

# Rodney D. Myers, Ph.D.

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## Education

- 2012 *Ph.D.*, Indiana University  
Major: Instructional Systems Technology  
Minor: Human Computer Interaction - Design
- 2006 *M.S.*, San Jose State University  
Major: Instructional Technology
- 1988-92 DeAnza Community College  
Courses in screenwriting, film production, film history and theory
- 1983 *M.A.*, Ball State University  
Major: English
- 1982 *B.A.*, Ball State University  
Major: English

## Teaching Experience

- 2013-present *Adjunct Lecturer*, Indiana University, IST Department  
Teaching online and face-to-face courses in instructional design
- 2014 *Adjunct Assistant Professor*, University of Tennessee, Educational Psychology & Counseling  
Taught online graduate-level courses in instructional design
- 2009 *Adjunct Lecturer*, Indiana University, IST Department  
Taught an online graduate-level course in computer-mediated learning
- 2008-09 *Associate Instructor*, Indiana University, IST Department  
Taught courses in technology integration for pre-service teachers
- 2008 *Teaching Assistant*, Indiana University, IST Department  
Provided technical support and feedback on deliverables to graduate students
- 1985-86 *Adjunct Lecturer*, Santa Clara University, English Department  
Taught undergraduate courses in composition and rhetoric
- 1983-84 *Adjunct Lecturer*, IUPU-Fort Wayne, English Department  
Taught undergraduate courses in composition and rhetoric
- 1982-83 *Associate Instructor*, Ball State University, English Department

## Professional Experience

- 2019-2022 *Instructional Consultant*, Indiana University School of Education  
Provide professional development and support for instructors
- 2016-19 *Chief Technology Advisor*, Critique LLC

- Consulted on the design and development of a cloud-based platform to facilitate peer feedback
- 2016 *Lead Designer*, GP Strategies  
Designed a simulation-game for sales manager training in the insurance industry
- 2010 *Invited Participant*, NSF/AECT Early Career Symposium  
One of nine doctoral students selected to participate in a 2-day symposium
- 2009-10 *Graduate Assistant, Distance Education Research*  
Assisted Prof. Elizabeth Boling in recommending to the Dean strategies for supporting and enhancing distance education in the School of Education. We conducted a needs analysis of current activities and future plans, researched best practices at other institutions, and wrote a white paper describing our findings and recommendations.
- 2009-10 *Graduate Assistant, Distance Education Webmaster*  
Maintained the IST Department's website and consulted with faculty regarding their use of technology for online learning
- 2007-08 *Research Assistant*, Indiana University, IST Department  
Developed a web application as part of a software project (MAPSAT) for Dr. Ted Frick using PHP, MySQL, HTML, CSS, XML, Javascript, and Actionscript
- 2001-06 *Research Analyst*, Santa Clara University, Institutional Research  
1988-97 Developed and managed a data mart to support strategic planning for the university using Cognos DecisionStream to populate data from PeopleSoft Student Administration to a conformed data mart for reporting student, faculty, and course data.  
Developed and managed Web and desktop applications to support data analysis/reporting and work processes using Cold Fusion, MS SQL Server, MS Access, and MS Excel.  
Designed and developed reports of institutional data to meet federal reporting requirements (e.g., IPEDS) and accreditation requirements (WASC) and to support strategic planning and reporting to external agencies and college guide publishers.
- 2000 *Senior Design Technologist*, Atomic Tangerine  
Conducted needs analysis and designed information architecture for clients' websites and worked as intermediary between designers and programmers.
- 1999-2000 *Animator*, Blue Mountain Arts  
Designed original animated greeting cards (GIFs and Flash)
- 1997-99 *Webmaster*, Santa Clara University  
Served a consultant for faculty and administrators regarding their use of Web technologies in higher education.

Led the redesign of the University's website, which included assessing the needs of key stakeholders, designing the site's information architecture, and managing a staff of Web designers/developers.  
Developed and managed Web-database applications using Cold Fusion and MS SQL Server.  
Founded and managed *Codesign*, a group of student designers/developers who provided Web services for campus organizations.  
Trained over 100 faculty, staff, and students to design, develop, and maintain websites.

