

Jeff Kupperman

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Technology in Education

Education

- Ph.D. University of Michigan-Ann Arbor, School of Education, 2002
Educational Technology
Dissertation: *Making meaningful experiences through an on-line character-playing simulation*. Frederick Goodman (chair)
- MA University of Michigan, Ann Arbor, School of Education, 1998
Educational Technology
- AB University of Chicago, 1988
East Asian Languages and Civilizations

Peer-reviewed Publications and Conference Presentations

Journal Articles

- Kupperman, J., Fahy, M., Goodman, F., Hapgood, S., Stanzler, J. & Weisserman, G. (in submission). It matters because it's a game: Serious games and serious players.
- Kupperman, J., Stanzler, J., Fahy, M., & Hapgood, S. (2007). The Grasshopper: Games, school, and the benefits of inefficiency. *International Journal of Learning* 13 (9), pp. 161-168.
- Kupperman, J., Weisserman, G., & Goodman, F. (2002) The secret lives of students and politicians: Students as co-designers of their own learning. *Cognitive Studies: Bulletin of the Japanese Cognitive Science Society*, 9 (3), pp. 362-384.
- Kupperman, J., Fishman, B. (2002). Academic, social, and personal uses of the Internet: Cases of students from an urban Latino classroom. *Journal of Research on Technology in Education*, 34 (2), pp. 189-215.
- Fishman, B., Kupperman, J., Marx, R., & Soloway, E. (2001). Linking urban Latino families to school using the web. *Journal of Educational Computing Research*, 25 (1), pp. 35-49
- Wallace, R., Kupperman, J., Krajcik, J., & Soloway, E. (2000). Science on the Web: Students on-line in a sixth grade classroom. *Journal of the Learning Sciences* 9 (1), pp. 75-104.

Selected Conference Presentations and Published Proceedings

- Kupperman, J., Robertson, B., & Baglin, S., (2010, June). DevInfo GameWorks: Supporting inquiry-based game design. Paper accepted to the International Conference of the Learning Sciences, Chicago, IL.
- Kupperman, J., Robertson, B., & Baglin, S., (2010, March). DevInfo GameWorks: Change the world, one game at a time. Presentation at Educause Midwest Regional Conference, Chicago, IL.
- Robertson, B., Baglin, S., & Kupperman, J. (2009, November). DevFacToe: Changing the world, one game, two players at a time. Presentation at the 54th Annual Michigan Council for the Social Studies Conference, Mount Pleasant, MI.
- Siebenthal-Adams, S., Kupperman, J., & Weisserman, G. (2009, June). Swimming against the tide: An innovative university & K-12 partnership. Paper presented at the 21st Annual Ethnographic & Qualitative Research Conference, Cedarville, OH.
- Siebenthal-Adams, S., Kupperman, J., & Weisserman, G. (2009, March). Building a global community: Web

development projects with a social conscience. Presentation at the Michigan Academy of Science Arts and Letters 113th Annual Conference, Detroit, MI.

Siebenthal-Adams, S., Kupperman, J., & Weisserman, G. (2007, April). Bringing college-level curriculum into the high school setting: Educational technology dual-enrollment programs. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

Draper-Bryant, W., & Kupperman, J. (2006, March). Playing to the standards: Addressing content-area goals through online character-play. Presentation at the Michigan Association for Computer Users in Learning Annual Conference, Grand Rapids, MI.

Kupperman, J., Siebenthal-Adams, S., & Weisserman, G. (2006, February). Instructional Project Design: Make cool stuff, change the world. Presentation at the 10th Annual Institute on Service-Learning, Flint, MI.

Kupperman, J. & Weisserman, G. (2005, April). Curriculum games: An online character-playing project as "ironist curriculum." Paper presented at the Annual Meeting of the American Educational Research Association, Montreal, Canada.

Kupperman, J., Schumer, B., & Weisserman, G. (2004, April). Student reflection in an online character-playing simulation. Paper presented at the Annual Meeting of the American Educational Research Association, San Diego, CA.

Adams, M. & Kupperman, J. (2003, May) Place Out Of Time: Middle school students in a web-based character-playing simulation. Presentation at the Spring Conference of the Michigan Association of Colleges for Teacher Education, Auburn Hills, MI.

Kupperman, J., Weisserman, G., & Goodman, F. (2001, April) The secret lives of students and politicians: Online and face to face discourse in two political simulations. Paper presented at the Annual Meeting of the American Educational Research Association, Seattle, WA.

