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Deniz Eseryel

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Research Emphasis

- Designing computer-based interactive learning environments (e.g., e-learning, system dynamics modeling, online communities of practice; virtual reality; digital simulations and games) to support higher-order learning and complex problem solving
- Development of complex problem-solving competencies and adaptive expertise in complex knowledge domains such as STEM (with the emphasis on cognition, metacognition, cognitive regulation, motivation, emotion, and epistemic beliefs)
- Innovative STEM learning and teaching practices both at K-20 education and at professional contexts (e.g., military, engineering, and medicine)
- Innovative methods for assessing progress of learning and the development of adaptive expertise (e.g., learning analytics and mental model progression)
- Preparing teachers and administrators for digital transformation of education to support effective integration of advanced learning technologies into education

Education

1999 - 2006 Syracuse University Syracuse, NY

Ph. D. Instructional Design, Development, & Evaluation

- Received *Outstanding Dissertation Research Award* from Syracuse University
- Ph.D. Emphasis: Instructional design, development, and evaluation; e-learning; advanced learning technologies; technology integration into teaching
- Dissertation Title: Expert Conceptualizations of the Domain of Instructional Design: An Investigative Study on the DEEP Assessment Methodology for Complex Problem-Solving Outcomes

Chair: Dr. Philip L. Doughty

Committee Members: Dr. J. Michael Spector & Dr. Jerry W. Klein

1997 - 1998 University of Twente Enschede, The Netherlands

M. Sc. Educational & Training Systems Design

- Graduated Cum Laude, top of my class
- M.Sc. Emphasis: Instructional design, instructional technology, performance engineering, teacher education, & school reform
- Masters Thesis Title: Construction of a WWW-based learning environment to support acquisition of instructional design theories.

Promoter & Chair: Prof. Dr. Sanne Dijkstra

Committee Member: Prof. Dr. Betty Collis

1991 - 1995 Middle East Technical University Ankara, Türkiye

B. Sc. Science Education / Mathematics Teaching

- Graduated with High Honor, second of my class
- Dual Degree in Mathematics & Mathematics Education
- Minor in Computer Science

Academic & Professional Experience

- 08/2014 – Present North Carolina State University Raleigh, NC
Associate Professor (tenured) & Senior Research Fellow
- Chancellor's Interdisciplinary Cluster for Digital Transformation of Education
 - Digital Learning & Teaching Program of Department of Curriculum & Instruction
 - Friday Institute for Educational Innovation
- 07/2013 – 08/2014 University of Oklahoma Norman, OK
Associate Professor (tenured)
- VP of Research's Interdisciplinary Research Initiative in Education
 - Department of Educational Psychology, Instructional Psychology and Technology (IPT) Program
 - K20 Center for Educational & Community Renewal
- 07/2007 – 07/2013 University of Oklahoma Norman, OK
Assistant Professor & Research Scientist
- VP of Research's Interdisciplinary Research Initiative in Education
 - Department of Educational Psychology, Instructional Psychology and Technology (IPT) Program
 - K20 Center for Educational & Community Renewal
- 05/2006 – 07/2007 Syracuse University Syracuse, NY
Post-Doctoral Research Associate
- Department of Instructional Design, Development, & Evaluation (IDD&E)
- 01/2000 – 10/2003 University of Bergen Bergen, Norway
Research Associate
- Advanced Design Approach for Personalized Training - Interactive Tools (ADAPT^{IT}) Project funded by the European Union Commission Information Society Technology Program (5th Framework)
- 10/1999 – 02/2001 Center for Business Information Technologies (CBIT) Syracuse, NY
Instructional Designer
- Designed and developed a number of certificate programs in Information Technology for both classroom-based and distance-delivery courses
- 08/1998 – 05/1999 Advanced Computing Management (ACM) Amsterdam, The Netherlands
Educational Technologist
- Designed and developed staff development, train-the-trainer, and online certification programs in information technology; conducted program evaluation
- 08/1997 – 08/1998 University of Twente Enschede, The Netherlands
Research Associate
- Tele-Learning at Toegepaste Onderwijskunde (TeleTOP) Project
- 08/1995 – 08/1997 Arı College Ankara, Türkiye
Mathematics Teacher
- Taught several mathematics courses (in English) to Grades 6 through 12

Publications

Books & Monographs

- Ifenthaler, D., Warren, S., & **Eseryel, D.** (Edited Book Series)(2015-2018). *Advances in game-based learning*. New York: Springer.

TITLES IN THIS SERIES

- Kim, S., Song, K., Lockee, B., & Burton, J. (2018). Gamification in learning and education. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Warren, S. J. & Jones, G. (2017). Learning games: The science and art of development. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Wouters, P., van Oostendorp, H. (2017) Instructional techniques to facilitate learning and motivation of serious games. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Dell'Aquila, E., Marocco, D., Ponticorvo, M, diFerdinando, A., Schembri, M., Miglino, O. (2017) Educational games for soft-skill training in digital environments. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Kellinger, J. J. (2017). A Guide to designing curricular games: How to “game” the system. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Romero, M., Sawchuk, K., Blat, J., Sayago, S., Oullet, H. (2017). Game-based learning across the lifespan. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Becker, K. (2017). Choosing and using digital games in the classroom. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Torbeyns, J., Lehtinen, E., Elen, J. (2015) Describing and studying domain-specific serious games. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- Loh, C., S., Sheng, Y., Ifenthaler, D. (2015). Serious games analytics. In *Advances in game-based learning, Ifenthaler, D. Warren, S., Eseryel, D. (Eds.) Springer: New York.*
- ***Eseryel, D.**, Ifenthaler, D., & Ge, X. (Eds.) (2013). *Towards innovation in complex problem solving research: Implications for instructional design and technology*. Special Issue for *Educational Technology Research & Development*, 61(3).
- Ifenthaler, D., **Eseryel, D.**, & Ge, X. (Eds.) (2012). *Assessment in game-*

based learning: Foundations, innovations, and perspectives. New York: Springer.

Book Chapters

- $\Psi\ddagger$ Eseryel, U. Y., Bakker, D., **Eseryel, D.** (2017). Information technology self-leadership and innovation. In Szpaderski, A. & Neck, C. P. (Eds.). *Leadership and management: Emerging, contemporary, and unorthodox perspectives*. Douglassville, PA: HPL Publications, Inc.
- Ψ **Eseryel, D.** (2015). Causal influence diagramming. In J. M. Spector (Ed). *Encyclopedia of Educational Technology*. Thousand Oaks, CA: Sage.
- Ψ Ifenthaler, D. & **Eseryel, D.** (2013). Facilitating complex learning by mobile augmented reality learning environments. In R. Huang, J. M. Spector, & Kinshuk, (Eds.), *Reshaping learning: The frontiers of learning technologies in a global context* (pp. 415-438). New York: Springer.
- $\Psi\ddagger$ **Eseryel, D.**, Guo, Y., & Law, V. (2012). Interactivity³ design and assessment framework for educational games to promote motivation and complex problem solving skills. In D. Ifenthaler, D. Eseryel, & X. Ge (Eds.). *Assessment in game-based learning: Foundations, innovations, and perspectives* (pp. 257-285). New York: Springer.
- Ψ Ifenthaler D., **Eseryel, D.**, & Ge, X. (2012). Assessment in game-based learning. In D. Ifenthaler, D. Eseryel, & X. Ge (Eds.). *Assessment in game-based learning: Foundations, innovations, and perspectives* (pp. 3-10). New York: Springer.
- $\Psi\ddagger$ **Eseryel, D.**, Ifenthaler, D., & Ge, X. (2011). Alternative assessment strategies for game-based learning environments. In D. Ifenthaler, Kinshuk, P. Isaias, D. G. Sampson, & J. M. Spector (Eds.), *Multiple perspectives on problem solving and learning in the digital age* (pp. 159-178). NY: Springer.
- Ψ **Eseryel, D.**, Eseryel, U. Y., & Edmonds, G. S. (2005). Knowledge management and knowledge management systems. In M. D. Lytras & A. Naeve (Eds.), *Intelligent learning infrastructures for knowledge intensive organizations: A Semantic web perspective* (pp. 105-145). Hershey, PA: IDEA Group Publishing.
- Ψ Klein, J. & **Eseryel, D.** (2005). The corporate learning environment. In M. D. Lytras & A. Naeve (Eds.), *Intelligent learning infrastructures for knowledge intensive organizations: A semantic web perspective* (pp. 1-38). Hershey, PA: IDEA Group Publishing.

