

Matthew M. Schmidt, PhD

Associate Professor

College of Education | University of Georgia, Athens, GA, USA

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EDUCATION

- 2010 **Doctor of Philosophy:** Information Science and Learning Technologies
University of Missouri
Dissertation (Chair: Dr. David Jonassen): [Social Influence in a 3D Virtual Learning Environment for Individuals with Autism Spectrum Disorders](#)
- 1999 **Master of Arts:** German Language and Literature
Emphasis: Computer-assisted language learning
University of Missouri
- 1997 **Bachelor of Arts:** German Language and Literature
Minor: English Language and Literature
Truman State University

PROFESSIONAL EXPERIENCE

- 2023-Present **Associate Professor (Tenured) of Learning, Design, and Technology:** University of Georgia, College of Education, Department of Learning, Design, and Technology
- Collaborate in the design, development, implementation and evaluation of internally and externally funded learning technology projects;
 - Perform research and development in learning, design, and technology
 - Teach undergraduate and graduate courses related to instructional design and educational technology.
 - Perform service at the program, college, university, and community levels.
- 2019-2023 **Associate Professor (Tenured) of Educational Technology; Director: Advanced Learning Technologies Studio:** University of Florida, College of Education, School of Teaching and Learning
- 2018-2019 **Associate Professor (Tenured) of Instructional Design and Technology; Director: Studio for Advanced Learning Technologies (SALT):** University of Cincinnati, College of Education, Criminal Justice, and Human Services (CECH), School of Education, Instructional Design and Technology Program
- 2015-2018 **Assistant Professor of Instructional Design and Technology:** University of Cincinnati, College of Education, Criminal Justice, and Human Services (CECH), School of Education, Instructional Design and Technology Program
- 2011-2015 **Assistant Professor of Learning Design and Technology:** University of Hawai'i, –Mānoa, Department of Learning Design and Technology
- 2010-2011 **Post-Doctoral Fellow:** School of Information Science and Learning Technologies, University of Missouri
- 2008-2010 **Grant Project Manager:** iSocial project, University of Missouri
- 2006-2008 **Grant Project Manager:** Radiation Protection Technician Curriculum Development Initiative, University of Missouri
- 2003-2006 **Graduate Research Assistant,** School of Information Science and Learning Technologies, University of Missouri
- 2003-2009 **Graduate Teaching Assistant:** School of Information Science and Learning Technologies, University of Missouri

2002-2003 **Senior Web Developer:** University of Missouri
 2001-2002 **Project Manager:** Siemens GmbH, Munich, Germany
 1999-2000 **Fulbright Scholar:** Bochum, Germany
 1995-1999, 2003-2005 **Graduate Teaching Assistant:** Department of German and Russian Studies, University of Missouri

Certifications

2019 **Certified Apple Teacher, iPad:** Apple Teacher Learning Center
 2019 **Certified Apple Teacher, Mac:** Apple Teacher Learning Center
 2019 **Certified Apple Teacher, Swift Playgrounds:** Apple Teacher Learning Center
 2015 **Google Certified Educator:** Google for Education
 2009 **Certified Usability Evaluator:** University of Missouri, School of Information Science and Learning Technologies
 2000 **SAIR Certified Linux & GNU Instructor:** Linux Professional Group
SAIR Certified Linux & GNU Network Administrator: Linux Professional Group
SAIR Certified Linux & GNU Systems Administrator: Linux Professional Group

Awards and Honors

2023 AECT's Design and Development Division Outstanding Journal Article Award. **Schmidt, M.,** Glaser, N., Schmidt, C., Kaplan, R., Palmer, H., & Cobb, S. (2023). Programming for generalization: Confronting known challenges in the design of virtual reality interventions for autistic users. *Computers & Education: X Reality*, 2, 100013. <https://doi.org/10.1016/j.cexr.2023.100013>

2023 Best Academic Short Paper Award from the 9th Annual Immersive Learning Research Network Conference: Lu, J. & **Schmidt, M.** (2023). *Exploring the Needs and Preferences of Autistic Users in Extended Reality: A Participatory and Human-Centered Approach*.

2023 Best Academic Presentation Award from the 9th Annual Immersive Learning Research Network Conference: Glaser, N., **Schmidt, M.** Schmidt, C., & Palmer, H. (2023). *Did they actually learn anything? Promoting generalization from the virtual world to the real world for autistic adults*.

2023 Best Academic Presentation Award from the 9th Annual Immersive Learning Research Network Conference: Lu, J. & **Schmidt, M.** (2023). *Exploring the Needs and Preferences of Autistic Users in Extended Reality: A Participatory and Human-Centered Approach*.

2022 Outstanding Sponsored Accepted Student Proposal from the Research and Theory Division of the Association for Educational and Communications Technology: Huang, R. & **Schmidt, M.** (2022). A systematic review of theory-informed design and implementation of digital game-based language learning. In Jabbari, N. & Peterson, M. (Eds.), *New Directions in Digital Game-Based Language Learning*. Routledge. <https://doi.org/10.4324/9781003240075-2>

2022 Outstanding Publication Award from the Culture, Learning, and Technology Division of the Association for Educational, and Communications Technology: **Schmidt, M.,** Glaser, N., Riedy, T., Rietta, C., Huszti, H., Wagner, J.L., Smith, G., Gutierrez-Colina, A.M., Wetter, S.E., Guilfoyle, S.M., Patel, A., & Modi, A.C. (2022). Learning experience design of an mHealth intervention for parents of children with epilepsy. *International Journal of Medical Informatics*. <https://doi.org/10.1016/j.ijmedinf.2021.104671>.

2022 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project *Diabetes Journey*; Association of Educational Communications and Technology, Division of Distance Learning.

2021 People's Choice Award in the inaugural Association for Educational and Communications Technology Research and Theory Division's Theory Spotlight Competition: Jahnke, I., Earnshaw, Y., **Schmidt, M.,** & Tawfik, A. (2021). *Toward a Theory of Learning Experience Design*. Presented at the 2021 International Convention of the Association for Educational

- Communications and Technology, Chicago, IL.
- 2021 Outstanding Paper Award in the 2021 Emerald Literati Awards for Newbutt, N., **Schmidt, M.**, Schmidt, C., & Riva, G. (2020). The possibility and importance of immersive technologies during COVID-19 for autistic people. *Journal of Enabling Technologies*, 14(3), 187-199.
- 2021 Silver Book Award recognizing authors who have created works that have been accessed at least 10,000 times. **Schmidt, M.**, Tawfik, A., Jahnke, I., & Earnshaw, Y. (Eds.). *Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology*.
- 2020 Digital Health Special Interest Group (part of APA Division 54 of Pediatric Psychology) poster award: Moscato, E.L., Raj, S.P., **Schmidt, M.**, Fisher, A.P., Seid, C., Guzman, A., Rodriguez, B., & Wade, S.L. (2020). "Road to Recovery": Feasibility and satisfaction with a self-guided, web-based intervention for caregivers following pediatric traumatic brain injury. Presented at the Society of Pediatric Psychology, Dallas, TX.
- 2019 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project *Epilepsy Adherence in Children and Technology (eACT)*; Association of Educational Communications and Technology, Division of Distance Learning.
- 2019 Best Paper Award: Immersive Learning Research Network
- 2019 Golden Apple Award for Excellence in Teaching and Student-Faculty Relations; University of Cincinnati College of Education, Criminal Justice, and Human Services
- 2018 Faculty Incentive Award for Research and Scholarship; University of Cincinnati College of Education, Criminal Justice, and Human Services
- 2018 Showcase; Association of Educational Communications and Technology Design and Development Showcase: *The Road to Recovery for Caregivers After Traumatic Brain Injury*
- 2018 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project *The Road to Recovery for Caregivers After Traumatic Brain Injury*; Association of Educational Communications and Technology, Division of Distance Learning.
- 2018 DDL-AECT Journal Article Award, 2018, *Using Analytics to Transform a Problem-based Case Library: An Educational Design Research Approach*
- 2018 Third Annual Cinematic Arts and Media Showcase 2018 Special Jury Prize; *Virtuoso*; University of Cincinnati Digital Media Collaborative
- 2017 Faculty Incentive Award for Research and Scholarship; University of Cincinnati College of Education, Criminal Justice, and Human Services
- 2017 Golden Apple Award for Excellence in Teaching and Student-Faculty Relations; University of Cincinnati College of Education, Criminal Justice, and Human Services
- 2017 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project *Epilepsy Journey*; Association of Educational Communications and Technology, Division of Distance Learning.
- 2017 Showcase; Association of Educational Communications and Technology Design and Development Showcase: *Nick's Dilemma*.
- 2017 Showcase; Association of Educational Communications and Technology Design and Development Showcase: *Epilepsy Journey*
- 2016 Faculty Incentive Award for Research and Scholarship; University of Cincinnati College of Education, Criminal Justice, and Human Services
- 2015 Outstanding Paper Award; Society for Information Technology and Teacher Education
- 2015 Exceptional Research Award; University of Hawaii
- 2015 University Research Council Travel Award; University of Hawaii Research Council
- 2015 Leadership Travel Award; University of Hawaii College of Education
- 2010 Graduate Student Scholar of the Year; College of Education, University of Missouri
- 2008 Showcase; Association of Educational Communications and Technology Design and Development Showcase: *Preparing radiation protection technicians, An activity-based approach*

2005	Graduate Student Conference Grant Award; International Association of Language Learning Technology Conference
2004	Missouri Alliance for Historic Preservation Osmund Overby Award; <i>MU in Brick and Mortar</i>
1999	William S. Fulbright Foreign Language Teaching Grant; Bochum, Germany
1999	Outstanding Graduate Student Achievement Award; Department of German and Russian Studies

SCHOLARSHIP

Funded Grants

<i>Date</i>	<i>Title</i>	<i>Role</i>	<i>Agency</i>	<i>Amount</i>
February, 2023	<i>Development and Pilot Testing of eHealth Problem Solving Training (ePST) for Adults with Traumatic Brain Injury,</i>	Co-PI	Department of Defense (DoD) Traumatic Brain Injury and Psychological Health, Patient-Centered Research Award	\$550,000 (direct costs)
August, 2022	<i>Unity and Meta Immersive Learning Create with VR Grant</i>	PI	Meta	\$15,000
June, 2022	<i>Project PHoENIX: Participatory design and evaluation of a collaborative virtual reality learning environment to support transition-aged learners with autism</i>	PI	UF Center for Autism and Neurodevelopment	\$25,000
August, 2021	<i>Road to Recovery for Parents of Children with Traumatic Brain Injury (R2R)</i>	Consultant	National Institute on Disability, Independent Living, and Rehabilitation Research (NIDILRR) Fiscal Year 2021 Field Initiated Projects (Research) Grant Competition IFRE20000326	\$600,000
April, 2019	<i>Diabetes Journey: From systematic screening to intervention</i>	Co-I	National Institutes of Health/National Institute of Diabetes and Digestive and Kidney Diseases/ R01DK121295	\$2,932,164
January, 2019	<i>Enhancing the User Experience of Virtuoso: A Prototype VR Learning Environment for Adults with Autism to Learn Adaptive Skills</i>	PI	University of Cincinnati CECH Instructional Research and Development Technology Grant	\$2,000
September, 2018	<i>Improving Drug Adherence Using mHealth and Behavioral Economics in Adolescents with Epilepsy (Beat-It)</i>	Co-I	National Institutes of Health/National Institute of Nursing Research R21NR017633	\$256,567
August, 2018	<i>Fostering medication adherence in children with epilepsy using mHealth technology (eACT)</i>	Co-I	National Institutes of Health/National Institute of Child Health and Human Development	\$4,034,230

January, 2018	<i>Innovative Technologies to Enhance the Visual Fidelity and Learner Experience of Virtuoso: A Prototype Immersive, 3D Collaborative Virtual Learning Environment for Individuals with Autism to Learn Social, Life, and Vocational Skills</i>	PI	R01HD092336 University of Cincinnati CECH Instructional Research and Development Technology Grant	\$2,000
September, 2017	<i>Growing Real-life skills Over the Web (GROW)</i>	Co-I	National Institute on Disability, Independent Living, and Rehabilitation Research	\$500,000
June, 2017	<i>Novel eMedicine Self-Management Program for Youth with Mild Traumatic Brain Injury (SMART)</i>	Co-I	National Institutes of Health R21HD087844	\$450,000
July, 2017	<i>Promoting Positive Family Adaptation following Pediatric Brain Injury: A Pilot Trial of "Road to Recovery for Caregivers after TBI" (R2R)</i>	Co-PI	Division of Emergency Medical Services, Ohio Department of Public Safety EMS2083	\$43,000
March, 2017	<i>Virtuoso: A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills</i>	PI	UC College of Education, Criminal Justice, and Human Services Technology Grant	\$2,000
March, 2017	<i>Distance Supervision Pilot for Increasing Flexibility and Reducing Costs of Pre-Service Teacher Field Supervision</i>	PI	UC College of Education, Criminal Justice, and Human Services Technology Grant	\$775
May, 2016	<i>Web-based Intervention to Improve Executive Functioning in Teens with Epilepsy: The Epilepsy Journey</i>	Consultant	National Institutes of Health-Eunice Kennedy Shriver National Institute of Child Health and Human Development R21HD083335-01	\$430,000
April, 2016	<i>Gaming for Innovative and Active Learning - CECH Gaming Laboratory and Virtual School District.</i>	Co-PI	University of Cincinnati Provost Technology Innovation Grant	\$94,000
February, 2016	<i>Exploring Morae, Eyetracking, and Electroencephalogram (EEG) for investigating human-computer interaction with youth on the autism spectrum</i>	PI	UC College of Education, Criminal Justice, and Human Services Technology Grant	\$2,000
January, 2016	<i>Using Minecraft to Promote Computational Thinking and Social Skills for Individuals with Autism Spectrum Disorders</i>	PI	University of Cincinnati University Research Council Faculty Research Support Grant	\$6,000
February, 2013	<i>Diversity and Equity Initiative Award 2013</i>	PI	University of Hawaii Diversity and Equity	\$1,000

September, 2012	<i>Project MODS (Mobile Online Devices for Special Education): Exploring the learning potential of mobile devices</i>	PI	Initiative University of Hawaii Office of Research Support	\$33,000
April, 2012	<i>Software Identification and Evaluation Decision-Making for Education: Project SIED</i>	PI	University of Hawaii College of Education	\$7,500

Refereed Journal Articles

1. **Schmidt, M.**, Lee, M., Francois, M., Lu, J., Huang, R., Cheng, L., & Weng, Y. (2023). Learning Experience Design of Project PHoENIX: Addressing the Lack of Autistic Representation in Extended Reality Design and Development. *Journal of Formative Design in Learning*.
2. Modi, A., Lang, A., Tenney, J., Patel, A., Mara, C., **Schmidt, M.**, & Stevens, J. (2023) Predictors of Objective Treatment Adherence in Adolescents with Epilepsy The Important Role of Motivation. *Epilepsy & Behavior*, 142. <https://doi.org/10.1016/j.yebeh.2023.109192>.
3. **Schmidt, M.**, Glaser, N., Schmidt, C., Kaplan, R., Palmer, H., & Cobb, S. (2023). Programming for generalization: Confronting known challenges in the design of virtual reality interventions for autistic users. *Computers & Education: X Reality*, 2, 100013. <https://doi.org/10.1016/j.cexr.2023.100013>
4. Modi, A.C., Patel, A.D., Mara, C.A., **Schmidt, M.**, Tenney, J.R., & Stevens, J. (2023). Pilot Randomized Controlled Clinical Trial of an Adherence Social Norms Intervention for Adolescents with Epilepsy. *Epilepsy and Behavior*. <https://doi.org/10.1016/j.yebeh.2022.109082>
5. Wade, S., Sidol, C., Babcock, L., **Schmidt, M.**, Kurowski, B., Cassedy, A., & Zhang, N (2022). Findings from a Randomized Controlled Trial of SMART: An EHealth Intervention for Mild Traumatic Brain Injury. *Journal of Pediatric Psychology*. <https://doi.org/10.1093/jpepsy/jsac086>
6. **Schmidt, M.**, Lu, J., Luo, W., Cheng, L., Lee, M., Huang, R., Weng, Y., Kichler, J. C., Corathers, S. D., Jacobsen, L. M., Albanese-O'Neill, A., Smith, L. Westen, S., Gutierrez-Colina, A. M., Heckaman, L. Wetter, S. E., Driscoll, K. A., & Modi, A. (2022). Learning experience design of an mHealth self-management intervention for adolescents with type 1 diabetes. *Educational Technology Research and Development*. <https://doi.org/10.1007/s11423-022-10160-6>.
7. Lu, J., **Schmidt, M.**, Lee, M., & Huang, R. (2022). Methodological properties of usability studies on educational and learning technologies: A systematic review. *Educational Technology Research and Development*. <https://doi.org/10.1007/s11423-022-10152-6>.
8. Maggard, B., Gies, L., Sidol, C. A. Moscato, E. L., **Schmidt M.**, Landry, S. H., Makaroff, K. L., Rhine, T. D., & Wade, S. L. (2022) Online intervention for caregivers of children with early traumatic brain injury: Pilot trial. *Journal of Pediatric Psychology*. <https://doi.org/10.1093/jpepsy/jsac080>
9. Glaser, N., **Schmidt, M.**, & Schmidt, C. (2022). Learner experience and evidence of cybersickness: Design tensions in a virtual reality public transportation intervention for autistic adults. *Virtual Reality*, 20. <https://doi.org/10.1007/s10055-022-00661-3>.
10. Presley-O'Brien, D., Dawson, K., & **Schmidt, M.** (2022). Room and Zoom®: Perceptions from a K-5 HyFlex Model. *Journal of Online Learning Research*, 8(2), 131-162. Retrieved from: <https://www.learntechlib.org/primary/p/220674/>
11. Glaser, N., Newbutt, N., Palmer, H., & **Schmidt, M.** (2022). Video-based virtual reality technology for autistic users: An emerging technology report. *Technology, Knowledge, and Learning*. <https://doi.org/10.1007/s10758-022-09594-x>
12. **Schmidt, M.**, Babcock, L., Kurowski, B., Zheng, N., Cassedy, A., Sidol, C., & Wade, S. (2022). Usage Patterns of an mHealth Symptom Monitoring App Among Adolescents with Acute Mild Traumatic Brain

