Curriculum Vitae

Educational Technology and Foundations
College of Education
Education Annex
University of West Georgia
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Sungwoong Lee

Education

Doctor of Philosophy, Instructional Systems and Learning Technologies (ISLT), Florida State University (FSU) — May. 2016

Dissertation:	The effects of representation format in problem representation on qualitative understanding and quantitative in a learning game context
Committee:	Fengfeng Ke (Chair), Valerie J. Shute, Vanessa P. Dennen, and Gordon Erlebacher (Department of Scientific Computing)
Certificate:	*Measurement and Statistics*

Aug. 2013

Master of Arts, Educational Methodology, Korea University, Seoul — Mar. 2009

Thesis:	The research on relations among physical environment, psychosocial environment, and student achievement

Bachelor of Arts, Education**,** Korea University, Seoul — Mar. 2006

Minor:	Sociology
Certificate:	*Certified secondary school teacher in Social Studies*

Professional Experience

Assistant Professor, Educational Technology and Foundations, College of Education, University of West Georgia — 2019 - current

Assistant Professor, Instructional Design and Technology, The Teachers College, Emporia State University — 2016 - 2019

Research/Teaching Assistant, Educational Psychology and Learning   2009-2016
      Systems, Florida State University

Research Interests

Inclusive VR/AR/MR-based Learning

Learning Supports Design in Game-based Learning

Coding and Computational Thinking for Preservice Teachers and Underrepresented Populations (i.e., young female students and students with autism spectrum disorder)

Publications

1. **Lee, S.**, Ke, F., & Ryu, J. (2020). Engagement and effectiveness of symbolic and iconic learning support for math problem representation: An eye tracking study. *Interactive Learning Environments.* **[SSCI-Indexed, Impact Factor=1.938, CiteScore=4.9, and Acceptance Rate=34% in 2019]**

2. **Lee, S.**, & Ke, F. (2019). The Format of Problem Representation for In-Game Learning Supports. *Journal of Computer Assisted Learning*. 35(1), 1-17. **[SSCI-Indexed, Impact Factor=2.126 in 2019]**

3. Cho, K., **Lee, S.**, Joo, M.-H., & Becker, B. (2018). The Effects of Using Mobile Devices on Student Achievement in Language Learning: A Meta-Analysis. *Education Sciences, 8*(3), 105. **[Scopus-Indexed, CiteScore=0.8 in 2019]**

4. Lim, T., **Lee, S.**, & Ke, F. (2017). Integrating music into math in a virtual reality game: Learning fractions. *International Journal of Game-Based Learning, 7*(1). **[Scopus-Indexed, CiteScore=2.4 in 2019]**

5. Xu, X., Ke, F., & **Lee, S.** (2016). Evaluating teaching competency in a 3D e-learning environment using a small-scale bayesian network. *The Quarterly Review of Distance Education, 17*(3), 61-74.

6. Ke, F., **Lee, S.**, & Xu, X. (2016). Teaching Training in a Mixed-Reality-Integrated Learning Environment. *Computers in Human Behavior, 62*, 212-220. **[SSCI-Indexed, Impact Factor=5.003 in 2019]**

7. Ke, F., & **Lee, S.** (2016). Virtual reality based collaborative design by children with high-functioning autism: Design-based flexibility, identity, and norm construction. *Interactive Learning Environments,* 1-23. doi: 10.1080/10494820.2015.1040421 **[SSCI-Indexed, Impact Factor=1.938 in 2019]**

8. Dennen, V., Hao, S., **Lee, S.,** & Lim, T. (2015) Virtual enhancements to physical spaces: A QR code based orientation game. *The Journal of Emerging Learning Design, 2*(1).

9. Ke, F., Im, T., Xue, X., Xu, X., Kim, N., & **Lee, S**. (2015). Experience of adult facilitators in a virtual-reality-based social interaction program for children with autism. *The Journal of Special Education*, 0022466913498773.

