

# Educational Technology

Fall 2008 Newsletter

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## Let us hear from you!

*We want to know what you are doing and how we can keep in touch. Please drop us a note to let us know where you are and how you are doing. The Educational Technology family continues to grow, and we want to find new ways to keep connected.*

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## Greetings from the Ed Tech Program

Welcome to the second annual issue of the electronic newsletter for alumni and friends of the Educational Technology program at Purdue University!

After exciting new additions last year, including a new President, a new Provost (former Agriculture Dean Randy Woodson), and three new faculty members in the Ed Tech program, things are settling into a more normal routine this year.

Purdue has a new strategic plan, called [New Synergies](#), that focuses on launching tomorrow's leaders, promoting discovery with delivery, and meeting global challenges. The Ed Tech program will be focusing on ways to align with the new strategic plan this year.

We have some exciting new initiatives underway, and you can learn more about them in this newsletter. Our continuing goal for the

newsletter is to keep you, the alumni and friends of the Ed Tech program, informed about news and updates concerning the program, its people, and its activities. We want to keep you up-to-date about the exciting things that are happening in Educational Technology at Purdue, and we want to invite you to be a part of helping us to make a great program even better! Let us hear from you. We want to know how you are doing!

## Ed Tech Open House – Saturday, October 25

Are you looking for an excuse to come back to campus and see the faculty, students, and alumni of the Educational Technology program? If so, here is your chance!

In conjunction with Purdue's Homecoming celebration and the Purdue vs. Minnesota football game on Saturday, October 25, 2008, the Educational Technology program is planning an open house and reception for alumni, friends, and interested others.

### The open house and reception will be:

- **Saturday, Oct. 25, 2008**
- **10:00-11:30am**
- **Beering Hall, rm 3292, the new Purdue Center for Serious Games and Learning in Virtual Environments.** See the accompanying story on p. 3.

For the open house, we will be showcasing the new center and other activities of the Educational Technology program. Faculty and

students will be on hand to chat with you about the program and what's new. Light refreshments will be served.

Please stop by and see us prior to the football game (noon kickoff). No RSVP is necessary, but if you know you're coming, let us know by e-mail at

[edtech@education.purdue.edu](mailto:edtech@education.purdue.edu)





Jim Russell



Franz Frederick



Bob Lawler



Tim Newby



Scott Schaffer

## Emeritus Faculty – Where Are They Now?

### Jim Russell

After retiring in 2003, Jim continued to work part-time at Florida State University and for the Center for Instructional Excellence at Purdue. Last spring, Jim retired fully from both FSU and Purdue. He and his wife Nancy have relocated to Indianapolis to be close to their daughter, Jennifer, and her family.

### Franz Frederick

Since retiring in 2003, Franz has pursued his hobbies including flying model airplanes with the Lafayette Cloud Jockeys and stargazing with telescopes he builds himself. He currently serves as the Vice-President of the Wabash Valley Astronomical Society in West Lafayette. Franz and his wife, Sue, live in West Lafayette.

### Bob Lawler

Another 2003 retiree, Bob kept busy after leaving Purdue by serving as a Visiting Professor at UNESCO Headquarters in Paris, at the MIT Media Lab, and at the Archives Jean Piaget at the University of Geneva. He also started a new company, Knowledge-Analysis In Depth. Bob and his wife, Bunny, live in Wisconsin.

## Faculty Recognitions

**Jennifer Richardson** and **Scott Schaffer** were promoted to associate professor with tenure. They were notified of the promotions last spring with the new ranks effective this fall.

**Minchi Kim** is a recipient of a 2008 Robert C. Anderson

Award from the University of Georgia. This award is given annually to two individuals to recognize research excellence of recent graduates of the UGA Graduate School.

**Tim Newby** was inducted into Purdue's Book of Great Teachers this fall, where he

joins previous Ed Tech faculty inductees, Jim Russell and Jim Lehman. Inductions, which occur only once every 5 years, honor outstanding teaching faculty with at least 10 years of service to Purdue. Tim received the award at an induction ceremony in late August.