Kupperman, J. & Weisserman, G. (2000, June). Narrative analysis of two on-line simulations. Paper presented at the International Conference for the Learning Sciences, Ann Arbor, MI. Published in Fishman, B. & O'Connor-Divelbiss, S., Eds. (2000). *Proceedings of ICLS 2000*. Mahwah, NJ: Lawrence Erlbaum Associates.

Fishman, B., Kupperman, J., & Soloway, E. (1999, April). Linking urban Latino families to school using the Web: A pilot study. Paper presented at the Annual Meeting of the American Educational Research Association, Montreal, Canada.

Margerum-Leys, J., Kupperman, J., & Boyle-Heimann, K. (1999, April). Analytical and methodological issues in the use of qualitative data analysis software: A description of three studies. Paper presented at the Annual Meeting of the American Educational Research Association, Montreal, Canada.

Fishman, B., Kupperman, J., & Soloway, E. (1998, December). Introducing Urban Latino Families to the Internet at Home: Preliminary Issues and Trends. Paper presented at the International Conference of the Learning Sciences, Atlanta, GA.

Hapgood, S., & Kupperman, J. (1998, April). A framework for museums' role in moral education. Paper presented at the Annual Meeting of the American Educational Research Association, San Diego, CA.

Kupperman, J., & Wallace, R. (1998, April). Evaluating an intercultural Internet writing project through a framework of activities and goals. Paper presented at the Annual Meeting of the American Educational Research Association, San Diego, CA.

Kupperman, J., Wallace, R., & Bos, N. (1997, December). Ninth grader's use of a shared database in an internet research project: Issues of collaboration and knowledge building. Paper presented at Computer Support for Collaborative Learning, Toronto, Canada. Published in Hall, R., Miyake, N., & Enyedy, N., Eds. (1997). *Proceedings of CSCL '97*.

Hoffman, J. L., Kupperman, J., & Wallace, R. (1997, March). On-line learning materials for the science classroom: Design methodology and implementation. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago.

Wallace, R., & Kupperman, J. (1997, March). On-line search in the science classroom: Benefits and possibilities. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago.

Other Publications and Presentations (non-peer reviewed)

Book chapter

Kupperman, J. (2007). Michigan children as documentary filmmakers. In Goodenough, E. (ed.), *Where do the children play?* Detroit: Wayne State University Press.

Articles

Fahy, M., Kupperman, J., & Stanzler, J. (2010). Minds in session: The Jewish Court of All Time. *HaYidion*, (Spring, 2010), pp. 58-59, 64.

Schumer, B., Kupperman, J., Siebenthal-Adams, S., & Weisserman, G. (2007). Global Program Comic. *IEENetworker Magazine* (Spring, 2007)[online]. Available at <http://iienetwork.org/page/102407/>

Presentations

"Learning by creating: Technology-based learning activities with DevInfo GameWorks." M-Ubuntu WorldWide Conference on Mobile Learning. Virtual conference among Mafikeng, Ennerdale, & Grabouw, South Africa; Ann Arbor, MI; Washington, DC; and Beijing, China; February 19, 2010.

"DevInfo GameWorks." Community Systems Foundation Seventh Annual Conference. Ann Arbor, MI, October 17, 2009.

"No Child Left Behind and Technology" panel discussion. Michigan Association for Computer Users in Learning Conference. Grand Rapids, MI, March 5, 2008.

"Expanding the Community of Activists." 9th Annual Communication and Social Action Conference. Central Michigan University, February 14, 2008 (with G. Weisserman).

"Cyber-Activism: Using Technology to Build Support and Spread Your Message." 2007 Annual Civic Skills Conference, University of Michigan - Flint, December 5, 2007 (with B. Kwazelow, A. Musial, & G. Weisserman).

"The Information Game: Educational Gaming and Academic Libraries." Presentation for the Southeastern Michigan League of Libraries. Detroit, MI, November 17, 2006 (with G. Weisserman).

"Build Cool Stuff; Change the World." Presentation for the 9th annual Enriching Scholarship series. University of Michigan-Ann Arbor, May 11, 2006 (with G. Weisserman).

"Handheld Computers for Classroom and Personal Use." UM-Flint Thompson Center Technology Roundtable, October 25, 2004.

International Youth Initiative poster presentations, Edward Ginsberg Center Symposium on Community Based Work. Ann Arbor, MI, March 11, 2004

Global Student Congress and HighestWire project training, International Youth Initiative Workshop. Vienna, Austria, November 14-15, 2003 (with K. Schwartz)

"Web-based Interactive Projects." Leadership Training Institute workshop for Chinese school administrators. Ann Arbor, MI, October 17, 2003.

