

Elizabeth McAlpin
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EDUCATION

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

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

- Nicholas Lanzieri, Elizabeth C. McAlpin & Kenta Asakura (2023) A VR Client Simulation to Prepare MSW Social Work Students for Practicum: A Feasibility Study, *Journal of Technology in Human Services*, DOI: [10.1080/15228835.2023.2240382](https://doi.org/10.1080/15228835.2023.2240382) 2023
- McAlpin, E., Levine, M., & Plass, J. L. (2023). Comparing two whole task patient simulations for two different dental education topics. *Learning and Instruction*, 83, 101690. 2023

McAlpin, E., Levine, M., Brenner, C., Opazo, C., Bathini, S., Choi, S., Louisville, M., Grandhi, U. (2022). Evaluating the Effectiveness of a Virtual Reality Simulation for Preclinical Local Anesthesia Dental Education. *European Journal of Dental Education*. 2022

Lanzieri, N., McAlpin, E., Shilane, D., & Samelson, H. (2021). Virtual reality: An immersive tool for social work students to interact with community environments. *Clinical Social Work Journal*. doi:10.1007/s10615-021-00803-1 2021

McAlpin, E., Bergner, Y., & Levine, M. (2020). Summative Assessments of Web-Based Patient Simulations of Preclinical Local Anesthesia and Non-Surgical Extraction. *European Journal of Dental Education*. 2020

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 –
 Department: Educational Communication & Technology, NYU Dec 2019

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 Strategies
- Created In-Class Lecture Presentations, Formative Assessments 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 Instructor: *Designing Student Assessments Using Technology & Media* Jun 2022
Faculty Resource Network, NYU

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

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

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

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

PRESENTATIONS

Women in Technology (WIT), NYU Mar 2022
Panel: Women Pioneering the Future

European Association for Research on Learning and Instruction (EARLI) Aug 2021
Presentation: Investigating the Effectiveness of Role-Play Patient Simulations in Dental Education

iLRN 6th International Conference of Immersive Learning Jun 2020
Presentation: Pilot Study - A 360 Virtual Reality Simulation to Prepare Social Work Students to Interact with Community Environments

Symposium on Scholarship of Teaching and Learning, Banff, Canada Nov 2019
Presentation: A Tale of Three Studies: An Iterative Design and Research Approach to Teaching and Learning

NYU Student Success Forum, NYU Mar 2019
Presentation: Iterative Design & Research for Calculus I

NYU Tech Summit, NYU Nov 2018
Presentation: Technology Enhanced Education - Research and Outcomes Assessment

Tech-Enhanced Education Event, NYU Nov 2017
Topic: From Islands to Archipelago: Discovering Connections Across Faculty Experiences with Educational Technology
Panelist: "Demystifying Learning Analytics"

Teaching with Technology Summit, University of Virginia Oct 2017
Keynote Address: Technology Enhanced Education: Pearls & Perils

New Directions in Instructional Design: Keeping Pace in a Time of Rapid Change, Educause (ELI Online Focus Session) Apr 2017

Presenter: Beyond Instructional Design: Where is Our Practice Today and Where is It Going?

World Conference on E-Learning (E-Learn), Kona, Hawaii

Oct 2015

Presenter: Ditch the Lecture, Add Active Learning

EMPLOYMENT HISTORY

Director of Educational Technology Research - NYU IT

Jul 2016 – Present

Institution Name: New York University

Employment Duration: 7 yrs. +

Location: Greater New York City Area

Originated a new service to support faculty desiring to engage in educational research and scholarship of teaching and learning strategies enhanced with technology aimed to improve student learning within courses delivered at the institution. Research focuses includes games, virtual environments, simulations, media, and technologies used in the classroom, remote, and online. Assists in the research planning, design, IRB approval, implementation, management, data collection and analysis, and writing for journal publication. Collaborations with faculty aim to support the university's effort to learn about the impact of technology on teaching and learning practices in order to make continued improvements for students at NYU. Project manages and provides instructional design skills for virtual reality development projects aimed for efficacy research in the classroom. Additional assistance with grant writing for funding. Facilitates workshops on iterative course design and scholarly research for teaching and learning.

