

Nicolas J. LaLone

Assistant Professor of Instruction, Texas State University

EDUCATION

August 2021	National Emergency Management Advanced Academy. U.S. Department of Homeland Security.
August 2018	Ph.D. Information Sciences and Technology, The Pennsylvania State University. Title: "Association Mapping: Social Network Analysis with Humans and Non-Humans."
May 2012	M.A. Sociology, Texas State University. Title: "Differences in Design: Video Game Design in Pre and Post 9/11 America."
August 2008	B.S. Applied Sociology, Texas State University.

APPOINTMENTS

March 2026 – Present	Assistant Professor of Instruction, Department of Organization, Workforce, and Leadership Studies, Texas State University.
August 2023 – 2026	Assistant Professor, School of Interactive Games and Media, Rochester Institute of Technology.
08/2019 – 08/2023	Assistant Professor, Department of Information Systems and Quantitative Analysis, University of Nebraska at Omaha.
08/2017 – 08/2019	Post-Doctoral Research Associate, School of Information Sciences, University of Illinois at Urbana-Champaign.
08/2016 – 07/2019	Assistant Professor, College of Science and Technology, Director, Data Science Program, College of Science and Technology, Bellevue University.
08/2013 – 08/2016	Lecturer, College of Science and Technology, Bellevue University.

HONORS OR AWARDS

Best Paper Nominee. (2023). LaLone, N., Toups Dugas, P. O., & Cormier, M. V. (2023). A Quest?!: The Secret Life of Gameworld Punctuation. *Proceedings of the ACM on Human-Computer Interaction*, 7(CHI PLAY), 526-557.

Best Paper Nominee. (2015). LaLone, N.; Tapia, A.; Case, N.; MacDonald, E.; Hall, M.; Heavner, M. (2015). "Hybrid Community Participation in Crowdsourced Early Warning Systems." *12th International Conference on Information Systems for Crisis Response and Management (ISCRAM)*, May 24-27, 2015, Kristiansand, Norway.

Best Paper Nominee. (2014) Tapia, A.; LaLone, N.; Kim, Hyun-Woo; MacDonald, Elizabeth; Hall, Michelle (2014) "Crowdsourcing Rare Events: Using Beauty to Draw Participants into Science and Early Warning Systems." *11th International Conference on Information Systems for Crisis Response and Management*, May 18-21, 2014, University Park, PA, USA.