"Using Laptop Computers at UM-Flint." UM-Flint Thompson Center Technology Roundtable, October 17, 2003.

"Riverwalk Project Local Outcomes." Flint and Bendle Public Schools Learning Without Limits Demonstration Day, Flint, MI, May 27, 2003

Technology demonstration for Public Achievement staff. Hubert Humphrey Institute, Minneapolis, MN, May 20, 2003.

Web-based educational program demonstration, Washtenaw County "21st Century Teachers" group, Washtenaw ISD, March 26, 2003

Riverwalk project overview. Flint Rotary Club, Flint Sarvis Center, March 7, 2003

Riverwalk training workshop. Flint and Bendle Public Schools Learning Without Limits kickoff session, Flint, MI, February 25, 2003

"Creating Internet-Based Student Projects." Michigan Association of Public School Academies 5th Annual Charter Schools Conference, Dearborn, MI, October 25, 2002

Grants and Contracts

Signature Grant (Covenant Foundation): \$26,000

Website development for the Jewish Court of All Time program. Part of a 3-year, \$165,000 grant to RAVSAK, in partnership with Interactive Communications & Simulations. (2010 – 2012)

Digital Media and Learning Award (HASTAC/MacArthur Foundation): \$117,000

For development of DevInfo GameWorks, a software gaming engine that supports the creation, exchange and play of games based on development data from around the world. (2009)

Global/Diversity Curriculum Development Stimulus Grant: \$2,210

From University of Michigan – Flint, for Global Program International Consulting Scholar Program. (2009)

Online course development grant: \$1,950

With S. Siebenthal-Adams, from University of Michigan – Flint Office of Extended Learning, for "Global Program Seminar." (2007)

Where Do The Children Play outreach program development: \$17,800

For a program involving K-12 students using digital video to explore spaces where children play. Component of a grant led by Michigan Public Media, funded by the Mott Foundation, the Kellogg Foundation, and Blue Cross/Blue Shield of Michigan. (2006)

K-12 Partnership Grant: \$2000

From University of Michigan – Flint Center for Community Service and School Partnerships, for equipment and supplies for the Technology in the Community course at Hamady High School.

Place Out Of Time project study: \$30,000

Component of a grant led by Annemarie Palincsar (UM-Ann Arbor School of Education): "Literacy in Science and History: Preparing Literacy Coaches," funded by the Carnegie Corporation. (2005-2007)

International Youth Initiative Grant: \$28,000

From The Civics Institute (Lansing, MI) for oversight of an international civic education project (2002-2004).

Special Project Funds: \$1750

From the University of Michigan – Flint Office of Research, for publicity and copy-editing for THEN Journal. (2004)

K-12 Partnership Grant: \$500

From University of Michigan – Flint Center for Community Service and School Partnerships, for dissemination of student-created videos as part of the Intersections project. (2004)

Online course development grant: \$1,900

From University of Michigan – Flint Office of Extended Learning, for "Participation in Interactive Communications & Simulations." (2003)

Course Development Grant: \$500

From the University of Michigan – Flint International & Global Studies Program, for development of the course "Place Out Of Time." (2003)

Rivers Project Contract: \$195,000

To Interactive Communications & Simulations, from the Japanese Ministry of Land, Infrastructure, and Transport for development of the Rivers Project. (2000 - 2003)

WorldReach Project Contract: \$15,000

To Interactive Communications & Simulations, from the University of Michigan Center for Middle East and North African Studies, for development of an outreach website and Place Out of Time activity. (2001)

On-line Model UN Contract: \$3,000

To Interactive Communications & Simulations, from Brown University for design and construction of a website for an on-line Model United Nations. (2000)

Washtenaw County Instructional Technology Initiative Grant: \$10,000
With Dicken Elementary School, Ann Arbor, MI, for development of "A CommonPlace," a Web-based intercultural image exchange project. (1999)

Editorial Leadership

THEN: A Journal of Technology, Humanities, Education, and Narrative
2003 – ongoing
Co-founder and co-chief editor of an academic journal published online with print copies available on demand. (<http://thenjournal.org>)

Professional Experience

Higher Education

University of Michigan-Flint School of Education and Human Services
Assistant Professor, September, 2002; Associate Professor, May 2008 – Current
Designed and taught undergraduate and graduate courses in educational technology foundations, web development, and enactment of technology-mediated programs. Developed a new master's specialization in Technology in Education, including a cohorted Global Program (<http://globalprogram.umflint.edu>). Developed custom web software for use in courses and outreach projects. Designed and implemented numerous programs and courses that utilize technology to enhance civic engagement, global awareness, communication skills and other learning goals while supporting K-12/university cross-collaboration. Chaired master's thesis and supervised graduate research assistants.

