



john hampton, Ph.D.

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WORK EXPERIENCE:

2022-present Assistant Professor
@ University of West Georgia, Carrollton, GA

- Teaching:
 - Responsibilities: designing and implementing lessons and course materials, communicating with students via CourseDen and through teacher-created videos and bi-weekly Zoom lectures; grading student responses.
 - Courses:
 - [MEDT 8463 \(Issues in Instructional Technology\)](#)
 - [MEDT 7464 \(Designing Tech-Enhanced Instruction\)](#)
 - [MEDT 7485 \(Special Topics: XR Technologies\)](#)
- Service:
 - Current & Ongoing:
 - Designer and facilitator of ETF department “AI Art” initiative (2024-present)
 - Volunteer for the [Mobile Innovations Lab](#) (2022-present)
 - ISM Course Reviewer (2023-present)
 - Instructional Support Mentor (ISM) (2024-present)
 - Journal reviewer ([JRTE](#), [JCHE](#), [MDPI open access](#)) (2022-present)
 - Faculty Senate Chair of [Institutional Planning Committee \(IPC\)](#) (2023-present)
 - Collaboration with Carrollton Middle School on building AI art-based curriculum (2024-present)
 - Past:
 - “Computers and AI on campus” initiative (2023-2024)
 - COEDIAC (College of Education Diversity Advisory Committee) (2022-present)
 - Course reviewer for courses in Georgia’s BEST (2023)
 - Co-creator for new Extended Reality (XR) course (2023)

- Collaboration with faculty from the *University of Alabama* as a volunteer elementary summer school teacher (at Skyland Elementary School), teaching students about [VR](#) and [AI](#) (2023)
- Presenter for [IGNITE DEI](#) on “[Video Games and Mental Health](#)” (2023)
- Volunteer judge for Carrollton County Schools “Tech Faire” (2023)
- [Guest speaker in CEPD 4101 \(Educational psychology\) on classroom management](#) (2023)
- Assistant Director of Curriculum, Instruction, and Assessment (CIA) (2023)
- Instructional Support Mentor (ISM) for “[Georgia’s BEST](#)” (2023)
- Faculty Senate member (2023)
- Volunteer for “[ETF Student Recruitment and Retention Think Tank](#)” (2022)

2017-2022

*Research & Teaching Assistant
@ University of Florida, Gainesville, FL*

- Teaching:
 - Responsibilities: designing and implementing lessons and course materials, communicating with students via CANVAS and through teacher-created videos, and grading student responses, delivering instruction via face-to-face, synchronous, asynchronous, and hybrid/Hyflex modalities
 - Courses:
 - [EME 4406 \(Technology in Secondary Education\)](#)
 - [EME 3813 \(Technology enhanced learning environments\)](#)
 - [EME 2040 \(Introduction to Educational Technology\)](#)
 - [LAE 6869 \(Teaching Digital Storytelling\)](#)
- Research:
 - Examining multimedia and modality principles on students with and without dyslexia.
 - Responsibilities: greeting study participants and running experiments, setting up and tracking data of EyeLink and DSI-24 electroencephalogram (EEG) headset.
 - Examining elementary students’ computational thinking skills.
 - Responsibilities: designing, implementing, and teaching elementary school lesson plans in computer science / computational thinking skills.
 - Examining the digital evaluation practices of middle school students.
 - Responsibilities: helping to design study criteria, greeting study participants, coding their evaluation practices, writing portions of the submitted manuscript, and presenting the findings at a national conference.
 - Performing a meta-analysis on gamification elements in formal instructional environments.
 - Responsibilities: analyzing resources via the PRISMA method, developing inclusion and exclusion criteria, writing portions of the submitted manuscript, and presenting the findings at several national conferences.
 - Examining student beliefs about learning with technology via the “draw-a-picture” method for analyzing student responses.
 - Responsibilities: coding participant responses, writing the manuscript, and presenting findings at several national conferences.
 - Examining the productivity practices of leading educational technology scholars.

- Responsibilities: organizing the study's conception, gaining IRB approval, communicating and interviewing study participants, and writing the manuscript.
- Examining current trends and issues for educational technology journals.
 - Responsibilities: helping design the study, coding and analyzing participant responses, writing the manuscript, presenting at a national conference.
- Service:
 - Photography services (family photos, headshots, etc.) for colleagues and current students
 - Faculty job search host and committee member
 - Leader of Educational technology writing group 2018-2021:
 - Guest speaker on Photoshop and Digital Storytelling practices