Refereed Journal Articles

- $\Psi\ddagger$ Peng, X., Zhang, D., Jackson, M., Yalvac, B., Ketsetzi, A., & **Eseryel, D.** (2018). Examining the learning by teaching method in computer-aided design instruction. *Computer-Aided Design & Applications*, 16(1), 129-139. doi. 10.14733/cadaps.2019.129.139
- $\Psi\ddagger$ Zhang, D., Peng, X., Yalvac, B., **Eseryel, D.**, Nadeem, U., & Islam, A. (2017). Integrating student-made screencasts into computer-aided design education. *Computer-Aided Design & Applications*, 14 (sup1),

41-50. doi. 10.1080/16864360.2017.1308080

- $\Psi\ddagger*$ Huang, K., Ge, X., & **Eseryel, D.** (2017). Metaconceptually-enhanced simulation-based inquiry learning: Effects on the 8th grade students' conceptual change and science epistemological beliefs. *Educational Technology Research and Development*, 65(1), 75-100
- $\Psi\ddagger$ Law, V., Ge, X., & **Eseryel, D.** (2016). The development of a self-regulation in a collaborative context scale. *Technology, Knowledge, and Learning* (pp. 1-11) doi. 10.1007/s10758-016-9274-z
- $\Psi\ddagger$ Eseryel, U. Y., Bakker, D., **Eseryel, D.** (2014). The influence of information technology self-leadership on product and process innovation. *Journal of Leadership and Management*, 1(2), 95-109.
- $\Psi\ddagger*$ **Eseryel, D.**, Law, V., Ifenthaler, D., Ge, X., & Miller, R. B. (2014). An investigation of the interrelationships between motivation, engagement, and complex problem solving in game-based learning. *Educational Technology & Society*, 17(1), 42-53.
- $\Psi\ddagger*$ **Eseryel, D.**, Ifenthaler, D., Ge, X. (2013). Validation study of a method for assessing complex ill-structured problem solving by using causal representations. *Educational Technology Research & Development*, 61(3), 443-463. doi:10.1007/s11423-013-9297-2
- ***Eseryel, D.**, & Ifenthaler, D., & Ge, X. (2013). Towards innovation in complex problem solving research: An introduction to the special issue. *Educational Technology Research & Development*, 61(3), 359-363.
- $\Psi\ddagger*$ Eseryel, U. Y. & **Eseryel, D.** (2013). Action-embedded transformational leadership in self-managing global information technology teams. *Journal of Strategic Information Systems*, 22(2), 103-120.
- $\Psi\ddagger$ **Eseryel, D.** & Law, V. (2012). Effect of cognitive regulation in understanding complex science systems during simulation-based inquiry learning. *Technology, Instruction, Cognition, & Learning*, 9(1-2), 111-132.
- $\Psi\ddagger$ **Eseryel, D.**, Ge, X., Ifenthaler, D., & Law, V. (2011). Dynamic modeling as a cognitive regulation scaffold for complex problem solving skill acquisition in an educational massively multiplayer online game environment. *Journal of Educational Computing Research*, 45(3), 265-287. [\[2012 Outstanding Journal Article Award by the Association of Educational Communications and Technology\]](#)
- $\Psi\ddagger$ Law, V., Ge, X., & **Eseryel, D.** (2011). An investigation of the development of a reflective virtual learning community in an ill-structured domain of instructional design. *Knowledge Management & E-Learning: An International Journal*, 3(4), 513-533.
- Ψ Eseryel, U. Y. & **Eseryel, D.** (2004). Project management for information technology accessibility initiatives. *Educational Technology and Media*, 29, 61-74.
- Ψ Klein, J. & **Eseryel, D.** (2003). A conceptual model for managing change in organizations through blended organizational learning. *e-Lumination*, 5(2), 3-6.
- $\Psi*$ **Eseryel, D.** (2002). Approaches to evaluation of training: Theory and

practice. *Educational Technology & Society*, 5(2), 93-98.

- Ψ^* **Eseryel, D.**, Ganesan, R., & Edmonds, G. S. (2002). Review of computer-supported collaborative work (CSCW) systems. *Educational Technology & Society*, 5(2), 130-136.
- Ψ^\dagger Dijkstra, S., Collis, B. A., & **Eseryel, D.** (1999). Instructional design for tele-learning. *Journal of Computing in Higher Education*, 10(2), 3-18.

Manuscripts in Review/Revision

- Ψ^\ddagger^* Eseryel, U. Y., Wolters, J., & **Eseryel, D.** (submitted 29-Apr-2018). Critical success factors for ERP implementations in SMEs. *Communications of the AIS*.
- Ψ^\ddagger^* Eseryel, U. Y., Wolters, J., & **Eseryel, D.** (submitted 16-Apr-2018). ERP system implementation success factors for small enterprises opting for limited customization. *ACM Transactions on Social Computing*.
- Ψ^\ddagger^* **Eseryel, D.** & Law, V. *Complexity, cognitive regulation, and understanding of a complex science system. Contemporary Educational Psychology*.
- Ψ^+ **Eseryel, D.** Comparison of question prompts and dynamic model progression as cognitive-regulation scaffolds in simulation-based inquiry-learning environment. *International Journal of Science Education*
- Ψ^+ **Eseryel, D.** Effect of model-building versus model-using to scaffold complex problem solving during inquiry-based science learning. *Journal of Science Education and Technology*
- Ψ^+ **Eseryel, D.** Solving complex problems: A grounded theory. *Educational Technology Research & Development*.

Refereed Conference Proceedings

- Ψ^\ddagger^* Eseryel., U. Y., Booi, R., **Eseryel, D.** (submitted 29-April-2018). Recruitment through LinkedIn: Lessons learned from the Fortune 100 Companies. *Proceedings of the Twenty Eighth International Conference on Information Systems*. San Francisco, CA: ICIS.
- Ψ^\ddagger Chang, D., Peng, X., Yuan, T., Yalvac, B., Ketsetzi, A., Hing, E. L., **Eseryel, D.**, & Eyupoglu, T. F. (2017). Promoting life-long learning skills in CAD using the peer-generated screencast tutorials. *Proceedings of the ASME International Mechanical Engineering Congress and Exposition*, 5. Tampa, FL. doi: 10.1115/IMECE2017-71891
- Ψ^\ddagger Yalvac, B., Ketsetzi, A., Peng, X., Cui, S., Li, L., Zhang, Y., **Eseryel, D.**, Eyupoglu, T. F., Yuan, T. (2017). Cultivating Evidence-Based Pedagogies in STEM Education. *Proceedings of the ASEE Annual Conference on Engineering Education*. Columbus, OH.
- Ψ^\ddagger Peng, X., Yuan, T., Nadeem, U., Ketsetzi, A., Yalvac, B., **Eseryel, D.**, and Eyupoglu, T. F. (2016). Assigning Students Teacher's Role: A Student-centered Approach in Computer-Aided Design Education. *Proceedings of the ASME International Mechanical Engineering Congress and Exposition* (vol.5, pp.V005T06A008), Phoenix, AZ:

ASME. doi: 10.1115/IMECE2016-66871.

- $\Psi\ddagger$ Peng, X., Yuan, T., Nadeem, U., Ketsetzi, A., Yalvac, B., Eyupoglu, T. F., & **Eseryel, D.** (2016). Using learning by teaching method in a mechanical engineering drawing class. *Proceedings of the Annual Forum of the Partners for the Advancement of Collaborative Engineering Education (PACE)*, Cincinnati, OH.
- $\Psi\ddagger$ Zhang, D., Peng, X., Yalvac, B., **Eseryel, D.**, Nadeem, U., Islam, A., & Eyupoglu, T. F. (2016). Using peer-generated screencasts in teaching computer-aided design. *Proceedings of the 123rd ASEE Annual Conference on Engineering Education*. New Orleans, LA. doi: 10.18260/p.27159.
- $\Psi\ddagger$ Zhang, D., Peng, X., Yalvac, B., **Eseryel, D.**, Nadeem, U., Islam, A., & Arceneaux, D. (2015). Exploring the Impact of Peer-Generated Screencast Tutorials on Computer-Aided Design Education. *Proceedings of the 122nd ASEE Annual Conference on Engineering Education*. Seattle, WA.
- $\Psi\ddagger$ Law, V., Ge, X., & **Eseryel, D.** (2011). Dimensions of social interactions contributing to knowledge construction and building in an online learning community. *Proceedings of the 9th International Conference on Computer-Supported Collaborative Learning*, Hong Kong, China.
- $\Psi\ddagger$ **Eseryel, D.** & Law, V. (2010). Promoting learning in complex systems: Effect of question prompts versus system dynamics model progressions as a cognitive-regulation scaffold in a simulation-based inquiry-learning environment. S. R. Goldman, J. Pellegrino, K. Gomez, L. Lyons, J. Radinsky (Eds). *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences* (Vol. 1, pp. 1111-1118).
- $\Psi\ddagger$ **Eseryel, D.**, Ifenthaler, D., & Ge, X., Law, V., Guo, Y. (2009). A validation study of a methodology for assessing progress of learning and complex, ill-structured problem solving in STEM. In Kinshuk, D. G. Sampson, J. M. Spector & D. Ifenthaler (Eds.), *Cognition and Exploratory Learning in Digital Age (CELDA 2009)* (pp. 363-368). Rome, Italy: IADIS.
- $\Psi+$ **Eseryel, D.** (2007). Expert conceptualizations of the domain of instructional design: An exploration of the processes underlying complex, ill-structured problem solving. In M. Simonson (Ed.), *30th Annual Proceedings of Selected Research and Development Papers Presented at the National Convention of the Association for Educational Communications and Technology* (Vol. 1, pp. 72-85). Anaheim, CA: AECT.
[\[2007 AECT Featured Research Paper\]](#)
- $\Psi+$ **Eseryel, D.** (2003). Expertise in complex problem solving. In M. Simonson & M. Crawford (Eds.), *26th Annual Proceedings of Selected Research and Development Papers Presented at the National Convention of the Association for Educational Communications and Technology* (Vol. 1, pp. 102-110). Anaheim, CA: AECT.
- $\Psi\ddagger$ **Eseryel, D.**, Bludnicki, M., & Doughty, P. (2003). Redesigning graduate programs in instructional Design and Technology: Issues,

challenges, & trends. In M. Simonson & M. Crawford (Eds.), *26th Annual Proceedings of Selected Research and Development Papers Presented at the National Convention of the Association for Educational Communications and Technology* (Vol. 1, pp. 111-118). Anaheim, CA: AECT.

