

KEVIN A. CLARK

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<http://cehd.gmu.edu/people/faculty/kclark6>

EDUCATION

The Pennsylvania State University - University Park, PA (1994)

Ph.D. in Instructional Systems (minor in African American Studies)

Dissertation: 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)

Thesis: 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

WGBH – Boston, MA

Advisor/Consultant (2017 - present)

Advised on children's media property, funded by the National Science Foundation, that supports children's development of computational thinking and family science.

Cartoon Network – Atlanta, GA

Consultant (2017)

Consult on the depiction, frequency, and sensitivity around ethnic representations, and overall stereotyping and bias.

Bean Creative – Alexandria, VA

Consultant (2016 – 2017)

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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 information 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.

Public Broadcasting Service (PBS) – Arlington, VA

Consultant (2015 – 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 provided consultation on technology strategy, selection, and implementation of products.

Toca Boca – San Francisco, CA

Consultant (2015 – present)

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.

Disney Junior – Burbank, CA

Consultant (2015)

Provided historical and cultural expert review of interstitial content.

Wildbrain Entertainment/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.

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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.

Public Broadcasting Service (PBS) – Arlington, VA

Consultant (2010 – 2015)

Provided guidance on the appropriateness of content and the development of related curricula and materials for the PBS KIDS® Ready to Learn project, and provided consultation on technology strategy, selection, and implementation of products.

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 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

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- Outstanding Faculty Award Nominee for George Mason University
- 2014 Academy of Television Arts & Sciences 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.

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- 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. (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

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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: TPCCK 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., & Mruzec, 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., Mruzec, 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>

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- 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

| | | |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|
| 2017 | National Science Foundation (pending) Baltimore Social Justice through Systems Thinking and STEM (BeMore S ³) (Principal Investigator) | \$2,937,899 |
| 2014 – 16 | Bill and Melinda Gates Foundation African American Families’ Uses of Technology for Learning Outside of School (Co-Principal Investigator) | \$500,000 |
| 2013 – 14 | Dell Giving HFB STEM: Introducing STEM to elementary students (Principal Investigator) | \$75,000 |
| 2012 – 16 | National Science Foundation STEM For All (Principal Investigator) | \$163,021 |
| 2012 – 13 | Entertainment Software Association Foundation Afterschool Game Design Program @ Mason (Principal Investigator) | \$50,000 |
| 2012 – 13 | Microsoft Game Design @ Mason Afterschool Program (Principal Investigator) | \$20,000 |
| 2012 – 13 | Dell Giving Pathways to STEM for Traditionally Underserved Youth (Principal Investigator) | \$40,000 |
| 2011 – 12 | Gould/Dell Donation to George Mason Foundation Continuation of National Science Foundation funded game design program for | \$18,800 |

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middle and high school students (Principal Investigator)

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| 2009 – 10 | Defense Acquisition University Research-Driven Approach to Incorporating Innovative Learning Technology Designs at the Defense Acquisition University (Co-Principal Investigator) | \$299,237 |
| 2009 – 11 | George Mason University Center for Digital Media Innovation and Diversity: Start-up Funds (Founder and Director) | \$15,000 |
| 2007 – 11 | National Science Foundation Game Design Through Mentoring and Collaboration (Principal Investigator) | \$758,424 |
| 2008 | AMD Foundation Student Modified Energy Game (Principal Investigator) | \$25,000 |
| 2006 – 08 | Hoop Magic Foundation (Northrop Grumman) Improving Academic Achievement Through the Design and Development of Sports-Themed Educational Games (Principal Investigator) | \$88,887 |
| 2006 – 07 | National Science Foundation Understanding and Describing the Design Experiment (*Substitute Principal Investigator) | \$1,111,179* |
| 2005 – 06 | Mine Safety and Health Administration Developing Training Strategy for Mine Supervisors (Co-Principal Investigator) | \$135,200 |
| 2003 – 04 | WIN-WIN Strategies Foundation Using Best Practices in Technology Integration in High Schools to Build a Community of Practice (Principal Investigator) | \$140,304 |
| 2002 – 04 | National Science Foundation Bridging the Digital Divide by Using Self-Directed Learning Communities (Principal Investigator) | \$97,005 |
| 2002 | George Washington University (US Dept. of Education) A Needs Analysis of Community Technology Centers in Potomac Region (Principal Investigator) | \$9,989 |
| 2002 | U.S. Forest Service and the Bureau of Land Management Restoration of Lost Corners and American Indian Rights & Claims Online Courses (Principal Investigator) | \$40,000 |
| 2001 | U.S. Forest Service Distance Learning Program for Lands and Resource Management (Principal Investigator) | \$97,486 |

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.

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- 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.

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- Clark, K. & Sheridan, K. (2008). Game design through 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

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

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- 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 through 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.

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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 –

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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.

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- 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, C² 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

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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

- 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-](http://cehd.gmu.edu/news/stories/white-house-to-honor-17)

[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>

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- 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**