Yun-Jo An

Associate Professor of Instructional Technology
Department of Educational Technology and Foundations
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EDUCATION

Ph.D. 2006 Indiana University Bloomington (IUB)
- Major: Instructional Systems Technology (IST) Advisor: Dr. Charles Reigeluth
- Minor: Library and Information Science

M.S. 2002 Indiana University Bloomington (IUB)
- Major: Instructional Systems Technology (IST)

B.A. 2000 Ewha Womans University
- Major: Educational Technology
- Minor: Business Administration

PROFESSIONAL EXPERIENCE

Associate Professor, Instructional Technology, Department of Educational Technology and Foundations, University of West Georgia, 2015-present

Assistant Professor, Instructional Technology, Department of Educational Technology and Foundations, University of West Georgia, 2011-2015

Assistant Professor, Instructional Technology Program, Texas A&M University-Texarkana, 2008-2011

Instructional Designer, Option Six, Inc., Indiana, 2006-2008
- Designed and developed problem-based, self-paced, and interactive online courses for a number of clients, including Microsoft, Eli Lilly, Papa John's, and Toyota.

Web Designer, Paul Munger Conference, Indiana University Bloomington, 2005-2006

Graduate Assistant, School of Education, Indiana University Bloomington, 2003-2005 (Supervisor: Dr. Theodore Frick)
- Conducted usability evaluations.
- Designed and managed the School of Education Website.
- Provided technology trainings to School of Education faculty and staff.

Instructional Designer/e-Learning Specialist, Hana Bank, Seoul, Korea, 2002-2003
- Designed a new e-learning system, Hana Cyber Academy, based on the learner-centered paradigm of instruction in pursuit of the integration of e-learning and knowledge management.
- Managed the new e-learning system and its online courses.
- Designed an online quiz game, Hana Jeopardy, for the purpose of enhancing work-related knowledge of employees from Seoul Bank in an engaging and interactive way within the context of M&A (Mergers & Acquisitions) with the bank.
- Evaluated a variety of training programs.

Multimedia Developer, IT Training & Education, University Information Technology Services, Indiana University Bloomington, 2001
- Designed and developed Flash movies to help IU students and faculty understand complex IT concepts.

Private Tutor, Seoul, South Korea, 1996-2000
- Taught English, Math and Science to elementary through high school students.

TEACHING EXPERIENCE

Assistant/Associate Professor of Instructional Technology, Department of Educational Technology and Foundations, University of West Georgia, August 2011 – present

- MEDT 2401: Introduction to Instructional Technology *(Blended)*
- MEDT 6401: Instructional Technology *(Online)*
- MEDT 7464: Designing Technology-Enhanced Instruction *(Online)*
- MEDT 7468: Introduction to Multimedia *(Online)*
- MEDT 7485: Digital Games and Learning *(Online)*
- MEDT 7490: Visual and Media Literacy for Teaching and Learning *(Online)*
- MEDT 8461: Diffusion of Innovation *(Online)*
- EDSI 9998: Research for Doctoral Dissertation

Assistant Professor of Instructional Technology, College of Education and Liberal Arts (CELA), Texas A&M University-Texarkana, June 2008 – July 2011

- ITED 350: Advanced Communications Technology *(Online)*
- ITED 511: Teaching with Emerging Technologies *(Online)*
- ITED 512: Evaluation in Instructional Technology *(Face-to-face)*
- ITED 520: Instructional Design and Development *(Face-to-face & blended)*
- ITED 521: Instructional Multimedia Design and Development *(Blended & online)*
- ITED 523: Online Learning and Teaching *(Blended & online)*
- ITED 530: Research in Instructional Technology *(Online)*

- ITED 532: Leadership in Instructional Technology *(Online)*
- ITED 550: Capstone in Instructional Technology *(Face-to-face & blended)*
- Independent Studies *(Face-to-face & blended)*

Student Teacher, Dogok Middle School, Seoul, Korea, Spring 1999

Private Tutor, Seoul, Korea, 1996 – 2000

CERTIFICATIONS

Quality Matters Certifications

- Peer Reviewer Course (PRC) – March 2, 2016
- Designing Your Online Course (DYOC) – February 18, 2016
- Applying the QM Rubric (APPQMR) – December 15, 2015