JOURNAL ARTICLES

- Cole, J.; LaLone, N.; Papangelis, K.; Toups Dugas, PO.; Hamilton, W.; Maurya, P. (2026). "Needs & Barriers to Spatial Computing in a Spatial Profession: A Design Fiction Approach to Digitizing Emergency Management." *Behaviour & Information Technology*.
- Xu, J.; Luna, S.M.; Tigwell, G.; Lalone, N.; Saker, M; Laato, S.; Dunham, J.; Wang, Y.; Chamberlain, A.; Papangelis, N. (2025). "Understanding the Interplay Between the Digital and the Physical in Shared Augmented Reality Gaming: Probing through Urban Legends." *ACM Transactions on Computer-Human Interaction (TOCHI)*.
- Dunham, J. Papangelis, K. LaLone, N., and Wang, Y. (2025). "The Player Traits and Gratifications of Casual and Hardcore Players in Harry Potter: Wizards Unite, Ingress, and Pokémon GO." *Behaviour & Information Technology*.
- Dunham, J., Xu, J., Papangelis, K., Lalone, N., Saker, M., & Schwartz, D. (2024). "Pokémon Go as an Advertising Platform: The Case for Locative Advertising in Location-Based Games." *ACM Games: Research and Practice*.
- Dunham, J; Papangelis, K.; Laato, S.; LaLone, N.; Lee, J.; Saker, M. (2024). "Building Positively Affective Location-Based Advertising: A Study of Pokémon GO Players." *ACM Transactions on Computer-Human Interaction (TOCHI)*.
- Dunham, John; Papangelis, K.; Laato, S.; LaLone, N.; Lee, J.; Saker, M. (2023). "The Impacts of Covid-19 on Players of Pokémon GO." *ACM Transactions on Computer-Human Interaction (TOCHI)*.
- Bødker, S., Fox, S., Lalone, N., Marathe, M., & Soden, R. (2023). (Re) Connecting History to the Theory and Praxis of HCI. *ACM Transactions on Computer-Human Interaction*.
- White, B., LaLone, N., Mizer, N. (2022). "At the Head of the Table: The TRPG GM as Dramatistic Agent." *Japanese Journal of Analog Role-Playing Game Studies (JARPS)*.
- Papangelis, C., LaLone, N., Saker, M., Chamberlain, A., Lykourantzou, I., Khan, J. (2021). "Locating Identities in Time: An examination of the Formation and Impact of Temporality on Presentations of the Self through Location-based Social Networks." *ACM Transactions on Social Computing (TSC)*.
- LaLone, N. (2019). "Dungeons and Dragons: The First Platform." *Analog Game Studies*.
- Toups, Z.; LaLone, N.; Alharthi, S. (2019). "Making Maps Available for Play: Analyzing the Design of Game Cartography Interfaces." *ACM Transactions on Computer-Human Interaction (TOCHI)*.
- Hughes, A.; Tapia, A.; LaLone, N. (2019). "The Verification Pause: When Information Access Slows Reaction to Crisis Events." *International Journal of Information Systems for Crisis Response and Management*.
- LaLone, N. and Tapia, A. (2017). "Embracing Human Noise as Resilience Indicator: Twitter as Power Grid Correlate." *Journal of Sustainable and Resilient Infrastructure*.
- LaLone, N. and Tapia, A. (2016). "Fluctuations, technologies and media: social change and sociology change." *Information, Communication & Society*.
- Tapia, A.; Giacobbe, N.; and Soule, P.; and LaLone, N. (2015). "Scaling 911 Texting for Large-Scale Disasters: Developing Practical Technical Innovations for Emergency Management at Public Universities." Special theme issue on Public Service Innovations through Information and Communication Technologies: Theory and Practice, *The International Journal of Public Administration in the Digital Age (IJPADA)*.
- Tapia, A. and LaLone, N. (2014). "Crowdsourcing Investigations: Crowd Participation in Identifying the Bomb and Bomber from the Boston Marathon Bombing." Special Issue: Ethical, Legal and Social Issues of IT Supported Emergency Response, *International Journal of Information Systems for Crisis Response and Management (IJISCRAM)*.

Kotarba, J. A., & LaLone, N. (2014). "The Scene: A Conceptual Template for an Interactionist Approach to Contemporary Music." *Revisiting Symbolic Interaction in Music Studies and New Interpretive Works*. Emerald Group Publishing Limited.

CONFERENCE PROCEEDINGS, peer reviewed

Xu, J., Luna, S.M., Saker, M., Chamberlain, A., LaLone, N., Laato, S., Tigwell, G.W. and Papangelis, K. (2026). Understanding the Dynamics of Trust in Location-Based Games as Hybrid Spaces: The Players' Perspective. In *Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems*.

Cormier, M. V., Liang, S., Hamilton, B., LaLone, N., Bohrer, R., & Toups Dugas, P. O. (2025). This Game SUX: Why & How to Design Sh@*! y User Experiences. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*.

Luna SM, Xu J, Tigwell GW, LaLone N, Saker M, Chamberlain A, Schwartz DI, Papangelis K. (2025). Exploring Deaf And Hard of Hearing Peoples' Perspectives On Tasks In Augmented Reality: Interacting With 3D Objects And Instructional Comprehension. In *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems*..

Toups Dugas, P. O., Seetharaman, B., Fleming, R. J., Liang, S., Elvitigala, D. S., Rode, J. A., & LaLone, N. (2025). Mobile Maps Continue to Fail Pedestrians: Synthesised Reflective Auto-Aggro-Ethnographies of Walking. In *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*.