University of Michigan-Ann Arbor School of Education
Instructor, 2004 - 2009
Taught a section of EDUC 362 in conjunction with the Michigan Student Caucus project.

Graduate Student Instructor, September, 1998 – April, 2002
Planned and taught a set of seminars for undergraduate mentors of interactive on-line projects, including the Arab-Israeli Conflict Simulation and the Rivers Project (Fall and Winter semesters each year).

K-12 Teaching

Hamady High School, Westwood Heights Public Schools, MI
Team-taught Technology in the Community course (included students concurrently enrolled at the University of Michigan - Flint), September, 2005 - May, 2006

West Bloomfield High School, MI
Team-taught Instructional Project Design course (included students concurrently enrolled at the University of Michigan - Flint), 2002 - 2007

Dicken Elementary School and Haisley Elementary School, Ann Arbor, MI
Consulting teacher, June, 1999 – December 2001
Planned and lead student activities around A CommonPlace, an international Internet project for grades 1-3.

Community High School, Ann Arbor, MI
Special instructor, September 1999 - April, 2000
Planned and taught an elective course, "The Arab Israeli Conflict."

Doyobi Nandemo Club, Fuchu City, Tokyo, Japan
Program developer and teacher, April 1995 - June, 1996
Co-organized and led a club for elementary-school aged children with thematic activities in science, art, and music.

Japan Exchange and Teaching Program (Japanese Ministry of Education)
Teacher, August, 1988 - July, 1990
Team-taught English classes in junior high schools in Kisarazu City, Chiba Prefecture, Japan.

Kosminski Academy, Chicago Public Schools

Special instructor, October, 1987 - May, 1988

Designed and taught creative writing enrichment activities for a fifth grade class.

Non-teaching Professional Experience

Atelier Aza Corporation (planning and coordination office specializing in the arts), Tokyo, Japan

Educational Program Developer, June, 1994 - June, 1996

Coordinated the activities of the Tokyo Children's Museum Planning Committee, and assisted with other arts-related projects.

Data Pop Corporation (independent educational software maker), Tokyo, Japan

Software Developer, June, 1993 - May, 1994

Developed educational software used in Japanese public primary schools; wrote manuals and led training sessions.

AI, Science, and Unix Division, CSK Corporation (Japan's largest independent software engineering company), Tokyo, Japan

Software Engineer, October, 1991 - June, 1993

Designed and wrote custom software for an industrial image recognition system. Passed the national Information Processing Exam (Level 2).

University Program Development

The University of Michigan - Flint

Technology in Education MA specialization. Planned and implemented a 36-credit Education master's specialization, including online, mixed-mode, and condensed format courses. Specialization supports Michigan "NP" teaching certificate endorsement and application for the MCOATT award for teaching with technology.

Technology in Education Global Program. Planned and implemented a cohorted version of the abovementioned Technology in Education specialization with two summer residencies in Geneva, Switzerland, and other coursework online. Students work with international NGO partners to design and manage web-based educational programs.

University Course Development and Teaching

*Developed new course

**Developed major course revision

***Co-designed and taught new course

The University of Michigan - Flint

EDE 302 Social Foundations of Elementary Education

EDE 601 Contemporary Issues in Educational Policy in a Pluralistic Society

EDS 302 Social Foundations of Secondary Education

EDT 401/501 Using Technology in Education **

EDT 420/520 Mentor Seminar for Educational Programs *

EDT 540 Global Program Seminar ***

EDT 542 Educational Project Design **

EDT 660 Classroom Enactment of Educational Programs *

EDT 699 Leadership of Interactive Communications & Simulations *

EDU 223 Web-based Educational Project Design *

EDU 225 (Online) Participation in Interactive Communications & Simulations *

EDU 423/523 Web-Based Educational Design ***

EDU 424/524 Advanced Web-Based Educational Design ***

EDU 560 Master's Thesis

The University of Michigan - Ann Arbor

EDUC 362 Michigan Student Caucus ***

EDUC 462 Arab-Israeli Conflict **

University Committees

University of Michigan-Flint Education Department

- 2008-present: Area Coordinators council (member)
- 2002-2008: Graduate Committee (member)
- 2003: Special Education Search Committee (member)
- 2002-2003: Technology in Education Search Committee (member)