DOCTORAL DISSERTATION COMMITTEES

Dissertation Chair
- Rosenberg, M. (2014). Supporting learner-centered technology integration through situated mentoring.
- Erline Carrillo

Dissertation Committees (Completed Dissertations)
- Green, L. (2016). Educator technological pedagogical content knowledge and student achievement
- Madden, M. (2016). Systemic changes occurring in elementary schools that pursue a STEM focus.
- Ladd, M. (2016). Comparing the effects of augmented reality phonics and scripted phonics approaches on achievement of at-risk kindergarten students.
- Fowler, J. (2015). Teacher racial congruence with administrative teams: A qualitative case study.
- Mulkey, K. (2015). Educators' perceptions of the role of the instructional technology specialist.

Dissertation Committees (Dissertations in Progress)
- Ryan Fuller – High school principals' perceptions towards student online learning options: A qualitative study

PUBLICATIONS

Manuscripts Under Review

An, Y. (under review). The effects of an online DGBL course on teachers' perceptions, attitudes, self-efficacy, and behavioral intentions.

Peer-Reviewed Journal Articles & Book Chapters

An, Y., & Mindrila, D. (2017). Clusters of teachers based on their perceptions of learner-centered instruction. In D. Mindrila (Ed.), *Exploratory factor analysis: Applications in school improvement research* (pp. 63-85). New York, NY: Nova Science Publishers.

An, Y., & Cao, L. (2017). Examining the characteristics of digital learning games designed by in-service teachers. *International Journal of Game-Based Learning, 7*(4), 73-85.

An, Y., & Cao, L. (2017). The effects of game design experience on teachers' attitudes and perceptions regarding the use of digital games in the classroom. *TechTrends, 61*(2), 162-170. DOI: 10.1007/s11528-016-0122-8

An, Y., Haynes, L., D'Alba, A., & Chumney, F. (2016). Using educational computer games in the classroom: Science teachers' experiences, attitudes, perceptions, concerns, and support needs. *Contemporary Issues in Technology & Teacher Education, 16*(4), 415-433.

An, Y. (2016). A case study of educational computer game design by middle school students. *Educational Technology Research and Development, 64*(4), 555-571.

An, Y. (2015). Book review: MOOCs and open education around the world. *Indian Journal of Open Learning, 24*(1-2), 69-70.

An, Y. (2015). Games to promote inquiry learning. In J. M. Spector (Ed.), *Encyclopedia of Educational Technology*. Thousand Oaks, CA: SAGE Publications.

An, Y., & Cao, L. (2014). Examining the effects of metacognitive scaffolding on students' design problem solving in an online environment. *Journal of Online Learning and Teaching, 10*(4), 552-568.

An, Y. (2013). Strategies for supporting students' metacognitive processes in ill-structured problem solving in online environments. In B. Sutton & A. Basiel (Eds.), *Teaching and Learning Online: New Models of Learning for a Connected World*, *Volume 2* (pp. 35-52)*.* New York, NY: Routledge.

An, Y. (2013). Systematic design of blended PBL: Exploring the design experiences and support needs of PBL novices in an online environment. *Contemporary Issues in*

Technology and Teacher Education, 13(1). Retrieved from
http://www.citejournal.org/vol13/iss1/general/article1.cfm

An, Y. (2012). Learner-centered technology integration. In V. C. X. Wang (Ed.), *Encyclopedia of E-Leadership, Counseling and Training*. Hersey, PA: IGI Global.

An, Y., & Reigeluth, C. M. (2011). Creating technology-enhanced, learner-centered classrooms: K-12 teachers' beliefs, perceptions, barriers, and support needs. *Journal of Digital Learning in Teacher Education, 28*(2), 54-62.