Sanzida M.; Xu, J, Papangelis, K.; Tigwell, G.; LaLone, N.; Saker, M.; Chamberlain, A.; Laato, S.; Dunham, J.; Wang, Y. (2024). Communication, Collaboration, and Coordination in a Co-located Shared Augmented Reality Game: Perspectives from Deaf and Hard of Hearing People. In *Proceedings of the CHI Conference on Human Factors in Computing Systems*.

LaLone, N.; Toups-Dugas, P.; and Cormier, M. (2023). "?!#?: A History of ! and ? in Video Games." *Proceedings of the ACM on Human-Computer Interaction 7 (CHI PLAY)*, 526-557. **Best Paper Nominee.**

LaLone, Nicolas, Phoebe O. Toups Dugas, and Bryan Semaan. (2023). "The Crisis of Designing for Disaster: How to Help Emergency Management During the Technology Crisis We Created." *Proceedings of the 2023 Annual Meeting of ISCRAM*.

LaLone, N.; Toups-Dugas P.; Semaan, B. (2023). "The Technology Crisis in US-based Emergency Management: Toward a Well-Connected Future." *Proceedings of the 2023 Meeting of the Hawaii International Conference on System Sciences*.

LaLone, N.; Natta, J.; Zemedie, M.; Cormier, M.; Fraune, M.; Alharthi, S.; Toups-Dugas, P. (2023). "Flying SD Cards, Aerial Repeaters, & Home Brew Mobile Apps: Emergent Use of Technologies for Collaboration in Search and Rescue." *Proceedings of the Annual Meeting of ISCRAM*.

LaLone, N. (2022). "What IT Can Emergency Management Currently Use? Potential Approaches to Teaching Emergency Management Students IT." *Proceedings of the 24th Meeting of the Emergency Management Institute's Higher Education Symposium*.

LaLone, N., Dugas-Toups, P., Papangelis, C. (2022). "Practical Considerations on Applications of the Popularity of Games: The Case of Location-Based Games and Disaster." *Proceedings of the 2022 Meeting of the International Conference on Human-Computer Interaction*.

Rueben, M.; Horrocks, M.; Martinez, J.; LaLone, N.; Fraune, M.; Toups, Z. (2022). "'I See You!': A Design Framework for Interface Cues about Agent Visual Perception from a Thematic Analysis of Video Games." *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*.

- LaLone, N. (2021). "Gameplay as Network: Understanding the Consequences of Automation on Play and Use." *Proceedings of the 2021 Meeting of the International Conference on Human-Computer Interaction*.
- Papangelis, K., Chamberlain, A, LaLone, N., Cao, T. (2021). "Insights and Lessons Learned from the Design, Development and Deployment of Pervasive Location-Based Mobile Systems "in the Wild." *Proceedings of the 2021 Meeting of the International Conference on Human-Computer Interaction*.
- Soden, R., LaLone, N., Dailey, D. (2021). "A Patent Application for NEXTGEN Flood Early Warning System." *Proceedings of the 22nd International Conference on Supporting Group Work*.
- Alharthi, S., LaLone, N., Toups, Z. (2021). "An Activity Theory Analysis of Search & Rescue Collective Sensemaking and Planning Practices." *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*.
- Toups, Z O., LaLone, N., Spiel, K., & Hamilton, B. (2020). "Paper to Pixels: A Chronicle of Map Interfaces in Games." In *Proceedings of the 2020 ACM Designing Interactive Systems Conference*.
- LaLone, N., Toups, Z.O., Tapia, A. (2020). "The Structure of Citizen Bystander Offering Behaviors Immediately After the Boston Marathon Bombing." *Proceedings of the 53rd Hawaii International Conference on System Sciences*.
- LaLone, N.; Kropczynski, J.; Tapia, A. (2018). "The Symbiotic Relationship Between Experts and Non-Experts Demonstrated by Reddit's User Interface Over Time." *Proceedings of the 15th International Conference on Information Systems for Crisis Response and Management*.
- Alharthi, S.; LaLone, N.; Khalaf, A.; Torres, R.; Nacke, L.; Dolgov, I.; Toups, Z.; Sharma. (2018). "Practical Insights into the Design of Future Disaster Response Training Simulations." *Proceedings of the 15th International Conference on Information Systems for Crisis Response and Management*.
- Dailey, D.; Soden, R.; LaLone, N. (2018). "Crisis Informatics for Everyday Analysts: A Design Fiction Approach to Social Media Best Practices." *Proceedings of the 20th International Conference on Supporting Group Work*.
- LaLone, N. (2016). "The Spaces Between: Using Play to Situate the Social and the Technical in a Single Space." *Proceedings of the Second Annual Symposium on Computer-Human Interaction in Play*.
- LaLone, N.; Tapia, A. (2016). "Three Lessons from Aurorasaurus about Public Facing Information System Design." *13th International Conference on Information Systems for Crisis Response and Management (ISCRAM)*.
- LaLone, N.; Tapia, A.; Case, N.; MacDonald, E.; Hall, M.; Heavner, M. (2015). "Hybrid Community Participation in Crowdsourced Early Warning Systems." *12th International Conference on Information Systems for Crisis Response and Management (ISCRAM)*. **Best Paper Nominee.**
- Tapia, A.; Giacobe, N. A.; Soule, P. J.; LaLone, N. (2015), "Scaling 911 Messaging for Emergency Operation Centers During Large Scale Events." *12th International Conference on Information Systems for Crisis Response and Management*.
- Lalone, N.; Tapia, A.; MacDonald, E.; Hall, M. (2015) "DEMO: Multi-Sensor Early Warning Systems: Hybrid Communal Alerts for Aurora Borealis Viewing." *Computer Supported Cooperative Work and Social Computing (CSCWSC)*.
- Lalone, N.; Tapia, A.; MacDonald, E.; Hall, M. (2015). "Crowdsourced Citizen Space Weather Science." *Citizen Science Association*.
- LaLone, N. (2014). "Values Levers and the Unintended Consequences of Design." *17th ACM conference on Computer Supported Cooperative Work & Social Computing (CSCW)*.