Injuries. *Journal of Head Trauma Rehabilitation*. <https://doi.org/10.1097/HTR.0000000000000768>

13. **Schmidt, M.**, & Tawfik, A. (2022). Activity theory as a lens for developing and applying personas and scenarios in learning experience design. *Journal of Applied Instructional Design*, 11(1). https://edtechbooks.org/jaid_11_1/activity_theory_as_a
14. **Schmidt, M.**, Glaser, N., Riedy, T., Rietta, C., Huszti, H., Wagner, J.L., Smith, G., Gutierrez-Colina, A.M., Wetter, S.E., Guilfoyle, S.M., Patel, A., & Modi, A.C. (2022). Learning experience design of an mHealth intervention for parents of children with epilepsy. *International Journal of Medical Informatics*. <https://doi.org/10.1016/j.ijmedinf.2021.104671>.
15. Glaser, N., & **Schmidt, M.** (2021). Systematic Literature Review of Virtual Reality Intervention Design Patterns for Individuals with Autism Spectrum Disorders. *International Journal of Human-Computer Interaction*, 0(0), 1–36. <https://doi.org/10.1080/10447318.2021.1970433>.
16. **Schmidt, M.**, & Huang, R. (2021). Defining Learning Experience Design: Voices from the Field of Learning Design & Technology. *TechTrends*. <https://doi.org/10.1007/s11528-021-00656-y>.
17. **Schmidt, M.**, & Glaser, N. (2021). Investigating the Usability and Learner Experience of a Virtual Reality Adaptive Skills Intervention for Adults with Autism Spectrum Disorder. *Educational Technology Research and Development*, 69. 1665–1699. <https://doi.org/10.1007/s11423-021-10005-8>.
18. Modi, A.C., Mara, C.A., **Schmidt, M.**, Smith, A.W., Turnier, L., & Wade, S.L. (2021). Pilot Executive Functioning Intervention in Epilepsy: Behavioral and Quality of Life Outcomes. *Journal of Pediatric Psychology*, 46(4), 363–374. <https://doi.org/10.1093/jpepsy/jsaa119>.
19. Modi, A. C., Patel, A. D., Stevens, J., Smith, G., Huszti, H., Guilfoyle, S. M., Mara, C. A., **Schmidt, M.**, & Wagner, J. L. (2021). The psychosocial impact of COVID-19 within the first six months of the pandemic on youth with epilepsy and their caregivers. *Epilepsy & Behavior: E&B*, 117, 107855. <https://doi.org/10.1016/j.yebeh.2021.107855>.
20. **Schmidt, M.** & Glaser, N. (2021), Piloting an adaptive skills virtual reality intervention for adults with autism: Findings from user-centered formative design and evaluation, *Journal of Enabling Technologies*, 15(3), 137-158. <https://doi.org/10.1108/JET-09-2020-0037>.
21. **Schmidt, M.**, Newbutt, N., Schmidt, C., & Glaser, N. (2021). A process-model for minimizing adverse effects when using head mounted display-based virtual reality for individuals with autism. *Frontiers in Virtual Reality*. doi: <https://doi.org/10.3389/frvir.2021.611740>.
22. Raj, S. P., **Schmidt, M.**, Moscato, E. L., Guzman-Gomez, A., Rodriguez, B., Seid, C. S., & Wade, S. L. (2021). Road-to-recovery-TBI: Pilot trial of an eHealth intervention for caregivers after pediatric brain injury. *Clinical Practice in Pediatric Psychology*, 9(2), 167–179. <https://doi.org/10.1037/cpp0000398>.
23. Modi, A., Patel, A., Gutierrez-Colina, A., Wetter, S., Heckman, L., Debs, A., Mara, C., Wentzel, E., **Schmidt, M.**, & Stevens, J. (2021). The Development of a Social Norms Adherence Intervention for Adolescents with Epilepsy. *Epilepsy and Behavior*. <https://doi.org/10.1016/j.yebeh.2020.107628>.
24. **Schmidt, M.**, Cheng, L., Raj, S., & Wade, S. (2020). Formative design and evaluation of a responsive eHealth/mHealth intervention for positive family adaptation following pediatric traumatic brain injury. *Journal of Formative Design in Learning*. 4(2), 88-106. <https://doi.org/10.1007/s41686-020-00049-z>.
25. Tawfik, A., & **Schmidt, M.** (2020). Role of conjecture mapping in applying a game-based strategy towards a case library: A view from educational design research. *Journal of Computing in Higher Education*. <https://doi.org/10.1007/s12528-020-09251-1>.
26. **Schmidt, M.**, Fisher, A., Sensenbaugh, J., Ling, B., Rietta, C., Babcock, L., Kurowski, B., & Wade, S. (2020). User experience (re)design and evaluation of a self-guided, mobile health app for adolescents with mild Traumatic Brain Injury. *Journal of Formative Design in Learning*. 4(2), 51-64. doi: <https://doi.org/10.1007/s41686-019-00038-x>.
27. Modi, A., Mara, C., **Schmidt, M.**, Smith, A., Turnier, L., Glaser, N., Wade, S. (2019). Epilepsy Journey: A proof of concept trial of a Web-based executive functioning intervention for adolescents with epilepsy.

Epilepsia. 2019(60). 1895–1907. <https://doi.org/10.1111/epi.16317>.

28. **Schmidt, M.**, Schmidt, C., Glaser, N., Lim, M., Palmer, H., & Beck., D. (2019). Evaluation of a spherical video-based virtual reality intervention designed to teach adaptive skills for adults with autism: A preliminary report. *Interactive Learning Environments*. <https://doi.org/10.1080/10494820.2019.1579236>.
29. Zydney, J., McKimmy, P., Lindberg, R., & **Schmidt, M.** (2018). Here or there instruction: Lessons learned in implementing innovative approaches to blended synchronous learning. *TechTrends*. 63(2), 123-132. <https://doi.org/10.1007/s11528-018-0344-z>.
30. Glaser, N., & **Schmidt, M.** (2018). Usage considerations of 3D collaborative virtual learning environments to promote development and transfer of knowledge and skills for individuals with autism. *Technology, Knowledge, and Learning*. 2020(25). 315–322. <https://doi.org/10.1007/s10758-018-9369-9>.
31. Glaser, N., **Schmidt, M.**, Modi, A., Wade, S., Smith, A., & Turner, L. (2018). The formative design of Epilepsy Journey: A web-based executive functioning intervention for adolescents with epilepsy. *Journal of Formative Design in Learning*. <https://doi.org/10.1007/s41686-017-0011-3>.
32. **Schmidt, M.**, & Tawfik, A. A. (2018). Using analytics to transform a problem-based case library: An educational design research approach. *Interdisciplinary Journal of Problem-Based Learning*, 12(1). <https://doi.org/10.7771/1541-5015.1635>.
33. Schmidt, C., **Schmidt, M.**, Kamps, D., Thiemann-Bourque, K., & Heitzman-Powell, L. (2017). [Evidence of social language change in the Autism Peer Networks Project: Extensions to the pilot study](#). *Journal on Developmental Disabilities*. 23(1). 3-17.
34. **Schmidt, M.**, & Fulton, L. (2017). [Lessons learned from creation of an exemplary STEM unit for elementary pre-service teachers: A case study](#). *Journal of Computers in Mathematics and Science Teaching*, 36(2). 189-204.
Due to receiving the SITE 2015 Outstanding Paper Award, this article also appears in L. Liu & D. C. Gibson (Eds), Research Highlights in Technology and Teacher Education 2015. Waynesville, NC: Association for the Advancement of Computing in Education.
35. Modi, A. C., **Schmidt, M.**, Smith, A. W., Turnier, L., Glaser, N., & Wade, S. L. (2017). Development of a web-based executive functioning intervention for adolescents with epilepsy: The Epilepsy Journey. *Epilepsy and Behavior*, 72 (2017). 114-121. <https://doi.org/10.1016/j.yebeh.2017.04.009>
36. **Schmidt, M.**, Lin, G., Paek, S., MacSuga-Gage, A., & Gage, N. (2017). Implementing Project SIED: Special education teachers' perceptions of a simplified technology decision-making process for app identification and evaluation. *Journal of Special Education Technology*, 32(1). 12-22. <https://doi.org/10.1177%2F0162643416681160>
37. Zheng, D., **Schmidt, M.**, Hu, Y., Liu, M., & Hsu, J. (2017). Eco-dialogical learning and translanguaging in open-ended 3D virtual learning environments: Where place, time and objects matter. *Australasian Journal of Educational Technology*, 33(5). 107-122. <https://doi.org/10.14742/ajet.2909>
38. **Schmidt, M.**, & Fulton, L. (2016). Transforming a traditional inquiry-based science unit into a STEM unit for elementary pre-service teachers: A view from the trenches. *Journal of Science Education and Technology*, 25(2). 302-315. <https://doi.org/10.1007/S10956-015-9594-0>
39. **Schmidt, M.** & Ho, C. (2016). [Realizing the promise of mobile devices in a one-to-one iPad initiative: Perspectives from a dual-licensure teacher preparation program in Hawaii](#). *International Journal for Educational Media and Technology*, 10(2). 61-67.
40. MacSuga-Gage, A., **Schmidt, M.**, McNiff, M., Gage, N., & Schmidt, C. (2015). [Is there an app for that? A model to help PK-12 school-based professionals identify, implement, and evaluate technology](#). *Beyond Behavior*, 24(1).
41. **Schmidt, M.**, MacSuga-Gage, A., Gage, N., Cox., P., & McLeskey, J., (2015). Bringing the field to the supervisor: Innovation in distance supervision for field-based experiences using mobile technologies. *Rural Special Education Quarterly*, 34(1). 37-43. <https://doi.org/10.1177/875687051503400108>

42. Hitosugi, C., **Schmidt, M.**, & Hayashi, K. (2014). Digital game-based learning (DGBL) in the L2 classroom: The impact of the UN's off-the-shelf videogame, Food Force, on learner affect and vocabulary retention. *CALICO Journal*, 31 (1). 19-39. DOI: 10.11139/cj.31.1.19-39
43. **Schmidt, M.** (2014). Designing for learning in a three-dimensional virtual learning environment: A design-based research approach. *Journal of Special Education Technology*, 29(4). 59–71. <https://doi.org/10.1177/016264341402900405>
44. **Schmidt, M.**, Galyen, K., Laffey, J., Babiuch, R., & Schmidt, C. (2014). [Open source software and design-based research symbiosis in developing 3D virtual learning environments for individuals with autism: Examples from the iSocial project](#). *Journal of Interactive Learning Research*, 25(1), 65–99.
45. Smith, G., **Schmidt, M.**, Edelen-Smith, P, & Cook, B. (2013). Pasteur's quadrant as the bridge linking research and practice. *Exceptional Children*, 79(2), 147-161. <https://doi.org/10.1177/0014402913079002031>
46. Laffey, J., **Schmidt, M.**, Galyen, K., & Stichter, J. (2012). Smart 3D collaborative virtual learning environments: A preliminary framework. *Journal of Ambient Intelligence and Smart Environments*, 4(1), 49–66. DOI: 10.3233/AIS-2011-0128
47. **Schmidt, M.**, Laffey, J. M., Schmidt, C., Wang, X., & Stichter, J. (2012). Developing methods for understanding social behavior in a 3D virtual learning environment. *Computers in Human Behavior*, 28(2), 405–413. <https://doi.org/10.1016/j.chb.2011.10.011>
48. Goggins, S., **Schmidt, M.**, Guajardo, J., & Moore, J. (2011). 3D virtual worlds: Assessing the experience and informing design. *International Journal of Social and Organizational Dynamics in Information Technology*, 1. <https://doi.org/10.4018/ijsoedit.2011010103>
49. Laffey, J., **Schmidt, M.** & Amelung, C. (2010). [Open for social: How open source software for e-learning can take a turn to the social](#). *International Journal of Open Source Software & Processes*. 2(1), 49-64. DOI: 10.4018/jossp.2010010104
This article also appears in Free and Open Source Software for E-Learning: Issues, Successes and Challenges (Hershey, PA: Information Science Reference) and was selected by the editor to appear in the inaugural issue of IJOSSP.
50. **Schmidt, M.**, Easter, M., Jonassen, D., Miller, W., & Ionas, G. (2008). Preparing the twenty-first century workforce: the case of curriculum change in radiation protection education in the United States. *Journal of Vocational Education & Training*, 60(4), 423-439. <https://doi.org/10.1080/13636820802591780>
51. **Schmidt, M.**, Laffey, J., Stichter, J., Goggins, S., & Schmidt, C. (2008). [The design of iSocial: A three-dimensional, multi-user, virtual learning environment for individuals with autism spectrum disorders to learn social skills](#). *International Journal of Technology, Knowledge and Society*, 4(2), 29-38.

In-process Publications

Accepted

1. Hokanson, B., Exeter, M., **Schmidt, M.**, & Tawfik, A. (Eds.) (Accepted). *Toward Inclusive Learning Design: Social Justice, Equity, and Community*. Springer: New York NY.
2. Hokanson, B., Earnshaw, Y., Exeter, M., **Schmidt, M.**, & Tawfik, A. (Eds.). (Accepted). *Formative Design in Learning: Design thinking, growth mindset, and community*. Springer: New York NY.

Under Review

1. Weng, Y., **Schmidt, M.** & Hao, Y. (Under review). *The Effectiveness of Immersive Learning Technologies on K-12 English as Second Language Learning: A Systematic Review*.
2. **Schmidt, M.**, Schmidt, C., & Glaser, N. (Under Development). *Preliminary evidence of virtual reality adaptive skills generalization for adults with autism*.

3. Lang, A. C., Stevens, J., Mara, C. A., Patel, A. D., **Schmidt, M.**, Tenney, J., Heckaman, L., Wentzel, E., Adams, K., & Modi, A. C. (Under Development). Predictors of objective treatment adherence in adolescents with epilepsy: The important role of motivation.
4. **Schmidt, M.**, Glaser, N., Palmer, H., Schmidt, C., & Xing, W. (Under Development). *Analyzing Usage Patterns of 360-degree Video-based Virtual Reality for Autistic Adults Using Machine Learning Techniques*.
5. Gies, L., Sidol, C., Moscato, E., Narad, M., Rhine, T., Makoroff, K., **Schmidt, M.**, & Wade, S. (Under Review). *An Open Pilot of GROW, a Responsive Parenting Intervention for Young Children with Brain Injuries: Preliminary Efficacy*
6. **Schmidt, M.**, Lu, J., Huang, R., Francois, M., Lee, M., Wang, X., & Garcia, P. (Under Review) Participatory, Human-centered, Equitable, Neurodiverse, and Inclusive XR: Co-design of Extended Reality with Autistic Users
7. **Schmidt, M.** & Earnshaw, Y. (Under Review). *Do-it-yourself, Low-cost Pop-up Usability Labs for Learning Experience Designers*
8. **Schmidt, M.**, Earnshaw, Y., Tawfik, A., & Jahnke, Y. (Under Review). *Entangled Eclecticism: A Sociotechnical-Pedagogical Systems Theory Approach to Learning Experience Design*
9. Glaser, N., Thull, C., Tennant, A., Moon, J., & **Schmidt, M.** (Under Review) *Learner Experience Design and Unpacking Sociocultural, Technological, and Pedagogical Design Considerations of Spherical Video-based Virtual Reality Systems for Autistic Learners: A Systematic Literature Review*
10. Singh, K., Gu, Y., Li, S., Glaser, N., AlZoubi, D., **Schmidt, M.** (Under Review). *Optimizing Learning Experiences: Integrating Learning Experience Design Principles with Technology-Enabled Active Learning*.
11. Wang, X., **Schmidt, M.**, Ritzhaupt, A., Lu, J., Huang, R., & Lee, M. (Under Review). *Learning Experience Design (LXD) professional competencies: An exploratory job announcement analysis*.

