, K. (2014). Culturally responsive computing: A theory revisited. American Sociological Association Annual Conference, San Francisco, CA.

Clark, K., Scott, K., Campbell, L., & Washington, G. (2013). STEM for all: Participation and pathways for students of color. Urban Education Institute. Addressing the 21st Century Imperative: Improving STEM success in communities of color. North Carolina A & T University; Greensboro, NC.

Clark, K. (2012). Using video games to increase minority participation in STEM disciplines. Urban Education Institute. African American Males in the STEM Professions: Strategies, Practices, Exemplars. North Carolina A & T University; Greensboro, NC.

Clark, K., Scott, K., & Hatley, L.* (2011). We got game: Digital media and game creation encourages STEM participation. National Alliance of Black School Educators (NABSE) Annual Meeting, New Orleans, LA.

Clark, K. & Scott, K. (2011). Sustaining a research agenda for education, technology, media, and students of color [One-Day Professional Development Course]. American Educational Research Association (AERA) Annual Meeting, New Orleans, LA.

Dabbagh, N. & Clark, K. (2011). Explore, select, and apply: Advanced learning technologies integration tool. Distance Learning and Teaching Conference, Madison, WI.

Bean, S. & Clark, K. (2010). Scaling STEM Learning in the afterschool field. National Afterschool Association & Afterschool Alliance Conference, Washington, DC.

Clark, K. (2010). Making games after-school: Participatory game design in non-formal learning environments. International Convention of the Association for Educational Communications and Technology (AECT), Anaheim, CA.

Clark, K. (2010). Diversifying the STEM workforce through innovative afterschool experiences – serving underrepresented groups. National Afterschool Association & Afterschool Alliance Conference, Washington, DC.

Clark, K. & Dabbagh, N. (2010). Defense Acquisition University's selection and integration of advanced learning technologies. World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA). Toronto, Canada.

Scott, K., Clark, K., Sheridan, K., Hayes, E., and Mruczek, C. (2010). Engaging more students from underrepresented groups in technology: What happens if we don't? *Society for Information Technology and Teacher Education (SITE) International Conference. San Diego, CA.*

Scott, K., Clark, K., Sheridan, K., Mruczek, C., and Hayes, E. (2010). Culturally relevant computing programs: Two examples to inform teacher professional development. Society for Information Technology and Teacher Education (SITE) International Conference. San Diego, CA.

Clark, K. & Buckleitner, W. (2009). Learning in color: Exploring diversity in children's educational digital media. National Educational Computing Conference (NECC), Washington, DC.

Clark, K., & Sheridan, K. (2009). Designing to win: Video game design in non-formal learning environments. National Educational Computing Conference (NECC), Washington, DC.

Clark, K. & Sheridan, K. (2009). *ITEST:* Student created games and simulations panel. Society for Information Technology & Teacher Education (SITE), Charleston, SC.

Clark, K., Sheridan, K., and Kelsey, R. (2009). Be the Game: Students as educational video game designers. National Educational Computing Conference (NECC), Washington, DC.

Sheridan, K., & Clark, K. (2009). The forgotten piece of the "gaming and literacy puzzle": Developing game media literacy through game design and production [symposium]. American Educational Research Association (AERA) Annual Meeting, San Diego, CA.

Sheridan, K., Clark, K., and Peters, E. (2009). How scientific inquiry emerges from game design. Society for Information Technology & Teacher Education (SITE), Charleston, SC.

Clark, K. (2008). Learning by design: What children learn from designing digital games. National Popular Culture Association/American Culture Association Conference, San Francisco, CA.

Clark, K. & Sheridan, K. (2008). Game design though mentoring and collaboration. Games + Learning + Society Conference, Madison, WI.

Sheridan, K. & Clark, K. (2008). Studio thinking and game design. Games + Learning + Society Conference, Madison, WI.

Dabbagh, N. & Clark, K. (2007). Learning instructional design by doing instructional design: As real as it gets. International Convention of the Association for Educational Communications and Technology (AECT), Anaheim, CA.

Clark, K. & Eugene, W. (2006). The role of identity in the design of an online learning environment. National Educational Computing Conference (NECC), San Diego, CA.

Clark, K. & Moore, J. (2006). Beyond the digital divide: Participation and opportunities with technology in education [Symposium]. American Educational Research Association (AERA) Annual Meeting, San Francisco, CA.

Clark, K. (2004). Technology practices in high school: A Delphi study. International Convention of the Association for Educational Communications and Technology (AECT), Chicago, IL.

Clark, K. & Bannan-Ritland, B. (2004). Teaching instructional design using the immersion method: An evaluative examination of competencies, skills, and experiences. International Convention of the Association for Educational Communications and Technology (AECT), Chicago, IL.

Norfles, N., Benson, A., and Clark, K. (2004). More than just access: Technology and underserved populations. American Educational Research Association (AERA) Annual Meeting, San Diego, CA.