Tapia, A.; Lalone, N.; Kim, H. (2014) "Run Amok: Group Crowd Participation in Identifying the Bomb and Bomber from the Boston Marathon Bombing." *11th International Conference on Information Systems for Crisis Response and Management (ISCRAM)*.

Tapia, A.; Lalone, N.; Kim, H.; MacDonald, E.; Hall, M. (2014) "Crowdsourcing Rare Events: Using Beauty to Draw Participants into Science and Early Warning Systems." *11th International Conference on Information Systems for Crisis Response and Management (ISCRAM)*. **Best Paper Nominee.**

BOOK CHAPTERS, peer reviewed

LaLone, N. (Forthcoming). "Cheating in MMOs as Computer Science Education." *Final Fantasy 14 Edited Volume*.

LaLone, N. (2024). "The Oldsmar Water Plant "hack" or How Not to do Cybersecurity." In Kushma, J. Case Studies in Disaster Recovery: A Volume in the Disaster and Emergency Management: Case Studies in Adaptation and Innovation Series. Elsevier.

LaLone, N., Hughes, A., Tapia, A. (2021). "More Than Milling: The Pause to Verify During Crisis Events." in Beard, J., Information Technology Applications for Crisis Response and Management. PA: IJI Global.

LaLone, N. (2018). "Racism and the Internet." In Barney Warf (ed) Sage Encyclopedia of the Internet v3. Sage Publications.

LaLone, N. (2017). "Leeroy Jenkins, The Paladin Who Did This." In R. Mejia, J. Banks, & A. Adams (Eds.), 100 Greatest Video Game Characters. Lanham, Maryland, USA: Rowman & Littlefield.

LaLone, N. (2014). "Chris Redfield and the Curious Case of Wesker's Sunglasses." In: Farghaly, N. (eds) Unraveling Resident Evil: Essays on the Complex Universe of the Games and Film. NC: McFarland Press, pp.135-149.

Daniels J and LaLone N. (2012). "Racism in video gaming: connecting extremist and mainstream expressions of white supremacy." In: Embrick, D and Lukacs, A (eds) Social Exclusion, Power and Video Game Play. In the series, New Research in Digital Media and Technology, MD: Lexington Press, pp.83-97.