Under Development

1. **Schmidt, M.**, Newbutt, N., Antonenko, P., & Lee, M.. (Under Development). *Extending a framework for aligning needs, abilities and affordances to inform design of virtual reality experiences for individuals with autism*.
2. Wade, S., **Schmidt, M.**, (Under Development). *Feasibility and Acceptability of GROW—An Online Intervention for Parents of Young Children with Traumatic Brain Injury*.
3. **Schmidt, M.**, Earnshaw, Y., Exeter, M., Hokansen, B., & Tawfik, A. (Under Development). *Transdisciplinary Learning Experience Design: Futures, Synergies, and Innovation*. [Edited volume]
4. Newbutt, N., Glaser, N., **Schmidt, M.**, Cobb, S., & Francois, M. (Under Development). *How are autistic people involved in participatory and co-design of immersive technology? A systematic literature review*.
5. Tawfik, A., **Schmidt, M.**, Payne, L., & Huang, T. (Under Development). *Advancing Understanding of Learning Experience Design: Refining and Clarifying Definitions through an eDelphi Study Approach*.

Editor-reviewed Journal Articles

1. Newbutt, N., **Schmidt, M.**, Schmidt, C., & Riva, G. (2020). [The possibility and importance of immersive technologies during COVID-19 for autistic people](#). *Journal of Enabling Technologies*, 14(3), 187-199.
2. **Schmidt, M.**, Cox, P., & McLeskey, J. (2017). [Re-imagining teacher supervision using mobile computing technology: Project RITE's distance observation solution](#). *School-University Partnerships*, 10(3), 83-90.
3. Kopcha, T. J., **Schmidt, M.**, & McKenney, S. (2015). [Editorial 31\(5\): Preface to the Special Issue](#). In T. J. Kopcha, **M. Schmidt**, & S. McKenney (Eds.), *Educational design research in post-secondary learning environments*. *Australasian Journal of Educational Technology*, 31(5), i-ix.
4. **Schmidt, M.**, Kevan, J., McKimmy, P., & Fabel, S. (2013). [Developing a mixed reality classroom for](#)

[enhanced cohesion between online and face-to-face courses: The Holodeck Project at the University of Hawaii](#). *Virtual Education Journal*, 13(9), 77-96.

5. **Schmidt, M.**, Galyen, K., Laffey, J., Ding, N., & Wang, X. (2010). [Leveraging open source software and design based research principles for development of a 3D virtual learning environment](#). *ACM SIGCAS Computers and Society*, 40(4), 45-53.

Books

1. Hokanson, B., Exeter, M., **Schmidt, M.**, Grincewicz, A., & Tawfik, A. (Eds.). (2022). *Learning: Design, engagement and definition*. Springer: New York, NY.
2. Hokanson, B., Exeter, M., Grincewicz, A., **Schmidt, M.**, Tawfik, A. (Eds.). (2021). [Intersections across disciplines: Interdisciplinarity and learning](#). Springer: New York, NY.
3. **Schmidt, M.**, Tawfik, A., Jahnke, I., & Earnshaw, Y. (Eds.) (2020), *Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology*. EdTech Books. Retrieved from <https://edtechbooks.org/ux/>
4. Hokanson, B., Clinton, G., **Schmidt, M.**, Tawfik, A., Exeter, M., & Grincewicz, A. (Eds.). (2020). [Educational Technology Beyond Content: A New Focus for Learning](#). Springer: New York, NY.

Book Chapters

1. Jahnke, I., **Schmidt, M.**, Tawfik, A., & Earnshaw, Y. (2023). Learning Experience Design und Evaluation: Methoden für Lerngestaltende. In Ute Engelkenmeier, Kerstin Keller-Loibl, Bernd Schmid-Ruhe, and Richard Stang (Eds.), *Handbuch Bibliothekpädagogik*. De Gruyter: Berlin.
2. Jahnke, I., **Schmidt, M.**, Earnshaw, Y., & Tawfik, A. (2022) Theoretical Considerations of Learning Experience Design. In H. Leary, S. P. Greenhalgh, K. B. Staudt Willet, & M. H. Cho (Eds.), *Theories to Influence the Future of Learning Design and Technology*. EdTech Books. https://edtechbooks.org/theory_comp_2021/toward_theory_of_LXD_jahnke_earnshaw_schmidt_tawfik
3. Huang, R. & **Schmidt, M.** (2022). A systematic review of theory-informed design and implementation of digital game-based language learning. In Jabbari, N. & Peterson, M. (Eds.), *New Directions in Digital Game-Based Language Learning*. Routledge. <https://doi.org/10.4324/9781003240075-2>
4. **Schmidt, M.**, & Huang, R. (2022). Current and Evolving Views of Learner Experience from the Field of Learning Design & Technology. In Hokansen, B., Exeter, M., Schmidt, M., Grincewicz, A., & Tawfik, A. A. (Eds.). *Learning: Design, engagement and definition*. Springer.
5. **Schmidt, M.** (2021). Games and simulations for teaching and learning. In R. Ferdig, E. Baumgartner, and E. Gandolfi (Eds.) [Teaching the Game: An interdisciplinary collection of game course syllabi. Vol. 2](#). Carnegie Mellon University ETC Press. <https://doi.org/10.1184/R1/14867193.v4>
6. Glaser, N., **Schmidt, M.**, Schmidt, C., Palmer, H., & Beck, D. (2021). [The centrality of interdisciplinarity for overcoming design and development constraints of a multi-user virtual reality intervention for adults with autism: A design case](#). In B. Hokansen, M. Exeter, A. Grincewicz, **M. Schmidt**, & A. Tawfik (Eds.). [Intersections across disciplines: Interdisciplinarity and learning](#). Springer: New York, NY.
7. **Schmidt, M.**, Tawfik, A. A., Jahnke, I., Earnshaw, Y., & Huang, R. (2020). Introduction to the Edited Volume: Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology. In M. Schmidt, A. A. Tawfik, I. Jahnke, & Y. Earnshaw (Eds.), *Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology*. EdTech Books. Retrieved from https://edtechbooks.org/ux/introduction_to_ux_lx_in_lidt
8. **Schmidt, M.**, Tawfik, A. A., Jahnke, I., & Earnshaw, Y. (2020). Methods of User Centered Design and Evaluation for Learning Designers . In M. Schmidt, A. A. Tawfik, I. Jahnke, & Y. Earnshaw (Eds.), *Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology*. EdTech Books. Retrieved from https://edtechbooks.org/ux/ucd_methods_for_lx

9. Jahnke, I., **Schmidt, M.**, Pham, M., & Singh, K.. (2020). Sociotechnical-Pedagogical Usability for Designing and Evaluating Learner Experience in Technology-Enhanced Environments. In M. Schmidt, A. A. Tawfik, I. Jahnke, & Y. Earnshaw (Eds.), *Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology*. EdTech Books. Retrieved from https://edtechbooks.org/ux/ucd_methods_for_lx
10. **Schmidt, M.**, Glaser, N., Schmidt, C., & Palmer, H. (2020). [Promoting Acquisition and Generalization of Embodied Skills in a 3D Collaborative Virtual Learning Environment for Individuals Severely Impacted by Autism](#). In Hokanson, B., Clinton, G., Tawfik, A. A., Grincewicz, A., & Schmidt, M. (Eds.). *Educational Technology Beyond Content: A New Focus for Learning*. Springer: New York, NY.
11. Earnshaw, Y., Tawfik, A., & **Schmidt, M.** (2018). [User experience design](#). In R. West (Ed.). *Foundations of Learning and Instructional Design and Technology*. (1st ed.). Available at <https://lidtfoundations.pressbooks.com/>.
12. Tawfik, A. & **Schmidt, M.** (2018). [Stories as Decision Scaffolds: Understanding Nonlinear Storytelling Using Case-Based Reasoning and Educational Design Research](#). In Hokanson, B. (Ed.). *Educational technology and narrative* (pp. 21-38). Springer: New York, NY.
13. Haile, P., & **Schmidt, M.** (2018). [Advancing Social Narrative Intervention Tools for Students with Autism: The Role of Educational Technology](#). In Hokanson, B. (Ed.). *Educational technology and narrative* (pp. 113-127). Springer: New York, NY.
14. **Schmidt, M.**, & Fulton, L. (2015). [Lessons Learned from Creation of an Exemplary STEM Unit for Elementary Pre-Service Teachers: A Case Study](#). In L. Liu & D. C. Gibson (Eds.), *Research Highlights in Technology and Teacher Education 2015*. Waynesville, NC: Association for the Advancement of Computing in Education. † This paper was selected to receive the [SITE 2015 Outstanding Paper Award](#).
15. Goggins, S., **Schmidt, M.**, Guajardo, J., & Moore, J. (2013). [3D virtual worlds: Assessing the experience and informing design](#). In M. Dawn (Ed.), *Integrations of technology utilization and social dynamics in organizations* (pp. 194-213). IGI Global: Hershey, PA.
16. Laffey, J., **Schmidt, M.**, & Galyen, K. (2012). [Virtual gaming and learning environments as experience-tools for learning through problem solving](#). In J. M. Spector, B. B. Lockee, S. Smaldino, & M. Herring (Eds.), *Learning, Problem Solving, and Mindtools: Essays in Honor of David H. Jonassen*. London: Routledge.
17. Laffey, J., **Schmidt, M.**, & Amelung, C. (2010). [Open for social: How open source software for e-learning can take a turn to the social](#). In B. Özkan (Ed.), *Free and open source software for e-learning: Issues, successes and challenges*. IGI Global: Hershey, PA.
18. Laffey, J., Stichter, J., **Schmidt, M.** (2010). [Social orthotics for youth with ASD to learn in a collaborative 3D VLE](#). In S. Seok, Dacosta, B., & Meyen, E. L. (Eds.), *Handbook of research on human cognition and assistive technology: Design, accessibility and transdisciplinary perspectives*. New York: Idea Group.
19. Laffey, J., **Schmidt, M.**, Stichter, J., Schmidt, C., Oprean, D., Herzog, M., et al. (2009). [Designing for social interaction and social competence in a 3D-VLE](#). In D. Russell (Ed.), *Cases on Collaboration in Virtual Learning Environments: Processes and Interactions*. Hershey, Pennsylvania: IGI Global.

Courseware and Computer Software

1. **Schmidt, M.** *Project PHoENIX: Participatory, Human-centered, Equitable, Neurodiverse, and Inclusive XR*. [Virtual reality software]. © 2021, GNU General Public License v. 2.0.
2. Modi, A., Driscoll, K., **Schmidt M.**, Corathers, S., Albanese-O'Neill, A., Jacobsen, L., Amburgey, D., Westen, S., Mara, C., Luo, W., Lu, J., Smith, L., Kichler, J., Adams, K., & Poetker, A. *Diabetes Journey: An Adolescent Adherence Barriers Intervention*. [mHealth courseware]. © 2020, Cincinnati Children's Hospital Medical Center, University of Florida Health Shands Hospital.

This software was awarded the 2022 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project from the Association of Educational and

Communications Technology.

3. Wade, S. L., **Schmidt M.**, et al. *Teen Online Problem Solving (TOPS): A Problem Solving Approach to Coping with Brain Injury*. [eHealth courseware]. © 2020, Cincinnati Children's Hospital Medical Center.
4. Wade, S. L., **Schmidt, M.**, et al., *Gaining Real-Life Skills Over the Web (GROW)*. [eHealth courseware]. © 2020, Cincinnati Children's Hospital Medical Center.
5. Modi, A., **Schmidt, M.**, Patel, A., Wagner, J. & Huszti, H. *Epilepsy Adherence in Children and Technology (eACT)*. [mHealth mobile app] © 2019, Cincinnati Children's Hospital Medical Center.

This software was awarded the 2019 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project from the Association of Educational and Communications Technology.

6. Modi, A., **Schmidt, M.**, Stevens, J., & Patel, A. *Improving Drug Adherence Using mHealth and Behavioral Economics in Adolescents with Epilepsy (Beat-It)*. [mHealth mobile app] © 2019, Cincinnati Children's Hospital Medical Center.
7. Wade, S. L., **Schmidt, M.**, & Raj, S. *Road to Recovery for Caregivers after TBI (R2R-TBI): Promoting Positive Family Adaptation following Pediatric Brain Injury*. [eHealth courseware]. © 2017, Cincinnati Children's Hospital Medical Center.

This software was awarded the 2018 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project from the Association of Educational and Communications Technology. It was also honored by being showcased at the Design & Development Showcase of the 2018 International Convention of the Association of Educational and Communications Technology.

8. Babcock, L., Wade, S. L., **Schmidt, M.**, Kurowski, B. *Self-Monitoring, Activity-Restriction, and Relaxation Training (SMART): A Novel eMedicine Self-Management Program for Youth with Mild Traumatic Brain Injury*. [mHealth mobile app] © 2017, Cincinnati Children's Hospital Medical Center.
9. **Schmidt, M.**, & Tawfik, A. *Nick's Dilemma* [Computer game]. © 2017, Creative Commons Attribution 4.0 International License (CC BY 4.0). <https://ifdb.org/viewgame?id=6iw8upzj0szk26be>

This software was honored by being showcased at the Design & Development Showcase of the 2017 International Convention of the Association of Educational and Communications Technology.

10. **Schmidt, M.**, Schmidt, C., Beck, D., Glaser, N., & Palmer, H. *Virtuoso, An Immersive, Digital Game-based Learning Environment for Teaching Life Skills to Young Adults with Autism Spectrum Disorders* [Computer software]. © 2017, 2020, GNU General Public License v. 2.0.
11. Modi, A. C., **Schmidt, M.**, Smith, A. W., Turnier, L., Glaser, N. & Wade, S. L. *Epilepsy Journey, A Problem-Solving Journey to Mastering Executive Functioning* [eHealth courseware]. © 2016, Cincinnati Children's Hospital Medical Center.

This software was awarded the 2017 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project from the Association of Educational and Communications Technology. It was also honored by being showcased at the Design & Development Showcase of the 2017 International Convention of the Association of Educational and Communications Technology.

12. **Schmidt, M.**, McKimmy, P., Fabel, S., & Kevan, J. *The Holodeck@UH Mixed Reality Classroom* [Computer software]. © 2013, GNU General Public License v. 2.0.
13. Laffey, J., Stichter, J., **Schmidt, M.**, Galyen, K., Babiuch, R., Wang, X., Ding, N., Griffin, J., & Haug, M. *iSocial, a 3D Virtual Learning Environment for Youth with Autism Spectrum Disorders to Learn Social Competencies* [Computer software]. © 2012, GNU General Public License v. 2.0.
14. Miller, W., Jonassen, D., **Schmidt, M.**, Easter, M., & Ionas, G. *Learning Through Practice: Radiation Protection Vocational Education* [eLearning courseware]. © 2008 Regents of the University of Missouri.