Clark, K. (2003). Building an online learning system for an underserved community. International Conference of the Association for Educational Communications and Technology (AECT), Anaheim, CA.

Clark, K. & Arias, S.* (2003). Dispatches from the field: Analyzing contexts in Mali and Guatemala. International Convention of the Association for Educational Communications and Technology (AECT), Anaheim, CA.

Clark, K. & Alegre, M.* (2002). Designing a learning objects-based learning system: Lessons learned. International Convention of the Association for Educational Communications and Technology (AECT), Dallas, TX.

Clark, K. & Arias, S.* (2002). Instructional technology in developing countries: A contextual analysis approach. International Convention of the Association for Educational Communications and Technology (AECT), Dallas, TX.

Clark, K. (2002). An analysis of community technology centers. National Conference of the Community Technology Center Network, Austin, TX.

Clark, K. & Jamison, T.* (2002). Digital study groups: Online learning communities in middle school. National Educational Computing Conference (NECC), San Antonio, TX.

Clark, K., Bannan-Ritland, B., and Crook, J. (2001). Instructional design using the Immersion Method: Linking theory and practice. International Convention of the Association for Educational Communications and Technology (AECT), Atlanta, GA.

Clark, K. (2000). Technology access and the African American student. The National Conference for the National Alliance of Black School Educators (NABSE), Philadelphia, PA.

Clark, K. (2000). Digital Dreams: Impact of technology access on academic self-efficacy and career intentions of African American students. International Convention of the Association for Educational Communications and Technology (AECT), Denver, CO.

Clark, K., & McGriff, S. (2000). The Instructional Design Practicum: The impact of field work experience on employment selection and role within an organization. International Convention of the Association for Educational Communications and Technology (AECT), Long Beach, CA.

Clark, K., Moore, J., Lu, M., and Smith, H. (2000). Does the Web work for everyone? An examination of Web-based learning, learning styles, and cultural differences. International Convention of the Association for Educational Communications and Technology (AECT), Long Beach, CA.

Lu, M., & Clark, K. (2000). Beyond the ivory tower: Instructional design models in practice in Silicon Valley high tech industries. International Convention of the Association for Educational Communications and Technology (AECT), Long Beach, CA.

Clark, K. (1999). Putting multimedia in the classroom. NewMedia Conference and Tradeshow, Toronto, Canada.

Clark, K. (1999). Designing exciting educational curriculum software. NewMedia Conference and Tradeshow, Toronto, Canada.

Clark, K. (1998). Televisions with brains and computers with personality: The intersection of instructional television and computer-assisted instruction. National Educational Computing Conference (NECC), San Diego, CA.

Clark, K., Mason, K., and Lee, M. (1993). Effects of computer-assisted feedback. Presentation at the meeting of the Pennsylvania Association for Educational Communications & Technology (PAECT), Hershey, PA.

INVITED NATIONAL & INTERNATIONAL PRESENTATIONS

Clark, K. (2019). *The Role of Diversity in Emerging Innovation*. Children's Advertising Review Unit (CARU) Conference. Marina Del Rey, CA.

Clark, K. (2018). *The XYZ's of children's media*. Invited Moderator. The Hollywood Creative Forum – Walter Kaitz Foundation. Los Angeles, CA.

Clark, K. (2018). *A crucial conversation: Youth, technology and well-being*. Invited Panelist. Facebook Global Safety Network Summit. Washington, DC.

Clark, K. (2018). *Engaging the people formerly known as "the audience."* Invited Speaker and Moderator. Public Media Thought Leader Forum – National Educational Telecommunications Association/Corporation for Public Broadcasting. Washington, DC.

Clark, K. (2017 & 2018). *How diversity and inclusion move media forward*. Invited Speaker. Netflix offices. Los Gatos & Los Angeles, CA.

Clark, K. (2017). *Technology in the Black family: An examination of how youth and their parents interact with technology in the home*. Invited Speaker. The Center for Empowered Learning with Technology – University of Southern California. Los Angeles, CA.

Clark, K. (2017). *Exploring the future of teaching with technology: Asking the extra question*. Invited Keynote Speaker. 22nd Annual Facet Associate Faculty and Lecturer Conference (FALCON). Indianapolis, IN.

Clark, K. (2017). *What to do with gender norms and entertainment media*. Invited Panelist. South by Southwest (SXSW) – Social Impact. Austin, TX.

Clark, K. (2017). *Digging into diversity*. Invited Panelist. Kidscreen Summit. Miami, FL.

Clark, K. (2017). Gender norms in entertainment media & if you can read it, see it, play it, be it. The Bentonville Film Festival: Championing women and diverse voices in media Conference. Invited Panelist & Moderator. The Geena Davis Institute & Walmart Foundation: Bentonville, AR.

Clark, K. (2016). *STEM and diplomacy: Bridging the digital and knowledge divides*. Invited Panelist. Dupont Summit on Science, Technology, and Environmental Policy. Washington, DC.