## Instructional Design for Better Health

**Scott Schaffer**, associate professor of Educational Technology, is an affiliated faculty member of the Regenstrief Center for Healthcare Engineering (RCHE) at Purdue. Along with colleague Bart Collins, in the Department of Communications, he has formed a new RCHE working group called Health Informatics and Learning Technologies (HILT).

HILT is working on projects focused on areas such as design of e-learning for patients with chronic conditions such as diabetes and congestive heart failure; evaluation of methods for disseminating best practices of high performing hospitals in a healthcare network; and implementation of collaboration technologies to facilitate telehealth workshops.

Scott is also the Purdue PI on a new multi-university NSF CCLI grant that is investigating assessment procedures and interventions for enhancing interdisciplinary teamwork among undergraduate project teams in engineering. Scott will work with Bill Oakes, in Engineering Education, on this project.

**Jennifer Richardson**, associate professor, and **Peg Ertmer**, professor, continue work on their three year Fund for Improvement of Post-Secondary Education (FIPSE) project, which is investigating the effects of the use of peer feedback in online discussions.

During the past year, the FIPSE research team has gathered baseline data in two hybrid undergraduate courses, one in educational

technology and one in electrical engineering. This year, the project will expand into additional subject areas.

One tangible outcome of the project is the development of a tool, created in collaboration with Black-Board, that supports providing peer feedback using an Amazon-like rating system. Preliminary results suggest that students perceive peer feedback to be beneficial in online discussions, and this

approach has the potential to reduce the instructor's workload in online teaching.

Also, in another online learning thrust, **Tim Newby** is sheparding through the university approvals process a proposal for a new online master's degree program in Ed Tech. If all of the necessary approvals are received this year, the first cohort will be able to begin the program in the fall of 2009.



Jennifer Richardson



Peg Ertmer

## New Serious Gaming Center Established



Bill Watson

*The Purdue Center for Serious Games and Learning in Virtual Environments is located in Beering Hall, room 3292.*

*Come visit us on October 25<sup>th</sup>.*

The Purdue Center for Serious Games and Learning in Virtual Environments is a new center established by director Bill Watson, assistant professor, through the support of the Discovery Learning Center, the Office of the Vice-President of Research, and the College of Education. The center seeks to encourage collaboration and establish a foundation for research at Purdue on serious games and virtual environments for learning, support innovative instructional practices, and establish a framework for developing and implementing engaging and innovative instruction for both K-12 and higher education classrooms.

Today's students, sometimes identified as the Gamer Generation, or Digital Natives, crave and expect engagement and interactivity. More and more, video games and virtual environments are becoming a popular medium with which these students engage. These environments have the potential to redefine education and call for additional research. The new center is designed to help supply this needed research.

Housed in the College of Education at Purdue in Beering Hall room 3292, the center includes a lab for utilizing, designing, developing, and evaluating serious games and virtual

environments. Usability software will allow for the full capturing of user interactions within these environments.

With the recent purchase of the official Purdue Island in Second Life, students in the Ed Tech courses such as EDCI 591T, Learning Theory for Instructional Designers, and EDCI 270, Introduction to Educational Technology and Computing, will be able to interact in virtual environments designed specifically for them in order to experience ways in which they can utilize this type of technology for teaching and learning.



Minchi Kim

*Science teachers interested in participating in this project can e-mail [minchi@purdue.edu](mailto:minchi@purdue.edu).*



Johannes Strobel



Jim Lehman

*For more information, see [www.purdue.edu/stemgoesrural](http://www.purdue.edu/stemgoesrural)*

## Scaffolding Scientific Inquiry

**Minchi Kim** is directing a new research team, PERSIST (Purdue Education Research in Scientific Inquiry and Scaffolding Technologies) with colleague, Peg Ertmer, and involving several Ed Tech graduate students.

With Purdue Research Foundation support, the group is exploring middle and high school students' use of scaffolds (peer-, teacher-,

and technology-enhanced) in inquiry-supported problem solving activities. About 25 science teachers in rural Indiana have expressed interest in collaborating with PERSIST to implement web-based simulations to enhance student learning in elementary and secondary schools.