This software was awarded the 2008 Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project from the Association of Educational and Communications Technology. It was also honored by being showcased at the Design &

Refereed Conference Proceedings

1. Glaser, N., **Schmidt, M.**, Schmidt, C., & Palmer, H. (2023). Did they actually learn anything? Promoting generalization from the virtual world to the real world for autistic adults. *Proceedings of the 2023 International Conference of the Immersive Learning Research Network (iLRN)*.
2. Lu, J., & **Schmidt, M.** (2023). Co-design and Evaluate a Participatory, Human-centered, Equitable, Neurodiverse, and Inclusive Extended Reality (XR) with Autistic Users. *Proceedings of the 2023 International Conference of the Immersive Learning Research Network (iLRN)*.
3. Glaser, N., **Schmidt, M.**, H. Palmer, W. Xing, & C. Schmidt. (2022). Work-in-Progress—Computer Vision Methods to Examine Neurodiverse Gaze Patterns in 360-Video. *2022 8th International Conference of the Immersive Learning Research Network (ILRN)*, 1–3. <https://doi.org/10.23919/iLRN55037.2022.9815974>
4. **Schmidt M.**, & Newbutt N. (2021). [Towards a conceptual model for consideration of adverse effects of immersive virtual reality for individuals with autism](#). In M. M. Soares, E. Rosenzweig, & A. Marcus (Eds.) Design, User Experience, and Usability: Design for Diversity, Well-being, and Social Development. HCII 2021. *Lecture Notes in Computer Science*, vol 12780. Springer, Cham. https://doi.org/10.1007/978-3-030-78224-5_23
5. **Schmidt, M.**, Beck, D., Glaser, N., Schmidt, C., & Abdeen, F. (2017). [Formative Design and Evaluation of an Immersive Learning Intervention for Adults with Autism: Design and Research Implications](#). *Proceedings of iLRN, 2019*. London, Great Britain. †This paper was selected to receive the Best Paper Award at iLRN 2019.
6. **Schmidt, M.**, Beck, D., Glaser, N., & Schmidt, C. (2017). [A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills: A Virtuoso DBR Update](#). *Proceedings of iLRN, 2017*. Santa Barbara, CA.
7. **Schmidt, M.**, & Beck, D. (2016). [Computational thinking and social skills in Virtuoso: An immersive, digital game-based learning environment for youth with Autism Spectrum Disorder](#). *Proceedings of iLRN, 2016*. Santa Barbara, CA.
8. **Schmidt, M.** & Kopcha, T.J. (2016). [Bridging Theory and Practice through Educational Design Research: Two Cases of Technology-integration in Teacher Education](#). *Proceedings of SITE, 2016*. Savannah, GA.
9. **Schmidt, M.**, & Fulton, L. (2015). *Lessons Learned from Creation of an Exemplary STEM Unit for Elementary Pre-Service Teachers: A Case Study*. †This paper was selected to receive a [SITE 2015 Outstanding Paper Award](#).
10. **Schmidt, M.** (2013). [Challenges and Opportunities for Design-based Research in Helping to Overcome the Research to Practice Gap in Special Education](#). *Proceedings of the 2013 Design-based Research at the Crossroads Conference*, Athens, GA.
11. **Schmidt, M.**, Ho, C., & Barfield, T. (2013). [Fact or fiction?: Taking the iPad hype in special education to task with Project MODS \(Mobile Online Devices for Special Education\)](#). *Proceedings of the 2013 International Convention of the Association for Educational Communications and Technology*, Anaheim, CA.
12. **Schmidt, M.**, Kevan, J., McKimmy, P., & Fabel, S. (2013). [The best way to predict the future is to create it: Introducing the Holodeck mixed-reality teaching and learning environment](#). *Proceedings of the 2013 International Convention of the Association for Educational Communications and Technology*, Anaheim, CA.
13. **Schmidt, M.**, & Ho, C. (2013). [It Doesn't “Just Work”: Lessons Learned from a Mass Deployment of iPad Tablets Pilot Project](#). *Proceedings of E-Learn 2013*, Las Vegas, NV.
14. Schmidt, M., & Laffey, J. (2012). [Visualizing behavioral data from a 3D Virtual Learning Environment: A](#)

- [preliminary study](#). *Proceedings of the 45th Hawaii International Conference on System Sciences*, Kauai, HI.
15. **Schmidt, M.**, Laffey, J., Galyen, K., & Wang, X. (2011). [Designing and Evaluating Software Supports for Individuals with Autism Spectrum Disorders in a 3D Virtual Learning Environment](#). *Proceedings of E-Learn 2011*. Honolulu, HI.
 16. **Schmidt, M.**, Hoffman, E., Cook, B., Fulford, C., Ho, C., McKimmy, P., Noonan, M. J., & Skouge, J. (2011). [Converging E-learning Technologies from Diverging Perspectives: Assistive and Educational Technology](#). *Proceedings of E-Learn 2011*. Honolulu, HI.
 17. **Schmidt, M.**, Laffey, J., & Stichter, J. (2011). [Virtual social competence instruction for individuals with Autism Spectrum Disorders: Beyond the single-user experience](#). *Proceedings of the CSCL*, Hong Kong, China.
 18. **Schmidt, M.**, Laffey, J., & Babiuch, R. (2011). [Building iSocial: Lessons learned from 3D virtual learning environment R&D](#). *Proceedings of the 2011 Immersive Education Initiative Summit*, Boston, MA.
 19. Laffey, J., Stichter, J., **Schmidt, M.**, Galyen, K., (2011). [Development and research of a technology implementation of a curriculum to enhance social competence](#). *Archives of the Association for Psychological Science 23rd Annual Convention*, Washington, DC.
 20. Laffey, J., **Schmidt, M.**, Ding, N., & Galyen, K. (2010). [A design research approach to innovation in 3D virtual learning environments](#). *Proceedings of the 2010 Educational Design Research Conference*, Athens, GA.
 21. Goggins, S. P., **Schmidt M. M.**, Guajardo, J., & Moore, J. (2010) [Assessing Multiple Perspectives in Three Dimensional Virtual Worlds: Eye Tracking and All Views Qualitative Analysis \(AVQA\)](#). *Proceedings of the 43rd Hawaii International Conference on System Sciences*, Kauai, Hawaii.
 22. Laffey, J., **Schmidt, M.**, Stichter, J., Schmidt, C., & Goggins, S. (2009). [iSocial: A 3D VLE for youth with autism](#). *Proceedings of the CSCL*, Rhodes, Greece.
 23. Miller, W. H., Jonassen, D. H., Marra R. M., Neumeyer G. M., Etter, R. L., Easter, M. A., **Schmidt, M. M.**, Henry, H., & Ionas, I. G. (2009). [The role of instructional technologists in the development of a problem-centered radiation protection technician curriculum](#). *Proceedings of the Conference on Nuclear Training and Education CONTE09: An International Forum on Nuclear Training and Education and Workforce Issues Facing a Renewed Nuclear Energy Option*, Jacksonville, FL (Feb. 2009).
 24. Schmidt, C. & **Schmidt, M.** (2008). [Three-dimensional virtual learning environments for mediating social skills acquisition among individuals with autism spectrum disorders](#). In A. Tartaro (Chair) and G.H. Hayes (Chair), Workshop on Designing for Children with Special Needs. Workshop conducted at the meeting of the 7th International Conference on Interaction Design and Children, Chicago, IL.
 25. Miller, W.H., Jonassen, D. H., Marra, R., **Schmidt, M. M.**, Easter, M. A., Ionas, I. G., Neumeyer, G. M., Etter, R. L., Meffert, B., & Graham, C. C. (2008). [Radiation protection technician two-year associates of applied science curriculum for national implementation](#). *Proceedings of the 16th International Conference on Nuclear Engineering - ICONE16*, Orlando, FL (May 11 - 15, 2008)
 26. Miller, W., Jonassen, D., Marra, R., **Schmidt, M.**, Easter, M., Ionas, G., et al. (2008). [Radiation protection technician two-year associates of applied science curriculum for national implementation](#). *Proceedings of the 16th International Conference on Nuclear Engineering*.
 27. Jonassen, D., **Schmidt, M.**, Easter, M., Marra, R., & Miller, W. (2007). [Designing an activity-based curriculum for radiation protection personnel](#). *2007 Proceedings of the American Society for Engineering Education*.
 28. Miller, W.H., Neumeyer, G. H., Jonassen, D., **Schmidt, M.**, Easter, M., Ionas, I. G., Marra, R., Agarwal, G., Etter, R., & Meffert, B. (2007). [A new paradigm for radiation protection technology education and training utilizing the ASK system](#). *Proceedings of the Conference on Nuclear Training and Education CONTE: An International Forum on Nuclear Training and Education and Workforce Issues Facing a Renewed Nuclear Energy Option*, Jacksonville, FL (Feb. 4-7, 2007).

29. Lee, C. B., Ionas, I. G., & **Schmidt, M. M.** (2005). [Model building as a platform to support thinking in problem solving](#). *2005 Proceedings of the International Conference on Computers in Education*.
30. Jonassen, D., **Schmidt, M. M.**, Miller, W., & Neumeyer, G. (2005). [A problem-based introduction to nuclear science](#). *2005 Proceedings of the American Society for Engineering Education*.
31. Jonassen, D. Hung, W., Strobel, J., **Schmidt, M.** & Cho, M-H. (2004) [Scaffolding causal reasoning](#). *Proceedings of the Sixth International Conference of the Learning Sciences*.

Invited Presentations

1. **Schmidt, M.** (2022). [Agile methods in the alt.studio@UF](#). AECT Design and Development Division Webinar Series, Online.
2. Schmidt, M. (2021). [Empathy and relevance in learning experience design through persona development](#). AECT Design and Development Division Webinar Series, Online.
3. **Schmidt, M.** (2021). [Predatory Journals: Ruining Scientific Credibility Since 2008](#). Northern Illinois University, DeKalb, IL.
4. Antonenko, P., Israel, P., **Schmidt, M.**, & Dana, T. (2021). [College of Education Spotlight: UF Institute for Advanced Learning Technologies](#). University of Florida College of Education, Gainesville, FL.
5. Schmidt, M. (2020). [Lessons learned in multimodal course delivery](#). Florida Distance Learning Research Consortium, Online.
6. Beck, D., **Schmidt, M.**, Schmidt, C., Glaser, N. (2019). *Conceção e avaliação formativas de uma intervenção imersiva de aprendizagem para adultos com autismo*. Institute for Systems and Computer Engineering, Technology and Science (INESC TEC), Porto, Portugal.
7. Glaser, N., **Schmidt, M.**, Schmidt, C., Beck, D. (2019). *Designing Virtuoso: A virtual reality intervention for adults with autism*. Regional Autism Advisory Council (RAAC), Cincinnati, OH.
8. **Schmidt, M.**, Tawfik, A., Earnshaw, Y., & Jahnke, I. (2019). *Learner and User Experience Research: An Introduction for the Field of Learning Design & Technology*. International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.
9. **Schmidt, M.** (2019). *eHealth and mHealth Solutions for Epilepsy: Designing the User Experience*. Center for Adherence and Self-Management Grand Rounds, Cincinnati Children's Hospital and Medical Center, Cincinnati, OH.
10. Modi, A., Wade, S., Vannest, J., & **Schmidt, M.** (2019). *Interdisciplinary Intersections in Executive Functioning: From Imaging to Intervention*. Mind, Brain, and Behavior Consortium Grand Rounds, Cincinnati Children's Hospital and Medical Center, Cincinnati, OH.
11. **Schmidt, M.** (2019). *Design of mobile learning for individuals with disabilities*. Presented at the 24th Annual Teaching Colleges and Communities (TCC) Worldwide Conference, Honolulu, HI.
12. **Schmidt, M.** (2018). *New Media for Pediatric Rehabilitation: Design Approaches and Lessons Learned*. Presented at the 2nd Annual New Media and Social Transformation International Conference. Yiching, China.
13. **Schmidt, M.** (2016). [Research and Development of Educational Technologies Using Design-based Methods](#). School of Education's Power Friday, University of Cincinnati, Cincinnati, OH.
14. **Schmidt, M.** (2016). [Tell me something I don't already know about game-based learning](#). Presented at Iowa State University, Ames, IA.
15. **Schmidt, M.** (2016). [Distance supervision: Developing methods and processes using mobile devices](#). Workshop held at Kent State University, Kent, OH.
16. **Schmidt, M.** (2014). [Innovation in distance supervision: Using iOS devices to live stream observations](#). Presented at the University of Florida, Gainesville, FL.

Conference Presentations

1. Hartigan, E., Glaser, N., & **Schmidt, M.** (2023). *Evaluating the Usability of Autistic Adults Using a Public Transportation Virtual Reality System*. 2023 Immersive Learning Research Network International Conference (iLRN). San Luis Obispo, CA.
2. Hartigan, E., Glaser, N., & **Schmidt, M.** (2023). *Evaluating the Usability and User Experience of Autistic*

Adults Using a Public Transportation Virtual Reality System called Virtuoso. Presented at the University of Missouri's 2023 Spring Research and Creative Achievements Forum, Columbia, MO.

3. Glaser, N., **Schmidt, M.** Schmidt, C., & Palmer, H. (2023). *Did they actually learn anything? Promoting generalization from the virtual world to the real world for autistic adults.* 2023 International Conference of the Immersive Learning Research Network (iLRN). San Luis Obispo, CA.
4. Lu, J., & **Schmidt, M.** (2023). *Co-design and Evaluate a Participatory, Human-centered, Equitable, Neurodiverse, and Inclusive Extended Reality (XR) with Autistic Users.* 2023 International Conference of the Immersive Learning Research Network (iLRN). San Luis Obispo, CA.
5. Wang, X., Lu, J., Huang, R., Lee, M., **Schmidt, M.**, & Ritzhaupt, A. D. (2023). *An Exploratory Job Announcement Analysis of Learning Experience Design Professionals.* Paper presented at the 2023 American Educational Research Association (AERA) Conference. Chicago, IL.
6. **Schmidt, M.**, Huang, R., Lee, M., Lu, J. (2023). *Against the Grain: Participatory, Inclusive Learning Design to Confront Colonial Perspectives on the Use of Virtual Reality with Autistic People.* Paper presented at the 2023 American Educational Research Association (AERA) Conference. Chicago, IL.
7. **Schmidt, M.**, Lee, M., Lu, J., Francois, M., Huang, R. (2022). *Ill-structured to well-established design in project PHoENIX: Participatory Learning Experience Design of a Virtual Reality Research Space for Autistic Adults.* Presented at the Florida Educational Research Association 66th Annual Meeting. Nov 17-19, 2022 in Daytona Beach, FL.
8. **Schmidt, M.**, Huang, R., Lee, M., Lu, J., & Francois, M. (2022). *Project PHoENIX: Participatory, Human-centered, Equitable, Neurodiverse, Inclusive XR.* Presented at the Annual CARD (Center for Autism and Related Disabilities) Conference. Gainesville, FL.
9. **Schmidt, M.**, Huang, R., Lee, M., Lu, J. (2022). *Towards Participatory, Human-centered, Equitable, Neurodiverse, Inclusive XR Experiences: Project PHoENIX.* Presented at the Second Annual Applications in Virtual Reality for Autism Research Conference, Online.
10. Weng, Y., **Schmidt, M.** & Hao, Y. (2022). *The Effectiveness of Immersive Learning Technologies on K-12 English as Second Language Learning: A Systematic Review.* Presented at the Computer Assisted Language Instruction Consortium (CALICO) annual conference, Seattle, WA.
11. Huang, R., **Schmidt, M.** (2022). *A systematic review of theory-informed design and implementation of digital game-based language learning.* Presented at Computer Assisted Language Instruction Consortium (CALICO) annual Conference, Seattle, WA.
12. Glaser, N., **Schmidt, M.**, Palmer, H., Wanli, X., & Schmidt, C., (2022). *Computer Vision Methods to Examine Neurodiverse Gaze Patterns in 360-video.* Presented at the 2022 Immersive Learning Research Network International Conference. Vienna, Austria.
13. Beck, D., Tychiev, H., & **Schmidt, M.** (2022, October). *Immersive learning research with individuals with autism as research partners: An update.* Paper presented at the Association of Educational Communications & Technology. Las Vegas, NV.
14. **Schmidt, M.**, Lee, M., Lu, J., Francois, M., Huang, R. (2022). *Messy but Meaningful: Participatory Learning Experience Design of a Virtual Reality Research Space for Autistic Adults.* Paper presented at the 2022 International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.
15. Francois, M., Newbutt, N., Cobb, S., **Schmidt, M.**, Lee, M. (2022, October) *Is inclusion and involvement of autistic people actually taking place in immersive technology development and application of research? A systematic literature review.* Paper presented at the Association for Educational Communications and Technology (AECT) International Convention 2022, Las Vegas, NV.
16. Tawfik, A., Earnshaw, Y., **Schmidt, M.**, Jahnke, I. (2022). *Where is the "learning" In learning experience design: Implications for methodology and measurement.* Paper presented at 2022 Association for Educations & Communications Technology Conference, Las Vegas, NV.

