

Vita of  
**Robert L. Appelman, Ph.D**



Dr. Robert L. Appelman is a nationally recognized authority on multimedia production and technology education. Trained initially as a graphic designer, Dr. Appelman continued into motion picture and television production and produced award-winning titles in both of these mediums. Over the past 30 years he has combined his training as an instructional designer, researcher, and instructor. He has produced hundreds of educational products and his current focus is on the integration of technology into teaching, along with the coordination of production management strategies necessary to create virtual learning environments such as games and simulations.

In his role as Coordinator of Technology Education for the Indiana University School of Education, he manages the technical instruction of over 700 pre-service teachers each academic year. As Director of the Virtual Xperience Lab he coordinates research and assessment of virtual learning environments. As a faculty member for the Instructional Systems Technology Department at I.U., he has designed and delivered classes and workshops, in a domestic and international context, on multimedia production, eLearning, message design, production management, and Course Management Systems. Dr. Appelman is past-president of the Media Design & Production Division of AECT, a member of the International Game Developers Association, and also on the board of the Digital Games Research Association.

Personal information	Birthdate: June 11, 1944 Address: IU School of Education Bloomington, IN 47408 Phone: (812) 856-8456 email: <a href="mailto:appelman@indiana.edu">appelman@indiana.edu</a>
Academic History	1993 - Ph.D. IST Department, Indiana University - Bloomington 1969 - Ed. S. AV Communications, Indiana University - Bloomington 1967 - MS in ED AV Communications, Indiana University - Bloomington 1966 - AB Fine Arts, Indiana University - Bloomington
Employment History	
2001 to Present	<b>Clinical Associate Professor</b> , School of Education, <b>Director: VX Lab for Game Play Analysis</b> and <b>Coordinator of Technology Education</b> , School of Education, IST
1999 – 2001	<b>Coordinator of Technology Education</b> , School of Education, IST
1991- 1999	<b>Coordinator of MultiMedia Development</b> , School of Education (2/3) <b>Instructor of MultiMedia</b> , IST Department, School of Education (1/3)
1989 – 1991	<b>Supervisor - Computer Imaging Service</b> , Indiana University (2/3) <b>Instructor of MultiMedia</b> , IST Department, School of Education (1/3)
1985 – 1989	<b>Div. Director - Production Division</b> , I.U. AudioVisual Center (2/3) <b>Instructor of Video &amp; Film</b> , IST Department, School of Education (1/3)
1971 – 1984	<b>Creative Director</b> - Florida Production Center, Jacksonville, FL
1969 - 1971	<b>Film Director</b> - Calvin Communications, Kansas City, MO

Teaching (Undergraduate)	<p>W210 – <u>Survey of computer-Based Education</u></p> <p>W310 – <u>Integrating Technology into K-12</u></p> <p>R347 – <u>Impact of Games &amp; Simulations in IT</u></p> <p>R441 – <u>Development &amp; Management in IT</u></p> <p>R481 – <u>Special Projects in IT</u></p>
Teaching (Graduate)	<p>R521 – <u>Instructional Design &amp; Development</u></p> <p>R541 – <u>Instructional Development and Production I</u> (as Residence &amp; Distance)</p> <p>R620 – <u>Task Analysis</u></p> <p>R622 – <u>Learning Environment Design</u></p> <p>R741 – <u>Instructional Development and Production III</u></p>
Doctoral Dissertations (Chair)	<p>Stein, Richard (2010), <b>A Comparison between Instructional Design Development and Video Game Development</b></p> <p>Ziaeehezarjeribi, Yadi (2009), <b>A Cased-Based Study on the Contributing Factors and Strategies used by K-12 Students while Playing <i>Call of Duty</i> and <i>Medal of Honor</i></b></p> <p>Wong, Stephanie (2009), <b>A Comparison between Technology Integration in K-12 Contexts to Teacher Education Technology Training</b></p> <p>Schwartz, Nancy C. (2005), <b>Integral or Irrelevant? The Impact of Animation and Sound Effects on Attention and Memory for Multimedia Messages</b> (Successfully Defended)</p>
Doctoral Dissertations (Committee Member) <i>[most current]</i>	<p>DeFazio, Joseph (2008), <b>Designing with Precedents: A Cross-Disciplinary Inquiry into the Design Process</b> (Successfully Defended)</p> <p>Galloway, Dominique (2008), <b>Identifying Metrics for Training and Professional Development Activities within a Sales Organization through Action Research</b> (Successfully Defended)</p> <p>Beriswill, Joanne (2007), <b>Expert Visual Design Processes: An example of layout design for an instructional web site</b> (Successfully Defended)</p> <p>Watson, William (2007), <b>Formative Research on an Instructional Design Theory for Educational Video Games</b> (Successfully Defended)</p> <p>Pascoe, Daniel (2007), <b>Effects of Personality Type on the Consensus-Building Performance of a Leadership Team</b> (Successfully Defended)</p>