2007 - 2017

Teacher for Marion County Public Schools, Marion County Florida

- Teaching
 - Responsibilities: managing classroom materials, preparing class activities, grading assignments, using various teaching methods, and monitoring student academic performance; maintaining a minimum pass rate (75%+) on yearly AICE exams; collecting yearbook dues, maintaining photography equipment, teaching photography, design, and writing lessons, attending after-school sporting events, proofing final yearbook design, and doing graphic design work.
 - Courses
 - [AICE \(Advanced International Certificate of Education\)](#): General Paper, Language 1/2, Thinking Skills, and Art & Design
 - English I-IV
 - Honors English III
 - Journalism I-IV, Photojournalism I-IV, Yearbook
- Research:
 - Conducted several participatory action research investigations: Socratic Circles, EETT Macbook grant technology, digital photography, and commercial-off-the-shelf video games
- Service:
 - Helped design end-of-year assessments and county-wide lessons plans for English I-IV.
 - Collaborated to design curriculum with three other teachers as part of a co-curricular, ["Power Standards" team](#).
 - Implemented and ran the school's yearbook program for 4 years.
 - Coached the high school boys tennis program.
 - Designed and delivered lessons to county instructors
 - Created and implemented an after-school club that focused on classical films and film-based techniques.

2007 - present

Owner & Photographer for [Hampton Photoworks](#), Ocala, FL

- Responsibilities: photographing weddings, family, and events; managing payroll and finances, hiring employees, supervising and participating in photoshoots, processing photography and video content, and organizing social media and marketing campaigns.

PUBLICATIONS:

- [Ziegler, L., Arrington, L., Arslan, O., Hampton, J., & Lee, S. \(2025\). Designing a Course to Support P12 Educators in Using GenAI: A Design Case Informed by ChatGPT. Journal of Applied Instructional Design. The Journal of Applied Instructional Design: August 2025.](#)
- Hampton, J. & Lu, J. (2025, in press). Pre-service teachers' perspectives toward the adoption of generative AI tools: A thematic analysis.
- [Hampton, J., Cheng, L., Swapna, K. \(2023\). Engaging Students via Synchronous Peer Feedback in a Technology-Enhanced Learning Environment. DOI: 10.1080/15391523.2022.2142874](#)
- [Wang, X., Hampton, J., Ritzhaupt, A., & Dawson, K. \(2022\). Trends and Priorities of Educational Technology Research: A Delphi Study. Contemporary Educational Technology. 14. ep383. DOI: 10.30935/cedtech/12317.](#)
- [Sommer, M., Hampton, J., Kohnen, A., & Ritzhaupt, A. \(2022\). Instructional elements in an online information literacy Open Educational Resource \(OER\) and their influence on learner achievement, satisfaction, and self-efficacy. Journal of Information Literacy. 16\(1\):70.](#)
- [Ritzhaupt, A. Huang, R., Sommer, M., Zhu, J., Stephen, A., Valle, N., Hampton, J., & Li, J. \(2021\). A meta-analysis on the influence of gamification in formal educational settings on affective and behavioral outcomes. Educational Technology Research and Development, 1-30.](#)
- [Sommer, M., Kohnen, A., Ritzhaupt, A., & Hampton, J. \(2021\). Investigation of the Validity Evidence of the Information Literacy Self-Efficacy Scale \(ILSES\) Among Undergraduate Students. Communications in Information Literacy, 15 \(1\), 1–23.](#)
- [Huang, R., Ritzhaupt, A., Sommer, M., Zhu, J., Stephen, A., Valle, N., Hampton, J., & Li, J. \(2020\). Effects of gamification in educational settings on student learning outcomes: A meta-analysis. Educational Technology Research and Development, 68\(4\), 1875-1901.](#)
- [Kohnen, A., Mertens, G., Hampton, J., Fu, D. \(2020\). A Study of Middle School Students' Online Credibility Assessments: Challenges and Possibilities. Research in the Teaching of English, 56\(1\), 33-59.](#)
- [Luo, F., Israel, M., Liu, R., Yan, W., Gane, B., Hampton, J. \(2020\). Understanding Students' Computational Thinking through Cognitive Interviews: A Learning Trajectory-based Analysis. SIGCE, CS Education Research.](#)
- [Hampton, J. \(2016\). COTS Video Games in the Classroom.](#)