10. Park, I., Kang, M. & **Lee, S.** (2010). The effectiveness of Content Revision, Reuse and Application of Interactive Metaphor in Cyber Universities. In J. Sanchez & K. Zhang (Eds.), *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2010* (pp. 2073-2082). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE). Retrieved July 8, 2016 from https://www.learntechlib.org/p/35858

11. Park, I., Koh, E., Lee, Y., **Lee, S**., Kim, T., Eum, M., & Im, T**.** (2008). A development of competency-based training program system for R&D personnel. *The Korean Journal for Human Resource Development, 10*, 45-70. (https://m.riss.kr/search/detail/DetailView.do?p_mat_type=1a0202e37d52c72d&control_no=6a713b6bc0899726ffe0bdc3ef48d419)

12. Park, I., Kang, M., Im, T., & **Lee, S**. (2008). Relation between learners' participation and learning achievement in e-learning environment of cyber universities. *International Journal of Educational Media and Technology, 3*.

Manuscripts in Revision or Review

Moon, J., **Lee, S**., & Xu,X. Exploring Pre-service Teachers' Technology-Integration Belief and Scientific Inquiry in a Teacher-Development Course. *International Journal of Technology and Design Education.* **(1st Revision Submitted)**

Book Chapters

1. Holland, J. L., **Lee, S.**, Daouk, M., & Agbaji, D. A. (2020). Higher Education Teaching and Learning With Augmented Reality. In *Handbook of Research on Fostering Student Engagement With Instructional Technology in Higher Education Advances in Educational Technologies and Instructional Design*, 229–248. doi: 10.4018/978-1-7998-0119-1.ch013
2. Holland, J., & **Lee, S.** (*2019*). Internet of Everything (IoE): Eye Tracking Data Analysis (P. Cardoso, J. Monteiro, J. Semião, & J. Rodrigues, Eds.). In *Harnessing the Internet of Everything (IoE) for Accelerated Innovation Opportunities*. IGI Global.

Manuscripts in Progress

1. **Lee, S.**, Ke, F., Moon, J., Reed, M., & Xu, X. Girls coding

2. **Lee, S.,** Almond, R., & Cho, S. Modeling the mastery of mental problem representation with respect to qualitative and quantitative understanding in a math learning game.

3. Cho, K., & **Lee, S.** Important factors to enhance pre-service teachers' perceived technology and TPACK proficiency in teaching.

Presentations

1. Cho, K, & **Lee, S**. (April, 2021). *Elements to support the effective digital learning.* Paper presented at the annual meeting of American Educational Research Association. Virtual.

2. Grant, P., Arrington, L., Branyon, A., Willox, L., Chen, Y., Cao, L., & **Lee, S.** (April, 2021). *Assessing the Needs of STEM Education Using a School/University Collaborative Research Model.* Paper presented at the annual meeting of American Educational Research Association. Virtual.

3. **Lee, S**., & Cho, K. (November, 2020). *Design of mixed reality-based social skills training video game*. Paper presented at the annual meeting of Association for Educational Communication and Technology. Virtual Conference.

4. Kim, K., Kim, C., Park, S., Ryu, J., & **Lee, S**. (November, 2020). *SimTEACHER mobile: Design and development of immersive classroom management simulation for pre-service teacher training.* Paper presented at the annual meeting of Association for Educational Communication and Technology. Virtual Conference.

5. Branyon, A., Arrington, L., Grant, P., Willox, L., Cao, L., **Lee, S**., & Chen, Y. (November, 2020). *A research-practice partnership in rural Georgia: Assessing*

needs for 21st century skill development. Paper presented at the annual meeting of Association for Educational Communication and Technology. Virtual Conference.

6. **Lee, S.**, & Ke, F. (October, 2019). *Effectiveness of learning support format for math problem representation.* Paper presented at the annual meeting of Association for Educational Communication and Technology. Nevada, LV.

7. Moon, J., **Lee, S.**, & Xu, X. (October, 2019). *Exploring the effect of group-collaboration design on developing preservice teachers' technology-integration skills through scientific-inquiry experiences.* Paper presented at the annual meeting of Association for Educational Communication and Technology. Nevada, LV.

8. Holland, J., & **Lee, S**. (October, 2018). *Evaluating emerging technologies with cutting edge eye tracking & sensor based biometrics.* Paper presented at the annual meeting of Association for Educational Communication and Technology. Kansas City, KS.

9. Cho, K., **Lee, S.**, Joo, M., & Becker, B. (October, 2018). *Better way to Learn English? Mobile learning!* Paper presented at the annual meeting of Association for Educational Communication and Technology. Kansas City, KS.