- Ψ^+ **Eseryel, D.** (2002). Learning in complex domains. In M. Simonson & M. Crawford (Eds.), *25th Annual Proceedings of Selected Research and Development Papers Presented at the National Convention of the Association for Educational Communications and Technology* (Vol. 1, pp. 121-129). Dallas, TX: AECT.
- Ψ **Eseryel, D.** (2002). A framework for evaluation & selection of e-learning solutions. In G. Richards (Ed.), *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2002* (pp. 275-282). Chesapeake, VA: AACE.
- Ψ^+ **Eseryel, D.** (2002). An exploration of the potential of causal influence diagrams for assessing progress of learning in complex domains. In P. Barker & S. Rebelsky (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications* (pp. 491-492). Chesapeake, VA: AACE.
- Ψ **Eseryel, D.** (2002). A conceptual framework for evaluating online learning environments. In P. Barker & S. Rebelsky (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2002* (pp.-). Chesapeake, VA: AACE.
- Ψ **Eseryel, D.** (2002). Evaluation of online learning environments: A framework. In S. T. Lowe (Ed.), *Proceedings of the 16th Annual Edward F. Kelly Evaluation Conference*. Ithaca: Cornell University.
- Ψ^+ **Eseryel, D.**, Schuver-van Blanken, M., & Spector, J. M. (2001). Current practice in designing training for complex skills: Implications for design and evaluation of ADAPT-IT. In C. Montgomerie & J. Vitelli (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia, & Telecommunications 2001* (pp. 474-479). Chesapeake, VA: AACE.
- Ψ **Eseryel, D.**, & Ganesan, R. (2001). Distributed group design process: Lessons learned. In C. Montgomerie & J. Vitelli (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia, & Telecommunications 2001* (pp. 469-473). Chesapeake, VA: AACE.
- Ψ^+ **Eseryel, D.**, & Spector, J. M. (2000). Assessing adaptive instructional design tools and methods in ADAPT-IT. In M. Crawford & M. Simonson (Eds.), *23rd Annual Proceedings of Selected Research and Development Papers Presented at the National Convention of the Association for Educational Communications and Technology* (Vol. 1, pp. 121-129). Denver, CO: Association for Educational Communications and Technology.
- Ψ^+ Collis, B., **Eseryel, D.**, & Dijkstra, S. (1999). Instructional design of WWW-based course-support environments: From case to principles. In B. Collis & R. Oliver (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 1999* (pp. 231-235). Chesapeake, VA: AACE. [ERIC No: ED462954]

Research Reports

- de Croock, M. B. G., van Merriënboer, J. J. G., van der Pal, J., **Eseryel, D.**, Abma, H., & Paas, F. (2002). Advanced design approach for personalised training - interactive tools: The ADAPT Methodology. ADAPT^{IT} Deliverable 3.2 prepared for the European Commission DGXIII under contract no. IST-1999-11740 (No. NLR-CR-2002-195). Amsterdam: NLR.
- **Eseryel, D.** (2002). *Integrating technology into classrooms: Project Year Two*. Annual report prepared for Pacific Regional Technology in Education Consortium (PR*TEC) – Project Year Two. Syracuse, NY: TSI.
- **Eseryel, D.** (2001). *eLearning Research*. Corning, NY: CCFL.
- Schuver-van Blanken, M. J., **Eseryel, D.**, de Croock, M, van Bavelgem, J., van der Pal, J., (2000). Advanced design approach for personalised training - interactive tools: Training designer's needs. ADAPT^{IT} Deliverable 2.2 prepared for the European Commission DGXIII under contract no. IST-1999-11740 (No. NLR-TR-2000-528). Amsterdam: NLR

Dissertation & Theses

- †**Eseryel, D.** (2006). *Expert conceptualizations of the domain of instructional design: An investigative study on the DEEP assessment methodology for complex Problem-solving outcomes* (Doctoral dissertation). Retrieved from Dissertations and Theses database. (UMI No. 3241853). [[Received 2006 Outstanding Dissertation Award by Syracuse University](#)]
- †**Eseryel, D.** (1998). *Construction of a WWW-based learning environment to support acquisition of instructional design theories* (Master's thesis). University of Twente, Enschede, The Netherlands.

Conference Presentations & Panels

Panels Organized for National & International Conferences

1. Ψ†**Eseryel, D.** & Ifenthaler, D. (2013). *Towards innovation in complex problem solving research: Implications for instructional design and technology*. Panel session organized for the Annual Meeting of the Association for Educational Communications and Technology. Anaheim, CA.
2. Ψ† Ifenthaler, D., **Eseryel, D.**, & Ge, X. (2012). *Assessment in game-based learning: Foundations, Innovations, and Perspectives*. Panel session organized for the Annual Meeting of the Association for Educational Communications and Technology. Louisville, KY. Oct 31-Nov 3, 2012.
3. Ψ† Bradshaw, A., Ge, X., & **Eseryel, D.** (2012). *Supporting students' philosophical development as a necessity in instructional design and technology*. Panel session organized as part of the Professors of Instructional Design and Technology (PIDT) meeting at the Annual Meeting of the Association for Educational Communications and Technology.
4. Ψ† **Eseryel, D.** (2011). *Current and future trends in the field of instructional design and technology*. Panel session organized for the Annual Convention

of Association for Educational Communications and Technology, Jacksonville, FL, November 8-12, 2011.

5. Ψ^{\dagger} **Eseryel, D.** (2011). *Complex problem solving research: Current state and future directions*. Panel session presented at the Annual Convention of Association for Educational Communications and Technology, Jacksonville, FL, November 8-12, 2011.
6. Ψ^{\dagger} Ge, X. & **Eseryel, D.** (2011). *Scaffolding Complex problem solving: Current state and future directions*. Panel session presented at the 2011 Annual Convention of Association for Educational Communications and Technology, Jacksonville, FL, November 8-12, 2011.
7. Ψ^{\dagger} Ge, X., Ifenthaler, D., & **Eseryel, D.** (2011). *Assessing complex problem solving – Theories, Methods, and Tools*. Panel presented at the Annual Meeting of the American Educational Research Association, New Orleans, LO. April 8-12, 2011.

Refereed National & International Conference Presentations

8. Ψ^{\ddagger} Eseryel, U. Y., Booji, R., & **Eseryel, D.** (submitted 04/03/2018). *Recruitment through LinkedIn: Lessons learned from the Fortune 100 companies*. International Conference on Information Systems (ICIS). San Francisco, CA, December 13-16, 2018.
9. Ψ^{\ddagger} Wolters, J., Eseryel, U. Y. & **Eseryel, D.** (2018). *Identifying the critical success factors for low customized ERP system implementations in SMEs*. Hawaii International Conference on System Sciences (HICCS). Waikoloa Village, HI: January 3-6, 2018.
10. Ψ^{\ddagger} **Eseryel, D.** & Yildiz, V. (2017). *Sixth-grade students' perceptions about educational game design*. Paper submitted to the Annual Meeting of the American Educational Research Association (AERA), New York, April 13-17, 2017.
11. Ψ^{\ddagger} Li, L., Yalvac, B., **Eseryel, D.**, & Ketsetzi, A. (2017). *Student-led recitations as an evidence based instruction in STEM education*. Paper submitted to the Annual Meeting of the American Educational Research Association (AERA), New York, April 13-17, 2017.
12. Ψ^{\ddagger} Yalvac, B., **Eseryel, D.**, Ketsetzi, A., Yuan, T., Eyupoglu, T. F., Peng, X., Li, L., Cui, S., Zhang, Y. (2017). *STEM faculty development activities to widen the implementation of evidence-based pedagogies*. Paper presented at the Annual Meeting of the American Educational Research Association (AERA), New York, April 13-17, 2017.
13. Ψ^{\ddagger} Chang, D., Peng, X., Yuan, T., Yalvac, B., Ketsetzi, A., Hing, E. L., **Eseryel, D.**, & Eyupoglu, T. F. (2017). *Promoting life-long learning skills in CAD using the peer-generated screencast tutorials*. Paper presented at the 2017 ASME International Mechanical Engineering Congress and Exposition, Tampa, FL. November 3-9, 2017.
14. Ψ^{\ddagger} Yildiz, V. & **Eseryel, D.** (2017). *Effect of sixth grade students' development of their own mathematical games on their mathematical problem-posing abilities*. Paper to be presented at the Annual Meeting of the Association for Educational Communications and Technology, Jacksonville, FL, November 6-11, 2017.
15. Ψ^{\ddagger} Boles, S. & **Eseryel, D.** (2017). *Sharing notes: What game developers*

