

Ethan P. Valentine

♦ ethanpvalentine@gmail.com ♦ (218) 205-5815 ♦ www.ethanpvalentine.com

♦ 15 Heritage Dr. North Liberty, IA 52317

Researcher, Teacher, Designer

Skilled designer of learning environments, experienced with a wide variety of instructional design tools, design models, and learning theories. History of success with diverse learners, stakeholders, subject-matter experts, and learning contexts. Expertise in educational research and design for varied content areas, including biology, environmental science, pre-engineering, medicine, and psychological science.

Education

Doctor of Philosophy in Psychological & Quantitative Foundations, 2018, The University of Iowa, College of Education (Major: Educational Psychology). Dissertation title: *Learning On The Open Road: Examining The Effect Of Non-Sequential User Choice On Learning From OERs*. Committee: Benjamin DeVane (Chair), Joyce Moore, Kathy Schuh, Pamela Wesely, Miguel Encarnação.

Master of Arts in Psychological & Quantitative Foundations, 2015, The University of Iowa, College of Education (Major: Educational Psychology). Advisor: Stephen Alessi.

Bachelor of Science in Psychology, 2013, The University of Iowa, College of Liberal Arts and Sciences.

Professional Experience

2018-present – Instructor, Psychology, Kirkwood Community College, Social Sciences Department
Primary instructor for 5 face-to-face and hybrid courses (PSY-111, PSY-121, and EDU-240) per semester, in addition to service to the college and informal advising/mentoring.

2020-present – Adjunct Lecturer, Educational Psychology, University of Iowa, College of Education, Department of Psychological & Quantitative Foundations
Primary instructor for 1 graduate-level course (PSQF:7331) per semester.

Summer 2018 – Graduate Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations
Conducted transcription of recorded lectures to a text-based format for online graduate courses (PSQF:6200 and PSQF:6204).

2017-2018 – Graduate Teaching Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations
Primary instructor for 1-2 face-to-face and online courses per semester (PSQF:1075), including the design, development, and implementation of learning activities.

Summer 2017 – Graduate Teaching Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations
Provided grading/evaluation assistance to the primary instructor of one graduate course (PSQF:6200).

2016-2018 – Adjunct Faculty, Psychology, Kirkwood Community College, Social Sciences Department
Primary instructor for 1-2 face-to-face courses (PSY-111 & PSY-121) per semester.

2014-2017 – Graduate Research Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations
Design and research (protocol development, subject recruitment, data collection and analysis, and reporting of results) on the Deeper Learning materials of the MyCarDoesWhat? public information campaign (<http://mycardoeswhat.org>), early work on the University of Iowa's TraumaHawk app, and research on the University of Iowa's/Iowa Children's Museum's Skate Park Physics learning game.

2013-2014 – Research Assistant/Coordinator, University of Iowa, Institute for Clinical & Translational Science
Coordination of industry-sponsored trials and investigator-driven studies, including developing IRB-approved research protocols, recruiting study subjects, conducting laboratory procedures, carrying out study visits, and data analysis.

2010-2013 – Student Research Assistant, University of Iowa, Institute for Clinical & Translational Science/Department of Internal Medicine
Assisted with subject recruitment, data collection, and data analysis of industry-sponsored and investigator-driven research in collaboration with research coordinators.

Publications and Conference Proceedings

DeVane, B.M., Dietmeier, J., Missall, K., Nanda, S., Brand, M., Miller, B., **Valentine, E.**, & Dunkhase, D.M. (2019). Dropping In to Game Design: Iterations of a Skatepark Physics Game for a Children's Museum Exhibit. *Information and Learning Sciences*, 120(9/10), 663-678.

Miller, B. J., **Valentine, E.**, Zhou, Y., Moore, J., & DeVane, B. (2017). Grand Test Auto: Designing Simulator Assessments of Game-based Mental Models of Automotive Safety Technologies. In K.E.H. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Proceedings of Games + Learning + Society (GLS) Conference 12.0* (pp. 537-540). Pittsburgh, PA: Carnegie Mellon University: ETC Press.

