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## EDUCATION

<b>NYU Steinhardt School of Culture, Education, and Human Development</b> Ph.D., Educational Communication and Technology	Sep 2011 – May 2020
<b>Teachers College of Columbia University</b> Ed.M., Instructional Design and Technology	Sep 2007 – Jun 2011
<b>NYU Steinhardt School of Culture, Education, and Human Development</b> M.A., Educational Communication and Technology	Sep 2000 – Jun 2003
<b>Denison University</b> B.A. Philosophy Concentration: French and Art History Exchange Year Abroad: NYU Abroad program - La Sorbonne Universite, Paris, France	Sep 1987 – Jun 1991

## DISSERTATION

*The Effects of Patient Simulations on Dental Student Learning*  
Chairperson, Dr. Jan L. Plass

This experimental in vivo research investigated the effects of two types of patient simulation namely, a role-play and a web-based patient simulations on student learning. In 2018-19, I evaluated two web-based patient simulations (*Web Sim*) on student learning outcomes in an introductory course on oral maxillofacial surgery. One simulation covered concepts and skills in local anesthesia (Fall 2018) and the other concepts and skills in non-surgical extractions (Spring 2019). Learning outcomes were evaluated in each semester through both a student-recorded role play task, graded by the course instructor, and a 50-item multiple choice test. For both topics, students who used the web-based patient simulation earned significantly higher scores on the role-play task. However, scores on the written test did not differ significantly between conditions. I also evaluated the use of two role-play patient video projects (*Role Play*) on student learning outcomes across the same two topics in oral surgery; local anesthesia and non-surgical extractions. For both topics, students scored higher on a (post) role-play 50-item multiple choice test compared to a (pre) role-play 50-item multiple choice test.

## PUBLICATIONS

- N. Lanzieri, J. Bowen, D. Lasala, H. Samelson, and E. McAlpin, "Work-in-Progress— Virtual Reality: A Tool to Develop Social Work Practice Skills of Engagement and Assessment," *2020 6th International Conference of the Immersive Learning Research Network (iLRN)*, San Luis Obispo, CA, USA, 2020, pp. 267-270 2020
- N. Lanzieri, H. Samelson, E. McAlpin, and D. Shilane, "Work-in-Progress—A 360 Virtual Reality Simulation to Prepare Social Work Students to Interact with Community Environments," *2020 6th International Conference of the Immersive Learning Research Network (iLRN)*, San Luis Obispo, CA, USA, 2020, pp. 271-274 2020

McAlpin, E., Shilane, D., & Kalaycioglu, S. (2019). Dynamic Versus Static Presentation Formats, Do They Impact Performance Differently? *Journal of Computers in Mathematics and Science Teaching*, 38(1). 49-76 2019

McAlpin, E., Shilane, D., & Kalaycioglu, S. (2018). A Pedagogically Effective Use of an Audience Response System to Increase Outcomes in Mathematics. *Journal of Computers in Mathematics and Science Teaching*, 37(4), 1-32 2018

McAlpin, E. (2015). Ditch the Lecture, Add Active Learning. In *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (pp. 1849-1853). Kona, Hawaii, United States: Association for the Advancement of Computing in Education (AACE). 2015

Whelan, R. & McAlpin, E. (2001). A Multimedia Tool for the Classroom: A Cross-Curricular Multimedia Knowledge Construction Environment. In C. Montgomerie & J. Viteli (Eds.), *Proceedings of ED-MEDIA 2001--World Conference on Educational Multimedia, Hypermedia & Telecommunications* (pp. 2043-2044). Norfolk, VA USA: Association for the Advancement of Computing in Education (AACE). 2001

## TEACHING EXPERIENCE

**Adjunct Faculty Member** Jan 2014 – Dec 2019  
 Department: Educational Communication & Technology, NYU

*Foundations of Cognitive Science* (2014 -2017, 2019)

- Graduate Level Foundational Full Semester Course
- Created Online Course Site in University Learning Management System
- Revised Course to Increase Active Learning with Media and Technology
- Created In-Class Lecture Presentations and Activities

*Design Processes for Learning* (2018)

- Graduate Level Full Semester Course
- Secured Guest Speakers
- Secured Stakeholders for Student Projects
- Created Online Course Site in University Learning Management System

Workshop Co-Instructor: *Basic 2D Character Assembly for Animations for NYC Kids Scribble*, NYU Oct 2018

Workshop Co-Instructor: *Designing Student Assessments Using Technology & Media* Faculty Resource Network, NYU Jun 2018

Workshop Co-Instructor: *Employing Action-Based Analytics to Your Course* Center for the Advancement of Teaching, NYU Sep 2017

Workshop Co-Instructor: *Ditch the Lecture, Add Active Learning* Faculty Resource Network, NYU Jun 2016