Clark, K. (2016). *Representation and children of color in media*. Helping our children explore, learn, and dream without limits: Breaking down gender stereotypes in media and toys Conference. Invited Panelist. The White House Council on Women and Girls & The University of Southern California Diversity, Media, and Social Change Initiative. The White House: Washington, DC.

Clark, K. (2016). *A discussion on the digital lives of African American tweens, teens, and parents*. Invited Speaker. Family Online Safety Institute Conference. Washington, DC.

Clark, K. (2016). *Diversity and access in children's use of technology and media*. Invited Symposium. Society for Research in Child Development Conference. Irvine, CA.

Clark, K. (2016). Developer meets developmentalist: Panel on industry-academic partnerships. Invited Panelist. Society for Research in Child Development Conference. Irvine, CA.

Clark, K. (2016). *New approaches to engagement: Meeting families where they live*. Invited Panelist. National Educational Telecommunications Association Conference. Baltimore, MD.

Clark, K. (2016). *Digital equity: Bridging the digital access divide*. Invited Panelist. Briefing sponsored by Congressman Mike Honda and Congresswoman Sheila Jackson Lee. Library of Congress, Washington, DC.

Clark, K. (2016). *Closing the gap with games and learning*. Invited Panelist. Global Silicon Valley (GSV) Summit. San Diego, CA.

Clark, K. (2016). *The national policy landscape and public education/learning partnerships*. Invited Panelist. Learning From the Outside In – National Learning Summit. National Park Service/National Geographic Society. National Geographic Society Headquarters, Washington, DC.

Clark, K. (2016). *Helping our children explore, learn, and dream without limits: Breaking down gender stereotypes in media and toys*. Invited Panelist. U.S. Department of Education/USC Annenberg. White House, Washington, DC.

Clark, K. (2016). *Digital equity: Technology and learning among lower income families*. Invited Moderator. Rutgers University/Joan Ganz Cooney Center. New America Foundation, Washington, DC.

Clark, K. (2015). *Images in STEM media: Is not seeing believing?* Invited Featured Speaker. Early Education and Technology for Children Conference; Orlando, FL.

Clark, K. (2015). *Diverse families and media: Designing for diversity*. Invited Panelist. Joan Ganz Cooney Center, Stanford University, and Digital Promise; Stanford, CA.

Clark, K. (2015). *Designing diversity into children's media*. Invited Speaker. Sesame Workshop; New York, NY.

Clark, K. (2015). *Success starts young: Closing achievement gaps, technology and young children's learning*. Invited Panelist. Educational Testing Service, Sesame Workshop, and Children's Defense Fund; Washington, DC.

Clark, K. (2015). *Growing up digital: Media research symposium*. Invited Panelist. American Academy of Pediatrics, Chicago, IL.

Clark, K. (2015). *Creating mutually beneficial university-community partnerships*. Invited Keynote Speaker. University of Wisconsin – Milwaukee Community Engaged Scholars Summit, Milwaukee, WI.

Clark, K. (2015). *Using technology to broaden STEM participation though relevance and inclusion*. Invited Panelist/Discussant. U.S. Department of Education and American Institutes for Research, Washington, DC.

Clark, K. (2015). Minority families use of media. Invited Speaker, Corporation for Public Broadcasting (CPB) Board Meeting. CPB Headquarters, Washington, DC.

Clark, K. (2014). *Using digital media to meet educational needs.* Invited Speaker, Federal Games Guild. White House Conference Center, Washington, DC.

Clark, K. (2014). *Producing children's content for public media.* Invited Panelist, National Association of Latino Independent Producers Summit. Los Angeles, CA.

Clark, K. (2013). Using digital media to transform the classroom one minute at a time. Invited Panelist, Ford Fellows Conference - Critical Transformations and Intersection: Knowledge, Community, and Action. Washington, DC.

Clark, K. (2013). *Digital media and early learning: What we know and what we need to learn*. Invited Discussant. New America Foundation, Washington, DC.

Clark, K. (2012). *Beyond the Lecture Hall: Technology and student learning*. Invited Panelist, George Mason University's Future of Higher Education Forum. Fairfax, VA.

Clark, K. (2012). *ADDIE:* Getting the "D" to include diversity. Keynote, Minorities in Media Luncheon.

International Convention of the Association for Educational Communications and Technology (AECT). Louisville, KY.

Clark, K. (2012). *Diversity in children's digital media: Content, access, use, and creators.* Fred Forward Conference. Fred Rogers Center for Early Learning and Children's Media. Latrobe, PA.

Clark, K. (2012). *Video games and STEM learning: Research implications for media practitioners.* Children's Media Conference. The University of Pennsylvania's Annenberg Public Policy Center. Philadelphia, PA.

Clark, K. (2011). *Diversifying the STEM Workforce: The Innovative Technology Experiences for Students and Teachers (ITEST) Program.* Invited Panelist for Webinar. National Science Foundation & Education Development Center, Inc.