An, Y. (2010). Scaffolding wiki-based, ill-structured problem solving in an online environment. *Journal of Online Learning and Teaching. 6*(4), 723-734. Retrieved from
http://jolt.merlot.org/vol6no4/an_1210.pdf

An, Y., & Williams, K. (2010). Teaching with Web 2.0 technologies: Benefits, barriers and lessons learned. *International Journal of Instructional Technology & Distance Learning, 7*(3), article 4.

Reigeluth, C. M., & **An, Y.** (2009). Theory building. In C. M. Reigeluth & A. A. Carr-Chellman (Eds.), *Instructional-Design Theory, Vol. III: Building a Common Knowledge Base*. New York, NY: Routledge.

An, Y., & Bonk, C. J. (2009). Finding that SPECIAL PLACE: Designing digital game-based learning environments. *TechTrends, 53*(3), 43-48.

An, Y., & Reigeluth, C. M. (2008). Problem-based learning in online environments. *Quarterly Review of Distance Education, 9*(1), 1-16.

Reigeluth, C. M., & **An, Y.** (2006). Functional contextualism: An ideal framework for theory in IDT. *Educational Technology Research and Development, 54*(1), 49-53.

An, Y., & Frick, T. (2006). Student perceptions of asynchronous computer-mediated communication in face-to-face courses. *Journal of Computer-Mediated Communication, 11*(2), article 5. Retrieved from http://jcmc.indiana.edu/vol11/issue2/an.html

An, Y., & Reigeluth, C. M. (2005). A study of organizational learning at Smalltown hospital. *Performance Improvement Journal, 44*(10), 34-39.

Frick, T., Su, B. & **An, Y.** (2005). Building a large, successful Website efficiently through inquiry-based design and content management tools. *TechTrends, 49*(4), 20-31.

PROFESSIONAL CONFERENCE PRESENTATIONS

An, Y. (2017, November). *Digital games and real world skills: Changes in teachers' perceptions.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Jacksonville, Florida.

An, Y. (2017, November). *Examining the characteristics of 3D digital game-based learning environments designed by teachers.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Jacksonville, Florida.

An, Y. (2017, August). *Changing teachers' perceptions of digital game-based learning*. Games for Change Festival, New York, NY.

An, Y. (2016, October). *How do teachers design educational computer games for their own students?* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Las Vegas, Nevada.

An, Y., & Cao, L. (2015, November). *The effects of game design experience on teachers' perceptions of digital games.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Indianapolis, IN.

An, Y., Haynes, L., & D'Alba, A. (2015, November). *Using educational computer games in the classroom: Science teachers' attitudes, perceptions, readiness, and support needs.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Indianapolis, IN.

An, Y., & Cao, L. (2015, July). *Exploring teachers' pedagogical approaches and strategies in designing educational games*. Paper presented at the 11th Games+Learning+Society (GLS) Conference, Madison, WI.

An, Y. (2015, June). *A framework for the evaluation of digital game-based learning environments*. Paper presented at the annual meeting of the International Society for Technology in Education (ISTE), Philadelphia, PA.

An, Y. (2015, June). *Games to promote inquiry learning*. Paper presented at the annual meeting of the International Society for Technology in Education (ISTE), Philadelphia, PA.

Haynes, L., Baylen, D., **An, Y.**, Bradford, G., & D'Alba, A. (2014, November). *Preparing technology coaches for K-12 teachers*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Jacksonville, FL.

An, Y. (2014, June). *Gamifying social studies: Students as computer game designers*. Paper presented at the annual meeting of the International Society for Technology in Education (ISTE), Atlanta, GA.

Haynes, L., Baylen, D., **An, Y.**, Bradford, G., & D'Alba, A. (2014, May). *Learning assessments connected to ISTE standards for coaches*. Paper presented at the annual meeting of Lilly International Spring Conference on College and University Teaching and Learning, Bethesda, MD.

An, Y., Haynes, L., & D'Alba, A. (2014, March). *Examining the attitudes, perceptions, and concerns of science teachers towards educational computer games*. Paper presented at the annual meeting of the Society for Information Technology and Teacher Education (SITE), Jacksonville, FL.

An, Y. (2014, March). *Exploring 7th graders' game design experiences*. Paper presented at the annual meeting of the Society for Information Technology and Teacher Education (SITE), Jacksonville, FL.