INVITED TALKS

LaLone, N. (2023). "Map Making for Stories and Games." *Center for Worldbuilding and Storytelling*.

LaLone, N. (2023). "Letters to the Future – Climate Change, Trans Identity, and How Much We Need You." *TEDx at RIT*.

LaLone, N. (2022). "The Technology Crisis in Emergency Management." *Epicenter Innovation*.

LaLone, N. (2022). "Technology and Disaster: Ignore at Your Own (and your community's) Peril." *EM Vision Talk at the 2022 Meeting of the International Association of Emergency Management (IAEM)*.

LaLone, N. (2022). "Oldsmar Water Treatment Incident (No, it wasn't a hack)." *University of Central Missouri Course on Crisis and Disaster Management*.

LaLone, N.; Miller, S. (2022). "But how? Why? Use, Abuse, Integration, and Force. Technology and Emerging Technology in the EM Environment." *University of Central Missouri Course on Crisis and Disaster Management*.

CONFERENCE AND WORKSHOP PRESENTATIONS

Xu, Jiangnan, et al. "Metaverse: the vision for the future." (2022). *CHI Conference on Human Factors in Computing Systems Extended Abstracts*.

- White, W., LaLone, N., and Mizer, N. (2022). *The Idea of Role-Playing: Prolegomenon to a Phenomenological Inquiry. Popular Culture Association/American Cultural Association.*
- LaLone, N. (2020). "Calling for a Medic! – Incident Response in the Smart City." *Workshop: Smart Cities at Play at the 2020 CHI Conference on Human Factors in Computing Systems.*
- LaLone, N. (2020). "Medium Places – Considering Unobtainable Good and Inevitable Evil." *Workshop Understanding the Past, Present, and Future of Design Fictions and the 2020 CHI Conference on Human Factors in Computing Systems.*
- LaLone, N., Touns, Z.O., Alharthi, S. (2020). "Video Game History as HCI Knowledge Trove." *Workshop: Fostering Historical Research in CSCW&CHI at the 2019 Conference on Computer Supported Cooperative Work. November 10, 2019, Austin, TX.*
- LaLone, N. (2019). "Dungeons and Dragons as the First Video Game Platform: Thoughts, Controversies, Disagreements." Presented at the *2019 Meeting of the Pop Culture Association.*
- LaLone, N. (2018). "The Loss of Sociability in MMORPGs as Seen Through Final Fantasy XI: Online." Presented at the *2018 International Conference on Meaningful Play.*
- LaLone, N.; Alharthi, S.; Touns, Z. (2018). "Making Maps Available for Play: A Design History of Game Cartography Interfaces." Presented at the *2018 Meeting of the Pop Culture Association.*
- Touns, Z.; LaLone, N.; Oguz, O.T.; Tanenbaum, J.; Trammell, A.; Hammer, J.; Depping, A. (2017). "Augmented Tabletop Games Workshop. *Proceedings of the 2017 Annual Symposium on Computer-Human Interaction in Play.*
- LaLone, N.; Tapia, A.; Hall, M.; MacDonald, E. (2015). "Aurorasaurus: Crowdsourced Citizen Space Weather Science." *First Annual Meeting of the Citizen Science Association.*
- Tapia, A.; Lalone, N.; Kim, H.; MacDonald, E.; Hall, M. (2014), "Nowcasting the Aurora: Curiosity and Beauty Driven Citizen Science." *Society for Social Studies of Science (45).*
- Tapia, A.; Lalone, N.; MacDonald, E.; Hall, M. (2014). "Aurorasaurus: Citizen Science, Early Warning Systems and Space, *Workshop: Weather Citizen+X: HCOMP 2014 Workshop on Volunteer-Based Crowdsourcing in Science, Public Health and Government.*
- LaLone, N. (2014). "Is Play the Thing? Video versus Board and the Spaces In-between." Presented at the *2014 International Conference on Meaningful Play.*
- LaLone, N. (2014). "Crisis Response Wargame for Training and Classroom Use." *Proceedings of the 11th International Conference on Information Systems for Crisis Response and Management (ISCRAM).*
- LaLone, N. (2014). "Is it Just Me or Are the Imperials Getting Darker? Race and the Elder Scrolls: Skyrim." Presented at the *2014 Meeting of the Pop Culture Association.*
- LaLone, N. (2014). "Values Levers and Unintended Consequences of Design." *Proceedings of the 17th ACM Conference on Computer Supported Cooperative Work and Social Computing.*
- LaLone, N. (2012). "Voices of Command, Bodies in Peril: The Female in Current Video Games." Presented at the *2012 Meeting of the American Sociological Association.*
- LaLone, N. (2010). "Representation of Gender and the New Cultural Proximity of Video Games." Presented at the *2010 Meeting of the Southwestern Sociological Association.*
- LaLone, N. (2008). "Racist Tendencies and Stereotypes in MMORPG's: Final Fantasy 11." Presented at *2008 Southwestern Sociological Association.*