Clark, K. (2011). *Zero to eight: Children's use in America.* Invited Panelist, Common Sense Media. Washington, DC.

Clark, K. (2011). *Technology tools to create a digital presence.* Invited Panelist, Minority Serving Institutions – Community of Partners Council Annual Conference. Department of Commerce, National Telecommunications and Information Administration (NTIA). Washington, DC.

Clark, K. (2011). *Children, media, and race: Exploring the implications of racial and ethnic differences in media use among children and youth.* Invited Moderator and Panelist, Northwestern University's Center on Media and Human Development; Washington, DC.

Clark, K. (2011). *Gaming as a gateway to computing for girls and women.* Invited Panelist, National Center for Women and Information Technology Summit on Women and IT; New York, NY.

Clark, K. (2011). *Learning from Hollywood: Can entertainment media ignite an education revolution*? Invited Moderator and Panelist, Joan Ganz Cooney Center Leadership Forum; Los Angeles, CA.

Clark, K. (2011). *Perseverance: Holding firm to your dreams.* Invited Keynote Speaker, N.C. State College of Physical and Mathematical Sciences Multicultural Affairs and Student Services Senior Banquet; Raleigh, NC.

Clark, K. (2010). *Diversity in digital media: Games and apps.* Invited Presenter, Dust or Magic Children's New Media Design Institute; Lambertville, NJ.

Clark, K. (2010). *Diversity by Design: Race and representation in video games.* Invited Panelist, Women in Children's Media; New York, NY.

Clark, K. (2010). *New media, new diversity challenges.* Invited Presentation, Kids @ Play Summit – Consumer Electronics Show, Las Vegas, VA.

Clark, K. (2010). *Class is in session: Congressional Black Caucus and the development of U.S. Education Policy.* Invited Panelist, Congressional Black Caucus Foundation Annual Legislative Conference, Washington, DC.

Clark, K. (2009). *Digital media innovation and diversity.* Invited Presentation, The George Lucas Educational Foundation, San Rafael, CA.

Clark, K., Scott, K., & Martinez, J. (2009). *Lessons learned on school partnerships.* Webinar, Education Development Center – Learning Resource Center.

Clark, K. (2008). *Social networking for education and activism.* Invited Participant, The Ford Foundation. Washington, DC.

Clark, K. (2007). *Modernizing teaching tools and processes.* Invited Participant, The Knowledge Works Foundation. San Francisco, CA.

Clark, K. (2007). *Technology in informal education: Using digital storytelling and gaming*. Norwegian Research Education Network, George Mason University. Fairfax, VA.

Clark, K. (2006). *Research on Internet usage and community technology center (CTC) Impacts.* National Conference of the Community Technology Center Network. Washington, DC.

Clark, K. (2005). *Technology in academia: Beyond the divide to the horizon*. Invited Presentation, Black Issues in Higher Education National Conference: Benchmarks and Barriers for People of Color in Higher Education. Arlington, VA.

Bannan-Ritland, B., & Clark, K. (2003). *School Talk TV: Technology and learning*. Invited Guests, School Talk Television. Fairfax, VA.

Clark, K. (2002)*. Technology and self-directed learning communities*. Invited Presentation, Center for Children and Technology. New York, NY.

Clark, K. (2001). *Oasis in the middle of a desert: Technology and the creation of virtual communities in academia*. Invited Presentation, Beyond Diversity: People of Color and the Quest for Incorporation in Predominantly-White Institutions Conference. Indiana University. Bloomington, IN.

Clark, K. (2001). *Toward an enhanced workforce: Understanding the digital divide*. Invited Participant, The National Academies: Computer Science and Telecommunications Board. Washington, DC.

Clark, K. (1999). *Teaching using multimedia technology*. Invited Presentation, Mathematics Education Department; North Carolina State University. Raleigh, N.C.

Clark, K. (1999). *Looking back to one's past to move toward the future*. Keynote Speaker, Society of African American Physical and Mathematical Scientists. North Carolina State University, Raleigh, N.C.

Clark, K. (1999). *Technology and education: What the textbook doesn't tell you*. Invited Presentation, North Carolina State University, Raleigh, NC.

INVITED LOCAL, STATE, & REGIONAL PRESENTATIONS

Clark, K. (2016). *What color is your media? The science of using digital media in the education of diverse populations*. Invited Speaker. Suter Science Seminar Series. Eastern Mennonite University; Harrisonburg, VA.

Clark, K. (2014). *What is the digital divide, and why does it matter*? Leadership Fairfax Institute, Fairfax, VA.

Clark, K. (2014). *Strategies for a balanced media diet*. Tuckahoe Elementary School, Arlington, VA.

Clark, K. (2014). *A celebration of excellence*. Keynote Speaker, The Honors College, George Mason University, Fairfax, VA.

Clark, K. (2013). *A celebration of excellence*. Keynote Speaker, The Honors College, George Mason University, Fairfax, VA.