University of Michigan-Flint School of Education and Human Services

- 2008-present: Executive Committee (member)
- 2008-present: Honors and Awards Committee (member)
- 2002-2005: Curriculum Committee (member)
- 2003: Summer Interim I Committee (chair)

University of Michigan-Flint (campus-wide)

- 2008-present: Academic Affairs Advisory Committee (member)
- 2007-2008: Chancellor Search Advisory Committee (member)
- 2007-2008: Professional Teacher Education Advisory Council (member)
- 2007: North Central Association Higher Learning Commission Self-Study Committee (member)
- 2006-present: Administrative Services Advisory Committee (member 2006-2007, chair 2007-present)
- 2003-2006: Extended Learning and Service Committee (member 2003-2005, chair 2005-2006)
- 2003-2006: Technology Committee (member)
- 2003-2005: International & Global Studies Program Committee (member and chair of Lecture Series sub-committee)
- 2004: School of Education and Human Services Dean Search Committee (member)

University of Michigan system

- 2008-present: Privacy Oversight Committee (member)

Educational Project Development and Management

DevInfo GameWorks

April, 2009 - current

Oversaw technical and programmatic development of a project aims to bring information on the condition of humanity -- particularly data related to the United Nations Millennium Development Goals -- to a wide audience through the creation and play of data-driven games.

Earth Odysseys

January - April, 2008

Oversaw development and enactment of "Japan Odyssey," part of a continuing series of programs involving K-12 students in mentored online discussions around reports from travelers.

The Michigan Student Caucus

September, 2005 - current

Ongoing development and management of a web-based civic engagement program, where students at several Michigan high schools and colleges propose, discuss, and vote on legislative resolutions via the Web, culminating in a hearing before the Michigan Legislature's Special Commission on Civic Engagement. (<http://michiganstudentcaucus.org>)

Place Out Of Time

January, 2001 - current

Ongoing development and management of an online simulation where students debate present-day issues in the characters of historical figures. Originally developed as K-12 outreach for the University of Michigan Center for Middle Eastern and North African Studies (CMENAS), (<http://poot.soe.umich.edu>)

International Youth Initiative

September 2003 - May 2005

Developed and managed an international civic education project for high school and college students.

Intersections: Young People Using Media to Explore Identity in America

November 2003 - February, 2005

Co-developed and enacted a project involving high school students making videos about culture and identity. With Flint Central High School, West Bloomfield High School, Hamtramck High School, and Michigan Public Media.

The Conflux Project

January 2003 - April 2005

Co-directed and contributed to technical development for an online character-playing simulation played by multiple classes of high school students. (<http://conflux.org>)

Rivers Project

April 2000 - April 2003

Led program design, coordination, and management for an international, interdisciplinary online project for upper-elementary through high school grades. (<http://riversproject.org>)

Arab-Israeli Conflict Simulation

August, 1998 – Ongoing

Led project management and technical development for an online character-playing simulation played by multiple classes of high school students. (<http://aic.conflux.org>)

A CommonPlace

June, 1999 - May, 2003

Designed and coordinated an elementary school online image exchange project with Japan and Australia.

Tokyo Children's Museum Planning Committee, Tokyo, Japan

June, 1994 - June, 1996

Planned and proposed original exhibits for children.

The Children's Museum, Boston

December, 1990 - July, 1991

Researched, planned, and tested elements of the museum's original exhibit on Japanese youth culture, "Teen Tokyo."

Selected Software and Web Development

DevInfo GameWorks (2009)

Led design and development team for a website supporting the creation and play of data-driven games. (<http://digw.org/>)

Arab-Israeli Conflict Simulation website redesign (2008)

Designed and built interactive website for a character-playing simulation. (<http://aic.conflux.org/>)

Michigan Student Caucus website (2005-2008)

Contributed to two versions of a website for a civic engagement program and online course. (<http://michiganstudentcaucus.org/>)

Global Program course site (2007)

Co-developed a site for the Technology in Education Global Program cohort that includes features for assignments, project collaboration, discussion and chat, and public blogging. (<http://umfglobal.org>)

Talking Walls (2007)

Co-developed a site where users create map-based "geoblogs" and virtual tours filled with interesting information, histories, and rich media. Customized stickers placed on actual walls tie physical locations to markers on the site. (<http://talkingwalls.org>)

THEN Journal website (2003-2004)

Planned and built website for an online academic journal. (<http://thenjournal.org/>)