Haynes, L., Baylen, D., **An, Y.**, Bradford, G., & D'Alba, A. (2014, March). *Learning assessments and program evaluation connected to ISTE standards for coaches: Preparing instructional technology coaches for K-12 teachers*. Paper presented at the annual meeting of the Society for Information Technology and Teacher Education (SITE), Jacksonville, FL.

An, Y. (2013, November). *A case study of educational video game design by middle school students*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Anaheim, CA.

An, Y. (2013, October). *Supporting metacognitive processes in online ill-structured problem solving.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Anaheim, CA.

An, Y., & Cao, L. (2013, April). *Examining the effects of metacognitive scaffolding on students' design problem solving in an online environment*. Paper presented at the annual meeting of the American Educational Research Association (AERA), San Francisco, CA.

An, Y. (2012, November). *Systematic design of PBL: Exploring the design experiences and support needs of PBL novices in an online environment.* Paper presented at the annual meeting of the Global Learn: Global Conference on Learning and Technology.

An, Y. (2011, November). *Scaffolding teachers' design of blended problem-based learning*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Jacksonville, FL.

An, Y., & Reigeluth, C. M. (2011, November). *Creating technology-enhanced, learner-centered classrooms: K-12 teachers' beliefs, perceptions, barriers, and support needs*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Jacksonville, FL.

An, Y. (2010, August). *Scaffolding wiki-based collaborative learning.* Paper presented at the 26th Annual Conference on Distance Teaching and Learning, Madison, WI.

An, Y., Williams, K., Aworuwa, B., & Ballard, G. (2009, October). *Teaching with web 2.0 technologies: Benefits, barriers and best practices.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Louisville, KY.

An, Y. (2008, November). *Problem-based learning in online environments.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Orlando, FL.

An, Y., & Frick, T. (2004, October). *Blended instruction: Student perceptions of communications technology in face-to-face courses*. Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Chicago, IL.

Frick, T., Su, B., & **An, Y.** (2004, October). *Building a large, successful Web site: An inquiry-based approach.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Chicago, IL.

An, Y., & Reigeluth, C. M. (2004, April). *An electronic performance support system (EPSS) for systemic change efforts*. Paper presented at the annual meeting of the American Education Research Association (AERA), San Diego, CA.

An, Y., & Frick, T. (2004, April). *Blended instruction: Student perceptions of communications technology in face-to-face courses.* Paper presented at the Instructional Systems Technology Conference, Bloomington, IN.

Frick, T., Su, B., & **An, Y.** (2004, April). *Building a large, successful Web site: An inquiry-based approach.* Paper presented at the Instructional Systems Technology Conference, Bloomington, IN.

An, Y., & Reigeluth, C. M. (2002, November). *Adapting an existing course to the Web.* Paper presented at the annual meeting of the Association for Educational Communications and Technology (AECT), Dallas, TX.

GRANTS

Awarded

Hong, J., & **An, Y.** (2013). *Designing technology-enhanced, inquiry-based lessons using GIS*. Improving Teacher Quality Grants Program, University of Georgia, $39,809, Co-Principal Investigator (Co-PI).

An, Y. (2009-2010). *Using technology to foster learner-centered instruction*. Research Enhancement Grant, Texas A&M University – Texarkana, $1,500, Principal Investigator (PI).

Declined

An, Y. (2016). *Learner-centered technology integration: Teachers' learner-centered teaching strategies and technology integration practices*. Faculty Research Grant, University of West Georgia, $4,200.

An, Y. (2015). *Designing 3D inquiry-based games: Diverse perspectives, approaches, and strategies*. Spencer Foundation's Midcareer Grant Program.

An, Y. (2015). *DNA forensics: Creating a digital game-based inquiry learning environment.* College of Education Seed Grant Program, University of West Georgia, $9,900.

An, Y. (2015). *Designing a 3D game-based learning environment for middle school science education*. Faculty Research Grants, Office of the Provost and VP for Academic Affairs, University of West Georgia, $5,000.

An, Y. (2014). *Designing an inquiry-based science game*. Presidential Assistance Grant, University of West Georgia, $5,000.