Clark, K. (2012). *Growing the STEM workforce*. Invited Panelist, Business and Industry STEM Coalition, Arlington, VA.

Clark, K. (2012). *Getting Played: How video game design can encourage participation in STEM disciplines*. Invited Presentation, Arlington Public Schools Color of Leadership Conference, Arlington, VA.

Clark, K. (2011). *Evaluating video games for diversity*. College of Education and Human Development Research Symposium, George Mason University; Fairfax. VA.

Dabbagh, N., and Clark, K. (2010). *LATIST: A performance support tool for integrating advanced learning technologies into course design*. Innovations in Teaching and Learning Conference. George Mason University; Fairfax, VA.

Clark, K. (2009). *Why you must go to college: Failure is not an option*. Invited Presentation, Yorktown High School, Arlington, VA.

Clark, K. (2009). *You Can Succeed: It's your choice*. Invited Presentation, Swanson Middle School, Arlington, VA.

Clark, K. (2009). *The role of culture in education*. Invited Presentation, Yorktown High School, Arlington, VA.

Clark, K. (2009). *Challenging racism through stories and conversation*. Invited Presentation, Washington-Lee High School, Arlington, VA.

Clark, K. (2008). *How college saved my life*. Invited Presentation, Reach for College at Cardozo High School, Washington, DC.

Clark, K. (2008). *Video gamers and learning: Examining the educational benefit*. Invited Presentation, Montgomery College, Rockville, MD.

Clark, K. (2008). *Building relationships for academic success*. Invited Panelist, Northern Virginia Urban League College Survival Conference, Alexandria, VA.

Clark, K. (2007). *Computers for preschoolers: Getting to know the Net Generation*. Invited Presentation, George Mason University Child Development Center Professional Development Day, Fairfax, VA

Clark, K. (2005). *Instructional design and library instruction*. Invited Presentation, Maryland Library Association Conference, Ocean City, MD.

Clark, K. (2005). *Putting communities of practice into action*. Invited Presentation, C^2 Technologies, Incorporated, Vienna, VA.

Clark, K. (2004). *Delivering government services electronically*. Invited Panelist, Blacks in Government 26th Annual National Training Conference: Information Technology Forum. Washington, DC.

Clark, K. (2004). *Instructional technology: Immersion program*. Invited Presentation, Industrial/Organizational Psychology Department, George Mason University. Fairfax, VA.

Clark, K. (2004). *Using web-based technologies to meet the needs of community technology centers (CTCs) and their communities*. Invited Presentation, National Capital Area Neighborhood Networks Consortium Mini-Conference, Washington, DC.

Clark, K. (2004). *Exploring the instructional design process designing and developing an online community of practice*. Invited Presentation, International Society for Performance Improvement (Potomac Chapter), Alexandria, VA.

Clark, K. (2004). *Technology empowerment in academe*. Invited Presentation, First Annual Black Issues in Higher Education National Conference: Benchmarks and Barriers for People of Color in Higher Education, Arlington, VA.

Clark, K. (2003). *Online learning communities*. Invited Presentation, K12 Incorporated, McLean, VA.

Clark, K. (2003). *Overcoming social barriers in educational settings*. Invited Presentation, NASA Explorer Schools, Washington, DC.

Bannan-Ritland, B. & Clark, K. (2002). *The Immersion Program: Teaching instructional design by doing instructional design*. Invited Presentation, George Mason University Century Club, Fairfax, VA.

Clark, K. & McGriff, S. (2002). *The digital divide in higher education: Minority issues in educational technology*. Invited Presentation, American Council on Education. Washington, D.C.

Bannan-Ritland, B. & Clark, K. (2001). *Technical/Training Assistance Centers (T/TAC) Online*. Invited Presentation, Virginia Department of Education, Richmond, VA.

LOCAL & NATIONAL MEDIA

April 2019   **Empowered Learner**; a publication of the International Society for Technology in Education (ISTE) https://cdn.iste.org/www-root/PDF/EL%20April%202019_web_medium.pdf

June 2017   **This George Mason Professor Wants to Empower the Next Katherine Johnson** (Washingtonian Magazine) https://www.washingtonian.com/2017/06/01/george-mason-professor-wants-empower-next-katherine-johnson/

Nov. 2016   **Talking Arts and Sciences** (University of the District of Columbia) https://www.youtube.com/user/UDCCableTV

Nov. 2016   **Exploring the Digital Lives of African American Families** (George Mason University) https://www2.gmu.edu/pioneering-research/study-explores-tech-impact-african-american-families

Nov. 2016   **Black Teens Kick Butt in Tech, Need More Access to STEM** (Ebony) http://www.ebony.com/life/black-teenagers-tech#axzz4QO7xUEpu

Nov. 2016   **African American Teens Missing Out on Digital Innovation** (Education Week) http://www.edweek.org/ew/articles/2016/11/16/african-american-teens-missing-out-on-digital-innovation.html