Global Student Congress website (2003-2004)

Planned and built website for an international civic education project. (<http://globalstudentcongress.org/>)

Conflux Project website (2003)

Designed and built algorithmic and interface elements for a character-playing simulation website. (<http://conflux.org/>)

Place Out Of Time website (2003-2006)

Customized functionality for a character-playing simulation website. (<http://poot.soe.umich.edu/>)

RiverWalk (2000 - 2002)

Coordinated interface design and technical development for a multilingual website at the center of the Rivers Project. (<http://riversproject.org>)

A CommonPlace (1999)

Designed and built website for an elementary school image exchange project with Japan, in collaboration with elementary school staff in Michigan and Japan. (<http://cp.soe.umich.edu/>)

Story sharing website (1997)

Built a website for sharing personal experiences related to a 7th grade unit on air quality as part of the Center for Learning Technologies in Urban Schools.

UMDL Education Project websites (1996 -1997)

Built several interactive websites for University of Michigan Digital Library (UMDL) activities at Huron High School, Ann Arbor, related to units on geology, Africa, and the Middle East.

Professional Development Leadership

Interactive Communications & Simulations: Teacher Support

September, 1998 - Ongoing

Support for teachers involved in various on-line exercises run by Interactive Communications & Simulations.

Learning Without Limits Professional Development

January - June, 2003

Planned and led educational technology workshops for teachers involved in the Learning Without Limits grant that supplied laptop computers to Flint and Bendle (Michigan) public schools.

Michigan Educational Technology Consortium

January, 1998 - May, 1999

English Language Arts Curriculum Group facilitator. Involved in planning and leading semi-monthly meetings, and supporting teachers on-site and via e-mail as they develop individual classroom projects utilizing educational technology.

Media coverage and appearances

MacArthur Foundation Spotlight on Digital Media and Learning (February 15, 2010): "M-Ubuntu Project Brings Mobile Phones to South African Classrooms to Teach Literacy." http://spotlight.macfound.org/btr/entry/m-ubuntu_project_brings_mobile_phones_south_african_teach_literacy

Michigan Television Website (beginning Fall, 2007): Narrative and student videos from "Where Do the Children Play" outreach project. <http://www.michigantelevision.org/childrenplay/outreach.html>

The University Record [University of Michigan] (February 12, 2007). "Learning to make a difference," article about Flint Whittier Classical Academy students participating in the Michigan Student Caucus.

East Village Magazine [Flint] (February, 2007). "Whittier students set up "Talking Walls,"" article about UM-Flint activities with Flint Whittier Classical Academy students.

ABC Channel 12 [Flint] (January 30, 2007). "New environment, new way to learn," article and TV news broadcast about Flint Whittier Classical Academy students participating in the Michigan Student Caucus.

The Flint Journal (January 25, 2007). "Child's play: Students to be focus of film for PBS," article about Where Do The Children Play film outreach activities at Hamady Elementary School.

The Chronicle of Higher Education (January 7, 2005). "Online" column about Highestwire project.

Michigan Alumnus (summer, 2005). "A nose for news," article about Highestwire project.

Michigan Television (February 27, 2005). "Behind these doors," a program based on *Intersections: Young People Using Media to Explore Identity in America* project.

The Detroit News (November 29, 2004). "Web design class helps teens make the world a better place," article about the Instructional Project Design program.

Comcast Newsmakers (August 2004). Interview about Technology in Education MA program.

The Flint Journal (January 27, 2003). "River project flows to Japan for 5 Flint Students," article on Riverwalk project.

The Sheboygan [Wisconsin] Falls News (January 15, 2003). "Stream of information," article on Riverwalk project.

The Columbus Dispatch (Nov. 18, 2002). "Desktop diplomacy," article about Arab-Israeli Conflict Simulation.

Professional Associations

American Educational Research Association (AERA)

Member beginning in 1996

Reviewed proposals for Annual Meetings, 1999, 2000, 2004, 2005

Presented at Annual Meetings, 1997, 1998, 1999, 2000, 2001, 2004, 2005, 2007

Michigan Council for the Social Studies (MCSS)

Member beginning in 2000

Presented at annual meeting, 2000

Michigan Association for Computer Users in Learning (MACUL)

Member beginning in 2000

Presented at annual meetings, 2000, 2001, 2006, 2008

Certification

Michigan Provisional Certificate in Elementary Education

University of Michigan School of Education, May, 2002

Endorsements: Language Arts, Science

Student teaching at Angell Elementary School, Ann Arbor, MI (January - May, 2002)