GRANTS

Status: In Preparation
Date: 2025
Title: Peaceland: Choose Your Memory Video Game
Funding Source: John Templeton Foundation
Funding Amount: \$675,050
Role: Co-PI with Hartwell, M. and Sanchez, D.

Status: Submitted
Date: 2025
Title: STTR – Context Aware Decision Support
Funding Source: Department of Defense (DOD): Army
Funding Amount: \$99,536
Role: Co-PI with Peng, Chao and Robertson, J.

Status: Accepted
Date: 2025
Title: Left of Launch Delivery Simulation
Funding Source: Department of Defense (DOD): Space Force
Funding Amount: \$79,349
Role: PI

Status: Accepted
Date: 2021
Title: Connecting Practitioners to Design: Methods and Tools for Live Participatory Design Fiction.
Funding Source: National Science Foundation: Human-Centered Computing (HCC)
Funding Amount: \$234,221
Role: Co-PI with Touns Dugas, P.O and Hamilton, W.

Status: Accepted
Date: 2021
Title: CRIL: HCC: Practical Steps Toward Integrating the Tools of Emergency Management with Crisis Informatics Techniques.
Funding Source: National Science Foundation: Human-Centered Computing (HCC)
Funding Amount: \$174,987
Role: PI

Status: Accepted
Date: 2020
Title: Planning Grant to Establish a Collaborative Research Capability for Strategic Communications and Operational Testing
Funding Source: University of Nebraska Collaboration Initiative
Funding Amount: \$18,668.5
Role: PI

SERVICE, Committee Work and Miscellaneous

2025 – 2026 IGM Director Search Committee – [Rochester Institute of Technology](#)
 2025 – 2026 IGM Graduate Program Committee – [Rochester Institute of Technology](#)
 2025 – 2026 RIT Student Scholarship Committee - [Rochester Institute of Technology](#)
 2024 – 2026 RIT Disability Services Office Faculty Advisory Committee – [Rochester Institute of Technology](#)
 2024 – 2026 RIT Faculty Advisor – Retro Games Club – [Rochester Institute of Technology](#)
 2024 – 2026 RIT Faculty Advisor – Roc Wargamer Association & Guild – [Rochester Institute of Technology](#)