April 2016   **Diversity in Apps Podcast** (episode 7) https://soundcloud.com/kabir-seth-969396317

Oct. 2015   **WashingTech Policy Podcast** http://www.washingtech.com/blog/podcast-episode-007-kevin-clark-see-how-easily-you-can-inspire-students-in-stem/

Oct. 2014   **UMIGO** Curriculum http://www.umigo.com/about.html

Feb. 2014   **White House Salutes Champions of STEM Diversity** (Black Enterprise Magazine) http://www.blackenterprise.com/education/white-house-salutes-champions-of-stem-diversity/

Feb. 2014   **White House to Honor Kevin Clark as a Champion of Change** (George Mason University) http://cehd.gmu.edu/news/stories/white-house-to-honor-kevin-clark-as-champion-of-change

Feb. 2013   **Arlington Public Schools Snapshots: Highlighting STEM Training by Creating Video Games** (Arlington Education Television) http://www.apsva.us//site/Default.aspx?PageID=21013

Oct. 2012   **Urban Education: Issues and Solutions** (George Mason University TV) https://vimeo.com/channels/urbaneducation/57380315

June 2012   **Radio Times with Marty Moss-Coane: Kids and Screen Time** (WHYY Philadelphia Public Radio) http://whyy.org/cms/radiotimes/2012/06/21/kids-and-screen-time/

June 2012   **Black female doctors see hope in TV's 'Doc McStuffins'** (Quoted) (The Associated Press) http://cehd.gmu.edu/news/stories/kevin_clark01/

June 2012   **The Kathleen Dunn Show: Discussion of Digital Media Literacy, Access, and Use**

(Wisconsin Public Radio)
http://www.wpr.org/shows/digital-literacy

Dec. 2011 **Making STEM Attractive for Students** (Higher Education Today Television program)
http://www.youtube.com/watch?v=5Noqj-e-6pw&list=PLF25A8B6ECE5DF4DB&index=1&feature=plpp_video

April 2011 **Teaching with video games** (George *Mason University Broadside Newspaper)*
http://broadsideonline.com/2011/04/25/teaching-with-video-games-3504/

April 2011 **Computer Game Design and Mentoring Boost Interest in High-Tech Careers**
(George Mason University)
http://news.gmu.edu/articles/6038

March 2011 **Using Computer Game Design to Boost Student Interest in High-Tech Careers**
(George *Mason University)*
http://masonresearch.gmu.edu/2011/03/clark-sheridan-using-computer-game-design/

Jan. 2011 **Arlington Public Schools Snapshots: Strategic Planning Committee Update**
(Arlington Educational Television)
http://www.apsva.us/site/Default.aspx?PageID=77

Oct. 2010 **Game Design as a Pathway to STEM Careers** (National Science Teachers Association)
http://www.nsta.org/publications/news/story.aspx?id=57938

Oct. 2010 **Video Game Program Boosts Interest in Science Careers** (Live Science)
http://www.livescience.com/technology/student-game-design-bts-101022.html

March 2010 **Let's Talk Education Television Show: Technology in the Classroom** (Howard
University Television)

Sept. 2009 **National Science Foundation's Media & Informal Science Learning**
http://www.mediasciencelearning.com/node/82

June 2009 **Student Mentors Teach Game Design** (George Lucas Education Foundation)
http://www.edutopia.org/digital-generation-game-design-video

May 2009 ITEST Game Design Project (Research @ Mason publication)

Spring 2008 *The Future of Education: A Threshold Forum* (Cable in the Classroom Online)
http://cdmid.gmu.edu/assets/docs/cdmid/THSpring08FutureofEducationForum-1.pdf

June 2008 Using Technology to Achieve Educational Goals (George Mason University)
http://gazette.gmu.edu/articles/12172

Oct. 2006 **Education Professor Gets a Heavy Lesson on Weightlessness** (George Mason University)
http://gazette.gmu.edu/articles/9161

July 2006 **What a George Mason Expert is Saying About Building Bridges Across the Digital Divide**
(George Mason University)
http://gazette.gmu.edu/articles/8723

2003 **SchoolTalk Television: Instructional Technology**

SERVICE TO THE PROFESSION

2018 –	Member	Children's Advertising Review Unit (CARU) Academic Advisor Board
2018 –	Board Member	Fred Rogers Productions
2018 – 19	Member	Mattel's Barbie Global Advisory Council