10. Cho, K., **Lee, S.**, & Jozenia, C. (October, 2018). *Research on important factors to improve TPACK for pre-service teachers.* Paper presented at the annual meeting of Association for Educational Communication and Technology. Kansas City, KS.

11. **Lee, S.**, Ryu, J., & Ke, F. (April, 2018). *Effects of problem representation format on visual attention and mathematics word problem solving accuracy: Does iconic make a difference?* Paper presented at the annual meeting of American Educational Research Association. New York, NY.

12. **Lee, S.**, Cho, K., & Reed, M. (March, 2018). *Girl code: Using arduino in the classroom.* Paper presented at the annual meeting of Mid-America Association for Computer in Education. Manhattan, KS.

13. **Lee, S.**, Ryu, J., & Ke, F. (November, 2017). *Effects of representation format on eye movements in math problem solving: Does iconic make a difference?* Paper presented at the annual meeting of Association for Educational Communication and Technology. Jacksonville, FL.

14. **Lee, S.**, & Cho, K. (November, 2017). *Modeling the mastery of conceptual understanding and math problem solving skills in relation to learning support enhancing problem representation and game support enhancing general game skills in a math learning game.* Paper presented at the annual meeting of Association for Educational Communication and Technology. Jacksonville, FL.

15. Joo, M., **Lee, S.,** & Cho, K. (November, 2017). *The effects of using mobile devices on student achievement in language learning: A Meta-Analysis*. Paper presented at the annual meeting of Association for Educational Communication and Technology. Jacksonville, FL.

16. Ke, F., Xu, X., **Lee, S.,** Moon, J., Dai, Z., Pan, Y., Shute, V., Clark, K., & Erlebacher, G. (April, 2017). *Math learning through game-based architectural design and building*. Paper presented at the annual meeting of American Educational Research Association. San Antonio, TX.

17. **Lee, S.** (April, 2017). *The design of math Task and learning support in a math learning game: A design research perspective.* Roundtable conducted at the annual meeting of American Educational Research Association. San Antonio, TX.

18. Ke. F., Qi, C., & **Lee, S.** (October, 2016). *Mixed reality based social skills training for children with high-functioning autism*. Poster presentation at the 2016 Special Topic Meeting: Technology and Media in Children's Development of Society for Research in Child Development. Irvine, CA.

19. **Lee, S.,** & Cho, K. (October, 2016). *Effects of video games on math achievement.* Technology showcase conducted at the annual meeting of Association for Educational Communications and Technology. Las Vegas, NV.

20. Moon, J., Xu, X., & **Lee, S**. (October, 2016). *Embodied pulley physics: The development of hands-on user interaction in virtual reality*. Technology showcase at the annual meeting of Association for Educational Communications and Technology. Las Vegas, NV.

21. **Lee, S.,** & Ke, F. (April, 2016). *The effects of representation format in problem representation on qualitative understanding and quantitative proficiency in a learning game context.* Paper presented at the annual meeting of American Educational Research Association. Washington D.C.

22. Ke, F., Shute, V., Clarke, K., Erlebacher, G., **Lee, S.,** Faizian, P., Smith, D., Moore, G., & Xu, X. (April, 2016). *Interweaving learning game design and game-based learning assessment: A design experiment*. Paper presented at the annual meeting of American Educational Research Association. Washington D.C.

23. Ke, F., **Lee, S.,** & Xu, X. (April, 2015). *Teaching training in a kinect-integrated, virtual reality learning environment*. Paper presented at the annual meeting of American Educational Research Association. Chicago, IL.

24. **Lee, S., &** Cho, K. (April, 2015). *A meta-analysis: Effect of video game in math on student achievement.* Paper presented at the annual meeting of American Educational Research Association. Chicago, IL.

25. **Lee, S**., Xu, X., & Ke, F. (November, 2014). *Design research for non-playable characters (NPCs) in immersive virtual-reality based learning environment (VRLE).* Paper presented at the annual meeting of Association for Educational Communications and Technology. Jacksonville, FL.

26. Xu, X., **Lee, S**., & Ke, F. (November, 2014). *Kinect-based training and learning in a virtual-reality setting – Enhanced sense of presence?* Paper presented at the annual meeting of the Association for Educational Communications and Technology. Jacksonville, FL.