17. **Schmidt, M.**, Ritzhaupt, A. D., Wang, X., Huang, R., Lu, J., Lee, M., Cheng, L. (2022). *Issues and topics derived from learning experience design job announcements: A Latent Dirichlet Allocation (LDA) analysis*. Paper presented at the 2022 International Convention of the Association for Educational Communications and Technology (AECT). Las Vegas, NV.
18. **Schmidt, M.**, Lu, J., Huang, R., Lee, M., Francois, M., Wang, X., & Levin, E. (2022). *Project PHoENIX: Towards a Methodological Framework for Participatory, Human-centered, Equitable, Neurodiverse, Inclusive, Extended Reality*. Paper presented at the 2022 International Convention of the Association for Educational Communications and Technology (AECT), Las Vegas, NV.
19. Huang, R., **Schmidt, M.**, Ritzhaupt, A. D., Dawson, K., De Jong, E., Anthony, L. (2022). *Designing a Digital Game to Foster International English Language Learners' Language-Related Episodes: A Design-based Research Approach*. Paper presented at the meeting of Association for Educational Communications and Technology (AECT) 2022 International Convention, Las Vegas, NV.
20. Huang, R., **Schmidt, M.** (2022). *Theory-informed digital game-based interventions for students' language learning outcomes: A systematic review*. Paper presented at the meeting of Association for Educational Communications and Technology (AECT) 2022 International Convention, Las Vegas, NV.
21. Lu, J., **Schmidt, M.**, Marroquin, J., Wade, S. (2022). *Beyond Technological Usability: Sociocultural Considerations of a Web-based Learning Intervention for Teens with Brain Conditions*. Poster presented at the 2022 International Convention of the Association for Educational Communications and Technology (AECT). Oct 24-28, 2022 in Las Vegas, NV.
22. **Schmidt, M.**, Glaser, N., & Jensen, L., (2022). *Increasing Participation in STEAM for Individuals with Disabilities through Video Game Design*. Presented at the 2022 International Convention of the Association of Educational and Communications Technology. Las Vegas, NV.
23. Jahnke, I., Earnshaw, Y., **Schmidt, M.**, & Tawfik, A. (2022). *Toward a Theory of Learning Experience Design*. Presented at the 2022 International Convention of the Association of Educational and Communications Technology. Las Vegas, NV.
24. Lu, J., Lee, M., Huang R., **Schmidt, M.** (2022). *Examining the Methodological Properties in Usability Studies of Educational/Learning Technologies—A Systematic Literature Review*. 2022 Annual Meeting of the American Educational Research Association. April 25-26, 2022 in San Diego, CA.
25. Lu, J., **Schmidt, M.** (2022). *Beyond Compliance: Cultivating Accessibility Expertise in a University Educational Technology Program*. 2022 Annual Meeting of the American Educational Research Association. April 25-26, 2022 in San Diego, CA.
26. Lang, A. C., Stevens, J., Mara, C. A., Patel, A. D., **Schmidt, M.**, Tenney, J., Heckaman, L., Wentzel, E., Adams, K., & Modi, A. C. (2022). *Drug side effects and adherence motivation predict treatment adherence in adolescents with epilepsy*. Society of Pediatric Psychology Annual Conference, Phoenix, AZ, United States.
27. Modi, A.C., Mara, C.A., **Schmidt, M.**, Patel, A.D., Tenney, J., Heckaman, L., Wentzel, E., Adams, K., & Stevens, J. (2022). *A social norms adherence intervention for adolescents with epilepsy: The Behavioral Economic Adherence for Teens (BEAT) Trial*. Society of Pediatric Psychology Annual Conference, Phoenix, AZ, United States.
28. Schmidt, M. (2021). [Virtue and vexation in VR: Confronting wicked problems with autistic stakeholders](#) [keynote]. Applications of Virtual Reality in Autism Conference, Glasgow (online).
29. Lu, J., **Schmidt, M.** (2021). *Assessing and Cultivating Accessibility Expertise in a University Educational Technology Program*. Presented at the Florida Educational Research Association 65th Annual Meeting. Nov 17-19, 2021 in Tampa, FL.
30. Lu, J., Lee, M., **Schmidt, M.**, Huang, R. (2021). *How is Usability Study of Educational and Learning Technologies Conducted? -- A Systematic Literature Review*. Presented at the Florida Educational Research Association 65th Annual Meeting. Nov 17-19, 2021 in Tampa, FL.

31. Jahnke, I., Earnshaw, Y., **Schmidt, M.**, & Tawfik, A. (2021). *Toward a Theory of Learning Experience Design*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
 - a. This presentation was awarded the “People’s Choice Award” in the inaugural Research and Theory Division’s Theory Spotlight Competition
32. Lu, J., Lee, M., & **Schmidt, M.** (2021). *Measuring the Learning Experience: A Review of the Methodological Properties of Usability Studies in the Field of Learning and Instructional Design*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
33. **Schmidt, M.**, Lu, J., Cheng, L., Lee, M. (2021). *Empathy Methods and Personas for Learning Experience Designers*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
34. **Schmidt, M.**, Glaser, N., Riedy, T. Rietta, C. Wagner, J., Smith, G., Gutierrez-Colina, A., Wetter, S.E., Patel, A.D., Huszti, H., & Modi, A. C. (2021). *Learning Experience Design and Evaluation of an mHealth Intervention for Parents of Children with Epilepsy*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
35. Glaser, N. & **Schmidt, M.** (2021). *System Designs of Virtual Reality Interventions for Individuals with Autism: A Systematic Literature Review*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
36. Beck, D., Tychiev, H., & **Schmidt, M.** (2021). *Immersive learning research with individuals with autism as research partners*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
37. Palmer, H., Glaser, N., Newbutt, N., Al Zoubi, D., & **Schmidt, M.** (2021). *Designing, developing, and implementing immersive technologies in response to COVID-19 for autistic individuals*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
38. **Schmidt, M.** & Huang, R. (2021). *Defining Learning Experience Design: Voices from the Field of Learning Design & Technology*. Presented at the 2021 International Convention of the Association for Educational Communications and Technology, Chicago, IL.
39. **Schmidt, M.**, Newbutt, N. Antonenko, P., & Lee, M. (2021). *Extending a framework for aligning needs, abilities and affordances to inform design of virtual reality experiences for autistic people*. Presented at the 10th annual Summer Research Symposium of the Association of Educational and Communications Technology, Online.
40. **Schmidt M.**, & Newbutt N. (2021). *Towards a conceptual model for consideration of adverse effects of immersive virtual reality for individuals with autism*. Presented at the 2021 International Conference on Human-Computer Interaction (HCII), Online.
41. **Schmidt, M.**, Huang, R., Tawfik, A., Jahnke, I., & Earnshaw, Y. (2021). *What Is Learner Experience? A Content Analysis*. Presented at the 2021 Annual Meeting of the American Educational Research Association, Online.
42. Schmidt, C., & **Schmidt, M.** (2021) *Towards a Framework of Promoting Generalization in Virtual Reality Research For Individuals with Autism Spectrum Disorder*. Presented at the 22nd International Conference on Autism, Intellectual Disability and Developmental Disabilities “Research-Informed Practice”, January 20 – 22, 2021 in Clearwater Beach, FL
43. Schmidt, C., & **Schmidt, M.** (2021) *Virtuoso: A Virtual Reality Intervention for Individuals with Autism*. Presented at the 28th Annual Statewide CARD Conference, Online.
44. Glaser, N., **Schmidt, M.**, Schmidt, C., Beck, D., & Palmer, H. (2020). *Designing Virtuoso: A Case Study on the Interdisciplinary Development of a Multi-user Virtual Reality Intervention for Individuals with Autism*.

Presented at the 2020 International Convention of the Association for Educational Communications and Technology, Online.

45. Glaser, N., **Schmidt, M.**, & Schmidt, C. (2020). *Fear and Loathing in VR: Cybersickness Evidence in Headset-based VR Training for Adults with Autism*. Presented at the 2020 International Convention of the Association for Educational Communications and Technology, Online.
46. **Schmidt, M.**, Tawfik, A., Jahnke, I., & Earnshaw, Y. (2020). *Learner and User Experience Research in the Field of Learning Design & Technology*. Presented at the 2020 International Convention of the Association for Educational Communications and Technology, Online.
47. **Schmidt, M.**, Newbutt, N., Schmidt, C., & Glaser, N. (2020) *A process-model for minimizing adverse effects when using head mounted display-based virtual reality for individuals with autism*. Presented at the 2020 International Convention of the Association for Educational Communications and Technology, Online.
48. **Schmidt, M.**, Driscoll, K., Luo, W., Lu, J., Gutierrez-Colina, A., & Modi, A. (2020) *Cultural-contextual situativity across cases using design-based research in eHealth and mHealth: The Journey from Epilepsy to Diabetes*. Presented at the 2020 International Convention of the Association for Educational Communications and Technology, Online.
49. **Schmidt, M.** & Huang, R. (2020). *Current and Evolving Views of Learner Experience from the Field of Learning Design & Technology*. Presented at the 9th Summer Research Symposium of the Association for Educational Communications and Technology, Online.
50. Tawfik, A., **Schmidt, M.** & Hooper, C. (2020). *Game-Based Learning Approaches in Case-Based Reasoning: Reflections From Educational Design Research*. AERA Annual Meeting San Francisco, CA <http://tinyurl.com/qp6m5ga> (Conference canceled).
51. **Schmidt, M.**, & Lazarevic, B. (2020). Spherical, video-based virtual reality: Emerging technologies at the crossroads of learning and instruction. Interface 2020, Gainesville, FL, United States. (Conference canceled).
52. Moscato, E.L., Raj, S.P., **Schmidt, M.**, Fisher, A.P., Seid, C., Guzman, A., Rodriguez, B., & Wade, S.L. (2020). "Road to Recovery": *Feasibility and satisfaction with a self-guided, web-based intervention for caregivers following pediatric traumatic brain injury*. Presented at the Society of Pediatric Psychology, Dallas, TX. (Conference canceled)

Winner of the Digital Health Special Interest Group (part of APA Division 54 of Pediatric Psychology) poster award.
53. Wetter, S., **Schmidt, M.**, Rietta, C., Gutierrez-Colina, A., Neely, T., Glaser, N., Wagner, J. L., Smith, G., Huszti, H., Guilfoyle, S. M., Patel, A. D., & Modi, A. C. (2020). *Use of Empathy Mapping to Develop a Pediatric Epilepsy mHealth Adherence Intervention*. Presented at the Society of Pediatric Psychology, Dallas, TX. (Conference canceled)
54. **Schmidt, M.**, Beck, D., Glaser, N., & Schmidt, C. (2019). *Formative Design and Evaluation of an Immersive Learning Intervention for Adults with Autism: Implications for Research and Practice*. Presented at the 5th Annual International Conference of the Immersive Learning Research Network, London, UK.
55. **Schmidt, M.**, Mara, C. Smith, A., Turnier, L., Glaser, N., Wade, S., & Modi, A. (2019). *Efficacy of an Online Executive Function Intervention for Individuals with Epilepsy*. Presented at the 2019 International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.
56. **Schmidt, M.**, Beck, D., Schmidt, C., & Glaser, N.. (2019). *Formative Design and Evaluation of an Immersive Learning Intervention for Adults with Autism: Implications for Research and Practice*. Presented at the 2019 International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.
57. **Schmidt, M.**, Tawfik, A. Earnshaw, Y., & Jahnke, I. (2019). *How to Teach User Experience Design*.

Presented at the 2019 International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.

58. Glaser, N., **Schmidt, M.**, Schmidt, C., Palmer, H., & Beck, D. (2019) Designing Virtuoso: A Case Study on the Interdisciplinary Development of a Multi-User Virtual Reality Intervention for Individuals with Autism. Presented at the 8th AECT Summer Research Symposium, Bloomington, IN.
59. Palmer, H., **Schmidt, M.**, Glaser, N., Schmidt, C., Beck, D., & Abdeen, F. (2019). *Designing and Evaluating a Virtual Reality Learning Environment for Adults with Autism*. Presented at the 2019 Ohio Educational Technology Conference, Columbus, OH.
60. **Schmidt, M.**, Raj, S., & Wade, S. (2018). *Road to Recovery for Caregivers after Traumatic Brain Injury: Promoting Positive Family Adaptation Following Pediatric Brain Injury*. Presented at the 2018 International Convention of the Association for Educational Communications and Technology, Kansas City, MO.
61. **Schmidt, M.**, Beck, D., Schmidt, C., Glaser, N., & Abdeen, F. (2018). *Creating Virtuoso: The formative design and evaluation of a prototype 3D collaborative virtual learning environment for adults with autism spectrum disorders*. Presented at the 2018 International Convention of the Association for Educational Communications and Technology, Kansas City, MO.
62. **Schmidt, M.** (2018). *Mobile learning experiences for individuals with disabilities: Design approaches and implications for research and practice*. Presented at the 2018 International Convention of the Association for Educational Communications and Technology, Kansas City, MO.
63. Glaser, N., & **Schmidt, M.** (2018). *3D Collaborative Virtual Learning Environments: Considerations to Promote Transfer of Skills for Individuals with Autism*. Presented at the 2018 International Convention of the Association for Educational Communications and Technology, Kansas City, MO.
64. **Schmidt, M.**, Glaser, N., Schmidt, C., & Palmer, H. (2018). *Promoting Acquisition and Generalization of Embodied Skills in a 3D Collaborative Virtual Learning Environment for Individuals Severely Impacted by Autism*. Presented at the 7th AECT Summer Research Symposium, Bloomington, IN.
65. Beck, D., **Schmidt, M.**, Schmidt, C., Glaser, N., & Abdeen, F. (2018). *Creating Virtuoso: The formative design and evaluation of a prototype 3D collaborative virtual learning environment for adults with autism spectrum disorders*. Presented at the 4th Annual International Conference of the Immersive Learning Research Network, Missoula, MT.
66. Glaser, N., **Schmidt, M.**, & Palmer, H. (2018). *Virtuoso: A prototype 3D collaborative virtual learning environment for adults with autism to learn social and life skills*. Presented at the 2018 Spring Research Conference, Louisville, KY.
67. Modi, A., **Schmidt, M.**, Smith, A., Glaser, N., Turnier, L., Combs, A., Hater, B., & Wade, S. L. (2018). *Epilepsy Journey: A Web-based Executive Functioning Intervention for Adolescents with Epilepsy*. 2018 Society of Pediatric Psychology Annual Conference, Orlando, FL.
68. **Schmidt, M.**, Beck, D., Schmidt, C., Glaser, N., & Abdeen, F. (2018). *Virtuoso: A Virtual Reality Intervention for Transition-Aged Adults with Autism*. Presented at the 2018 Ohio Educational Technology Conference, Columbus, OH.
69. Combs, A., Hater, B., Roemisch, E., **Schmidt, M.**, Smith, A. W., Glaser, N., Turnier, L., Wade, S. L., & Modi, A. (2018). *Land of Nod: Improving Sleep in Teens with Epilepsy*. 2018 Society of Pediatric Psychology Annual Conference, Orlando, FL.
70. Cox, P., MacSuga-Gage, A., & **Schmidt, M.** (2017). *Onsite or Distance Observations: Alike or Different?* Presented at the 2017 Conference of the Teacher Education Division of the Council for Exceptional Children, Savannah, GA.
71. Glaser, N., **Schmidt, M.**, Modi, A., Smith, A., Turner, L., & Wade, S. (2017). *The Epilepsy Journey: A web-based executive functioning intervention for adolescents with epilepsy*. Presented at the 2017 International Convention of the Association of Educational and Communications Technology, Jacksonville,

FL.

72. Tawfik, A., & **Schmidt, M.** (2017). *Nick's Dilemma: A case-based, nonlinear problem solving learning environment*. Presented at the 2017 International Convention of the Association of Educational and Communications Technology, Jacksonville, FL.
73. **Schmidt, M.**, & MacSuga-Gage, A. (2017). *Two Years of Bringing the Field to the Supervisor: An Update on Distance Supervision for Field-Based Experiences Using Mobile Technologies*. Presented at the 2017 International Convention of the Association of Educational and Communications Technology, Jacksonville, FL.
74. **Schmidt, M.**, Beck, D., Schmidt, C., Glaser, N., & Abdeen, F. (2017). *A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills: A Virtuoso Update*. Presented at the 2017 International Convention of the Association of Educational and Communications Technology, Jacksonville, FL.
75. Modi, A. C., **Schmidt, M.**, Smith, A. W., Turnier, L., Glaser, N. & Wade, S. L. (2017). *A Web-based Intervention to Improve Executive Functioning in Adolescents with Epilepsy: Epilepsy Journey*. Presented at the 2017 Annual Meeting of the American Epilepsy Society, Washington, D.C.
76. Glaser, N., **Schmidt, M.**, Modi, A., Smith, A., Turner, L., & Wade, S. (2017). *The formative design of Epilepsy Journey: A web-based executive functioning intervention for adolescents with epilepsy*. Presented at the 2017 Association of Educational and Communications Technology Summer Journal Symposium, Jacksonville, FL.
77. Glaser, N., **Schmidt, M.**, Modi, A., Wade, S., Smith, A., & Turner, L. (2017). *Design and development of the Epilepsy Journey: A web-based intervention for adolescents with epilepsy*. Presented at the 2017 Spring Research Conference, Cincinnati, OH.
78. **Schmidt, M.**, & Beck, D. (2016). *Welcome to Virtuoso: An immersive, digital game-based learning environment for youth with Autism Spectrum Disorder*. Presented at the 2016 International Convention of the Association of Educational and Communications Technology, Las Vegas, NV.
79. Tawfik, A., & **Schmidt, M.** (2016). *Stories as Decision-Scaffolds: Understanding Nonlinear Storytelling using Case-Based Reasoning*. Presented at the 6th AECT Summer Research Symposium, Bloomington, IN.
80. Hale, P., & **Schmidt, M.** (2016). *Next Generation Narrative Intervention Tools and the Potential Impact of Educational Technology on their Design and Delivery*. Presented at the 6th AECT Summer Research Symposium, Bloomington, IN.
81. **Schmidt, M.**, & Beck, D. (2016). *Computational thinking and social skills in Virtuoso: An immersive, digital game-based learning environment for youth with Autism Spectrum Disorder*. Presented at iLRN 2016. Santa Barbara, CA
82. MacSuga-Gage, A. S., **Schmidt, M.**, Gage, N. A., Cox, P., & McLesky, J. (2015). *Improving Supervision and Coaching of Pre-Service Teachers Using Distance Supervision Tools*. Presented at the 2015 Council for Children with Behavior Disorders International Conference, Atlanta, GA.
83. Cox, P., MacSuga-Gage, A.S., **Schmidt, M.** & McLeskey, J. (2015). *eSupervision: Observing and Supporting Interns from Afar*. Presented at Teacher Education Division (TED) of the Council for Exceptional Children's Annual Conference, Tempe, AZ.
84. **Schmidt, M.**, & MacSuga-Gage, A. (2015). *Bringing the field to the supervisor: Innovation in distance supervision for field-based experiences using mobile technologies*. Presented at the 2015 International Convention of the Association for Educational Communications and Technology, Indianapolis, IN.
85. Tawfik, A., & **Schmidt, M.** (2015). *Understanding case based reasoning through design-based research: Challenges and opportunities for scaffolded learning*. Presented at the 2015 International Convention of the Association for Educational Communications and Technology, Indianapolis, IN.
86. **Schmidt, M.**, & MacSuga-Gage, A. (2015). *Is There an App for That? A Model to Help School-Based Professionals Identify, Implement, and Evaluate Technology*. Presented at the 20th Annual Technology,

Colleges & Community Worldwide Conference. Honolulu, HI.