2017	Panel Organizer	Hollywood Creative Forum 2018 (Walter Kaitz Foundation)
2017 – 18	Advisor	Ruff Family Science (project based on the Ruff Ruffman children's television character) (WGBH – National Science Foundation grant)
2017 – 18	Advisor	Facebook Youth Advisory Group
2017	Member	Common Sense Media Gender Initiative Advisory Council
2016	Advisory Board	Historic Hudson Valley – Slavery in the North Website Project
2015 – 20	Advisory Board	Corporation for Public Broadcasting (CPB)/Public Broadcasting Service (PBS) Ready to Learn Project
2015	Grant Reviewer	Smithsonian Institution, Youth Access Planning Grants
2015	Invited Participant	Education "FOO" Camp sponsored by Google and O'Reilly Publishing
2015	Member	Telecommunications Policy Research Conference (TPRC) Program Committee
2015	Co-founder	KIDMAP/Diversity in Apps
2015	National Advisor	Institute of Digital Media and Child Development
2015	Invited Participant	U.S. Department of Education STEM 2026 Planning Workshop
2014	Advisor	Educational Media to Advance Computer Science (EMACS) (Twin Cities Public Television – National Science Foundation grant)
2014	Editorial Board	Culture, Learning and Technology: Research and Practice
2014	Reviewer	Journal of Engineering Education
2014	Expert Advisor	AARP Foundation
2014	Advisor	Amgen Biotech Experience Program
2014	Invited Participant	National Coalition for Core Arts Standards
2014	Invited Participant	Scratch Big Data Summit @ MIT
2013 – 15	Reviewer	Smithsonian Institution Youth Access Grant Program
2012 – 15	External Reviewer	Promotion and Tenure (universities across the nation)
2012	Judge	National STEM Video Game Challenge
2012 – 18	Advisory Board	Disney Junior
2012	Member	National Council of Teachers of Mathematics (NCTM) Mobile Application Development Panel
2011 – 12	Advisory Board	SPYHOUNDS (Science project based on the FETCH with Ruff Ruffman children's television program) (WGBH – National Science Foundation grant)
2011	Advisory Board	Multiple Instrumental Case Studies of Inclusive STEM-focused High Schools: Opportunity Structures for Preparation and Inspiration (SRI, George Washington University, & George Mason University – National Science Foundation grant)
2011 – 12	Advisory Board	Preparing the Next Generation of Computational Thinkers: Transforming Learning and Education Through Cooperation in Decentralized Networks

		Project (Massachusetts Institute of Technology – National Science Foundation grant)
2011 – 17	Member	National Park Service, Advisory Board - Education Committee
2011 – 12	Research Advisor	Joint Center for Political and Economic Studies/National Urban League Policy Institute (National Telecommunication and Information Association (NTIA) Broadband Technology Opportunity grant)
2011 – 13	Advisory Board	Common Sense Media, San Francisco, CA
2011 – 15	Advisory Board	Corporation for Public Broadcasting (CPB)/Public Broadcasting Service (PBS) Ready to Learn Project
2011 – 15	Advisory Board	DHX Media/WTTW Ready to Learn Project
2011 – 15	Editorial Board	Fred Rogers Center Early Learning Environment
2011	Invited Participant	U.S. Department of Education - Equity and Excellence Commission Meeting
2011	Member	Fred Rogers Center for Early Learning and Children's Media, Leadership Roundtable
2010 – 12	Advisory Board	ITEST Convening: Advancing Research on Youth Motivation in STEM (Education Development Center – National Science Foundation grant)
2010 – 13	Advisory Board	Parent's Choice Foundation, Timonium, MD
2010 – 11	Member	Joan Ganz Cooney Center of Sesame Workshop, Leadership Forum Steering Committee
2009 – 12	Advisory Board	Federation of American Scientists, Learning Technologies
2009 – 17	Member	PBS KIDS Next Generation Media Advisory Board
2009 – 10	Advisory Council	WHUT, Howard University, Media and Learning Lab
2009 – 10	Editorial Board	Technology Integration in Higher Education: Social and Organizational Aspects. IGI Global Publishing.
2008 – 09	Education Advisor	Museum of the African Diaspora, San Francisco, CA
2008	Reviewer	*Journal of Negro Education*
2006 – 11	Candidate	Fulbright Senior Specialist
2006 – 10	Advisory Board	Congressional Black Caucus Foundation, Avoice Virtual Library
2006 – 09	Member	American Association of Colleges for Teacher Education (AACTE), Committee on Innovation and Technology
2006 – 08	Member	Public Broadcasting Service (PBS) Teacher Advisory Group
2006 – 07	Review Board	*Review of Educational Research*
2005 – 07	Advisor	Smithsonian Institution, Ocean Web Portal
2005	Invited Participant	National Science Foundation: Cyberlearning: Communities of Practice Enabled by Technology
2001 – 04	Reviewer	*Journal of Technology and Teacher Education* (JTATE)
2001 – 04	Refereeing Panel	*British Journal of Educational Technology*
2001 – 03	Grant Reviewer	National Science Foundation

2001	Invited Participant	The National Academies: Computer Science and Telecommunications Board
2001	Grant Reviewer	United States Department of Education, Office of Research and Improvement
2000 – 04	Proposal Reviewer	American Educational Research Association (AERA)
2000 – 04	Proposal Reviewer	Association for Educational Communications and Technology (AECT)
2000 – 03	Member	Phi Delta Kappa International Honor Society
1999 – 05	Member	International Society for Technology in Education (ISTE), Minority Leadership Bureau
1999 – 03	President/Treasurer	Minorities in Media (AECT National Affiliate)