2024 – 2026	RIT Faculty Advisor – Vintage Electronics & Computing Club – <u>Rochester Institute of Technology</u>
2024 – 2025	IGM Faculty Search Committee: Chair – <u>Rochester Institute of Technology</u>
2023 – 2024	IGM Faculty Search Committee: Member – <u>Rochester Institute of Technology</u>
2022 – 2025	Chair, Emerging Technology Caucus, <u>International Association of Emergency Management</u>
2020 – 2023	Co-Chair, Science and Technology Integration SIG – <u>FEMA Higher Ed Program</u>
2020 – 2023	Ethics in Emergency Management SIG – <u>FEMA Higher Ed Program</u>
2020 – 2023	Emergency Management Theory and Research SIG – <u>FEMA Higher Ed Program</u>
2021 – 2023	Communications Director Search Committee – <u>University of Nebraska at Omaha</u>
2020 – 2023	Undergraduate Program Committee – <u>University of Nebraska at Omaha</u>
2020 – 2023	Doctoral Program Committee – <u>University of Nebraska at Omaha</u>
2020 – 2023	IS&T Advisory Committee – <u>University of Nebraska at Omaha</u>
2019 – 2023	Faculty Search Committee – <u>University of Nebraska at Omaha</u>
2017 – 2019	Pratt Student Innovation and Entrepreneur Committee – <u>Bellevue University</u>
2017 – 2019	Web Development Committee Member – <u>Bellevue University</u>
2016 – 2019	Data Science Development Committee Member – <u>Bellevue University</u>
2016 – 2017	Masters in Instructional Design Development Committee Member – <u>Bellevue University</u>
2015 – 2016	Research Associate – <u>PaxSims</u>
2015 – 2016	Research Associate – <u>The Geek Anthropologist</u>
2013 – 2015	Student Technology Advisory Committee – <u>Pennsylvania State University</u>
2013 – 2015	Graduate & Professional Student Association – <u>Pennsylvania State University</u>
2012 – 2014	Student Representative – <u>Communication, Information Technologies, and Media Sociology</u>
2012 – 2013	Advisory Board Member – <u>Netherlands Organization for Applied Scientific Research</u>
2011 – 2014	Research Associate – <u>TerraNova</u>

CONFERENCE SERVICE, Leadership and Organization

2023	Conference Co-Chair. Conference on <i>Information Systems in Crisis Response and Management</i> .
2022	Social Media Chair, The Annual Symposium on Computer-Human Interaction in Play.
2021 – 2024	Member: Planning Committee. <i>International Association of Emergency Management</i> .
2020 – 2023	Planning Committee. <i>Conference on Information Systems in Crisis Response and Management</i> .
2020 – 2023	Member of the Symposium Planning Special Interest Group. <i>FEMA Higher Education Program</i> .
2019	Associate Chair, Critical Theory. <i>Cooperative Work and Social Media (CSCW)</i> .
2019	Associate Chair, Games and Play. <i>Conference on Human Factors in Computer Systems (CHI)</i> .
2018	Program Committee. <i>International Academic Conference on Meaningful Play</i> .
2017	Session organizer, <i>Conference on Information Systems in Crisis Response and Management</i> .
2016	Roundtable Coordinator, <i>American Sociological Association</i> .
2015	Program Committee, <i>Citizen Science Association's First Annual Meeting</i> .

REVIEWER SERVICE

2020 – Current	Reviewer, Transactions of Computer Human Interaction (TOCHI)
2020 – Current	Reviewer, Behaviour and Information Technology (BIT)
2013 – Current	Reviewer, SIGCHI, Special Interest Group on Human-Computer Interaction.
2013 – 2024	Reviewer, ISCRAM, Information Systems for Crisis Response and Management.
2013 – 2024	Reviewer, Hawaii International Conference on System Sciences (HICSS).
2017 – 2018	Reviewer, Defense Threat Reduction Agency (DTRA).
2015 – 2016	Editor, Information, Communication & Society (ICS).
2015 – 2016	Reviewer, Information, Communication and Society (ICS).
2013 – 2018	Reviewer, CSCW, Computer Supported Cooperative Work and Social Media.
2013 – 2015	Reviewer, iConference.
2013 – 2017	Reviewer, Designing Interactive Systems (DIS).
2015 – 2016	Review for NMS, New Media and Society.

MEMBERSHIP IN PROFESSIONAL SOCIETIES

2020 – Current	International Association of Emergency Management
2013 – Current	Association for Computing Machinery
2019 – 2023	Association for Information Systems
2013 – 2023	Information Systems for Crisis Response and Management
2010 – 2019	Pop Culture Association
2010 – 2015	American Sociological Association
2013 – 2015	American Anthropological Association
2010 – 2011	Alpha Kappa Delta

TEACHING EXPERIENCE

Department of Organization, Workforce, and Leadership Studies, 03/2026 – Present

Instruction Type: Hybrid

Type of Degree: Undergraduate and Graduate

Leadership and Professional Development	20-30 Students	1 Semester
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School of Interactive Games and Media of Rochester Institute of Technology, 08/2023 – 05/2026