Service Highlights:

- Collaborate with faculty from various schools and departments to identify research opportunities
- Consult on research questions and design
- Conduct literature reviews to guide research
- Design research plans
- Complete IRB
- Implement & manage research projects
- Collect and analyze data
- Report on results and plan ways to make continued changes and improvements
- Write research articles for journal publications
- Assistance with grant writing and other proposals for funding opportunities
- Facilitate workshops on iterative course design and research design for teaching and learning

Operational Highlights:

- Responsible for managing departmental budget

- Manage all operational, tactical, and strategic aspects of the department from collaborating with departments and schools, managing all research and development projects, meeting annual goals, and ensuring quality of work.
- Develop new partnerships
- Bring research projects to publication with various journals
- Present at research to various conferences and institutions
- Grant proposal writing
- Create & defend business plans for innovative technology development projects
- Steward the service to an accepted, valued, & respected service at the university

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 consisting of educational designer, media producers, and interactive developers aimed to assist faculty in enhancing their pedagogical practices, content, and assessments with technology and media. Charged with reimagining and customizing blended, hybrid, online, or enhance face-to-face courses. Customizations included animations, games, simulations, dynamic video, and interactive experiences. Educational designs achieved by employing evidence-based educational and assessment design (approaches, methods, strategies, and principles) to deliver engaging and effective learning experiences. Managed team members, collaborations, work load and challenges. Supported team members professional development and annual goals. Identified and secured highly respected guest speakers from various institutions for team inspirations. Worked closely with leadership to drive institutional goals aimed to encourage faculty develop a reflective teaching and learning practice, explore new pedagogical approaches grounded in evidence, and document how these changes impact student learning outcomes and experience.

Operational and Service Highlights:

- Responsible for a departmental budget of over 1M
- Managed all operational, tactical, and strategic aspects of the department from delegating resources, developing team members, ensuring quality, allocating projects, and creating new services
- Developed departmental rubric for evaluating technology enhanced projects
- Designed LMS course templates to be used across all schools & departments at NYU
- Created professional development and enrichment opportunities to staff including guest speakers, conference attendances, faculty workshop facilitations, publications, & Emerging Leadership Program
- Stewarded the team to an accepted, valued, & respected service at the university
- Restructured team from a flat reporting structure to a 3-tier structure to provide employee growth
- Created & defended business plans to support new service initiatives such as interactive development & learning analytics

Senior Instructional Designer

Company Name: Kaplan Test Prep and Admissions

Employment Duration: 3 yrs. 9 mo.

Location: New York, New York

Oct 2009 – Jun 2013

Assisted all test prep product teams with instructional design skills for content and assessments built for asynchronous and synchronous lessons and courses. Analyzed program components to identify how to 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. Innovated new products for market.

Highlights:

- Designed and developed innovative prototypes of new ways to instruct test prep content using technology for prototype and pilot to determine efficacy and efficiency of instruction. Such innovations include an example-tracing tutor for LSAT Logic Games, a Personalized Practice Driven Engine for GRE, and video-based demonstrations with embedded questions for MCAT
- Reviewed, evaluated, and provided expertise in producing effective lesson plans and production scripts to meet instructional design and multimedia requirements
- Trained content managers and authors to develop lesson plans and outlines, storyboards, apply multimedia principles, select appropriate templates, and utilize a customized online authoring tool
- Designed learning frameworks to support task-based instruction
- Designed templates for proprietary authoring system
- Contributed to the authorship of corporate instructional design best practices, principles, evaluation checklists, and lexicon
- Contributed to the authorship of product specific instructional design and multimedia requirements
- Designed and developed verbal course using spaced learning practice for international students
- Conducted various research studies on assessment and feedback designs

Senior Instructional Designer

Company Name: Teachers College, Columbia University

Employment Duration: 2 yrs. 10 mo.

Location: New York, New York

Sep 2006 – Jun 2009

Designed, developed, delivered, and managed engaging blended and online courses. 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. Fulfilled eLearning objectives outlined by \$600K in sponsored grants and private funding (Jones NY and Merck) to design and deliver multiple online professional development programs to in-service teachers nation-wide. Accomplished departmental goals to design and develop

30-hour synchronous and asynchronous non-credit online courses in diverse content areas, including classroom management, effective lesson planning, and inspirational classroom facilitation sold to district schools that increased learning, enrollment, and revenue.

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 – Self Owned
Self Owned 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

Assisted University Provost with Program Planning SoTL Symposium
Co-chair for Be Together NYU Innovation, Art, & Technology
Steward for New NYU Learning Analytic Service
Facilitator for NYU Learning Analytic Working Group

April 2023
Jun 2020 – Jun 2021
Sep 2015 – Sep 2017
Sep 2015 – Sep 2017

Co-host and facilitator for LASI-NYC Event "The Visualization of Data in Education"
Facilitator for NYU Evaluation & Assessment of Technology Subcommittee Group

Jun 2016
Sep 2016 – Jun 2017

REFERENCES

Upon Request