Building on the chemistry simulations developed by the Molecules and Minds project

team in the CREATE lab at NYU, the research group will design and implement technology-enhanced learning environments with multiple, dynamic scaffolds in middle and high schools in 2008-2009. The purpose of this study is to examine how students solve scientific problems in technology-enhanced inquiry environments.

## Engineering Game Design

**Johannes Strobel**, assistant professor, has a new project to study first-year engineering students' ideas about environmental issues and engineering.

The project utilizes an innovative instructional strategy. In a participatory

process, students will co-design an educational game to teach product life cycle assessment to high school and first-year engineering students. Results can inform educators and administrators on where to prioritize in order to maximize impact on students' learning.

Johannes is also the Co-PI on a new NSF DR-K12 project that will focus on providing cyber-infrastructure-enabled teacher professional development in engineering education. Johannes has a joint appointment in Engineering Education and Educational Technology.

## STEM Goes Rural

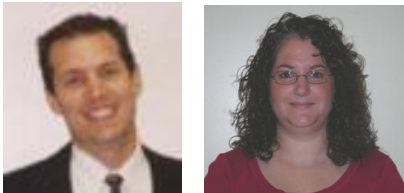
There is an urgent national need for more highly qualified teachers in STEM (science, technology, engineering, mathematics) fields. Nationally, there are shortages of qualified STEM teachers in many areas, and these shortages are most acute in rural and urban areas.

The Woodrow Wilson Foundation is seeking to

address this problem in Indiana by offering Indiana Teaching Fellowships to attract individuals with STEM backgrounds into teaching while working with partner universities, schools, and the state to transform teacher education.

Purdue is one of four universities in Indiana that are participating in the project. **Jim Lehman**,

professor of educational technology and head of Curriculum and Instruction, is leading the project's curriculum development effort. Called STEM Goes Rural, Purdue's program will rely on distance learning technologies to stay in touch with Fellows in rural schools settings in Indiana. The first cohort will begin the program in the summer of 2009.



Hans Aagard (left) and Cindy York (right) are recipients of a Frank B. DeBruicker Graduate Scholarship for 2008-09.

*Ed Tech faculty and students will be attending the Sloan-C and AECT conferences in Orlando, November 5-8, 2008. If you plan to be at one of those conferences, please say hello!*



Ed Tech graduate students interact with visitors at the Purdue table during the university reception at the 2007 AECT conference.

**Hans Aagard** and **Cindy York**, Ph.D. students in Ed Tech, were selected as recipients of a Frank B. DeBruicker Graduate Award for 2008-09.

Hans is studying serious games and their impact on learning and motivation. He recently took a staff position with Information Technology at Purdue (ITaP), but is working to complete his Ph.D.

Cindy's research interests include online learning and technology integration as

well as pre-service teacher education. Her dissertation is in progress and is examining instructional design heuristics.

The Frank B. DeBruicker Graduate Award in Educational Technology was established by the DeBruicker Family in honor and memory of their father, Frank. This award provides \$1,000 for a graduate student pursuing a degree in Educational Technology who demonstrates excellence in research.

## at AECT...

Ed Tech graduate student, Lisette Reyes, and Nuray Temur Gedik, from Middle East Technical University, are finalists in the high-profile PacifiCorp Student Design Competition. Lisette and Nuray, a former visiting scholar at Purdue, will compete against two other university teams at the Association for Educational Communications and Technology (AECT)

conference in Orlando this November.

Cindy York, see above, was selected as an AECT Cochran Intern for this year, one of only four students in the nation to be so recognized.

Congratulations to Lisette and Cindy for representing Purdue University and the Educational Technology program at AECT!

## Want to Help Support Ed Tech?

Are you interested in helping to support the efforts of the Ed Tech program? If so, consider making a tax-deductible donation to the College of Education at Purdue. Your support would mean a lot!

You can donate specifically to the Ed Tech program by specifying that your gift go to the ECID Gift Fund. The program uses these funds to support things such as graduate student travel to professional conferences,

recruiting activities such as the university reception at AECT (pictured above), seed funding for research projects, and more.

For more information, see [www.education/purdue.edu/about/giving.html](http://www.education/purdue.edu/about/giving.html)