87. McKimmy, P. B. & **Schmidt, M.** (2015). *HOT Instruction: Equipping a Here-or-There Classroom*. Presented at the 20th Annual Technology, Colleges & Community Worldwide Conference. Honolulu, HI.
88. **Schmidt, M.**, & Fulton, L. (2015). *Transforming a Traditional Inquiry-Based Science Unit into a STEM Unit for Elementary Pre-Service Teachers: A View from the Trenches*. Presented at the 20th Annual Technology, Colleges & Community Worldwide Conference. Honolulu, HI.
89. **Schmidt, M.**, & Ho, C. (2015). *Case Report of a One-To-One iPad Initiative for Pre-Service Teachers*. Presented at the 26th International Conference of the Society for Information Technology and Teacher Education, Las Vegas, NV.
90. Schmidt, C., Ramsey, C., **Schmidt, M.**, Johnson, J., Rombaoa Tanaka, N. & Rockett, C. (2015). *Hawaii Preschool Positive Engagement Project: Parent Perceptions*. Presented at the Annual Association for Behavior Analysis International Conference, Chicago, IL.
91. **Schmidt, M.**, & McKimmy, P. (2014). *Meant for Each Other? Open Educational Resources and Design-Based Research*. Presented at the 2014 International Convention of the Association for Educational Communications and Technology, Jacksonville, FL.
92. **Schmidt, M.**, & MacSuga-Gage, A. (2014). *Developing Distance Supervision Methods and Processes Using Mobile Devices*. Presented at the 2014 International Convention of the Association for Educational Communications and Technology, Jacksonville, FL.
93. McKimmy, P., & **Schmidt, M.** (2014). *Equipping a HOT (Here or There) Classroom*. Presented at the 2014 International Convention of the Association for Educational Communications and Technology, Jacksonville, FL.
94. Menchaca, M., Eichelberger, A., Fulford, C., Ho, C., Hoffman, E., Leong, P., Lin, G., McKimmy, P., Paek, S., **Schmidt, M.**, & Sorensen, C. (2014). *Redefining program design: Designing systemic change by department*. Presented at the 2014 International Convention of the Association for Educational Communications and Technology, Jacksonville, FL.
95. Chow, A., Hemphill, H., Beatty, B., **Schmidt, M.**, Huett, J., & Pina, A. (2014). *The Role of Systems Thinking and Quality e-Learning in Higher Education*. Presented at the 2014 International Convention of the Association for Educational Communications and Technology, Jacksonville, FL.
96. **Schmidt, M.**, & Fulton, L. (2014). *Integrating Web 2.0 and Mobile Technologies to Promote Accessibility and Universal Design for Learning in a STEM Course: Lessons Learned*. Presented at the 19th Annual Technology, Colleges & Community Worldwide Conference. Honolulu, HI.
97. **Schmidt, M.**, Ho, C., Saban, Y., & Ayala, P. (2013). *Fact or fiction?: Taking the iPad hype in special education to task with Project MODS (Mobile Online Devices for Special Education)*. Presented at the 2013 International Convention of the Association for Educational Communications and Technology, Anaheim, CA.
98. MacSuga-Gage, A. S., Gage, N. A., & **Schmidt, M.** (2013). *Identification Criteria for Software Utilization in Special Education: A Decision-Making Framework*. Presented at the Council for Children with Behavioral Disorders International Conference, Chicago, IL
99. Hitosugi, C., & **Schmidt, M.** (2013). *Language Learning Using an Off-the-shelf Videogame: Exploring the Impact of Food Force on Learner Affect and Vocabulary Acquisition*. Presented at the 2013 Computer-Assisted Language Instruction Consortium, Honolulu, HI.
100. Schmidt, C., **Schmidt, M.**, Heitzman-Powell, L., & Buzhardt, J. (2013). *The OASIS Project: A Training Program for Parents of Children with Autism*. Presented at the 29th Annual Pacific Rim International Conference on Disability & Diversity, Honolulu, HI.
101. **Schmidt, M.**, McKimmy, P., Kevan, J., & Fabel, S. (2013). *Developing a mixed reality classroom for enhanced cohesion between online and face-to-face courses: The Holodeck Project at the University of Hawaii*. Presented at the 18th Annual Technology, Colleges & Community Worldwide Conference.

Honolulu, HI.

102. Hitosugi, C., & **Schmidt, M.** (2013). *Bringing awareness to global issues through video game use in a second language classroom*. Presented at the 18th Annual Technology, Colleges & Community Worldwide Conference. Honolulu, HI.
103. Smith, G., Edelen-Smith, P., & **Schmidt, M.** (2013). *Communities of practice: Living and learning in Pasteur's Quadrant*. Presented at the 2013 Council for Exceptional Children Annual Convention and Expo, San Antonio, TX.
104. **Schmidt, M.**, Cook, B., Schmidt, C., & Cook, L. (2013). *Evidence-based practices in special education: Where do we go from here?* Presented at the 2013 Council for Exceptional Children Annual Convention and Expo, San Antonio, TX.
105. **Schmidt, M.**, Gage, N., Schmidt, C., & MacSuga-Gage, A. (2013). *Software Identification and Evaluation Decision-Making for Special Education: Project SIED*. Presented at the 2013 Council for Exceptional Children Annual Convention and Expo, San Antonio, TX.
106. Schmidt, C., **Schmidt, M.**, Kamps, D., Thiemann-Bourque, K., & Heitzman-Powell, L. (2013). *Evidence of social language change in the Autism Peer Networks Project: Extensions to the pilot study*. Presented at the 14th annual conference of the Council for Exceptional Children's Division on Autism and Developmental Disabilities, Kona, HI.
107. **Schmidt, M.**, & Kevan, J. (2013). *Rocking the Googles in 3D: Mashing up Google Apps and 3D learning environments*. Presented at the Google Apps for Education Hawaii Summit. Honolulu, HI.
108. Schmidt, C., **Schmidt, M.**, Kamps, D., Thiemann-Bourque, K., & Heitzman-Powell, L. (2012). *Investigation of highly Verbal Participants in the Autism Peer Networks Project*. Presented at the 38th Annual Convention of the Association for Behavior Analysis International. Seattle, WA.
109. **Schmidt, M.** (2012). *The Role of Learning Technology in Universal Design for Learning and Assistive Technology*. Presented at the 2012 Pacific Rim International Conference on Disabilities, Honolulu, HI.
110. Cook, B., Farley, C., Cook, L., & **Schmidt, M.** (2012). *Meta-Research and Special Education: Are Most Research Findings False?* Presented at the 2012 Pacific Rim International Conference on Disabilities, Honolulu, HI.
111. **Schmidt, M.**, Smith, G., & Cook, B. (2012). *Pasteur's Quadrant as the Bridge Linking Research and Practice*. Presented at the 2012 Pacific Rim International Conference on Disabilities, Honolulu, HI.
112. **Schmidt, M.**, & Laffey, J. (2011). *iSocial 3D Virtual Learning*. Presented at the 2011 Kansas Immersive Education Day, Overland Park, KS.
113. **Schmidt, M.**, Laffey, J., & Stichter, J. (2011). *Virtual social competence instruction for individuals with Autism Spectrum Disorders: Beyond the single-user experience*. Presented at the 2011 Computer-Supported Collaborative Learning conference, Hong Kong, China.
114. Laffey, J., **Schmidt, M.**, Stichter, J., Wang, X., Schmidt, C., & Ding, N. (2011). *Examining the impact of social orthotics on behavior in a 3D VLE for youth with Autism*. Presented at the 2011 Annual Meeting of the American Educational Research Association, New Orleans, LA.
115. **Schmidt, M.**, Schmidt, C., Laffey, J., Stichter, J., & Galyen, K. (2010). *iSocial 3D virtual learning: Helping youth with Autism Spectrum Disorders develop social competence*. Presented at the 2010 Beyond the Diagnosis: Autism Across the Life Span conference, Kansas City, KS.
116. **Schmidt, M.**, Laffey, J., Henry, H., Wang, X., & Stichter, J. (2010). *Interpreting conditions and characteristics of desirable interaction in a three-dimensional virtual learning environment*. Presented at the 2010 Annual Meeting of the American Educational Research Association, Denver, CO.
117. Laffey, J., **Schmidt, M.**, Henry, H., Wang, X., & Stichter, J. (2010). *Examining interaction in 3D VLE: A case study of an analytic approach*. Presented at the 2010 Annual Meeting of the American Educational Research Association, Denver, CO.

118. Schmidt, C., Stichter, J.P., **Schmidt, M.**, & Laffey, J. (2009). *iSocial: A 3D virtual learning environment for promoting social competence*. Presented at the 2009 Teacher Educators for Children with Behavioral Disorders conference, Tempe, AZ.
119. Jonassen, D.H., **Schmidt, M.**, & Easter, M. (2009). *Modeling reflection-in-action: Exploring problems through an Ask System interface*. Presented at the 2009 Annual Meeting of the Association for Educational Communications and Technology, Louisville, KY.
120. Stichter, J. P., Schmidt, C., **Schmidt, M.**, Babiuch, R., & Laffey, J. (2009) *iSocial: A 3D virtual learning environment for enhanced social interaction and development of social competence*. Presented at the International Meeting for Autism Research, Chicago, IL.
121. Stichter, J., Schmidt, C., **Schmidt, M.**, & Babiuch, R. (2009). *A virtual environment for promoting social competence*. Presented at the Autism Intervention Conference, Columbia, MO.
122. Schmidt, C., **Schmidt, M.** & Schultz, T. (2008). *Cognitive Behavioral Intervention (CBI): A social skills intervention for individuals with autism spectrum disorders*. Presented at the annual meeting of the National Council on Family Relations, Little Rock, AK.
123. **Schmidt, M.**, Laffey, J., Stichter, J., Goggins, S., & Schmidt, C. (2008). *The design of iSocial: A three-dimensional, multi-user, virtual learning environment for individuals with autism spectrum disorders to learn social skills*. Presented at the Fourth International Conference on Technology, Knowledge and Society, Boston, MA.
124. Jonassen, D., **Schmidt, M.**, Miller, W., Easter, M., Ionas, G., Marra, R., et al. (2008). *Preparing radiation protection technicians: An activity-based approach*. Presented at the Conference of the Association for Educational Communications and Technology, Orlando, FL.
125. Goggins, S., Guajardo, J., **Schmidt, M.**, Laffey, J., Moore, J. (2008) *Utilizing an eye tracking device to design virtual environments for individuals with autism spectrum disorder*. Presented at the 2008 Annual Meeting of the American Educational Research Association, New York, NY.
126. Jonassen, D., **Schmidt, M.**, Easter, M., Miller, W. H. (2008). *Technical college program in radiation protection*. Presented at the ASEE Annual Conference, Pittsburgh, PA.
127. Goggins, S., Guajardo, J., **Schmidt, M.** (2008). *ET and AVQA: Methods for finding requirements and managing design of small group interaction in 3D*. Presented at the ISR Graduate Student Research Symposium, Irvine, CA.
128. Turner, P., **Schmidt, M.** (2007). *Beyond usability: Improving sociability for teaching and learning in Sakai*. Presented at the 7th Sakai Conference, Amsterdam, Netherlands.
129. **Schmidt, M.** (2007). *iPodding in the Spanish classroom: A case study*. Presented at the 2007 Annual Meeting of the American Educational Research Association, Chicago, IL.
130. **Schmidt, M.**, Easter, M. A., Wang, J., & Jonassen, D. H. (2007). *Forwarding a problems-based introduction to nuclear sciences*. Presented at the annual conference of the American Society for Engineering Education, Honolulu, HI.
131. Miller, W., Jonassen, D., **Schmidt, M.**, Easter, M., Ionas, G., Marra, R., et al. (2007). *Radiation protection technology curriculum development*. Presented at the 2007 Annual Health Physics Society Meeting, Portland, OR.
132. Miller, W. H. Neumeyer, G. M., Graham, C. C., Jonassen, D. H., Marra, R., **Schmidt, M. M.**, Easter, M. A., Ionas, I. G., Agarwal, G., Etter, R. L., Meffert, B., Nevels, G. (2007) *Radiation protection technician curriculum development initiative - US DOL president's energy sector HGJTI grant*. Presented at the 27th Annual Meeting of the Health Physics Society, Portland, OR.
133. Means, T., & **Schmidt, M.** (2007). *Interactive webcasting to enhance distance education*. Presented at the 2007 Teaching Renewal Conference, Columbia, MO.
134. **Schmidt, M.**, Ruzhitskaya, L., Turner, P., & Nuankhieo, P. (2006). *Creating a 3D mashup: Google Earth*

Pro + your university in 3D. Presented at E-Learn Conference, Honolulu, HI.

135. **Schmidt, M.**, Easter, M., Ionas, G., Jonassen, D., Miller, W., & Neumeyer, G. (2006). *Advancing a new paradigm to address workforce needs for radiation protection associates degree education*. Presented at the American Nuclear Society 2006 Winter Meeting and Nuclear Technology Expo, Albuquerque, NM.
136. Easter, M., **Schmidt, M.**, Marra, R., Jonassen, D., Wang, J., Miller, W., et al. (2006). *Development of a problem-based introduction to nuclear science and engineering to increase diversity in the future nuclear workforce*. Presented at the American Nuclear Society 2006 Winter Meeting and Nuclear Technology Expo, Albuquerque, NM.
137. **Schmidt, M.**, Easter, M. A., Wang, J., & Jonassen, D. H. (2006). *Investigation of an online, problem-based introduction to nuclear sciences: A case study*. Presented at the American Nuclear Society's Topical Meeting on Reactor Physics PHYSOR, Vancouver, BC.
138. **Schmidt, M.** (2006). *iPod digital audio devices in a technology-enabled second language classroom: A case study*. Presented at the 2006 Conference of the Computer Assisted Language Instruction Consortium, Honolulu, HI.
139. Kim, B., **Schmidt, M.** Ross, A. (2005). *Designing a constructivist learning environment for veterinary medicine diagnostic tools*. Presented at the Association for Educational Communications and Technology 2005 annual symposium.
140. **Schmidt, M.** (2005). *The OpenCD - Quality open source for Windows*. Presented at the Association for Educational Communications and Technology 2005 annual symposium, Orlando, FL.
141. **Schmidt, M.** (2005). *Communicative language learning in virtual realities*. Presented at the International Association of Language Learning Technology / Foreign Language Education And Technology Conference, Provo, UT.
142. **Schmidt, M.** (2005). *Vocabulary management profiles for ESL conversation analysis*. Presented at the College of Education Research Day at the University of Missouri - Columbia, Columbia, MO.
143. **Schmidt, M.** (2005). *Second language learning and virtual reality*. Presented at the College of Education Research Day at the University of Missouri - Columbia, Columbia, MO.
144. **Schmidt, M.**, (2000). *Open Source Software for Education*. Presented at the Colorado Linux Info Quest, Denver, CO.