An, Y. (2012). *Online professional development: Designing technology-enhanced problem-based learning (PBL)*. Seed Grant Program, College of Education, University of West Georgia, $9,836.

An, Y., & Govindaswamy, V. (2011). *Creating an innovative mixed-reality learning environment using mobile devices and virtual tools*. Discovery Research K-12 (DR K-12), National Science Foundation (NSF), $461,400.

AWARDS & SCHOLARSHIPS

Outstanding Research Award, College of Education, University of West Georgia, 2014

Beechler Fellowship Award, Instructional Systems Technology, Indiana University, 2004

Academic Excellence Scholarship, Ewha Womans University, South Korea, 1997-1999

SERVICE

Program-Level Service

- **Member**, Search Committee for Assistant/Associate Professor of Instructional Technology, University of West Georgia, Spring 2018
- **Academic Advisor,** Instructional Technology (Non-degree, M.Ed., and Ed.S.), University of West Georgia, January 2012 – present
- **Program Assessment Leader (PALs)**, University of West Georgia, 2012 – 2014, 2015 – 2017
- **IT PSC (Professional Standards Commission) report**, University of West Georgia, Fall 2015 – January 2016
- **Chair**, Search Committee for Assistant Professor of Instructional Technology/School Library Media, Fall 2013 – Spring 2014
- **Member**, Search Committee for Assistant/Associate Professor of Instructional Technology, University of West Georgia, Spring 2013 & Summer 2013
- **IT Program Modifications**, University of West Georgia, Fall 2011 – Fall 2012
- **Member**, Search Committee for Assistant Professor of Instructional Technology, College of Education, University of West Georgia, Summer 2012
- **Member**, Search Committee for Assistant Professor of Instructional Technology, College of Education, University of West Georgia, Spring 2012
- **Program Marketing & Student Recruitment**, Instructional Technology, Texas A&M University-Texarkana, Spring 2009 – Spring 2011
  - Developed a new program website, program brochure, and banner ads for Internet marketing.
  - Recruitment trips: Jarvis Christian College (July 2010), Texas A&M University-Central and Fort Hood Army Base (December 2010 & May 2011)
- **Online Program Development**, Instructional Technology, Texas A&M University-Texarkana, June 2008 – July 2009
  - Developed the online MSIT (Master of Science in Instructional Technology) program.
- **Interim Program Coordinator**, Instructional Technology, Texas A&M University-Texarkana, June 2008 – July 2009
  - Coordinated the Instructional Technology program.
  - Advised all MSIT students.
  - Supervised and mentored adjunct faculty.
- **E-portfolio development**, Instructional Technology, Texas A&M University-Texarkana, Summer 2008 & Summer 2009

- o Taught how to develop an e-portfolio, which was a graduation requirement, to TRADOC students (US Army employees) without compensation.

Department-Level Service

- **Immersive Technology Task Force**, Department of Educational Technology and Foundations (EFT), University of West Georgia, Fall 2016
- **Third-year Review Committee**, Department of Educational Technology and Foundations (ETF), University of West Georgia, February 2016
- **Promotion & Tenure Committee**, Department of Educational Technology and Foundations (ETF), University of West Georgia, Fall 2015
- **Third-year Review Committee**, Department of Educational Technology and Foundations (ETF), University of West Georgia, Spring 2015

College-Level Service

- **Doctoral Dissertation Committees**, School Improvement Program, University of West Georgia, May 2013 – present
- **Faculty Governance Council (FGC),** University of West Georgia, 2014-2016
- **Promotion & Tenure Committee**, Department of Counseling & Communication Sciences, Fall 2016
- **Jury**, Seed Grant Review Committee, University of West Georgia, August 2014
- **Research Task Force**, University of West Georgia, Summer 2014
- **PBL Classroom Project**, University of West Georgia, 2012
- **Convocation, Awards, and Scholarship Committee**, University of West Georgia, 2011-2012
- **Guest Speaker**, Texas A&M University-Texarkana, October 2009
  - o Topic: Teaching with Web 2.0 Technologies
  - o Audience: Pre-service teachers
- **Research Committee**, Texas A&M University-Texarkana, 2009-2011
- **Member**, Search Committee for Assistant/Associate Professor of Educational Administration (EDAD), Texas A&M University-Texarkana, Spring 2011