## PRESENTATIONS

<i>iLRN 6<sup>th</sup> International Conference of Immersive Learning</i> Presentation: Pilot Study - A 360 Virtual Reality Simulation to Prepare Social Work Students to Interact with Community Environments	Jun 2020
<i>Symposium on Scholarship of Teaching and Learning, Banff, Canada</i> Presentation: A Tale of Three Studies: An Iterative Design and Research Approach to Teaching and Learning	Nov 2019
<i>NYU Student Success Forum, NYU</i> Presentation: Iterative Design & Research for Calculus I	Mar 2019
<i>NYU Tech Summit, NYU</i> Presentation: Technology Enhanced Education - Research and Outcomes Assessment	Nov 2018
<i>Tech-Enhanced Education Event, NYU</i> Topic: From Islands to Archipelago: Discovering Connections Across Faculty Experiences with Educational Technology Panelist: "Demystifying Learning Analytics"	Nov 2017
<i>Teaching with Technology Summit, University of Virginia</i> Keynote Address: Technology Enhanced Education: Pearls & Perils	Oct 2017
<i>New Directions in Instructional Design: Keeping Pace in a Time of Rapid Change, Educause (ELI Online Focus Session)</i> Presenter: Beyond Instructional Design: Where is Our Practice Today and Where is It Going?	Apr 2017
<i>E-Learn</i> Presenter: Ditch the Lecture, Add Active Learning	Oct 2015

## EMPLOYMENT HISTORY

<b>Project Director of Research &amp; Outcomes Assessment - NYU IT</b> Institution Name: New York University Employment Duration: 4 yrs. + Location: Greater New York City Area	Jul 2016 – Present
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Assists faculty in conducting research on and evaluating which media & technology strategies enhance student learning outcomes, for which subject areas, and under which conditions. We assess technology enhanced course designs aimed to increase student engagement and outcomes. We also assess the effective use of games, simulations, media, and technologies used in the classroom or online. Evaluations and assessments provide recommendations for continued educational improvements. Projects range from course or technology enhanced pedagogy evaluations to full published research. All projects aim to support the university's effort to learn about our teaching and learning practices with technology and media in order to make continued improvements for students at NYU.

**Asst. Director of Learning and Curriculum Dev - NYU IT**

Jun 2013 – Jul 2016

Institution Name: New York University

Employment Duration: 3 yrs. 2 mo.

Location: New York, New York

Guided a new department of 12+ full time + 12+ contractors such as educational design technologists, media producers, and interactive developers. Technologists collaborate with NYU faculty to customize learning experiences with technology, media, and new pedagogies. Types of learning experiences include redesigning or creating new blended, hybrid, online, or enhance face-to-face courses. We apply active and collaborative learning strategies, enhance courses with technology/media, and create other innovative educational designs such as games and simulations. Designs are achieved by using evidence-based educational and assessment design (approaches, methods, strategies, and principles) to deliver engaging and effective learning experiences.

**Senior Instructional Designer**

Oct 2009 – Jun 2013

Company Name: Kaplan Test Prep and Admissions

Employment Duration: 3 yrs. 9 mo.

Location: New York, New York

Instructional designer hired to assist all test prep product teams with the design of asynchronous and synchronous educational experiences including resources, assessments, lessons, and courses. Analyzed program components to identify how learning components can take advantage of more efficient and effective learning through asynchronous and synchronous delivery designs. Worked closely with research manager, content managers, subject matter experts, visual designers (graphic, video, and animation) to design and develop effective instruction, practice, and assessments using new media formats and technologies.

**Senior Instructional Designer**

Sep 2006 – Jun 2009

Company Name: Teachers College, Columbia University

Employment Duration: 2 yrs. 10 mo.

Location: New York, New York

Pioneered developed, delivered, and managed engaging eLearning design. Upheld college reputation for delivering rigorous pedagogy to distance learners seeking professional development enrichment. Led college in expansion of national and international market share by introducing emerging technologies, new learning models, and provided competitive edge in distance learning. Customized eLearning according to identified learning objectives and target audience needs by combining selective learning technologies, developing tools, and instructional design strategies.

**ELearning Designer/Developer**

Jun 2004 – Sep 2006

Company Name: Group Health

Employment Duration: 2 yrs. 4 mo.

Location: New York, New York

Project managed the purchase decision and implementation of first learning management system (Sum Total Systems) for online registration, delivery, tracking, and record retention for required compliance courses including HIPAA. Successfully pioneered design, development, delivery, and management of first asynchronous online compliance course within deadline as well as all other compliance courses going forward. Expanded and improved training department programs with new engaging asynchronous online courses, converted instructor-led content to online courses, created educational games and system simulations for blended learning environments.

**Web Media Designer/Developer**

Nov 2000 – Jun 2004

Company Name: Euclidgraphics

Employment Duration: 3 yrs. 8 mo.

Location: New York, New York

Founded web and media design business. Client List includes: Nickelodeon, New York University, Marymount Manhattan College, Effective Educational Practices, New Media Artist Josely Carvalho, Diane Ravitch, ADPAC, and others.

**UNIVERSITY SERVICE**

Co-chair for Be Together NYU Innovation, Art, &amp; Technology

Jun 2020 - Present

Steward for New NYU Learning Analytic Service

Sep 2015 – Sep 2017

Facilitator for NYU Learning Analytic Working Group

Sep 2015 – Sep 2017

Co-host and facilitator for LASI-NYC Event "The Visualization of Data in Education"

Jun 2016

Facilitator for NYU Evaluation &amp; Assessment of Technology Subcommittee Group

Sep 2016 – Jun 2017

**REFERENCES**

Upon Request