Panel Discussions

1. *Where's the Learning in Learning Experience Design?* (2022). International Convention of the Association for Educational Communications and Technology. Las Vegas, NV.
2. *Theoretical Foundations of Learning Experience Design* (2021). International Convention of the Association for Educational Communications and Technology. Online.
3. *Learner and User Experience Research in the Field of Learning Design & Technology* (2020). International Convention of the Association for Educational Communications and Technology. Online.
4. *Interdisciplinarity and learning design: 2019 AECT Summer Research Symposium* (2019). International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.
5. *Blended Synchronous Learning: Combining Face-to-Face and Online Students in Campus-Based Classes* (2018). International Convention of the Association for Educational Communications and Technology, Kansas City, MO.
6. *Fostering Creativity with Twine*. (2016). International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.
7. *Preparing Successful K-12 Online Teachers*. (2016). International Convention of the Association for Educational Communications and Technology, Las Vegas, NV.
8. *Make something: Preparing teachers for constructionist learning environments*. (2016). 27th International

- Conference of the Society for Information Technology and Teacher Education, Savannah, GA.
9. *AECT & SITE: Challenges of Bridging Theory, Research, and Practice*. (2016). 27th International Conference of the Society for Information Technology and Teacher Education, Savannah, GA.
 10. *The Role of Systems Thinking and Quality e-Learning in Higher Education*. (2014). International Convention of the Association for Educational Communications and Technology, Jacksonville, FL.
 11. *Redefining program design: Designing systemic change by department*. (2014). International Convention of the Association for Educational Communications and Technology, Jacksonville, FL.
 12. *University of Hawaii College of Education New Faculty Orientation* (2012). College of Education. University of Hawaii, Manoa.
 13. *Instructional Design and Technology Practicum* (2012). University of Hawaii Department of Educational Technology Faculty Panel . University of Hawaii, Manoa.
 14. *Surviving the Dissertation* (2012). University of Hawaii Department of Educational Technology Faculty Panel . University of Hawaii, Manoa.
 15. *Current and Future Research Trends* (2012) University of Hawaii College of Education Student Association. University of Hawaii, Manoa.
 16. *Reaching and Teaching the Digital Native* (2008). The Digital Campus Institute at Missouri. University of Missouri - Columbia.

Invited Media Appearances

1. **Schmidt, M.** (2022). [Learning Experience Design and Learner Engagement](#) (hosted by Anne Fensie). Learner Engagement Activated Podcast.
2. Earnshaw, Y., Jahnke, I., **Schmidt, M.**, & Tawfik, A. (2021). [Understanding the complexity of Learning Experience Design](#). In A. Quan (Ed.). UX of EdTech [syndicated blog]. Jun. 24, 2021.
3. **Schmidt, M.** (2016). WVXU. [A New Study Reports On Possible Benefits Of Video Game Playing](#) (hosted by Mark Heyne). Interviewed regarding video games in education. Broadcast Jun. 23, 2016.
4. Michal, R. (Feb. 2017). [Schmidt, Miller, and Jonassen: Nuclear curriculum development at UM-Columbia](#). *Nuclear News*, 50, p. 29-36.

Grants Under Review

<i>Date</i>	<i>Title</i>	<i>Status</i>	<i>Role</i>	<i>Agency</i>	<i>Amount</i>
March, 2023	<i>Storiza: A story-telling reading assistant for children with disabilities</i>	Under Review	Co-I	National Science Foundation Vital Prize Challenge	TBA
February, 2023	<i>Expanding Access to Evidence-Based Mental Health Treatment for Marginalized Communities through Integrated Behavioral Health and mHealth</i>	Under Review	Partnering PI	National Institutes of Health PAR-21-283 Implementing and Sustaining Evidence-Based Mental Health Practices in Low-Resource Settings to Achieve Equity in Outcomes (R34 Clinical Trial Required)	\$450,000
December, 2022	<i>I-InTERACT Preterm Intervention</i>	Under Review	Co-I	National Institute on Disability, Independent	\$200,000

					Living, and Rehabilitation Research (NIDILRR) HHS-2023-ACL-NIDILR R-IFDV-0000 Field Initiated Projects Program (Development)	
December, 2022	<i>A Phase 3 clinical trial of an e-health behavioral intervention to improve executive functioning in adolescents with epilepsy</i>	Under Review	Co-I	National Institutes of Health PAR-21-237 NINDS Efficacy Clinical Trials (UG3/UH3 Clinical Trial Required)	\$2,500,000	
December, 2022	<i>An eHealth Problem Solving Intervention to Improve Quality of Life in Underserved Pediatric Brain Tumor Survivors</i>	Under Review	Co-I	National Institutes of Health PAR-21-035 Cancer Prevention and Control Clinical Trials Grant Program (R01 Clinical Trial Required)	\$2,500,000	
December, 2022	<i>Promoting Computational Thinking and STEM Identity for Individuals with Disabilities Using Game Builder Garage</i>	Under Review	Co-PI	National Science Foundation Advancing Informal STEM Learning (AISL)	\$1,500,000	
December, 2022	<i>Project PHoENIX: Participatory, Human-centered, Equitable, Neurodiverse, and Inclusive XR</i>	Under Review	PI	National Science Foundation Advancing Informal STEM Learning (AISL)	\$150,000	

Non-Funded Grants

<i>Date</i>	<i>Title</i>	<i>Status</i>	<i>Role</i>	<i>Agency</i>	<i>Amount</i>
October 2022	<i>Project SUCCESS (Supportive Undergraduate Community College Education Strategies for STEM),</i>	Not funded	PI	National Science Foundation Improving Undergraduate STEM Education: Education and Human Resources (IUSE: EHR) Program Solicitation NSF 21-579	\$1,302,352
January, 2022	<i>Disability DCL: Promoting Computational Thinking and STEAM Identity for Individuals with Disabilities Using Game Builder Garage</i>	Not funded	PI	National Science Foundation (NSF21599)	\$1,357,990
January, 2022	<i>A Phase 3 clinical trial of an e-health behavioral intervention to improve executive functioning in adolescents with epilepsy</i>	Not funded	Co-PI	National Institutes of Health (PAR-21-237)	\$2,500,000
August, 2021	<i>An eHealth problem solving intervention to improve quality of life in underserved pediatric brain tumor</i>	Not funded	Co-PI	National Institutes of Health RFA-CA-20-027	\$4,500,000

	<i>survivors.</i>					
July, 2021	<i>Project PHoENIX: Participatory design and evaluation of a collaborative virtual reality learning environment to support transition-aged learners with autism</i>	Not funded	PI	Google Award for Inclusion Research	\$60,000	
April, 2021	<i>Project PHoENIX: Participatory design and evaluation of a collaborative virtual reality learning environment to support transition-aged learners with autism</i>	Not funded	PI	College Research Incentive Fund	\$25,000	
January, 2021	<i>An eHealth problem solving intervention to improve quality of life in underserved pediatric brain tumor survivors.</i>	Not funded	Co-I	National Institutes of Health National Cancer Institute Special Emphasis Panel Research to Reduce Morbidity and Improve Care for Pediatric and AYA Cancer Survivors (R01)	\$4,557,018	
August, 2020	<i>Project PARTICL: Psychometric evaluation of an Audio Recording-based Instrument to Assess Teachers' Implementation of Evidence-Based Classroom Management Skills</i>	Not funded	Co-I	Institute of Educational Sciences Special Education Research CFDA Number 84.324A		
June, 2020	<i>Reducing Psychological Burden of Returning to Education during COVID-19 for Transition-aged Youth with Autism: A Novel Virtual Reality Intervention</i>	Not funded	PI	Spencer Foundation Special Grant Request ID# 10026439	\$49,789	
May, 2020	<i>Improving Outcomes for Transition-aged Youth with Autism Using a Novel Virtual Reality Socio-Emotional Intervention: A Feasibility Study of the Virtuoso Project</i>	Not funded	PI	Department of Defense Autism Research Program Idea Development Award W81XWH-20-ARP-IDA	\$550,000	
January, 2020	<i>Road to Recovery for Parents of Children with Traumatic Brain Injury (R2R)</i>	Not funded	Consultant	National Institute on Disability, Independent Living, and Rehabilitation Research (NIDILRR) Fiscal Year 2020 Field Initiated Projects (Research) Grant Competition IFRE20000326	\$200,000	
January, 2020	<i>Survivor's Journey (SJ): an e-Health Intervention to Promote Quality of Life and Everyday Functioning in Adolescent Survivors of Pediatric Brain Tumors</i>	Not funded	Co-I	National Institutes of Health U01	\$4,500,000	

August, 2019	<i>Project PARTICL: Psychometric evaluation of an Audio Recording-based Instrument to Assess Teachers' Implementation of Evidence-Based Classroom Management Skills</i>	Not funded	Co-I	Institute of Educational Sciences Special Education Research CFDA Number 84.324A	\$1,387,982
January, 2018	<i>Sleeping Giants of STEM: A Survey on Music Technologies</i>	Not funded	Advisor	University of Cincinnati Research and Development Professional Practice Board Graduate Student and Faculty Mentoring Grant	\$1,000
January, 2018	<i>Virtuoso: A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills</i>	Not funded	Advisor	University of Cincinnati Research and Development Professional Practice Board Graduate Student and Faculty Mentoring Grant	\$1,000
January, 2017	<i>Development and Evaluation of a Novel eMedicine Self-Management Program for Youth with Mild Traumatic Brain Injury</i>	Not funded	PI	University of Cincinnati University Research Council Faculty Research Support Grant	\$50,000
January, 2017	<i>Novel eMedicine Self-Management Program for Youth with Mild Traumatic Brain Injury</i>	Not funded	Co-I	National Institutes of Health	<i>Total:</i> \$250,000 <i>Subcontract:</i> \$86,000
January, 2016	<i>Virtuoso: Promoting Computational Thinking and Social Skills for Individuals with Autism Spectrum Disorders Using a Common, Off-the-shelf Videogame</i>	Not funded	PI	University of Cincinnati University Research Council Faculty Research Support Grant	\$25,000
September, 2013	<i>Virtuoso – A 3D Multi-user Virtual Environment for Autism</i>	Not funded	Co-PI	Department of Defense	\$100,000
June, 2013	<i>EmployAble: An innovative 3D virtual employment center for people with disabilities</i>	Not funded	Co-I	National Institute on Disability and Rehabilitation Research	<i>Total:</i> \$2,351,250; <i>Subcontract:</i> \$521,304
September, 2012	<i>Virtuoso: A three dimensional virtual learning environment for middle school students with autism spectrum disorders</i>	Not funded	PI	Institute of Education Sciences	\$1,500,000

TEACHING

Current Student Mentoring

<i>Student</i>	<i>Year</i>	<i>Level, program</i>	<i>Role</i>	<i>Status</i>
Jie (Jen) Lu	2020-present	PhD student, EdTech	Chair	PhD Candidate

Minyoung Lee	2020-present	PhD student, EdTech	Chair	PhD Candidate
Kevin Hanson	2020-present	EdD student, EdTech	Chair	EdD Candidate
Vanessa Holt	2022-present	EdD student, EdTech	Chair	Pre-comps
Osmara Salas	2022-present	EdD student, EdTech	Chair	Pre-comps
Abhishek Kulkarni	2021-present	PhD student, CISE	Committee	PhD Candidate
Lia Brenneman	2019-present	EdD student, EdTech	Committee	EdD Candidate
Mark Ophaug	2019-present	EdD student, EdTech	Committee	EdD Candidate
Christian Jarquin	2022-present	EdD student, EdTech	Committee	EdD Candidate
Erin McPheters	2022-present	EdD student, EdTech	Committee	Pre-comps

Prior Student Mentoring

<i>Student</i>	<i>Institution</i>	<i>Year</i>	<i>Level, program</i>	<i>Role</i>
Rui (Tammy) Huang	UF	2019-2022	PhD, EdTech	Chair
Debra Cole	UF	2020-2022	EdD, EdTech	Chair
Deranee Basant	UF	2019-2021	EdD, EdTech	Committee
Debbie Presley O'Brien	UF	2019-2021	EdD, EdTech	Committee
Noah Glaser	UC	2015-2020	PhD, ID	Chair
Rachel Lindberg	UC	2015-2020	PhD, EdPsych	Committee
Scott Gibbons	UC	2017-2019	PhD student, EDST	Committee
Lindsey Mayes	UC	2016-2019	PhD student, EDST	Chair
Rachel Lindberg	UC	2016-2019	PhD student, ECE	Committee
Christopher Edwards	UC	2017-2019	PhD student, EDST	Committee
Brian Verkamp	UC	2017-2019	PhD student, EDST	Committee
Tina Neely	UC	2018-2019	Masters student, IDT	Chair
Jose Avila	UC	2018-2019	Masters student, IDT	Chair
Carmen Rietta	UC	2018-2019	Masters student, IDT	Chair
Carlton Collins	UC	2017-2019	Masters student, IDT	Chair
Mark Lim	UC	2017-2019	Masters student, IDT	Chair
Kuyler McComas	UC	2016-2019	Masters student, IDT	Chair
Robin Storch	UC	2015-2019	Masters student, IDT	Chair
Oksana Goodin	UC	2016-2019	Masters student, IDT	Chair
Karen Christopfel	UC	2016-2019	Masters student, IDT	Chair
Erika Magato	UC	2014-2016	Masters student, IDT	Chair
Shlomit Cooper	UC	2015-2017	Masters student, IDT	Chair
Sandi Beam	UC	2012-2016	PhD student, EDST	Committee

Courses Taught

University of Florida

EME 6606	Advanced Instructional Design: Learning Experience Design (3 credits)	Spring 2023
EME 6156	Games and Simulations for Teaching and Learning (3 credits)	Fall 2022
EME 5207	Designing Technology Rich Curricula (3 credits)	Summer 2022
EME 6606	Advanced Instructional Design (3 credits)	Spring 2022
EME 6156	Games and Simulations for Teaching and Learning (3 credits)	Fall 2021
EME 6606	Advanced Instructional Design (3 credits)	Spring 2021
EME 6156	Games and Simulations for Teaching and Learning (3 credits)	Fall 2020
EME 6065	Human Computer Interaction and the Learner (3 credits)	Spring 2020

EME 6156 Games and Simulations for Teaching and Learning (3 credits) Fall 2019

University of Cincinnati

IDT 7170 Mobile Learning (3 credits) Spring 2018
 EDST 9001 Professional Seminar in Educational Studies (3 credits) Fall 2017
 CI 7088 Educational Game Design (3 credits) Spring 2017
 CI 6087 Tools for Online Learning Creation and Assessment (3 credits) Spring 2017
 EDST 9001 Professional Seminar in Educational Studies (3 credits) Fall 2016
 CI 6080 Assessment in Online Learning (3 credits) Fall 2016
 CI 7070 Applications and Issues of Technology in the Classroom (3 credits) Spring 2016
 CI 6087 Tools for Online Learning Creation and Assessment (3 credits) Spring 2016
 CI 7088 Educational Game Design (3 credits) Fall 2015

University of Hawaii

LTEC 760 Doctoral Seminar in Educational Technology Theory (3 credits) Spring 2015
 LTEC 611 Educational Technology Research and Evaluation (masters; 3 credits) Spring 2015
 LTEC 442 Computers in Education (3 credits) Spring 2015
 ETEC 602 Innovations in Educational Technology (3 credits) Fall 2014
 ETEC 442 Computers in Education (3 credits) Fall 2014
 ETEC 442 Computers in Education (3 credits) Summer 2014
 ETEC 611 Educational Technology Research and Evaluation (masters; 3 credits) Spring 2014
 STEAM I STEAM Instructional Methods for Preservice Teachers (6 credits) Spring 2014
 ETEC 611 Educational Technology Research and Evaluation (doctoral, 3 credits) Fall 2013
 ETEC 442 Computers in Education (3 credits) Summer 2013
 SPED 480 Assistive Technology for Children with Disabilities (3 credits) Summer 2013
 ETEC 611 Educational Technology Research and Evaluation (masters; 3 credits) Spring 2013
 SPED 480 Assistive Technology for Children with Disabilities (3 credits) Spring 2013
 SPED 480 Assistive Technology for Children with Disabilities (3 credits) Fall 2012
 ETEC 611 Educational Technology Research and Evaluation (doctoral; 3 credits) Fall 2012
 SPED 480 Assistive Technology for Children with Disabilities (3 credits) Spring 2012
 ETEC 611 Educational Technology Research and Evaluation (masters; 3 credits) Spring 2012

Workshops, Training, and Webinars

1. Jahnke, I., **Schmidt, M.**, Tawfik, A., & Earnshaw, Y. (2020). UX4LX Workshop– User Experience Methods for Evaluating and Improving Learning Experience with Technologies. Workshop held at the 2020 Association for Educational and Communications and Technology International Convention, Online.
2. **Schmidt, M.**, Tawfik, A., Earnshaw, Y., & Jahnke, I. (2019). [Learner and User Experience: An Introduction for the Field of Learning Design & Technology](#). Webinar presented at the Association for Educational and Communications Technology Design & Development Webinar Series, March, 2019.
3. **Schmidt, M.**, & Lin, G. (2015). [They gave me these tablets... now what? A pain-free guide to successful mobile technology integration](#). Workshop held at the 26th International Conference of the Society for Information Technology and Teacher Education, Las Vegas, NV.
4. **Schmidt, M.** (2015, Fall). [Advanced iPad Integration in special Education Classrooms](#). Series of 8 Training Workshops for the State of Hawaii Department of Education Alternative Hawaii Standardized Assessment iPad Project Training, Honolulu, HI.
5. **Schmidt, M.** (2015, Spring). [Advanced iPad Integration in special Education Classrooms](#). Series of 8 Training Workshops for the State of Hawaii Department of Education Alternative Hawaii Standardized

Assessment iPad Project Training, Honolulu, HI.