- 1993-94 *Writer*, Interactive Network  
Wrote and edited a variety of content, including film reviews and "just-in-time" information for simulcast with the 1994 Winter Olympics
- 1988-93 *Independent Filmmaker*, Cine22 Productions  
Wrote, co-produced, and co-directed several short films, including *game* (18 min., 16mm color) which won several awards and played in a dozen film festivals around the world. In addition, two of my screenplays were developed into award-winning short films by other filmmakers.

## Publications

- Frick, T., Myers, R., & Dagli, C. (2022). Analysis of patterns in time for evaluating first principles of instruction. *Educational Technology Research & Development*.  
<https://doi.org/10.1007/s11423-021-10077-6>
- Frick, T. W., Myers, R. D., Dagli, C., & Barrett, A. F. (2021). *Innovative learning analytics for evaluating instruction: A big data roadmap for effective online learning*. Routledge.  
<https://doi.org/10.4324/9781003176343>
- Pawan, F., Myers, R., Sankaranarayanan, R., & Miao, D. (2021). Learning presence and the reconceptualization of language and literacy teachers' online professional development. *Online Learning Journal*, 25(4), 49-73.  
<http://dx.doi.org/10.24059/olj.v25i4.2888>
- Roman, T. A., Callison, M., Myers, R. D., & Berry, A. H. (2020). Facilitating authentic learning experiences in distance education: Embedding research-based practices into an online peer feedback tool. *TechTrends*, 64(2), 591-605.  
<https://doi.org/10.1007/s11528-020-00496-2>
- Reigeluth, C. M., Beatty, B. J., & Myers, R. D. (2016). *Instructional-design theories and models, Vol. IV: The learner-centered paradigm of education*. Routledge.
- Myers, R. D., & Reigeluth, C. M. (2016). Designing games for learning. In C. M. Reigeluth, B. J. Beatty, & R. D. Myers (Eds.). *Instructional-design theories and models, Vol. IV: The learner-centered paradigm of education* (pp. 205-242). Routledge.
- Reigeluth, C. M., Myers, R. D., & Lee, D. (2016). The learner-centered paradigm of education. In C. M. Reigeluth, B. J. Beatty, & R. D. Myers (Eds.). *Instructional-design theories and models, Vol. IV: The learner-centered paradigm of education* (pp. 5-32). Routledge.

- Myers, R. D., & Frick, T. W. (2015). Using pattern matching to assess gameplay. In C. S. Loh, Y. Sheng, & D. Ifenthaler (Eds.). *Serious games analytics: Methodologies for performance measurement, assessment, and improvement* (pp. 435-458). Springer. <https://doi.org/10.1007/978-3-319-05834-4>
- Myers, R. D. (2012). *Analyzing interaction patterns to verify a simulation/game model* (Publication No. 1235864773) [Doctoral dissertation, Indiana University]. ProQuest Dissertations and Theses Global. <https://www.proquest.com/docview/1235864773>
- Reigeluth, C. M., & Myers, R. D. (2012). *Serious game design report*. Manuscript commissioned by the U. S. Air Force Research Laboratory.
- Enfield, J., Myers, R. D., Lara, M., & Frick, T. W. (2012). Innovation diffusion: Assessment of strategies within the DIFFUSION SIMULATION GAME. *Simulation & Gaming*, 43(2), 188-214. <https://doi.org/10.1177/1046878111408024>
- Howard, C. D., & Myers, R. (2010). Creating video annotated discussions: An asynchronous alternative. *International Journal of Designs for Learning*, 1(1). <https://doi.org/10.14434/ijdl.v1i1.853>
- Lara, M., Myers, R., Frick, T., Karabacak, S., & Michaelidou, T. (2010). A design case: Creating an enhanced version of the *Diffusion Simulation Game*. <https://doi.org/10.14434/ijdl.v1i1.867>

### Honors and Awards

- 2021 AECT *Best Journal Article*, Division of Distance Learning for Roman et al. (2020)
- 2016 AECT *Outstanding Book Award*, Systems Thinking and Change Division for Reigeluth et al. (2016)
- 2014 *Dissertation of the Year*, 2012-13, Instructional Systems Technology Department, Indiana University
- 2007-11 *School of Education Fellowship*, Indiana University
- 2008 *First Prize, Poster Presentation*, Games+Learning+Society Conference
- 2006 *Richard B. Lewis Outstanding Graduate Student award*, Instructional Technology Department, San Jose State University
- 1995 *President's Award for Outstanding Service and Achievement*, Santa Clara University