- can teach serious game designers about selecting music.* Paper to be presented at the Annual Meeting of the Association for Educational Communications and Technology, Jacksonville, FL, November 6-11, 2017.
16. Ψ†‡ Eyupoglu, T. F. & **Eseryel, D.** (2017). *Student engagement in game-based learning.* Paper to be presented at the Annual Meeting of the Association for Educational Communications and Technology, Jacksonville, FL, November 6-11, 2017.
 17. Ψ†‡ Yalvac, B., Ketsetzi, A., Peng, X., Cui, S., Li, L., Zhang, Y., **Eseryel, D.**, Eyupoglu, T. F., Yuan, T. (2017). *Cultivating Evidence-Based Pedagogies in STEM Education.* Paper presented at *the ASEE Annual Conference on Engineering Education.* Columbus, OH. June 25-28, 2017.
 18. Ψ†‡ Peng, X., Yuan, T., Nadeem, U., Ketsetzi, A., Yalvac, B., **Eseryel, D.**, and Eyupoglu, T. F. (2016). *Assigning Students Teacher's Role: A Student-centered Approach in Computer-Aided Design Education.* Paper presented at the ASME International Mechanical Engineering Congress and Exposition, Phoenix, AZ, November 11-17, 2016.
 19. Ψ†‡ Peng, X., Yuan, T., Nadeem, U., Ketsetzi, A., Yalvac, B., Eyupoglu, T. F., & **Eseryel, D.** (2016). *Using learning by teaching method in a mechanical engineering drawing class.* Paper presented at the Annual Forum of the Partners for the Advancement of Collaborative Engineering Education (PACE), Cincinnati, OH, July 25-28, 2016.
 20. Ψ† ‡ Zhang, D., Peng, X., Yalvac, B., **Eseryel, D.**, Nadeem, U., Islam, A., Arceneaux, D., & Eyupoglu, F. (2016). *Using peer-generated screencasts in teaching computer-aided design.* Paper presented at *the ASEE Annual Conference on Engineering Education.* New Orleans, LA. June 26-29, 2016.
 21. Ψ†‡ **Eseryel, D.**, Yalvac, B., Peng, X., Zhang, D., Eyupoglu, T. F (2016). *Implementing evidence-based pedagogies in computer-aided design education with undergraduate mechanical engineering students.* Paper presented at the Annual Meeting of the American Educational Research Association, Washington, D.C., April 8-11, 2016.
 22. Ψ†‡ Peng, X., Zhang, D., Yalvac, B., **Eseryel, D.** (2015). *Integrating student-made screencasts into computer-aided design education.* Paper presented at the Annual Forum of the *Partners for the Advancement of Collaborative Engineering Education (PACE)*, Brazil, July 27-31, 2015.
 23. Ψ†‡ Zhang, D., Peng, X., Yalvac, B., **Eseryel, D.**, Nadeem, U., Islam, A., & Arceneaux, D. (2015). *Achieving effective learning using student-generated screencasts in computer-aided design education.* Paper presented at the 122nd ASEE Annual Conference on Engineering Education. Seattle, WA. June 14-17, 2015.
 24. Ψ† **Eseryel, D.** (2015). *Effects of system dynamics based model-facilitated inquiry learning on understanding complex systems.* Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL, April 16-20, 2015.
 25. Ψ†‡ Law, V., Ge, X., & **Eseryel, D.** (2015). *Development of a self-regulation-in-a-social-context scale in collaborative problem solving environment.* Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL, April 16-20, 2015.
 26. Ψ†‡ **Eseryel, D.**, İslim, Ö. F., & Sánchez, K. (2014). *A phenomenological*

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- investigation of instructional design students' experiences in digital storytelling*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Jacksonville, FL, November 4-8, 2014.
27. Ψ‡‡ Law, V., Ge, X., & **Eseryel, D.** (2014). *Effects of self-regulation and co-regulation on collaborative ill-structured problem solving*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Jacksonville, FL, November 4-8, 2014.
 28. Ψ† **Eseryel, D.** (2014). *Solving complex problems: A view from design fields*. Paper to be presented at the American Educational Research Association, Philadelphia, PA, April 3-7, 2014.
 29. Ψ† **Eseryel, D.** (2013). *Scaffolding to support complex ecological problem solving in simulation environments*. Paper to be presented at IADIS International Conference on Cognition and Exploratory Learning in Digital Age (CELDA), Forth Worth, Texas, October 22-24, 2013.
 30. Ψ‡‡ Stalker, S. & **Eseryel, D.** (2013). *Designing to facilitate the development of dynamic decision-making competencies: A view from the domain of emergency response*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, October 30-November 2, 2013.
 31. Ψ† Mistree, F., Siddique, Z., Allen, J. K., Shehab, R. L., **Eseryel, D.**, & Ifenthaler, D. (2013). *Empowering engineering students to learn how to learn: A competency-based approach*. Paper presented at the 120th ASEE Annual Conference on Engineering Education. Atlanta, GA. June 23-26, 2013.
 32. Ψ‡‡ Ifenthaler, D., **Eseryel, D.**, Ge, X., Law, V., & Miller, R. B. (2013). *Do cognitive structure and motivation influence problem representation in game-based learning?* Paper presented at the Annual Meeting of the American Educational Research Association, San Francisco, CA, April 27-May 1, 2013.
 33. Ψ‡‡ McCuen, T. & **Eseryel, D.** (2012). *Fostering spatial reasoning skills to support design problem solving in architecture, engineering and the built disciplines*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Louisville, KY. October 31-November 3, 2012.
 34. †Ifenthaler, D., **Eseryel, D.**, & Ge, X. (2012). *Assessment in game-based learning: An Introduction to the Panel*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Louisville, KY. October 31-November 3, 2012.
 35. Ψ‡‡ Law, V., **Eseryel, D.**, & Ge, X. (2012). *Dynamics of the social aspects of self-regulation during ill-structured collaborative problem solving*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, October 31-November 3, 2012.
[\[2012 AECT Featured Research Paper\]](#)
 36. Ψ‡‡ **Eseryel, D.**, Miller, R. B, Law, V., Ifenthaler, D., & Ge, X. (2012). *An investigation of the interrelationships between motivation, game-play, and complex problem solving in MMOG learning environments*. Paper presented at the Annual Meeting of the American Educational Research

- Association, Vancouver, British Columbia, Canada, April 13-17, 2012.
37. Ψ‡‡ Law, V. & **Eseryel, D.** (2012). *Complexity, cognitive regulation, and understanding of a complex science system*. Paper presented at the Annual Meeting of the American Educational Research Association, Vancouver, British Columbia, Canada, April 13-17, 2012.
 38. Ψ‡‡ Huang, K., Ge, X., & **Eseryel, D.** (2012). *Metaconceptually-enhanced simulation-based inquiry learning: Effects on the 8th grade physics students' conceptual change and epistemological beliefs*. Paper presented at the Annual Meeting of the American Educational Research Association, Vancouver, British Columbia, Canada, April 13-17, 2012.
 39. Ψ† **Eseryel, D.** (2011). *Model-facilitated approaches to scaffolding complex problem solving*. Paper presented at the 2011 Annual Convention of Association for Educational Communications and Technology, Jacksonville, FL, November 8-12, 2011.
 40. Ψ† **Eseryel, D.** (2011). *Cognitive processes underlying complex problem solving*. Paper presented at the 2011 Annual Convention of Association for Educational Communications and Technology, Jacksonville, FL, November 8-12, 2011.
 41. Ψ‡‡ Law, V. & **Eseryel, D.** (2011). *Cognitive regulation in a simulation-based inquiry learning environment*. Paper presented at the 2011 Annual Convention of Association for Educational Communications and Technology, Jacksonville, FL, November 8-12, 2011.
 42. Ψ‡‡ Law, V., Ge, X., & **Eseryel, D.** (2011). *Dimensions of social interactions contributing to knowledge construction and building in an online learning community*. Paper presented at the International Conference on Computer Supported Collaborative Learning, Hong Kong, China, July 4-8, 2011.
 43. Ψ‡‡ McCuen, T. & **Eseryel, D.** (2011). *Spatial skills of students studying the built environment: Assessment and Instruction*. Paper presented at the 47th Annual International Conference of the Associated Schools of Construction. Lincoln, OM., April 6-9, 2011.
 44. Ψ† **Eseryel, D.**, Ifenthaler, D., & Ge, X. (2011). *Alternative assessment strategies for complex problem solving in game-based learning environments*. Paper presented at the Annual Meeting of the American Educational Research Association, New Orleans, LO., April 8-12, 2011.
 45. Ψ† Ge, X., Planas, L., & **Eseryel, D.** (2011). *Developing valid assessment methods and scoring rubrics to measure ill-structured problem-solving performance*. Paper presented at the Annual Meeting of the American Educational Research Association, New Orleans, LO., April 8-12, 2011.
 46. Ψ‡‡ Huang, K., Ge, X., & **Eseryel, D.** (2011). *Metaconceptually-enhanced simulation-based inquiry learning: Effects on the 8th grade physics students' conceptual change and epistemological beliefs*. Paper presented at the Annual Meeting of the American Educational Research Association, New Orleans, LO., April 8-12, 2011.
 47. Ψ‡‡ Law, V., Ge, X., & **Eseryel, D.** (2010). *Development of instructional design expertise in a blended learning environment*. Paper presented at the 2010 Annual Convention of Association for Educational Communications and Technology, Anaheim, CA, October 26-30, 2010.

48. Ψ†‡ **Eseryel, D.**, Miller, R. B., Ge, X., Ifenthaler, D., Law, V., & Guo, Y. (2010). *A longitudinal study on the impact of digital game-based learning on complex problem solving skill acquisition and student motivation*. Paper presented at the 2010 Annual Convention of Association for Educational Communications and Technology, Anaheim, CA, October 26-30, 2010.
49. Ψ† **Eseryel, D.** & Ge, X. (2010). *Designing effective game-based learning environments: Implications for design research*. Paper presented at "Educational Design Research: Local Change, Global Impact": A Special Conference to Honor Professor Thomas C. Reeves Upon his Retirement from the University of Georgia.
50. Ψ†‡ **Eseryel, D.** & Law, V. (2010). *Promoting learning in complex systems: Effect of question prompts versus system dynamics model progressions as a cognitive-regulation scaffold in a simulation-based inquiry-learning environment*. Paper presented at the 9th International Conference of the Learning Sciences, Chicago, IL, June 29-July 2, 2010.
51. Ψ†‡ Swearingen, D. & **Eseryel, D.** (2010). *Student characteristics that affect ninth grade students' mathematics achievement in digital game-based learning*. Paper presented at the Annual Meeting of the American Educational Research Association, Denver, CO., April 30-May 4, 2010.
52. Ψ†‡ Swearingen, D. & **Eseryel, D.** (2010). *The effects of massively multiplayer online games on high school students' mathematics achievement*. Paper presented at the Annual Meeting of the American Educational Research Association, Denver, CO., April 30-May 4, 2010.
53. Ψ†‡ **Eseryel, D.**, Ge, X., Law, V., Guo, Y., Ifenthaler, D., & Miller, R. B. (2010). *A longitudinal study on the impact of digital game-based learning on complex problem solving skill acquisition: The effect of system dynamics modeling as a scaffold for self-regulation*. Paper presented at the Annual Meeting of the American Educational Research Association, Denver, CO., April 30-May 4, 2010.
54. Ψ‡ **Eseryel, D.**, Ifenthaler, D., Ge, X., Law, V., Guo, Y. (2009). *A validation study of a methodology for assessing progress of learning and complex, ill-structured problem solving in STEM*. Paper presented at IADIS International Conference on Cognition and Exploratory Learning in Digital Age (CELDA), Rome, Italy, November 20-22, 2009.
55. Ψ†‡ **Eseryel, D.** & Swearingen, D. K. (2009). *Student characteristics X treatment interaction effects on ninth grade students' mathematics achievement in digital game-based learning*. Paper presented at the 2009 Annual Convention of Association for Educational Communications and Technology, Louisville, KY. October 27-31, 2009.
56. Ψ†‡ Ge, X., **Eseryel, D.**, Miller, R. B., Law, V., Hayes, T., & Guo, Y. (2009). *Implementing technology-rich design-based research: Complexities and challenges*. Paper presented at the 2009 Annual Convention of Association for Educational Communications and Technology, Louisville, KY. October 27-31, 2009.
57. Ψ†‡ **Eseryel, D.**, Ge, X., Law, V., Hayes, T., Guo, Y., & Ifenthaler, D. (2009). *The effects of an educational massively multiplayer online game on students' complex problem solving skill acquisition*. Paper presented at the 2009 Annual Convention of Association for Educational Communications and Technology, Louisville, KY., October 27-31, 2009.