Valentine, E. (2016). Learning for Doing: Designing Instructional Games for the Workplace. In K.E.H. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Proceedings of Games + Learning + Society (GLS) Conference 11.0* (pp. 237-240). Pittsburgh, PA: Carnegie Mellon University: ETC Press.

Allman, L., Valentine, A.M., & **Valentine, E.P.** (2012). She's Come Undone: Serving Troubled Students. *Community College Journal*, 83(1), 42-47.

Conference and Professional Presentations

Valentine, E., Zhou, Y., Moore, J.L., & DeVane, B. (2018, April 16). *Playful and Collaborative Inquiry into Adaptive Cruise Control*. Poster presented at the 2018 Annual Meeting of the American Educational Research Association, New York, New York.

Miller, B. J., **Valentine, E.**, Zhou, Y., DeVane, B. & Moore, J. L. (2016, August 17) *Grand Test Auto: Designing Simulator Assessments of Game-based Mental Models of Automotive Safety Technology*. Poster presented at Games + Learning + Society (GLS) 12.0, University of Wisconsin-Madison, Madison, Wisconsin.

Valentine, E., Zhou, Y., DeVane, B., & Moore, J. (2015, October 24). *Driving Insight: Designing Open Educational Resources with the Classroom in Mind*. Presentation at the 2015 Iowa Conference on Higher Education, Hiawatha, Iowa.

Valentine, E. (2015, July 9). *Learning for Doing: Designing Instructional Games for the Workplace*. Paper presented at Games + Learning + Society (GLS) 11.0, University of Wisconsin-Madison, Madison, Wisconsin.

Devane, B. M., Moore, J. L., & **Valentine, E.** (2015, April 16). *Design Research for Driving Insight: Iterative Interventions for Understanding Automobile Safety Systems*. Paper presented at the 2015 Annual Meeting of the American Educational Research Association, Chicago, Illinois.

Eberlein, M., Bauer, C., Winnike, H., **Valentine, E.**, Sieren, J., Beichel, R., & Zabner, J. (2014, February). *Chest wall strapping increases expiratory airflow and the number of small airways*. Poster presented at the University of Iowa, Department of Internal Medicine Research Days, Iowa City, IA.

Invited Workshops and Lectures

Valentine, E.P. (2020, February 28). *OERs in the social sciences*. Presentation at the 2020 Kirkwood Community College Social Sciences Department Retreat, Hiawatha, IA.

Brown, P.E., **Valentine, E.P.**, Langel, R.J., Jordan, J.L., Hess, K.J., & Arduini, A.L. (2020, January 16). *Edutech in the Classroom*. Workshop presented at the Spring 2020 Kirkwood Community College Collaborative Learning Days, Cedar Rapids, Iowa.

Valentine, E.P. (2019, November 14). *Where Should We Go?: Location-Based, Augmented Reality Games for Learning*. Presentation at the Fall 2019 Tech Scouts Instructional Technology Showcase, Iowa City, Iowa.

Electronic Publications and Instructional Software

DeVane, B.M., Miller, B. J., Dietmeier, J., Missall, K., Nanda, S., Brand, M., & **Valentine, E.** (2018). *Skatepark Physics – Notion of Motion*. Iowa Children’s Museum. Coralville, IA: University of Iowa/University of Washington/Iowa Children’s Museum. On display at the Iowa Children’s Museum. Information retrieved from <https://theicm.org/exhibit/notion-of-motion/>

DeVane, B. M., Juehring, C., **Valentine, E.**, Moore, J. L., & Zhou, Y. J. (2016). *Deeper Learning – pLAYCC simulation - My Car Does What? My Car Does What?*. Chicago, IL: National Safety Council/University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/adaptive-cruise-control>

