Brett Bixler

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Objective

To contribute strong education technology expertise to your organization.

Professional Profile

- A leader versed in in the use of strong interpersonal skills for providing vision to diverse teams.
- A leader in higher education program and faculty development.
- A goal-oriented learning design professional with significant curriculum development experience.
- An excellent communicator with attentive listening and effective speaking skills.
- An exceptional troubleshooter and problem solver.
- A creative *and* practical person who can meld vision with reality.

Selected Professional Experiences

2018 – 2023	Developed eLDIG best practices for ensuring all course materials were optimized for accessibility. Optimized documents and web pages for all assigned courses. Networked with other University units to ensure all accessibility requirements were met.
2018 – 2023	Instructional Designer, eLearning Design & Innovation Group (eLDIG), The Smeal College of Business, The Pennsylvania State University.
2014 – Present	Canvas Training Project Manager, IT Training Services, The Pennsylvania State University.
2010 – Present	Lead Instructional Designer, IT Training Services, The Pennsylvania State University.
2010 – Present	Educational Gaming Commons Evangelist, The Pennsylvania State University.
2010 – Present	Accessible Technology and Information committee member, The Pennsylvania State University.
2007 – Present	Penn State Online Faculty Engagement Subcommittee member, The Pennsylvania State University.
2003 – 2014	Penn State's New Media Consortium Campus Liaison.
2003 – Present	Instructor, College of Information Sciences and Technology, IST 250 (World Campus version), The Pennsylvania State University.

2007	Manager of Development, ANGEL Knowledgebase.
2006 – 2010	Founder and Manager, Educational Gaming Commons, The Pennsylvania State University.
2001 – 2010	Lead Instructional Designer, Educational Technology Services, The Pennsylvania State University.
2005 – 2010	Manager, Instructional Support and Research, Educational Technology Services, The Pennsylvania State University.
2005	Design and development of the Penn State Grade Book.
2004	Interim Project Manager, ANGEL Learning Management System, The Pennsylvania State University.
2002-2011	e-Education Council Board member, The Pennsylvania State University.
1998-2003	Instructional Designer and Instructor, College of Information Sciences and Technology, The Pennsylvania State University.
1998-2001	Education Technology Services Advisory Board member.
1997-2001	Senior Instructional Designer, Bachelor of Science in Business Degree, Commonwealth College, The Pennsylvania State University.
1996-2001	Senior Instructional Designer, Center for Learning and Academic Technologies, The Pennsylvania State University.
2001	Learning Management System for Penn State committee member.
1996-99	Project Manager, The General Education Modules.
1985-99	Guest Lecturer, Instructional Systems, The Pennsylvania State University.
1999	Instructional Designer and Multimedia Developer, Pennsylvania Math Standards Connection, WPSX.
1997-98	Instructional Designer, Human Development and Family Services Degree, Commonwealth College, The Pennsylvania State University.
1985-96	Senior Instructional Designer, Institute for the Study of Adult Literacy, The Pennsylvania State University.
1995-96	Web Master, the Institute for the Study of Adult Literacy, The Pennsylvania State University.
1995-96	Project Manager, Training and Technology Needs Assessment, American Telephone and Telegraph Company/Microelectronics.
1995-96	Project Manager, National Workforce Assistant Collaborative (NWAC) Project.
1995	Multimedia Developer, From Land to Landfill, The Penn State Nutrition Center, The Pennsylvania State University.
1994-95	Project Manager, Developing Customizable Software for Pennsylvania Adult Basic and Literacy Education (ABLE) Programs project.
1994-95	Multimedia Developer, Vocabulary Maker Project.
1993-95	Project Manager and Multimedia Developer, A Day in the Life . . . Assessment project.
1992-94	Project Manager and Multimedia Developer, AT&T's Sales and Customer Service Occupational Readiness Education Project (S.C.O.R.E.).