27. Ke, F., **Lee, S**., Xu, S., (November, 2014). *Immersive learning in a kinect-integrated virtual reality environment.* Paper presented at the annual meeting of Association for Educational Communications and Technology. Jacksonville, FL.

28. Ke, F., **Lee, S.,** & Xu, X. (March, 2013). *Virtual-reality-based, kinect-integrated teaching simulation environment.* Digitech 2014. Tallahassee, FL.

29. Dennen, V., Hao, S., **Lee, S.**, & Lim, T. (June, 2013). *Virtual enhancements to physical spaces: A QR code based orientation game*. Paper presented at the Emerging Learning Design 2013 Conference, Montclair, NJ.

30. **Lee, S**. & Ke, F. (June, 2013). *A design-based research: An initial model of an embodied cognition based video game for children with autistic spectrum disorder*. Poster session at Game+Learning+Society Conference, Madison, WI.

31. Kim, H., Grandy, G., **Lee, S**., Lim, T., & Ke, F. (June, 2013). *Pedagogical agents in game-based mathematics learning in virtual worlds: OpenSim project bazaar*. Poster session at Game+Learning+Society, Madison, WI.

32. Ke, F., Im, T., Xinrong, X., Xu, X., Kim, N., & **Lee, S**. (April, 2013). *Facilitating social interactions in a virtual world for children with autism*. Paper presented at the annual meeting of American Educational Research Association, San Francisco, CA.

33. **Lee, S.**, & Cho, K. (April, 2013). *The relations between physical environment and psychosocial environment: Literature review*. Poster presentation at Society for Information Technology & Teacher Education International Conference 2013*,* 685-690.

34. **Lee, S.**, & Ke, F. (March, 2013). *The effect of scaffolding on achievement and motivation in a virtual problem-based learning environment.* Poster presentation at

Society for Information Technology & Teacher Education International Conference 2013,.

35. **Lee, S.** (March, 2012). *Virtual learning environments using opensimulator*. Technology Showcase conducted at Digitech 2012. Tallahassee, FL.

36. Park, I., Jeong, S., Shin, H., & **Lee, S.** (November, 2011). *The use of laptops in university classes: A qualitative study*. Paper presented at the annual meeting of Association for Educational Communications and Technology. Jacksonville, FL

37. **Lee, S.**, Xue, X., & Ke, F. (June, 2011). *The effects of virtual reality environments on children with autism spectrum disorder*. Poster session at Game+Learning+Society Conference, Madison, WI.

38. Kang, M., Park, I., & **Lee, S.** (October, 2010). *A study on the instructional effects of revision, reuse of and application of interactive media in e-learning content of cyber universities.* Paper presented at the annual meeting of E-Learn, Orlando, FL.

39. Park, I., Koh, E., Lee, Y., **Lee, S.**, Kim, T., Eum, M., & Im, T**.** (November, 2008). *A development of competency-based training program system for R&D personnel.* Paper presented at the annual meeting of Association for Educational Communications and Technology. Orlando, FL.

40. Kim, T., Jang, Y., & **Lee, S.** (2006). *How can we enhance the function of contents in cyber home learning system (CHLS)?* Poster session at the International Conference for Media in Education. Tokyo, Japan.

Teaching Experience

University of West Georgia (All Graduate Level)

MEDT 7476 Assessing Technology-enhanced Instruction

MEDT 7479 Digital Game-based Learning

MEDT 7490 Visual and Media Literacy for Teaching and
Learning

Emporia State University

Undergraduate Level

IT 371 Advanced Instructional Technology for Educators

Graduate Level

SD 720 Assistive Technology

IT 800 Instructional Design

IT 795 Research Method in Instructional Design and Technology (Face-to-Face & Online)

IT 727 Integrating Educational Technology into Teaching (Online)

Florida State University

Graduate Level

EME 5601 Introduction to Instructional Systems

EME 5603 Introduction to Systematic Instructional Design

EME 5614 Design of Learning Games

EME 6507 Development of Multimedia Instruction

EME 6635 Learning and Web Analytics

Service & Experience

National Level

Board Member, Design and Development Division (D&D) at Association for Educational Communications & Technology (AECT)	2018 – present
Board Member, The Korean Association for Educational Methodology Studies	2019-present
Executive Officer, Korean-American Educational Researchers Association (Webmaster)	2019-present