Instruction Type: In-person

Type of Degree: Undergraduate and Graduate

Survey of Geospatial Technologies	20-30 Students	3 Semesters
Atari 2600 Game Development	13 Students	1 Semester
Intro to Game Design and Development	30 Students	1 Semester

School of Information Systems and Quantitative Analysis of University of Nebraska at Omaha, 08/2019 – 08/2023

Instruction Type: In-person and Online Instruction with the Canvas Learning Management System

Type of Degree: Undergraduate

Managing in a Digital World	20-30 Students	4 Semesters
Organizations, Applications, and Technology	20-30 Students	3 Semesters
Intro to Applied Statistics for IST.	30-60 Students	2 Semester

School of Information Science, University of Illinois at Urbana-Champaign, 08/2017 – 08/2019

Instruction Type: In-person Instruction with additional work through Blackboard Collaborate, Moodle, and GitHub

Type of Degree: Graduate

Foundations of Information Processing	20-50 Students	4 Semesters
Socio-Technical Information Systems	120 Students	1 Semester

Data Science Program, College of Science and Technology, Bellevue University, 06/2013 – 08/2019

Instruction Type: Online Instruction via Blackboard, GitHub, Slack, and YouTube

Type of Degree: Graduate

Introduction to Data Science	20-50 Students	4 Semesters
Introduction to Programming	20-50 Students	3 Semesters
Doing Data Science	5-10 Students	1 Semester

Business Analytics Program, College of Science and Technology, Bellevue University, 06/2014 – Present

Instruction Type: Online Instruction via Blackboard, GitHub, SAS Studio, Vimeo, and YouTube

Type of Degree: Graduate / Undergraduate

Introduction to Business Analytics	6-15 Students	4 Semesters
Introduction to SAS	6-15 Students	4 Semesters
Base SAS Programming	6-15 Students	3 Semesters
Enterprise Data and Information Management	6-15 Students	2 Semesters
Data Warehousing and Mining Applications	6-15 Students	2 Semesters

Game Studies Program, College of Science and Technology, Bellevue University, 06/2013 – Present

Instruction Type: Online Instruction via Blackboard, Google+, Vimeo, and YouTube

Type of Degree: Undergraduate

Introduction to Game Design	6-15 Students	6 Semesters
Introduction to Game Development	6-15 Students	6 Semesters
Introduction to 2D Design	6-15 Students	6 Semesters
Introduction to 3D Design	6-15 Students	6 Semesters
Beginning Portfolio Development	6-15 Students	6 Semesters
Intermediate Digital Design	6-15 Students	6 Semesters
Introduction to Game Programming	6-15 Students	6 Semesters
Level Design	6-15 Students	6 Semesters
Getting Started with Video Game Development	6-15 Students	6 Semesters
Interactive Narrative Design	6-15 Students	6 Semesters
Animation	6-15 Students	6 Semesters
Interactive Sound Design	6-15 Students	6 Semesters
Intermediate Portfolio Development	6-15 Students	6 Semesters
User-Experience and User-Interface Design	6-15 Students	6 Semesters
Serious Games and Critical Play	6-15 Students	6 Semesters
Advanced Digital Design	6-15 Students	6 Semesters
Advanced Portfolio Design / Internship	6-15 Students	6 Semesters

Graphic Design Program, College of Science and Technology, Bellevue University, 08/2016 – Present

Instruction Type: Online Instruction via Blackboard, Google+, and YouTube

Type of Degree: Undergraduate

Design Basics	6-20 Students	4 Semesters
Fundamentals of Web Design	6-20 Students	4 Semesters
User Experience and Graphic Design	6-20 Students	4 Semesters
Web Page Design	6-20 Students	4 Semesters
Website Development	6-20 Students	4 Semesters

College of Information Sciences and Technology, Pennsylvania State University, 08/2013 – 5/2017

Instruction Type: Hybrid Instruction via Canvas, YouTube, and In-person Meetings

Type of Degree: Undergraduate

New Media and the Web	40 Students	2 Semesters
Project Management – Teaching Assistant	180 Students	1 Semester