6. **Schmidt, M., & Lin, G.** (2014). [*Using Project SIED and the Six Steps to Success framework \(S²\) for iPad integration in special education classrooms*](#). Series of seven workshops for the Hawaii State Alternate Assessment (HSA-Alt) iPad Project Training, Honolulu, HI.
7. **Schmidt, M., & McKimmy, P.** (2013). *Free yourself from software hegemony – Free and Open Source Software for highly productive research*. Workshop held at the 2013 Association for Educational and Communications and Technology International Convention, Anaheim, CA. [[Presentation](#) (LibreOffice format)] [[Handout](#) (LibreOffice format)].
8. Conway, T. H., Conway, M., & **Schmidt, M.** (2013) [*Using Universal Design for Accessible Multi-User Virtual Environments \(MUVE\) Instruction*](#). Workshop held at the 2013 Association for Educational and Communications and Technology International Convention, Anaheim, CA.
9. **Schmidt, M.** (2012). *Using the Zotero bibliographic management application for highly productive research*. Workshop held at the 2012 New Faculty Orientation Workshop in the College of Education at the University of Hawaii, Manoa.

Professional Development Attended

February, 2019	Apple Teacher Certification Training	Apple Teacher Professional Learning Program
August, 2015- December, 2015	New Faculty Mentoring Circles	University of Cincinnati College of Education, Criminal Justice, and Human Services
December, 2015	Google Apps for Education Certification Training	Google for Education Training Center
November 10, 2015	Increasing Research Funding Productivity Seminar	Kaplan Sponsored Research Strategies
November 3-4, 2015	National Science Foundation Early Career Symposium	Invited symposium at the 2015 International meeting of the Association for Educational and Communications Technology
October 28, 2015	Taking Control of the RPT Process	UC Chapter AAUP's Contract Compliance and Education Committee
November 5, 2014	Innovative Case-Based E-Learning Design for Enhancing Real-World Problem Solving: Three Principles and Seven Strategies	Workshop at the 2014 International meeting of the Association for Educational and Communications Technology
November 4, 2014	Creating iPhone and Android Apps with LiveCode	Workshop at the 2014 International meeting of the Association for Educational and Communications Technology
November 2, 2013	School Media and Technology Division's Learner-Centered Technology Integration	Workshop at the 2013 International meeting of the Association for Educational and Communications Technology
January 12, 2012-April 19, 2012	UH COE New Faculty Orientation	University of Hawaii College of Education
March 01, 2012	Universal Design for Learning Workshop	Provided by the Center for Disability Studies
May 16-20 2012	Apple Summer Institute Professional Development	Provided by the Pacific Center for Advanced Technology Training

SERVICE

Service to the Profession

2023	Editor-in-chief	<i>Transdisciplinary Learning Experience Design: Futures, Synergies, and Innovation</i> (Edited Volume)
2023	Lead conference coordinator	Annual Summer Research Symposium of the Association for Educational and Communications Technology
2022-Present	Director-at-Large	<i>International Board of Standards for Training, Performance and Instruction (IBSTPI)</i>
2022-Present	Editor	<i>Journal of Formative Design in Learning (JFDL)</i>
2021-Present	Reviewer	<i>Disability and Rehabilitation: Assistive Technology</i>
2021-Present	Reviewer	<i>Autism</i>
2018-Present	Reviewer	<i>Journal of Formative Design in Learning (JFDL)</i>
2022-2023	Guest Editor	<i>Journal of Applied Instructional Design</i> ; special issue “Learning Experience Design”
2022-2023	Outgoing President	Association for Educational and Communications Technology, Design & Development Division
2022	Conference co-coordinator	Annual Summer Research Symposium of the Association for Educational and Communications Technology
2021-2022	President	Association for Educational and Communications Technology, Design & Development Division
2021	Conference co-coordinator	Annual Summer Research Symposium of the Association for Educational and Communications Technology
2021	Annual convention co-coordinator	Association for Educational and Communications Technology
2020-2021	Incoming president	Association for Educational and Communications Technology, Design & Development Division
2021	Ad-hoc Reviewer	<i>Neuropsychiatric Disease and Treatment</i>
2021	Ad-hoc Reviewer	<i>24th ACM Conference on Computer-Supported Cooperative Work and Social Computing</i>
2021	Ad-hoc Reviewer	<i>International Journal of Educational Media and Technology</i>
2020	President-elect	Association for Educational and Communications Technology, Design & Development Division
2015-Present	Board Member	Technology, Colleges & Community Worldwide Conference & Journal
2018-Present	Reviewer	<i>Educational Technology Research & Development</i>
2016-Present	Reviewer	<i>Tech Trends</i>
2014-Present	Reviewer	<i>Journal of Special Education Technology</i>

2013-Present	Reviewer	<i>The Australasian Journal of Educational Technology</i>
2013-Present	Reviewer	<i>Computers & Education</i>
2006-Present	Facilitator	International Convention of the Association for Educational Communications and Technology
2006-Present	Conference proposal reviewer	International Convention of the Association for Educational Communications and Technology
2015-2018	Board Member	Association for Educational and Communications Technology, Design & Development Division
2017, Fall	Ad-hoc Reviewer	Edited Volume: <i>Toward Inclusion of All Learners Through Science Teacher Education</i>
2017, Fall	Committee member	Presidential Nominating Committee, Association for Educational Communications and Technology
2017, Spring	Ad-hoc Reviewer	<i>Multimodal Technologies and Interaction Journal</i>
2017, Fall	Coordinator	Design & Development Showcase at the International Convention of the Association for Educational Communications and Technology
2017, Summer	Grant Reviewer	Office of Special Education Programs
2017, Spring	Program Reviewer	Open University of the West Indies
2016, Fall	Ad-hoc Reviewer	<i>Transactions on Neural Systems & Rehabilitation Engineering</i>
2016, Fall	Ad-hoc Reviewer	<i>Interaction Design and Architecture(s) Journal</i>
2016, Spring	Grant Reviewer	Office of Special Education Programs
2015, Summer	Conference Planner	Professors of Instructional Design and Technology Conference
2015	Co-Editor	<i>The Australasian Journal of Educational Technology</i>
2015, Fall	Ad-hoc Reviewer	<i>Journal of Virtual Worlds Research</i>
2015, Spring	Ad-hoc Reviewer	<i>Journal of Science Education and Technology</i>
2015, Spring	Reviewer	Technology, Colleges & Community <i>Hawaii</i>
2013, Spring	Facilitator	17th Annual Technology, Colleges & Community Worldwide Conference in Honolulu, HI.
2012, Summer	Ad-hoc Reviewer	<i>Computers in Human Behavior</i>
2012, Spring	Facilitator	16th Annual Technology, Colleges & Community Worldwide Conference in Honolulu, HI.
2012, Fall	Ad-hoc Reviewer	<i>The Asia-Pacific Education Researcher</i>
2011, Spring	Program and Organizing Committee Member	Immersive Education Initiative Conference, Kansas Chapter (Kansas City, KS, Jul. 29-30)
2011, Fall	Program Committee Member	Immersive Education Conference Europe (Madrid, Spain, Nov 28-29)
2010, Spring	Reviewer	<i>International Society of the Learning Sciences Conference on Computer-Supported Collaborative Learning</i>
2008, Fall	Ad-hoc Reviewer	<i>The International Journal of Technology, Knowledge and Society</i>
2007, Spring	Reviewer	<i>Annual Meeting of the American Educational Research Association</i>

2007, Spring	Editorial and Organizing Committee Member	Missouri Modern Languages and Modern Technologies (MO3) Conference (Columbia, MO, May 25-27)
2005, Spring	Ad-hoc Reviewer	<i>British Journal of Educational Technology</i> (BJET)
2005, Fall	Ad-hoc Reviewer	<i>British Journal of Educational Technology</i> (BJET)

Service to the University

University of Florida

2022	Marshall	University of Florida Spring Commencement Ceremony
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University of Cincinnati

2016-Present	Committee Member	University of Cincinnati Learning Management System Task Force
2017	Proposal reviewer	CECH Research and Development Professional Practice Board Graduate Student and Faculty Mentoring Grants
2015-2021	Graduate Faculty Appointment	University of Cincinnati

University of Hawaii

2012-2015	Graduate Faculty Appointment	University of Hawaii
2012-2014	Committee Chair	University of Hawaii Booth Committee at the Association for Educational Communications and Technology University Reception

Service to the College

University of Florida

2022-2023	Search Committee Chair	Open Rank Professor- Extended Reality (XR) and Artificial Intelligence (AI) for Learning
2022-2023	Committee Member	Technology and Distance Education Committee
2022-2023	Member	Educational Technology Program EdTech 4+1: Applied Design and Innovation for Learning Working Group
2022-2023	Member	Educational Technology Program Recruitment & Culture Design Critique Facilitator
2022-2023	Reviewer	Educational Technology Program PhD and MAE application reviewer
2022-2023	Member	Institute of Advanced Learning Technologies Messaging/media (website, videos, social media, screens in the IALT space)
2021-2022	Committee Member	School of Teaching and Learning Merit and Personnel Committee
2021-2022	School of Teaching and Learning Committee Member (Alternate)	College of Education Faculty Policy Council
2020, Spring	Committee member	IALT Assistant Professor Faculty Search Committee
2019, Fall	Reviewer	School of Teaching and Learning tenure and promotion packet review

University of Cincinnati

2017-2019	Committee member	School of Education Awards Committee
2018	Ad-Hoc committee member	University of Cincinnati School of Education Graduate Faculty Status Review
2018	Reviewer	University of Cincinnati Graduate Student and Faculty

2018	Guest Speaker	Research Mentoring Grant Dr. Casey Horde's SPED 4018 course
2017	Ad-Hoc committee member	University of Cincinnati School of Education Graduate Faculty Status Review
2015-Present	Ad-Hoc committee member	University of Cincinnati CECH Gaming Lab
2017	Power Friday Lecturer	University of Cincinnati CECH
2015-2016	IDT Representative	University of Cincinnati's School of Education Restructuring: Literacy/Curriculum & Instruction Subdivision (Language, Literacy, and Learning Design: L ³ D)

University of Hawaii

2013-2015	Faculty senator	College of Education Faculty Senate, University of Hawaii
2014-2015	Chair	College of Education Senate Standing Committee on College Fellowship, University of Hawaii
2013 Spring	Panel discussant	New Faculty Orientation, University of Hawaii
2013-2014	Member	College of Education Senate Standing Committee on College Fellowship, University of Hawaii
2012-2015	Director	RELATE Consortium (Research & Development on Emerging Libre Applications of Technology for Education) at the University of Hawaii
2012	Facilitator	Workshop on using the Zotero bibliographic management application for New Faculty Orientation, University of Hawaii
2012	Developer	Design, development, and documentation of ASUS tablet imaging solution for managing CoE's ASUS tablet fleet, University of Hawaii

University of Missouri

2006-2008	Vice president	School of Information Science and Learning Technology Doctoral Community, University of Missouri
2006-2008	President	Avatar3D Virtual Reality Student Organization, University of Missouri

Program service

University of Cincinnati

2015-Present	Academic coordinator	University of Cincinnati, School of Education, Instructional Design and Technology Program's Blended and Online Learning and Teaching certificate and Leadership in Online Learning Certificate
2015-Present	Co-organizer	IDT Student Showcase for University of Cincinnati, School of Education, Instructional Design and Technology Program
2015-Present	Collaborator	IDT Masters Program Development Committee for University of Cincinnati, School of Education, Instructional Design and Technology Program
2016-Present	Contributor	IDT Masters Program Social Media Strategy for University of Cincinnati, School of Education, Instructional Design and Technology Program

2015-Present	Second Reader	Master's Capstone Project for University of Cincinnati, School of Education, Curriculum & Instruction Program.
<i>University of Hawaii</i>		
2014	Committee Member	Department of Learning, Design, & Technology Graduate Student Orientation Committee, University of Hawaii
2014	Committee Member	Department of Learning, Design, & Technology Graduate Student Commencement Committee, University of Hawaii
2013-2015	Committee Member	MA program redesign committee, University of Hawaii
2013-2015	Committee Member	Distance supervision program development committee
2013-2015	Committee Chair	Educational Technology Management Certificate Committee for the UH Department of Educational Technology, University of Hawaii
2013	Committee Member	Department of Special Education STAR scholarship committee, University of Hawaii
2013	Committee Member	Department of Educational Technology Graduate Student Commencement Committee, University of Hawaii
2013	Committee Member	MEd. curriculum committee for Department of Special Education, University of Hawaii
2013	Interviewer	MEd. candidate interviews for Department of Special Education University of Hawaii
2013	Reviewer	MEd. candidate dossier reviews for Department of Educational Technology, University of Hawaii
2013	Committee Member	ETEC new student orientation committee, University of Hawaii
2013	Committee Chair	Department of Educational Technology Website Redesign and Redevelopment Committee, University of Hawaii
2013	Committee Member	MEd. curriculum committee for Department of Special Education, University of Hawaii
2012	Interviewer	Post-Baccalaureate candidate interviews for Department of Special Education, University of Hawaii
2012	Reviewer	MEd. candidate dossier reviews for Department of Educational Technology, University of Hawaii
2012	Developer	Distance supervision solution for SPED, University of Hawaii
2012	Lecturer	Performing a move-step analysis when preparing the introduction to the dissertation for Dr. Lysandra Cook's SPED 705b doctoral seminar on exceptionalities, University of Hawaii
2012-2013	Committee Chair	Course Re-Design Committee for ETEC 611 (Masters), Educational Technology Research and Evaluation
2012-2013	Co-coordinator	Teach for America masters student cohort in the

2012	Panelist	Department of Special Education, University of Hawaii ETEC 687 Instructional Design and Technology Practicum, University of Hawaii
2012	Invited faculty panelist	Navigating the dissertation process for doctoral students in ETEC, University of Hawaii
2012	Guest lecturer	Design and development of mobile learning applications for Dr. Grace Lynn's ETEC 647b Mobile Learning course, University of Hawaii
2012	Committee Member	ETEC new student orientation committee, University of Hawaii

University of Missouri

1998-1999	Departmental representative	University of Missouri graduate professional council
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Service to the Community

2020-present	Contributor	Mozilla Hubs open source software project: https://hubs.mozilla.com/
2016-2019	Contributor	High Fidelity open source software project: https://highfidelity.com/
2017, Summer	Contributor	OER Commons: https://www.oercommons.org/
2017, Summer	Contributor	Interactive fiction database: https://ifdb.org/
2015, Spring	Facilitator	Mobile Learning Technology Integration Workshop series for Hawaii Department of Education
2014, Fall	Facilitator	Mobile Learning Technology Integration Workshop series for Hawaii Department of Education
2013-2015	Member	Board of Directors for Assistive Technology Resource Centers of Hawaii
2012, Spring	Outreach	Assistive Technology Resource Centers of Hawaii
2012, Spring	Outreach	Kapiolani Community College
2011-2015	Contributor	Open Simulator: http://opensimulator.org/wiki/Main_Page
2011-2012	Contributor	OpenQwaq: http://code.google.com/p/openqwaq/
2005, Spring	Software translation manager	International Childrens' Digital Library (ICDL)
2005-2013	Contributor	Open Wonderland: http://openwonderland.org/
2003-2012	Contributor	The Open Cobalt Project: http://www.duke.edu/~julian/Cobalt/Credits.html

Professional Memberships

1. Immersive Learning Research Network (iLRN)
2. Association for Educational Communications and Technology (AECT)
3. American Educational Research Association (AERA)
4. Association for the Advancement of Computing in Education (AACE)
5. International Society of the Learning Sciences (ISLS)
6. Council for Exceptional Children (CEC)