University-Level Service

- **Member**, Faculty Senate Rules Committee, University of West Georgia, 2014-2016
- **Member**, Faculty Senate Technology Committee, University of West Georgia, 2012-2014
- **Freshman Advisor**, Student Orientation, Advising & Registration (*SOAR*), Texas A&M University-Texarkana, July 2010
- **Member**, Search Committee for Assistant Professor in Political Science, Texas A&M University-Texarkana, Spring 2010

- **Member**, Search Committee for Assistant Professor in Mass Communications, Texas A&M University-Texarkana, Spring 2010
- **Member**, Search Committee for Director of Financial Aid, Texas A&M University-Texarkana, Spring 2010
- **Mentor**, Mentor Program, Texas A&M University-Texarkana, Fall 2009

Professional Service

- **External Grant Evaluator**, Sam Houston State University, December 2017
- **Reviewer**, Educational Technology Research & Development (ETR&D), February 2013 – present
- **Reviewer**, AECT-Springer Major Reference Work (MRW), July 2017
- **Proposal Reviewer**, Association for Educational Communications and Technology (AECT), March 2017
- **Member at Large**, AECT Research and Theory Division, 2016 - 2017
- **Manuscript reviewer**, International Journal of Child-Computer Interaction, February 2017
- **Proposal Reviewer**, Association for Educational Communications and Technology (AECT), March 2016
- **Book Proposal Reviewer**, Routledge, June & September 2015
- **Reviewer**, Eurasia Journal of Mathematics, Science and Technology Education, February 2015
- **Reviewer**, 21st Annual Online Learning Consortium International Conference, May 2015
- **Reviewer**, GLS (Games, Learning & Society) conference, March 2015
- **Peer Reviewer**, MERLOT Journal of Online Learning and Teaching (JOLT), 2011-2014
- **Instructor**, Video Analysis Tool Pilot, Pearson, Fall 2014
- **Reviewer**, Sloan-C Annual Conference, June 2014
- **Reviewer**, ICST e-Scripts, January 2014
- **Proposal Reviewer**, International Society for Technology in Education (ISTE), October 2013
- **Proposal Reviewer**, Association for Educational Communications and Technology (AECT), March 2013
- **Reviewer**, Quarterly Review of Distance Education (QRDE), February 2013
- **Proposal Reviewer**, Association for Educational Communications and Technology (AECT), March 2012
- **Judge**, MTBL (Mobile Task Based Learning) Contest Round 2 evaluation, Seeds of Empowerment, February 2012
- **Judge**, MTBL (Mobile Task Based Learning) Contest Round 1 evaluation, Seeds of Empowerment, December 2011
- **Manuscript Reviewer**, Asia Pacific Journal of Education, July 2011
- **Member**, Virtual Worlds Taskforce of MERLOT (Multimedia Educational Resource for Learning and Online Teaching), Fall 2010
- **Logo Designer**, FutureMinds: Transforming American School Systems, August 2010

- **Manuscript Reviewer**, Asia Pacific Education Review (APER), Education Research Institute, Seoul National University, April 2006
- **Manuscript Reviewer**, Asia Pacific Education Review (APER), Education Research Institute, Seoul National University, October 2005
- **Session Facilitator**, Association for Educational Communications and Technology (AECT), Orlando, FL, October 2005.
- **Discussant**
  - Foreman, K., Harvey, D., Botturi, L., & Cifentes, L. (2005, October). International and U.S. university curricula in educational communications and technology. Annual meeting of the Association for Educational Communications and Technology (AECT), Orlando, FL.

Community Service

- **Sunday school teacher**, Korean Church of Newnan, 2016
- **Career education for children**, Korean Culture School, Bethany Korean Presbyterian Church, Marietta, GA, March 2013
- **Website development**, Texarkana Korean United Methodist Church, Summer 2011