SERVICE TO THE UNIVERSITY & COMMUNITY

2016	Invited Panelist	Leadership Arlington, Education Panel
2013 –	Member	Arlington Public Schools Superintendent Executive Advisory Board
2013	Guest Lecturer	Honors College Class 353
2014	Member	Arlington Community Foundation's Workforce and Education Committee
2014	Member	Carnegie Community Engaged Campus Work Group
2013	Member	Well-Being University Strategic Planning Working Group
2012 – 13	Member	Vice President of Research and Economic Development Search
2012 – 13	Member	George Mason Online and Executive Education Workgroup
2011 – 12	Member	College of Visual and Performing Arts, Faculty Review Committee
2011 – 14	Board Member	Boys and Girls Clubs of Greater Washington, Fairfax County Region
2011	Participant	George Mason University Leadership Legacy Program
2010 – 11	Co-Chair	Arlington Public Schools 2011 – 2017 Strategic Plan Steering Committee
2010 –	Affiliated Faculty	Roy Rosenzweig Center for History and NewMedia
2010	Presenter	Fairfax County Public Schools, Office of Equity and Compliance - Diversity in Education
2010	Host	Yorktown High School Senior Internship Experience. Arlington, VA
2009 – 10	Advisory Board	George Mason University Computer Game Design Program
2009	Reviewer	Northern Virginia Community Foundation Koury Scholarship
2008	Grant Reviewer	Cox Connects Community Fund of the Northern Virginia Community Foundation
2007	Member	Division of Instructional Technology (DoIT) Director of Learning Support Services Search Committee
2006 – 07	Member	Arlington Public Schools Professional Development and School-Based Staff Task Group
2006 – 08	Member	George Mason University Distance Learning Committee

2003 – 05	Chairperson	George Mason University Child Development Center, Parent Advisory Board
2005 – 07	Member	Arlington Public Schools Superintendent's Advisory Committee on the Achievement Gap
2004 – 05	Member	Arlington Public Schools Strategic Plan Task Group on the Engagement Gap
2004	Member	Arlington Public Schools Strategic Plan Task Group
2003	Presenter	K12, Inc. Professional Development Presentation to instructional designers
2001	Member	George Mason University African American Studies Technology Initiative Committee

SERVICE TO THE COLLEGE AND DIVISION

2016	Chair	Donna R. and David E. Sterling Endowed Chair in Science Education Search Committee
2015	Member	Donna R. and David E. Sterling Endowed Chair in Science Education Search Committee
2015-	Co-APC	Division of Learning Technologies
2014	Member	College of Education and Human Development Council
2012 – 13	Chair	Learning Technologies in the Schools Search Committee
2012 – 14	Member	First Tier Promotion/Tenure Committees
2012 – 13	Member	Assistant Director of Development Search Committee
2010 –	Member	Research Committee
2010	Member	Director of Development Search Committee
2009	Director	Center for Digital Media Innovation and Diversity
2008	Marshal	Graduate School of Education Convocation
2007	Participant	American Association of Colleges for Teacher Education, Leadership Institute for Department Chairs
2007 – 09	Member	College of Education and Human Development Council
2007	Member	Online Academy Search Committee
2006 – 09	Coordinator	Instructional Technology Program
2006 – 07	Member	Associate Dean for Research Search Committee
2005 – 07	Member	e-Learning Search Committee
2005 – 07	Member	Grade Appeals Committee
2005	Member	Innovation in eLearning Symposium Committee
2004	Member	Grade Appeal Panel
2002 – 04	Chairperson	Professional Development Team
2002 – 05	Member	Faculty Search Committees

2000 – 03   Coordinator   Instructional Technology Program (Summer)

DOCTORAL DISSERTATION COMMITTEES (*indicates I served as committee chair)
Fashina Alade' – Media, Technology, and Society
Character portrayals in STEM-focused educational television shows for children and their impact on children's attitudes towards STEM (Awarded Summer 2018, Northwestern University)

Amy Ansong – Learning Technologies Design Research
Examining the Role of Toys in Undergraduate Womens' Decision to Major in Engineering (Awarded Spring 2018)

Michelle Dunham – Instructional Technology
A Design-Based Research Study of Aspiring Leaders' Individual Development, Self-Efficacy and Self-Directed Learning Following Participation in an Autobiographical Leadership Development Program (Awarded Spring 2018)

Sarah Thomas – Multicultural/Multilingual Education
Using Technology to Facilitate Language Acquisition of English Language Learners (Awarded Fall 2017)

Korey Singleton* – Instructional Technology
Integrating UDL principles and practices into the online course development process: A Delphi study (Awarded Spring 2017)

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Choose to use: Scaffolding for technology learning needs in a project-based learning environment (Awarded Summer 2016)

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