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58. Ψ† Miller, R. B., **Eseryel, D.**, & Ge, X. (2009) *Surviving in Space: The effects of a massively multiplayer online game (MMOG) on students' motivation*. Paper presented at the Annual Meeting of the American Educational Research Association, San Diego, CA., April 13-17, 2009.
 59. Ψ‡‡ **Eseryel, D.**, Wilson, S., Whisenhunt, T. G. (2008). Design based research framework for the *McLarin's Adventures MMOG* to facilitate complex problem-solving competencies in interdisciplinary STEM Education. Paper presented at the Annual Convention of Association for Educational Communications and Technology, Orlando, FL, November 4-8, 2008. [[2008 AECT Design & Development Showcase Award](#)]
 60. Ψ‡‡ **Eseryel, D.**, Wilson, S., & Whisenhunt, T. G., & (2008) *An instructional design and development model for effective game-based learning environments*. Paper presented at the Annual Convention of Association for Educational Communications and Technology, Orlando, FL, November 4-8, 2008.
 61. Ψ‡‡ Koszalka, T. A., **Eseryel, D.**, Forbes, A., Wu, Y., Lu, L. (2008). *Resuming the conversation: How should instructional designers be educated?* Paper presented at the Annual Convention of Association for Educational Communications and Technology, Orlando, FL.
 62. Ψ† **Eseryel, D.** (2007). *Expert conceptualizations of the domain of Instructional Design: An exploration of the processes underlying complex, ill-structured problem solving*. Paper presented at the Annual Convention of Association for Educational Communications and Technology, Anaheim, CA, October 23-27, 2007. [[2007 AECT Featured Research Paper](#)]
 63. Ψ† **Eseryel, D.** (2003). *Expertise in complex problem solving*. Paper presented at the Annual Convention of Association for Educational Communications and Technology, Anaheim, CA, October 22-26, 2003.
 64. Ψ‡‡ **Eseryel, D.**, Doughty, P., & Bludnicki, M. (2003). *Redesigning graduate programs in instructional design and technology: Issues, challenges, and trends*. Paper presented at the Annual Convention of Association for Educational Communications and Technology, Anaheim, CA.
 65. Ψ† **Eseryel, D.** (2003). *Using causal influence diagrams to assess progress of learning in complex domains*. Paper presented at the Annual Meeting of American Educational Research Association, Chicago, IL.
 66. Ψ† **Eseryel, D.** (2002). *Learning in complex domains*. Paper presented at the Annual Convention of Association for Educational Communications and Technology, Dallas, TX.
 67. Ψ Eseryel, U. Y. & **Eseryel, D.** (2002). *Evaluation of accessibility tools for electronic and information technology*. Paper presented at the Annual Convention of Association for Educational Communications and Technology, Dallas, TX.
 68. Ψ Eseryel, U. Y. & **Eseryel, D.** (2002). *Electronic and information technology accessibility*. Paper presented at the Annual Convention of Association for Educational Communications and Technology (AECT), Dallas, TX.
 69. Ψ‡ **Eseryel, D.** (2002). *A framework for evaluation and selection of e-learning solutions*. Paper presented at the World Conference on E-Learning

- in Corporate, Government, Healthcare, and Higher Education (E-LEARN), Montreal, CA.
70. Ψ^+ **Eseryel, D.** (2002). *An exploration of the potential of causal influence diagrams for assessing progress of learning in complex domains*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA), Denver, CO.
 71. Ψ **Eseryel, D.** (2002). *A conceptual framework for evaluating online learning environments*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA), Denver, CO.
 72. Ψ **Eseryel, D.** (2001). *Characteristics of available computer-based tools to support instructional design*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Atlanta, GA.
 73. Ψ^+ **Eseryel, D.**, & van der Pal, J. (2001). *Evaluation perspectives for advanced training systems*. Paper presented at the European Union IST 5th Framework Concentration Meeting, Luxembourg.
 74. Ψ^+ **Eseryel, D.**, Schuver-van Blanken, M., & Spector, J. M. (2001). *Current practice in designing training for complex skills: Implications for design and evaluation of ADAPT-IT*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA), Tampere, Finland.
 75. Ψ^+ **Eseryel, D.**, & Ganesan, R. (2001). *Distributed group design process: Lessons learned*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA), Tampere, Finland.
 76. Ψ^+ **Eseryel, D.**, & Spector, J. M. (2000). *Assessing adaptive instructional design tools and methods in ADAPT-IT*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Denver, CO.
 77. Ψ^+ Dijkstra, S. & **Eseryel, D.** (1999). *Instructional communication for telelearning*. Paper presented at 8th Biennial Conference for Research on Learning and Instruction (EARLI), Göteborg, Sweden.
 78. Ψ^+ Collis, B., Dijkstra, S., & **Eseryel, D.** (1999). *Instructional design of WWW-based course-support environments: From case to principles*. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA'99), Seattle, WA.

Refereed Regional Conference Presentations

79. **Eseryel, D.** (2015). *Digital game-based learning environments to facilitate complex problem-solving competencies*. Research Seminar for Department of Teacher Education & Learning Sciences. Raleigh, NC.
80. **Eseryel, D.** (2012). *Ensuring instructional effectiveness of educational game design*. 2nd Annual Computing & Technology Symposium of the Department of Computing & Technology. Cameron University, OK. April 11, 2012.
81. \ddagger **Eseryel, D.**, Ge, X., Miller, R., Guo, Y., Hayes, T., Law, V., & Swearingen, D. K. (2008). *A longitudinal investigation on the impact of*

problem-centered game-based instruction & model-facilitated simulation-based instruction on student motivation, math achievement, and complex problem solving skill development. Paper presented at the K20 Engaged Research Conference, Norman, OK. November 14, 2008.

82. Ψ^{\dagger} **Eseryel, D.** (2006). *Expertise in the domain of instructional design.* Paper presented at the 60th IDD&E Centennial Celebration Conference. Syracuse, NY, September 15-17, 2006.
83. Ψ^{\dagger} **Eseryel, D.** (2003). *Potential of mapping techniques for assessing the progress of learning in complex domains.* Paper presented at the 17th Annual Edward F. Kelly Evaluation Conference, Syracuse, NY.
84. Ψ **Eseryel, D.** & Serumola, P. (2002). *Instructional design considerations for learning objects: SCORM example.* Paper presented at the Teaching Tools Conference, Syracuse, NY, October 25, 2002.
85. Ψ **Eseryel, D.** (2002). *Evaluation of online learning environments: A framework.* Paper presented at the 16th Annual Edward F. Kelly Evaluation Conference. Cornell, Ithaca.
86. Ψ **Eseryel, D.** (2001). *Adaptive instructional design advising systems for professional practitioners.* Paper presented at the Teaching Tools Conference, Syracuse, NY.
87. Ψ **Eseryel, D.** (2001). *Perfect fit: Selecting the online learning solution for your organization.* Paper presented at the Teaching Tools Conference, Syracuse, NY.
88. Ψ^{\dagger} Gray, P. J., Spector, J. M., Doughty, P. L., Colley, R. M., **Eseryel, D.**, Robinson, D. J., Arnold, P. P. (2001). *The Mellon Project at Syracuse University: The Cost and Learning Effects of Alternative e-Collaboration Methods in Online Settings.* Teaching Tools Conference, Syracuse, NY.
89. Ψ Eseryel, U. Y. & **Eseryel, D.** (2001). *A step towards success at E-commerce: E-commerce information systems infrastructure.* Paper presented at the Electronic Business Conference by Middle East Technical University, Ankara, Turkey.

Invited Speaking Engagements

90. **Eseryel, D.** (2017). Serious games and solving complex problems in STEM. Middle East Technical University. Funded by the European Union ERASMUS+ICM Programme.
91. **Eseryel, D.** (2016). Serious games, dynamic decision-making, and complex problem-solving. Universita LUISS Guido Carli.
92. **Eseryel, D.** (2016). Serious games, dynamic decision-making, and solving complex managerial problems. IESEG School of Management, Paris, France. June 2016.
93. **Eseryel, D.** (2016). Serious games and solving complex engineering problems. University of Groningen, Groningen, The Netherlands. May 2016.
94. **Eseryel, D.** (2014). Building a Thriving Research Agenda in Cyberlearning. NSF Cyberlearning Program - Early Career Workshop. Jacksonville, FL.
95. **Eseryel, D.** (2012). *Ensuring instructional effectiveness of educational game design.* 2nd Annual Computing & Technology Symposium of the

Department of Computing & Technology. Cameron University, OK. April 11, 2012.