PRESENTATIONS

- Sommer, M., Hampton, J., Kohnen, A., & Ritzhaupt, A. (2021). Instructional Elements in an Information Literacy e-Book and their Influence on Learner Outcomes. Florida Educational Research Association, Tampa, FL.
- Wang, X., Hampton, J., Ritzhaupt, A., & Dawson, K. (2021). What are the trends and priorities of Educational Technology research? A Delphi study of journal editors. Florida Educational Research Association, Tampa, FL.
- Huang, R., Ritzhaupt, A., Sommer, M., Zhu, J., Stephen A., Valle, N., Hampton, J., Li, J. (2021). The influence of gamification on affective and behavioral outcomes in educational settings: A meta-analysis. Florida Educational Research Association, Tampa, FL.
- Sommer, M., Hampton, J., Kohnen, A., & Ritzhaupt, A. (2021). Instructional Elements in an Information Literacy e-Book and their Influence on Learner Outcomes. Association for Educational Communications and Technology (AECT) International Convention, Chicago, IL.
- Ritzhaupt, A., Dawson, K., Wang, X., Hampton, J., (2021). A Delphi method study on the issues facing educational technology research journal editors. Association for Educational Communications and Technology (AECT) International Convention, Chicago, IL.
- Wang, X., Hampton, J., Ritzhaupt, A., & Dawson, K. (2021). Trends and Priorities of Educational Technology Research: A Delphi Study. Association for Educational Communications and Technology (AECT) International Convention, Chicago, IL.
- Hampton, J., Sommer, M., Li, J., Socorro, J. Ritzhaupt, A., Dawson, K., Antonenko, P., Tsai, C. (2020). K-12 Students' Conceptions of Learning with Technology: A Drawing Analysis. American Educational Research Association (AERA), San Francisco, CA.
- Huang, R., Ritzhaupt, A.D., Sommer, M., Zhu, J., Stephen, A., Valle, N., Hampton, J. & Li, J. (2020). Effects of gamification in educational settings on affective and behavioral learning outcomes: a meta-analysis. Association for Educational Communications and Technology (AECT) International Convention, Orlando, FL.
- Huang, R., Ritzhaupt, A., Sommer, M., Zhu, J., Stephen, A., Valle, N., Hampton, J., Li, J. (2019). The impact of gamification in educational settings on affective and behavioral learning outcomes: a meta-analysis. Association for Educational Communications and Technology (AECT), Las Vegas, NV.
- Zhu, J., Dawson, K., Ritzhaupt, A.D., Hampton, J., Agacli Dogan, N., Xu, Z., Cheng, L. & Huang, R. (2019). Evaluating the multimedia and modality principles on students with and without dyslexia. Association for Educational Communications and Technology (AECT), Las Vegas, NV.
- Hampton, J., Sommer, M., Li, J., Socorro, J. Ritzhaupt, A., Dawson, K., Antonenko, P., Tsai, C. (2019). K-12 Students' Conceptions of Learning with Technology: A Drawing Analysis. Association for Educational Communications and Technology (AECT), Las Vegas, NV.
- Kohnen, A., Mertens, G., Hampton, J., Fu, D. (2019). Digital natives or digital novices? A study of middle school students' digital credibility evaluation practices. Literacy Research Association (LRA), Tampa, FL.
- Hampton, J., Sommer, M., Li, J., Socorro, J. Ritzhaupt, A., Dawson, K., Antonenko, P., Tsai, C. (2019). K-12 Students' Conceptions of Learning with Technology: A Drawing Analysis. Florida Educational Research Association (FERA) 64th Annual Meeting, St. Petersburg, FL.

- Huang, R., Ritzhaupt, A.D., Sommer, M., Zhu, J., Stephen, A., Valle, N., Hampton, J. & Li, J. (2019). The impact of gamification in educational settings on student learning outcomes: A meta-analysis. Florida Educational Research Association (FERA) 64th Annual Meeting, St. Petersburg, FL.
- Crawford, M. & Hampton, J. (2015). Reporting Revolutions. National Conference of History Education, St. Augustine, FL.

EDUCATION:

University of Florida, Gainesville, FL

- Ph.D, Curriculum and Instruction [2017-2022]
 - Focus in Educational technology
 - Intersection of technology and identity, self-esteem, self-efficacy; video games; online literacy practices.
- M.Ed., English Education (Proteach) [2006-2007]
 - Florida Professional Teaching Certificate
 - ESOL Endorsement
- B.A., English [2002-2006]
 - Minor in Secondary Education

HONORS AND AWARDS

- Nominee for Best Graduate Student Paper Award, AERA (2022)
- [Best Graduate Student Paper Award, AERA \(2020\)](#)
- Nominee for Graduate Student Instructor of the Year (2020)
- [Teacher of the Year, FSPA \(2014-2015\)](#)
- [Teacher of the Year, North Marion High School \(2011-2012\)](#)

PROFESSIONAL ORGANIZATIONS:

- Literacy Research Association (LRA), 2019-present
- Florida Educational Research Association (FERA), 2019-present
- American Educational Research Association (AERA), 2018-present
- Association for Educational Communications and Technology (AECT), 2017-present
- National Conference for Teachers of English (NCTE), 2005-present

REFERENCES AVAILABLE UPON REQUEST