<p>Doctoral Dissertations (Committee Member)</p>	<p>Dabrowski, Richard (2006), <b>Criteria for Assessing Computer-Based Simulations for Teaching Arabic as a Foreign Language</b> (Successfully Defended)</p>
	<p>Deepak Prem Subramony (2005), <b>The socio-cultural ramifications of technology-rich educational environments within the context of inupiat eskimo learners in a remote alaskan arctic community: an exploratory case study</b>, (Successfully Defended)</p> <p>Scott Joseph Warren (2005) <b>The impact of a multi-user virtual environment (muve) on voluntary student writing practice and achievement</b> (Successfully Defended)</p> <p>Jialin Yi (2005), <b>A measure of knowledge sharing behavior: scale development and validation</b> (Successfully Defended)</p> <p>William Brechia ( ),</p> <p>Wen Hao chuang ( ),</p> <p>Christine Johnson (...),</p> <p>Edd Schneider ( ),</p>
<p>Grants Applied for</p>	<p>17. Mixed Reality Evaluation</p> <p>18. Laboratory for Virtual Field Experience</p> <p>PT3 (2005) Indiana University Technology and Teacher Education Collaborative</p> <p>20. Bell &amp; Beyond Grant</p> <p>、</p> <p>NSF Partners for Innovation (2008) Modeling Models with Mixed Reality in K-16 and Graduate Education</p> <p>NSF Partners for Innovation (2004): Indiana Mixed Reality Consortium: Transforming Scientific Research and Technological Innovations in Mixed Reality Training and Performance Support</p> <p>New Frontiers Proposal (2007) Defining a Curriculum for an Honors Digital Design Program</p> <p>McArthur Foundation (2007) A Program for the Collaborative Design of Serious Games</p> <p>14. Commitment to Excellence Grant</p> <p>New Frontiers Proposal (2006) <b>Linking the Art Forms of. Interactive. Digital Design</b></p> <p>Digital Arts &amp; Humanities Institute Fellowship (2008) An Honors Digital Design Program &amp; Studio Experience..</p>

Professional  
Memberships

**Digital Games Research Association**  
*Executive Board Member (Board Secretary)*

**The International Game Developers Association**

**The Association for  
Educational Communications & Technology (AECT)**  
*Past President - Media Design & Production Division*  
*Previous Board of Directors - Media Design & Production Division*

**Indiana Computer Educators and  
Hoosier Educational Computer Coordinators**  
*Previous Board Member and Webmaster*

**The National Society for Arts & Letters**  
*Previous Local Chapter Vice President*

Selected Publications

Hirumi, A., B. Appelman, et al. (2010). "Preparing Instructional Designers for Game-Based Learning: Part 2." TechTrends 54(4): 19-27.

Appelman, R., & John, W. (2006). Games and Simulations for Training: From Group Activities to Virtual Reality. In J. Pershing (Ed.), *Handbook of Human Performance Technology*. San Francisco: Pfeiffer.

Appelman, R. (2005a). Designing Experiential Modes: A Key Focus for Immersive Learning Environments. *TechTrends*, 49(3), 64-74.

Appelman, R. (2005b). Experiential modes: a common ground for serious game designers. *International Journal of Continuing Engineering Education and Life-long Learning*, 15(3-6), 240-251.

Selected Papers /  
Presentations

Appelman, R. L. (2007) Experiential modes of game play, Paper presented at the Digital Games Research Assoc. (DiGRA) Conference, Tokyo Japan

Appelman, R. L., (2007) Serious Games: Engagement with content, Presented at ISAGA Conference, Nijmegen, The Netherlands

Appelman, Gee, Langdell, Zyda (2005), *Research that Matters: Meeting the Needs of industry*, Panel Presentation, G.A.M.E.S. Synergy Summit (2005), Orlando Florida

Appelman, (2004), *Technology skills & skills with technology: two ends of a continuum*, Paper presented at SITE Conference, Atlanta, GA (2004)

Appelman; Evans (2003), *Games, 3D, & Experiential Learning: Instructional Design Along the Z-Axis*  
Paper presented at AECT Conference, Anaheim, CA (2003)

Appelman; Brush (2003), *Transforming the Pre-service Teacher Education Technology Curriculum at Indiana University: An Integrative Approach*, Paper presented at SITE Conference, Albuquerque, NM (2003)

Appelman; Stein (2002), *Repurposing Video Games for Learning in the Classroom*  
Paper presented at ICE Conference, Indianapolis, IN (2002)

## Selected Creative Works

### ***Teaching in an Interactive Distance Education Classroom,***

Video, Director-Writer-Editor, produced by Educational Technology Services -  
I.U. School of Education (1997)

### ***Adapting Instructional Strategies for Distance Education ,***

Video, Director-Writer-Editor, produced by Educational Technology Services -  
I.U. School of Education (1996)

### ***The Leading Edge, 6 projector Multimage presentation,***

Director- Writer-Editor, produced for the School of Education Dedication  
(1993)

### ***A Legacy of Cello, 6 projector Multimage presentation,***

Director- Writer-Editor-Programmer, produced for  
the National Cello Congress (1986)

### ***St. Augustine Adventure, 15 projector Multimage presentation,***

Director- Writer-Editor-Programmer, produced for  
the City of St. Augustine FL (1982)

### ***Our Plymouth Rock, 27 min Video Documentary,***

Director-Writer-Editor, produced for the Greek Orthodox Archdiocese of North  
and South America (1980)

### ***100 Years of Service, 9 projector Multimage presentation,***

Director-Writer-Editor-Programmer, produced for Southern Bell Inc. (1979)

### ***City of Tomorrow, 27 min Film Documentary,***

Director-Writer-Editor, Golden Image Award Winner,  
produced for the City of Jacksonville (1974)

### ***Seascape, 30 sec. TV Commercial,***

Director-Writer-Editor, ADDY Award Winner, produced for the Seascape  
Apartments, Jacksonville FL (1973)

### ***Your Best Beef Buy, 15 min Informational Film,***

Director-Writer-Editor, Best Agricultural Film Award, produced for the  
American Angus Association (1970)