96. **Key Note Speaker: Eseryel, D.** (1999). *Integrating advanced learning technologies into teaching and learning*. ACM 14th Annual Meeting. Amsterdam, The Netherlands.

Synergistic Activities

Grant-Funded Projects

- **ETF-Funded Instructional Resources for Excellence Grant.** Funded by the College of Education and the Department of Teacher Education & Learning Sciences at North Carolina State University. Deniz Eseryel (PI). [04/02/2018] \$65
- **ERASMUS+ICT grant** Proposal funded by the European Union to enable faculty and student exchange between North Carolina State University and Middle East Technical University. Kursat Cagiltay (Co-PI from METU); Deniz Eseryel (Co-PI from NC State).
- **Widening Implementation of Evidence-Based Pedagogies in STEM Education.** Proposal funded by the U.S. Department of Education, Minority Science and Engineering Improvement Program. Xiaobo Peng (PI), Suxuia Cui (Co-PI), Lin Li (Co-PI), Yongpeng Zhang (Co-PI), Bugrahan Yalvac (Co-PI), & Deniz Eseryel (Co-PI). [09/01/2014 – 08/31/2017] \$660,000
- **Targeted Infusion Project: Building a Learner-Centered Cyberlearning Environment in Computer-Aided Design Education.** Proposal funded by the National Science Foundation, Historically Black Colleges and Universities Undergraduate Program (HBCU-UP). Xiaobo Peng (PI), Dongdong Zhang (Co-PI), & Bugrahan Yalvac (Co-PI), & Deniz Eseryel (Co-PI). [09/01/2014 – 09/15/2018] \$450,000
- **Invited Speaker Series to Facilitate the University of Oklahoma Assessment & Support Initiative in STEM Domains.** Project funded on April 28, 2012 by the University of Oklahoma Research Council - Deniz Eseryel (PI), [\$5,000]
- **Collaborative Research: Assessing the Effect of Contextual Exercise on Student Adoption of Expert CAD Modeling Techniques.** Bugrahan Yalvac (PI) & Deniz Eseryel (Co-PI). Texas A&M University, College of Education and Human Development - Big 12 Faculty Research Grant. [05/15/2012 – 08/15/2012] [\$1,000]
- **Fulbright Scholar-in-Residence Grant.** Project funded on 12/21/2010 by Fulbright - Deniz Eseryel (PI) [\$64,000]
- **Facilitating Learning in Complex Knowledge Domains: Effects of Cognitive Regulation Scaffolding Strategies in Simulation-Based Inquiry Learning in Science.** Project funded on 05/16/2010 by the JRCOE Summer Research Grant Program - Deniz Eseryel (PI), [\$6,000]
- **Impact of Digital Game-Based Learning on Ninth-Grade Students' Complex Problem Solving Skill Acquisition, Motivation, & Mathematics Achievement.** Project funded on 02/26/2008 by the Junior Faculty Research Program at the University of Oklahoma - Deniz Eseryel (PI), [\$6,000]
- **Digital Game-Based Learning** Project funded by the Institute of Education Sciences, STAR Schools Program (07/2007- 07/2011) [\$4,390,000]
- **K-20 Authentic Learning & Teaching (ALT) Program for Engaging At-Risk Students** funded by the Oklahoma State Department of Education (07/2008-07/2010)

- **K-20 Center Phase II: Whole School Program for Integration of Technology to Support Authentic Learning** funded by the Oklahoma Educational Technology Trust (07/2007- 07/2009)
- **S.O.S. (Situation Outcome Strategies) for Information Literacy** Project funded by the National Leadership Grants from the Institute of Museum and Library Services (IMLS) (09/2003 – 05/2004)
- **Pacific Regional Technology in Education Consortium (PR*TEC)** Project funded by the U.S. Government (05/2002 – 08/2003)
- **Advanced Design Approach for Personalized Training - Interactive Tools (ADAPT^{IT})** Project funded by the European Union Commission Information Society Technology Program (5th Framework) (2000 – 2003) [€ 2,106,331]
- **eLearning Research Project** funded by the College Center of Finger Lakes (CCLI) - Deniz Eseryel (PI) (10/1999 – 02/2001) [\$15,000]
- **Tele-Learning at Toegepaste Onderwijskunde (TeleTOP) Project** Funded by the Universeit Twente (08/1997 – 08/1998) [€ 1,956,000]

Grant Proposals Under Preparation

- **Capturing Complex Conceptions (C3): Building Powerful Interventions from Virtual Platforms** Proposal to be submitted on 09/07/2018 to the Institute for Educational Sciences Special Education Research Program by Jessica Hunt (PI), Deniz Eseryel (Co-PI), & Cameron Denson (Co-PI).

Grant Proposals Submitted

- **Strategies: eSTEM Project: Enhancing STEM Identity through eMentoring Experiences** Proposal submitted on 08/08/2018 to the National Science Foundation iTest – Strategies Program on Cameron Denson (PI), Deniz Eseryel (Co-PI), Adria Shipp Dunbar (Co-PI), Teomara A. Rutherford (Co-PI) (03/01/2019- 02/28/2022) [\$1,191,606]
- **Collaborative Research: Developing a Mechanism to Build a Community of Author-Instructors to Advance Manufacturing Workforce Development.** Proposal submitted to the National Science Foundation on 10/05/2017 by Richard A. Wysk (PI), Deniz Eseryel (Co-PI), Gul Okudan Kremer (Co-PI), John Hartog (Co-PI), Kyung J Min (Co-PI). (08/01/2018 – 07/31/2020) [\$599,698]
- **eSTEM Project: Enhancing STEM Identity through eMentoring Experiences** Proposal submitted on 09/05/2017 to the National Science Foundation iTest – Strategies Program on Cameron Denson (PI), Deniz Eseryel (Co-PI), Adria Shipp Dunbar (Co-PI), Teomara A. Rutherford (Co-PI) (03/01/2018- 02/28/2021) [\$1,199,568]
- **eMentorship: Virtual Mentorship’s Influence on Underrepresented Students Living in Rural America** Proposal submitted on 08/10/2016 to the National Science Foundation iTest – Strategies Program on Cameron Denson (PI), Deniz Eseryel (Co-PI), Tameshia Ballard Baldwin (Co-PI), Teomara Rutherford (Co-PI) (03/01/2017- 03/01/2020) [\$ 981,995]
- **Adventures on Pepi’s Island EDU: A Comprehensive Game-based Curriculum for Social-Emotional Learning (SEL) in the Elementary Grades Using a Mobile Tablet-based Platform.** Proposal submitted on 01/14/2016 to the U.S. Department of Education, Small Business Innovation Research (SBIR) Program. Susan McClure (PI), Wesley McClure (Co-PI), Deniz Eseryel (Co-PI). (05/01/2016 – 10/31/2016) [\$150,000]
- **SBIR Phase I: Savvy Parrot Cross-Platform Game Framework for**

- Assessment and Delivery of Social-Emotional Learning (SEL) to Improve Academic Competency.** Proposal submitted on 06/15/2015 to the National Science Foundation, Small Business Innovation Research (SBIR) Program. Susan McClure (PI), Wesley McClure (Co-PI), Deniz Eseryel (Co-PI). (01/01/2016 – 06/30/2016) [\$149,984]
- **NRT-IGE: A Graduate Education Model for Instilling Self-Learning, Scholarship Inquiry, and Social Responsibility in Smart Manufacturing.** Proposal submitted to the National Science Foundation on 05/06/2015 Binil Starly (PI), Deniz Eseryel (Co-PI), Yuan-Shin Lee (Co-PI), Paul Cohen (Co-PI), Sarah Stein (Co-PI). (09/01/2015 – 08/31/2018). [\$498,529]
 - **Engaged Student Learning: An Inductive Learning Approach to Digital Design and Manufacturing Education.** Proposal submitted to the National Science Foundation on 01/13/2015 by Richard A. Wysk (PI), Ola Lars Harryson (Co-PI), Russell E. King (Co-PI), Rohan Ajit Shirwaiker (Co-PI), Deniz Eseryel (Co-PI), Binil Starly (Co-PI). (06/01/2015 – 05/31/2018) [\$599,962]
 - **EXP: Science Argumentation Inquiry Learning (SAIL).** Proposal submitted to the National Science Foundation, Cyberlearning Program on 12/19/2014 by Nancy Green (PI) & Deniz Eseryel (Co-PI) (06/01/2015 – 05/31/2018) [\$435,287]
 - **Transforming Faculty Identity for Sustainable Implementation of Evidence-Based Pedagogies in STEM Education.** Proposal submitted to the National Science Foundation, Widening Implementation & Demonstration of Evidence Based Reforms (WIDER) grant program
 - **Trajectories Toward Expertise in STEM majors: The Role of Knowledge, Beliefs, and Motivation.** Proposal submitted to the National Science Foundation Research and Evaluation on Education in Science and Engineering (REESE) grant program by Deniz Eseryel (Co-PI) [\$496,913]
 - **Collaborative Research: GOPAS – Games to Support Open Problem-Solving with Automated Scaffolding.** Proposal submitted to the National Science Foundation Transforming Undergraduate Education in STEM (TUES) grant program by Deniz Eseryel (PI) [\$197,580]
 - **Full-Scale Development: The BRAIN STEM Project: Bringing Realistic Achievement Into Newly developed minds** Proposal submitted to the National Science Foundation Informal Science Learning Environments Program [NSF 11-546] by Deniz Eseryel (PI) [\$ 1,805,498]
 - **Assessing and Improving Capstone Education in Engineering.** Proposal submitted on 04/01/2012 to OU College of Engineering [\$5,000]
 - **Developing Adaptive Expertise and Visual Reasoning Skills for Effective Complex Problem Solving in the Built Environment Disciplines** Proposal submitted on 05/15/2011 to the University of Oklahoma Faculty Challenge Grant Program by Deniz Eseryel (PI) [\$ 99,733]
 - **An Investigation of Obstetric Team Members' Perceptions, Experiences and Feelings Towards Healthcare and Safety Issues – A Collaborative Research Project.** Proposal submitted on 05/17/2011 to the University of Oklahoma Faculty Challenge Grant Program by [\$ 93,942]
 - **K20 SUCCESS: Engaging Rural STEM Talent Expansion through Collaborative Learning Continuum, Digital Game-Based Environment, and Community Engagement.** Proposal submitted on 09/30/08 to the National Science Foundation STEP Program [NSF 08-569] [\$ 2,482,090]
 - **SOLVE-IT Interactive Learning Environment for Facilitating Teaching and**