College Level

Member, Diversity and Inclusion Advisory Committee	2021 (Expected)

Member, Diversity and Inclusion Committee	2018-2019
Member, Faculty Recognition Committee	2017-2018
Member, Faculty Recognition Awards Selection Committee	2017-2018
Member, Advanced Programs Committee (CAEP Accreditation)	2016-2019
Member, Ervay Research Award Committee	2016-2017

Department & Program Level

Program Coordinator, Instructional Technology Program	2022 (Expected)
Board Member, Bus Dream Advisory Board	2019-present
Member, ETF Leadership Team	2019-present
CIA (Assessment Representative), Program Coordinators and Assessment Leaders	2019-present
Member, Diversity and Inclusion Committee	2018-2019
Chair, Faculty Recognition Committee	2017-2018
Member, Faculty Recognition Committee	2016-2019
Member, Concentration Areas in IDT and TESOL Committee	2016-2019
Advisor, Instructional Technology Student Association	2016-2019
Advisor, Korean Student Association	2016-2019
President, Instructional Systems Student Association at FSU	2012
Multimedia Lab. Coordinator, at ISLT at FSU	2012-2016

Editorial Board & Journal Review

Editorial Board, The Korean Journal of Educational Methodology Studies	2019-present
Editorial Board, International Journal for Educational Media and Technology	2018-present
Reviewer, Educational Technology Research and Development	2017-present
Reviewer, Journal of Inclusive Education	2016-present
Reviewer, Computer and Education	2016-present

Reviewer, International Journal of Applied Sports Sciences	2017-present
Reviewer, International Journal of Virtual and Personal Learning Environments	2016-present
	2016-present
Reviewer, Journal of Special Education	2016-present
Reviewer, The Internet and Higher Education	

Instructional Design & Other Teaching Experience

Korean Teacher, Tallahassee Korean School	2011-2014
Instructional Designer, Tallahassee Community College	2011-2012
Instructional Designer, Course Evaluation and Return on Investment (ROI) in elearning for Instructional Designer	2007
Instructional Designer, Planning and Collecting Content in elearning for Instructional Designer	2007
Intern Teacher, Seok-kwan Middle School in Seoul, Korea	Spring, 2005

Professional Development

Quality Matters - Improving Your Online Course (IYOC) Workshop	May 17, 2020
Grant Writing Workshop at Kansas State University	Nov. 2 & 3, 2017
NSF-Sponsored Early Career Symposium at the AECT International Convention in Las Vegas, NV	Jul. 30, 2017
2nd Annual Games and Learning Early Career Workshop at Game for Change Festival in New York, NY	Oct. 17, 2016

Community Service

Leader, Korean Tennis Team at FSU	2010-2013
APEC Learning Community Builders (ALCoB) in Thailand.	2004-2005
Military Service.	2001-2003

Awards

Outstanding Doctoral Student Award Nomination, Instructional Systems and Learning Technologies	Apr, 2015
Ruby Diamond Future Professor Award, Instructional Systems and Learning Technologies	Apr, 2013
Gagne Briggs Outstanding Student Service Award, Instructional Systems and Learning Technologies	Apr, 2012

Grant Activity

Discovery Research PreK-12. National Science Foundation. Using Failure to Advance Instruction and Learning (2020). Senior Personnel. **Grant Applied**

Research-Practice Partnership Grant. Spencer Foundation. Building capacity for 21st Century Skills through a Research-Practice Partnership in Rural Georgia (2020). Co-Principal Investigator. **Grant Re-Applied ($393,130.00).**

Faculty Research Grant. Development of Mixed Reality-based Social skills Training Video Game (2020). Principal Investigator. **Grant Funded ($ 4399).**

Florida State University Instructional Systems and Learning Technology Travel Grant. (2014). Association for Educational Communications and Technology Conference: Jacksonville, FL. **Grant Funded ($150).**

Florida State University College of Education Council on Research in Education Travel Grant. (2013). Game+Learning+Society Conference. Madison, WI. **Grant Funded ($700 total).**

Florida State University Congress of Graduate Students Travel Grant. (2013). Association for Educational Communications and Technology Conference: Jacksonville, FL. **Grant Funded ($ 1,000).**