1992-94	Project Manager and Multimedia Developer, Pennsylvania Blue Shield Job Linked Skills Program.
1991-94	Project Manager and Multimedia Developer, A Day in the Life . . . Instruction project.
1986-94	Database Developer for the Institute for the Study of Adult Literacy.
1984-94	Computer Manager for The Institute for the Study of Adult Literacy.
1989-91	Project Manager and Multimedia Developer, Department of Transportation's R.O.A.D. (Real Opportunities for Advancement and Development) to Success Project.
1989-91	Instructional Designer, Appalachian Regional Commission computerized assessment of job-specific basic skills.
1985-91	Developer of computer-assisted instruction for low literate adults, including planning, development, implementation, field testing, and revision.
1984-91	Designer of instructional manuals for computer-assisted instruction.
1988	Project Coordinator, Use of Computer-Assisted Instruction with Volunteer Tutors and Displaced Workers.
1987-88	Technical Coordinator for the Annual Penn State Adult Literacy and Technology Conference.
1986-87	Developer and Editor for *Courseware News*, a desktop-published newsletter.
1985 (Winter)	Consultant in computerized curriculum development to The Pennsylvania State University Library.
1985 (Summer)	Programmer for courseware conversion and development of the *Cornell Learning and Study Skills Inventory*, used by The Pennsylvania State University.
1984 (Fall)	Courseware Developer of instruction in music. Used as reference material by the Instructional Systems program, The Pennsylvania State University.
1984 (Spring)	Database Developer of a database for information tracking of graduates of the Instructional Systems program at The Pennsylvania State University.
1984 (Spring)	Designer of instructional courses for the Curriculum and Instruction program, including text materials and manuals, The Pennsylvania State University.

Selected Publications

Gamrat, C., Bixler, B. A., & Raish, V. Instructional Design Considerations for Digital Badges. In L. Y. Muilenburg & Z. L. Berge (Eds.), *Digital badges in education: Trends, issues, and cases*. New York: Routledge.

Bixler, B. (2011). Games, Simulations, and Virtual Worlds for Educators. In K. G. Mastrian & D. McGonigal (Eds.), *Nursing informatics and the foundation of knowledge* (2nd ed.). 5 Wall Street, Burlington, MA 01803: Jones & Bartlett Learning.

Mastrian, K. G., McGonigal, D., Mahan, W., & Bixler, B. (2010). *Integrating technology in nursing education: Tools for the knowledge era*. 40 Tall Pine Dr., Sudbury, MA 01776: Jones and Bartlett Publishers.

Bixler, B., & Land, S. (2010). Supporting college students' ill-structured problem solving in a web-based learning environment. *Journal of Educational Technology Systems, 39*(1), 3-15.

Bixler, B., Cady, D., Ohmberger, M., Huang, W., Joosten, T., & Karakus, T. (2010). All I Really Needed to Know I Learned by Playing Games. In S. Dikkers, E. Zimmerman, K. Squire & C. Steinkuehler (Eds.), *Real Time Research: Improvisational Game Scholarship*. 700 Technology Drive, Pittsburgh, PA 15219: ETC Press.

Bixler, B., & Land, S. (2008). *The Effects of Scaffolding Student's Problem-Solving Process via Question Prompts on Problem Solving and Intrinsic Motivation in an Online Learning Environment*. Paper presented at the American Education and Research Association 2008 Conference, New York City, NY.

Bixler, B. (2008). *Serious Games and Virtual Worlds: Potentials and Pitfalls*. Paper presented at the Penn State 2008 Web Conf., Pennsylvania State University, University Park, PA.

Bixler, B. (2008). *Motivation and the Design of Educational Games*. Paper presented at the Playing to Win Conference, The Pennsylvania State University, University Park, PA.

Bixler, B. (2006). *Games and Motivation: Implications for Instructional Design*. Paper presented at the New Media Consortium 2006 Summer Conference, Case Western Reserve University, Cleveland, OH.

Bixler, B., & Spotts, J. (1998). *Screen Design and Levels of Interactivity in Web-based Training*. Paper presented at the 1998 International Visual Literacy Association Conference.

Askov, E., & Bixler, B. (1998). Transforming adult literacy instruction through computer-assisted instruction. In D. Reinking (Ed.), *Literacy & Technology for the 21st Century* (pp. 167-184). Mahwah, NJ: Lawrence Erlbaum.

Bixler, B., & Spotts, J. (1997). *Instructional Graphics: Revisiting Challenges Presented By The World Wide Web*. Paper presented at the 1997 International Visual Literacy Association Conference.

Bixler, B., & Bergman, T. (1997). *Selecting and implementing computer-based training*. 1201 New York Ave., NW, Ste. 700, Washington, DC 20005: National Alliance of Business.