Learning of Complex, Ill-Structured Problem Solving in STEM

Disciplines. Proposal submitted on 04/25/2008 to the National Science Foundation's Advanced Learning Technology (ALT) Program (NSF 08535) [\$597,443]

- **K20 STEP: Collaborative Efforts to Increasing STEM University Graduates from Rural Settings.** Proposal submitted on 09/18/07 to the National Science Foundation STEP Program [NSF 07-570] [\$ 2,499,998]
- **The Enhanced Technology Integration Support for K-8 Educators (ENTISE) Project.** Proposal submitted on 07/2007 to the Institute of Education Sciences, Teacher Quality-Mathematics & Science Education [\$3,000,000]
- **Enhanced Technology Integration Support for K-8 Educators (ENTISE) Project.** Proposal submitted on 07/2007 to the Institute of Education Sciences-Teacher Quality-Reading and Writing [\$2,000,000]

Teaching & Supervision

A. COURSES TAUGHT

Academic: North Carolina State University, Raleigh, NC USA

- ECI 719-003. Technology Program Evaluation [Spring 2019] [online]
- ECI 709-002. Learning Sciences Seminar. [Spring 2017] [face-to-face]
- ECI 719-602. Modeling, Simulations & Games for Complex Problem Solving [Fall 2016] [online]
- ECI 719-602. Game-Based Learning [Fall 2017] [online]
- ECI 519-605. Interdisciplinary Game-Based Learning Design (Spring 2015 – Blended) [Cross-listed with CS 496/591]
- ECI 716-601. Design and Evaluation of Instructional Materials (Fall 2014; Fall 2015; Spring 2016; Spring 2017; Fall 2017; Spring 2018; Fall 2018) [online]

Academic: University of Oklahoma, Norman, Oklahoma, USA

- EIPT 5533 – Motivation, Cognition, and Learning in Classroom (Spring 2013)
- EIPT 5940 – Instructional Design & Technology (IDT) Lab (Fall 2012; Spring 2013)
- EIPT 6143 – Instructional Design I (Fall 2012 & 2013)
- EIPT 6163 – Instructional Design II (Spring 2012)
- EIPT 6930-014 – Design Problem Solving (Fall 2011 & Spring 2012)
- EIPT 6173 – Management of Instructional Technology Projects (Spring 2011)
- EIPT 5533 / LIS 5533 – Introduction to Instructional Technology (Fall 2010 & Fall 2011)
- EIPT 6930-014 – Self-Regulation & Collaboration in Problem Solving (Fall 2010)
- EIPT 6613 – Educational Modeling, Simulations, & Games (Spring 2008, Spring 2009, & Spring 2010; Spring 2014 – Blended Course)
- EIPT 6930 – Instructional Design for Complex Problem Solving (Fall 2008,

Fall 2009, Spring 2013 – Blended Course)

Academic: Syracuse University, Syracuse, New York, USA

- IDE737 – Advanced Instructional Design
- IDE735 – Modeling, Simulations, and Gaming in Education
- IDE830 – Doctoral Seminar in Design & Development
- IDE621 – Principles of Instruction and Learning
- IDE850 – Advanced Studies in ID and Emerging Technologies
- IDE614 – Instructional Design: Theory & Practice
- IDE700 – School Improvement Through Performance Feedback Systems

Academic: University of Twente, Enschede, The Netherlands

- Instructional Design Theories [online & classroom delivery]
- Human-Computer Interaction [online]
- Electronic Performance Support Systems [online]

Workshops

- Human Resources Development and Management; Performance Engineering; Learning Organizations; & Knowledge Management (a 3-week training program developed for the Indonesian National Family Planning Coordinating Board (BKKBN)(September 9-27, 2002).
- Effective Communication in Diverse Contexts: Synthetic Cultures Simulation Exercise (Workshop developed for AGWAY Energy Products Summer Conference) (July 24, 2002)
- Train-the-Trainer Workshop: Integrating advanced learning technologies into teaching and learning (1998-1999)
- Train-the-Trainer Workshop: Adult learning (1998-1999)
- Faculty In-Service Development: Effective teaching and learning via Web-based learning technologies: The TeleTOP methodology (1997-1998)

B. SUPERVISION OF GRADUATE STUDENT RESEARCH

Doctoral Dissertations Supervised

- Lance Ford
Dissertation Title: The pursuit of a PhD as a virtual professional learning community: A phenomenological dramaturgy of one cohort's experience (Completion Date: June 2009)
- Bill Caruthers
Dissertation Title: Scientifically based research in educational products: Vendors and consumers on filling the certification gap (Completion Date: November 2009)
- Kun Huang
Dissertation Title: Metaconceptually-enhanced simulation-based inquiry learning: Effects on the 8th grade students' conceptual change and science epistemological beliefs

(Completion Date: May 2011)

- Dixie Swearingen
Dissertation Title: The effects of digital game-based learning on students' mathematics achievement
(Completion Date: May 2011)
- Victor Law
Dissertation Title: A multilevel investigation of the social aspects of self-regulation in the context of collaborative ill-structured problem solving
(Completion Date: July 2012)
- Behrooz Z. Mostafavi
Dissertation Title: Improving individualized instruction in a logic tutor using data-driven methods
(Completion Date: May 2016)
- Barry Peddycord
Dissertation Title: How do students learn to program
(Completion Date: In progress)
- Lina Souid
Dissertation Title: Expertise in instructional design
(Completion Date: In progress)
- Elena Vlamidirova
Dissertation Title: Identifying the features of educational computer games that promote transfer
(Completion Date: In progress)
- Susie Boles
Dissertation Title: Examining the relationship between student perceptions of online instructor teaching and social presence through introductory video characteristics
(Completion Date: planned for December 2018)
- T. Fulya Eyupoglu
Dissertation Title: TBD
(Completion Date: planned for May 2019)
- Cigdem Meral
Dissertation Title: TBD
(Completion Date: In progress)
- Rabia Yalcinkaya
Dissertation Title: TBD.
(Completion Date: In progress)
- Laura Romero
Dissertation Title: TBD.
(Completion Date: In progress)

Master's Thesis Supervised

- Katherine Woodson
Thesis Title: Do RWA, SDO, and perceived self-efficacy predict teachers' prejudice against ESL students and intention to pursue ESL training?
(Completion Date: April 2010)
- Sarah Stalker
Thesis Title: Designing a weather awareness training program for school superintendents and school principals

(Completion Date: July 2013)

- Robert J Graves
Thesis Title: Analysis of United States Army Ethical Decision Making Education
(Completion Date: May 2014)
- Madhumeeta Dutta
Thesis Title: Food safety basics for artisan cheesemakers: An online food safety training intervention for artisan cheesemakers across U.S.
(Completion Date: July 2018)

Overview of Advising/Mentoring @ NC State

- Master's Advisees (14 in progress; 77 graduated)
- Ph.D. Advisees (5 in progress)
- Ph.D. Committee Member (2 in progress; 1 graduated)
- Graduate Research Assistants Mentored (1 in progress; 2 completed)
- Graduate Teaching Assistants Mentored (1 in progress)
- Visiting Scholar Research (1 mentored; 2 completed)

Service, Leadership, & Team Roles

Service to the Profession

- **Editor:**
 - Interdisciplinary Journal of Problem-Based Learning (IJPBL) – Book Review Section (November 2011 – 2014)
- **Guest Editor:**
 - Special Issue for Educational Technology Research & Development (ETR&D): *Towards Innovation in Complex Problem Solving Research: Implications for Instructional Design and Technology* (April 2012 – July 2013)
- **Editorial Board Member:**
 - Educational Technology & Society Special Issue on Technology Supported Assessment in Formal & Informal Settings (March 2014 – Present)
 - International Journal of Serious Games (IJSG) (November 2013 – Present)
 - Technology, Knowledge, and Learning (October 2013 – Present)
 - Karaelmas Journal of Educational Sciences (July 2013 – Present)
 - International Journal of Mobile Learning and Organisation (IJMLO) (April 2005 – Present)
 - International Journal of Knowledge and Learning (IJKL) (June 2004 – Present)
- **Reviewer:**
 - SpringerPLUS (May 2016 – Present)
 - British Journal of Educational Technology (February 2016 – Present)