Florida State University Congress of Graduate Students Travel Grant. (2013). Society for Information Technology and Teacher Education Conference: New Orleans, LA. **Grant Funded ($ 1,000).**

Florida State University Congress of Graduate Students Travel Grant. (2013). Game+Learning+Society Conference: Madison, WI. **Grant Funded ($ 1,000).**

Florida State University Congress of Graduate Students Travel Grant. (2011). Game+Learning+Society Conference: Madison, WI. **Grant Funded ($ 1,000).**

Florida State University College of Education Council on Research in Education Travel Grant. (2011). Game+Learning+Society Conference. Madison, WI. **Grant Funded ($700 total).**

Florida State University Congress of Graduate Students Travel Grant. (2010). E-Learn Conference: Orlando, FL. **Grant Funded ($ 1,000).**

Research Projects

Mixed Reality-based Social Skills Training for Students with Autism Spectrum Disorder

Description:

Target Participants:

Role:

Bus Dream

Description:

Target Participants:

Role:

Earthquake Rebuild

Description: The game-based learning environment, called "Earthquake Rebuild," sets learners up in a virtual world where an earthquake has demolished a city, and they must use geometry and arithmetic to make architectural and resource management decisions as they aim to rebuild the city. (funded by a grant from the National Science Foundation)

Target Participants: 5th to 8th graders

Role: Learning support design, Administrating usability testing, developing entire game mechanism, Developing evaluation methods

Virtual-Reality-Based Social Skills Training for Children with Asperger's Syndrome

Description: The project aims to enrich the research area of technology for special education by examining a networked, versatile learning environment in which children with autism can engage in in situ, design- and play-mediated social skills training. *(funded by a grant from the Spencer Foundation)*

Target Participants: K-12

Role: Administrating OpenSimulator Server (Window server 2003 with MySQL database server), Intervention design for prompting social interaction and communication, design and developing objects in virtual environments, Developing Non-Player Characters (NPCs).

Inclusive design of e-learning

Description: The study of Mixed-Reality-Integrated Learning Environment (MILE) aims to design and examine a virtual-world-based, body-sensory-technology-enhanced learning platform to reinforce situated cognitive and metacognitive learning for online learners with diverse special needs. *(funded by a grant from the Spencer Foundation)*

Target Participants: K-12

Role: Configuring motion capture device (Kinect for Xbox 360 and Xbox One), Administrating OpenSimulator Server (Window server 2003 with MySQL database server), NPC design to simulate common classroom in the virtual world.

Others

A Design-Based Research: An initial model of an embodied Cognition Based Video Game for Children with Autism Spectrum Disorder

Pedagogical Agents in Game-based Mathematics Learning in Virtual Worlds: OpenSimulator project Bazaar

Facilitating social interaction in a virtual world for children with autism.

Using 3D virtual reality for social communication skills development: A Second Life-based learning program for children with Autism Spectrum Disorder

Establishing e-learning content sharing systems in higher education

Evaluation of the Ubiquitous classroom

Sharing and using e-learning content in Higher education

Ubiquitous classroom models

Establishing and managing the Science-Technology Cyber Learning Institution

Identifying potential parent tutors' competencies with Cyber Home Learning System

Parent Participation with Cyber Home Learning System

Enhancing ULSAN Cyber Home Learning System

Establishing a graduate school for policemen

Technology Skills

Game-based Learning Tools

Minecraft: Java Edition and Minecraft: Education Edition

Biometric Research Tools

Gazepoint Eyetracker and iMotions

Virtual Reality Tools

High Fidelity, OpenSimulator, Oculus Rift, and Samsung Odyssey

3D Design Tools

Unity3D, Blender, TinkerCad, and SketchUp Pro

3D Printing Tools

Afinia and Makerbot

Motion Capture Tools

Xbox Kinect and Leap Motion

Website & Server Maintenance

Window Server 2016, Dreamweaver, MySQL, and PHP

Animation Authoring Tools

CrazyTalk 8, CrazyTalk Animator 2, and iClone

Elearning Authoring Tools

Articulate Storyline 2 and Articulate Studio '13

Statistical Software

R, Python, MPlus, SPSS, and SAS

Professional Memberships

Association for Educational Communication & Technology (AECT)

American Education Research Association (AERA)

International Society for Technology in Education (ISTE)

Game for Change

Society for Information Technology & Teacher Education International (SITE)