Bixler, B., & Askov, E. (1996). You Just Received a Windfall for Technology! So How Do You Select the Best CAI Software? . *Adult Learning, 8*(2).

Bixler, B., & Spotts, J. (1994). SCORE Courseware Offers Model for Adult Learners. *THE Journal, 21*(11).

Bixler, B., & Askov, E. (1994). Characteristics of Effective Instructional Technology. *Mosaic: Research Notes on Literacy, 4*(2).

Bixler, B. (1994). Preparing Yourself for Customizable Software. *Mosaic: Research Notes on Literacy, 4*(2).

Askov, E., Maclay, C., & Bixler, B. (1992). An intergenerational study of the impact of computer-assisted reading instruction with low-literate parents. In T. G. Sticht, B. A. McDonald & M. J. Beeler (Eds.), *The intergenerational transfer of cognitive skills* (Vol. 1, pp. 149-158). Norwood, NJ: Ablex.

Bixler, B. (1991). Computer-Assisted Instruction Design Techniques for the Low-Literate Adult. *Computers in Adult Education and Training, 2*(1).

Fleischman, J., & Bixler, B. (1988). HyperCard: Potential for Literacy. *Adult Literacy and Technology Newsletter, 2*(1).

Bixler, B., & Askov, E. (1988). Use of Computer-Assisted Instruction with Displaced Workers and Volunteer Tutors (Final Report) (P. D. o. Education, Trans.).

Bixler, B. (1987). New Advances in Interactive Audio. *Adult Literacy and Technology Newsletter, 1*(2).

Bixler, B. (1987). Speech Synthesizers. *Learning and Media, 14*(3).

Askov, E., Maclay, C., & Bixler, B. (1987). Penn State Adult Literacy Courseware: Impact on Parents and Children (Final Report) (P. D. o. Education, Trans.).

Askov, E., Maclay, C., & Bixler, B. (1986). Evaluation of Computer Courseware for Adult Beginning Reading Instruction in a Correctional Setting (Final Report) (P. D. o. Education, Trans.).

Employment History

Instructional Designer, eLearning Design & Innovation Group, The Pennsylvania State University. Responsibilities include online course design, unit projects, faculty development, program outreach, university committee work, learning design community building, project management, curriculum development, and data analysis.

Lead Instructional Designer, IT Training Services, The Pennsylvania State University. Responsibilities include faculty development, program outreach, university committee work, learning design community building, project management, design and development of educational multimedia, in-service training and assistance, curriculum development, and data analysis.

Educational Gaming Commons Evangelist, The Pennsylvania State University. Responsibilities include fostering physical infrastructures and community connections in order to promote the broad impact of educational gaming, virtual worlds, and simulations within the Penn State teaching, learning, and research environment and beyond.

Lead Instructional Designer, Education Technology Services, The Pennsylvania State University. Responsibilities included project and staff management, program outreach, university committee work, design and development of educational multimedia, in-service training and assistance, curriculum development, data analysis, and conference coordination. Founder and manager of the Educational Gaming Commons at Penn State. Leader of the learning design community at Penn State. Director of Training and Development for Penn State's Course Management System – ANGEL, including coordination of instructional designers, editors, and training personnel. Director of the Faculty Steering Committee for ANGEL. Liaison for all ANGEL sub-groups, including technical, clerical, and academic personnel. Manager of the eLearning Support Specialists at Penn State.

Senior Instructional Designer, Jack P. Royer Center for Learning and Academic Technologies, The Pennsylvania State University. Responsibilities included project and staff management, program outreach, university committee work, design and

development of educational multimedia, staff development, training, in-service training and assistance; curriculum development; data analysis; software programming; formative and summative evaluation of projects.

Senior Instructional Designer, Institute for the Study of Adult Literacy, The Pennsylvania State University. Responsibilities included grant writing, project management, program outreach, design and development of educational software, staff development (education technology), teacher training, in-service training and assistance; curriculum development; database development and management; data analysis; software programming; courseware development; formative and summative evaluation of projects, and frequent presentations on computer-based education materials.

Education

2007	Doctor of Philosophy in Instructional Systems, The Pennsylvania State University.
1985	Master of Science in Instructional Systems, The Pennsylvania State University, University Park, PA.
1982	Bachelor of Music in Music Education, Susquehanna University, Selinsgrove, PA.

References

Written references are available upon request.