DeVane, B. M., Moore, J., Zhou, Y. J., & **Valentine, E.** (2016). *Deeper Learning - Adaptive Cruise Control - My Car Does What? My Car Does What?* Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/adaptive-cruise-control/>

DeVane, B. M., Moore, J., Zhou, Y. J., & **Valentine, E.** (2016). *Deeper Learning - Backup Camera – My Car Does What? My Car Does What?* Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/back-up-camera/>

DeVane, B., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Blind Spot Monitoring - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/blind-spot-monitor/>

DeVane, B. M., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Forward Collision Warning - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/forward-collision-warning/>

DeVane, B., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Lane Departure Warning - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/lane-departure-warning/>

DeVane, B., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Rear Cross Traffic Alert - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/rear-cross-traffic-alert/>

Intellectual Contributions - In Progress Manuscripts

Valentine, E.P. & DeVane B.M. (In Review). Self-Navigated Learning: Exploring the Impact of Non-Sequential User Choice on Learning from Open Educational Resources.

Valentine, E.P. & DeVane, B.M. (In Progress). Learning in Your Own Direction: Examining Relationships Between Non-Sequential User Choice and Learning.

Design Software/Tool Expertise

Rapid Authoring Systems for multimedia design, including LiveCode and Adobe Captivate

Augmented Reality (AR) game design with ARIS and TaleBlazer

Learning Management Systems (LMS), such as D2L (Brightspace), Moodle, Blackboard, and Canvas

Video/Photo Production using Adobe Premiere Pro, Audition, and Photoshop

Web Design/Development via Dreamweaver, HTML/CSS, and Python

Data Analysis and Visualization including Tableau, SPSS, and SAS

Courses Taught

Qualitative Educational Research Methods (PSQF:7331), The University of Iowa, 2020-present
Primary instructor for a doctoral, project-based seminar in research methods (1 section as of Fall 2020)

Honors Project in Psychology (PSY-924), Kirkwood Community College, 2020-present
Honors faculty mentor for honors research projects (1 project as of Spring 2020)

Educational Psychology (EDU-240; face-to-face and hybrid), Kirkwood Community College, 2018-present
Primary instructor for 4 total sections (as of Spring 2020) of 30 students, including 1 hybrid

Educational Psychology & Measurement (PSQF:1075), The University of Iowa, 2017-2018
Primary instructor for 5 total sections of 30 students, including 2 online (online limited to 25 students)

Introduction to Psychology (PSY-111), Kirkwood Community College, 2016-present
Primary instructor for 18 total sections (as of Summer 2020) of 30 students, including 2 dual-enrollment (1 synchronous online) and 4 asynchronous online

Developmental Psychology (PSY-121), Kirkwood Community College, 2016-present
Primary instructor for 9 total sections (as of Spring 2020) of 30 students, including 3 dual-enrollment

Service

Talon Super Users Group, Kirkwood Community College, Cedar Rapids, IA (2020-present)

Peer Reviewer, 2021 American Educational Research Association Annual Meeting (2020)

Peer Reviewer, 2020 International Conference of the Learning Sciences (2019)

Learning Technology Advisory Committee, Kirkwood Community College, Cedar Rapids IA (2019-present)

Tech Scouts, Kirkwood Community College, Cedar Rapids, IA (2019-present)

Faculty Advisor, Kirkwood Esports Club, Kirkwood Community College, Cedar Rapids, IA (2019-present)

Virtual Reality Interest Group, Kirkwood Community College, Cedar Rapids, IA (2018-present)

University of Iowa Council on Teaching, Iowa City, IA (2014-2015)

University of Iowa Museum of Art, Volunteer Gallery Attendant, Iowa City, IA (2010-2011)

A Center for the Arts, Youth Advisory Committee, Fergus Falls, MN (2009-2010)

Professional Affiliations

American Educational Research Association (AERA) Division C (2015-present)

American Psychological Association, Division 15 (2019-present)

International Society of the Learning Sciences (2020-present)