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- Simulation & Gaming (February 2016 – Present)
 - International Journal of Science Education (April 2015 – Present)
 - Bioscience (May 2014 – Present)
 - Journal of Educational Computing Research (JECR) (May 2011 – Present)
 - Interdisciplinary Journal of Problem-Based Learning (April 2011 – Present)
 - Educational Technology, Research, & Development (ETR&D) – Research Section (November 2010 – Present)
 - Educational Technology, Research, & Development (ETR&D) – Development Section (November 2010 – Present)
 - Technology, Instruction, Cognition, & Learning (TICL) (May 2009 – Present)
 - International Journal of Computers and Applications (IJCA) (November 2005 – Present)
 - European Journal for Psychological Assessment (EJPA) (February 2005 – Present)
- **Offices Held in Professional Organizations**
 - **Past President**, Association for Educational Communications & Technology (AECT) Design & Development Division (November 2012 – November 2013)
 - **President**, Association for Educational Communications & Technology (AECT) Design & Development Division (November 2011 – November 2012)
 - **President-Elect**, Association for Educational Communications & Technology (AECT) Design & Development Division (October 2010 – November 2011)
 - **Vice-President of Communications**, Association for Educational Communications & Technology (AECT) Design & Development Division (October 2009 – October 2010)
 - **Communications Officer**, AERA SIG# 52: Instructional Technology (SIG-IT) (April 2009 – April 2010)
 - **Membership Chair**, AERA SIG# 119: Technology, Instruction, Cognition, and Learning (SIG TICL) (April 2003 – April 2009)
 - **Planner/Committee Member for National/International Conferences**
 - **Program Co-chair** IEEE International Conference on Advanced Learning Technologies (ICALT 2014) (July 7-10, 2014)
 - **Conference Planner** of the 2011 Association of Educational Communications & Technology Design & Development Division (November 2010-November 2011)
 - **International Scientific Program Committee Member** International Applied Education Congress, Ankara, Turkiye (September 12-15, 2012)
 - **International Scientific Program Committee Member** World Scientific & Engineering Academy International Conference on Distance Learning and Web Engineering. Corfu, Greece (Sep 23-25, 2005)

- **Conference Program Chair**, 2003 Edward Kelly Program Evaluation Conference Syracuse, NY.
- **Conference Program Co-Chair**, 2002 Professors of Instructional Design & Technology (PIDT) Conference, Smith Mountain Lake, VA.
- **Reviewer for National and International Conferences:**
 - American Educational Research Association (Division C Sec. 5 Learning Environments; Sec. 7 Technology Research; SIG TICL; SIG-IT) [2003-Present]
 - Association for Educational Communications and Technology (Division of Design & Development; Division of Research & Theory) [2002-Present]
 - International Conference of the Learning Sciences [2007-Present]

Service to North Carolina State University, Raleigh, NC, USA

- **Service to the Department of Teacher Education & Learning Sciences**
 - TELS Speaker Series Organizing Committee Member (08/2017 – 05/2018)
 - Chair of the Search Committee for the Teaching Assistant Professor Position in Digital Learning & Teaching (01/2016 – 05/2016)
 - TELS Department RPT Revision Task Force (02/2016 – 05/2016)
 - TELS Department Website Revision Task Force (02/2016 – 05/2016)
- **Service to the College of Education**
 - Courses and Curricula Committee (2014– 2017)
 - Computer and Technology Committee (2017 – Present)
 - Organized and hosted 3 professors from Middle East Technical University as part of the exchange program visit to NC State funded by European Union ERASMUS+ICM program (July 24-28, 2017)
- **Service to the University**
 - Faculty Senate (09/2016 – Present)
 - Watuga Medal Nominating Committee (06/2018 – Present)
 - Academic Policy Committee (08/2017 – Present)
 - Judge at the 2018 Graduate Research Symposium (March 22, 2018)
 - University Standing Committee on Commencement (07/2017 – 06/2018)
 - Judge at the 2017 Graduate Research Symposium (March 22, 2017)
 - Governance and Personnel Policy Committee (09/2016 – April 30, 2018)
 - Judge at the 2016 Graduate Research Symposium (March 23, 2016)

Service to University of Oklahoma, Norman, OK, USA

- **Service to the K20 Center**

- Provided professional development on technology integration to the K-12 schools in Phase II and Star Schools Programs (2007-2009)
- Program Committee Member: K20 Center Winter Institute & Open House (2007-2009)
- Supported K-12 STEM outreach & professional development activities (2008-2009)
- Led the collaborative efforts to build an educational exchange program in *Second Life* between the K-12 schools in Amien, France and the K-12 schools linked to the K20 Center (2008-2009).
- ***Service to the Instructional Psychology & Technology (IPT) Program***
 - IPT Admissions Committee (2012 – 2014)
 - IPT Recruitment Committee (2010 – 2014)
 - IPT Curriculum Revision & Reading Committee Member: Instructional Design (ID) Specialization (2008- 2014)
 - IPT Curriculum Revision & Reading Committee Member: Interactive Learning Technologies (ILT) Specialization (2008- 2014)
- ***Service to the Department of Educational Psychology***
 - EDPY Student Engagement Task Force (August 2013 – 2014)
 - EDPY Election Committee (2012 – 2014)
- ***Service to the Jeannine Rainbolt College of Education***
 - JRCOE Research & Travel Committee (2010 – 2014)
 - JRCOE Graduate Scholarship Committee (2010 – 2014)
- ***Service to the University of Oklahoma***
 - Academic Misconduct and Appeals Undergrad Committee (2013-14)
 - Represented the K20 Center and Department of Educational in meetings with the external Blue Ribbon team to support the ongoing efforts to build the research and scholarship enterprise at OU (2009)
 - OU Community Engagement Committee Member (2008-2009)

Service to Syracuse University, Syracuse, New York, USA

- Faculty Advisor to IDD&E Centennial Celebration Conference (September 15-17, 2006)
- Goodwill Ambassador to New Student Orientation (August 2005)
- IDD&E Brown Bag Planning Team Member (Fall 2004)
- Member and Program Chair of 2003 Edward Kelly Program Evaluation Conference Planning Team at SU
- Member of new student applications review committee (Summer 2003)
- Member of the IDD&E curriculum redesign committee (2000-2002)
- Organizer of IDD&E new-student orientation program (August 2001)

Service to University of Twente, Enschede, The Netherlands

- Member of the TeleTOP implementation team (1997-1998)

- Provided in-service training and consulting to faculty on telematics-based teaching (1997-1998)

Service to the Public

- **Board Member:** VESIC Institute – Digital Tools for Complex Problem Solving. Elkin, NC. (2014 – 2016)
- **Grant Proposal Reviewer:** For *OETT Grants to Schools Program* funded by Oklahoma Educational Technology Trust (OETT) and the Achievement through Collaboration and Technology Support (OK-ACTS) (2008- 2012)
- **Board Member:** International Center of Syracuse, a non-for-profit organization to promote global understanding through personal contact, by developing professional programming and individual hospitality for international visitors of Central New York. (2003-2006)

Awards, Certificates, & Scholarship

Awards & Honors

- **2018 Thank a Teacher** by North Carolina State University.
- **2016 Outstanding International Research Collaboration Award** by the American Educational Research Association (AERA) Technology Instructional Cognition & Learning (TICL) SIG.
- **2013 Outstanding Service Award in Recognition to the Presidential Service to the Division** by the Association of Educational Communications and Technology (AECT) Design & Development Division.
- **2012 Outstanding Journal Article Award** by the Association of Educational Communications and Technology (AECT) Design & Development Division for Eseryel et al., “*Dynamic modeling as a cognitive regulation scaffold for complex problem solving skill acquisition in an educational massively multiplayer online game environment*” in *Journal of Educational Computing Research*, 45(3), 265-287.
- **2012 AECT Featured Research Paper** at the 2012 Annual Meeting of the Association for Educational Communications and Technology for the paper entitled, “*Dynamics of the social aspects of self-regulation during ill-structured collaborative problem solving*”
- **2010 Young Researcher Award by American Educational Research Association (AERA) SIG IT** for my paper entitled, “Facilitating Learning in Complex Ecology Systems: Effect of Question Prompts versus System Dynamics Model Progressions as Cognitive Regulation Scaffolds in a Simulation-Based Inquiry-Learning Environment”
- **2008 AECT Design & Development Showcase Award** for “Design based research framework for *McLarin’s Adventures MMOG* to facilitate complex problem-solving competencies in interdisciplinary STEM Education.”
- **2007 AECT Featured Research Paper** at the 2007 Annual Meeting of the Association for Educational Communications and Technology for my paper entitled, “*Expert conceptualizations of the domain of Instructional Design: An exploration of the processes underlying complex, ill-structured problem solving.*”
- **2006 Outstanding Dissertation Research Award** by Syracuse University for exemplary inquiry in the field of instructional technology (May 12, 2006)
- **International Scholar Award** by Alpha Sigma Chapter of Phi Beta Delta

- **Finalist** Syracuse University Entrepreneurial Competition [*CrossCultures: Next Generation Advanced Training Solutions for Cross-Cultural Communication & Global Business Management*, April 4, 2003].

Certificates

- **Certificate of Completion of the New Faculty Seminar** awarded by the Program for Instructional Innovation at the University of Oklahoma (November 27, 2007)
- **Certificate in University Teaching** awarded in 2006 by Syracuse University for successful completion of the requirements of the Future Professoriate Project

Scholarships

- **Scholarship** for a Doctoral study at Syracuse University by Turkish Council of Higher Education (\$128,000)
- **Scholarship** for Master's study at the University of Twente by Netherlands Organization for International Cooperation in Higher Education (NUFFIC) (\$55,000)

Professional Memberships

- Association for Educational Communications & Technology (AECT)
- American Educational Research Association (AERA)
- International Society of the Learning Sciences (ISLS)
- European Association of Research on Learning & Instruction (EARLI)
- Association for the Advancement of Computing in Education (AACE)
- American Society for Training & Development (ASTD)
- International Society for Performance Improvement (ISPI)
- IEEE Education Society
- System Dynamics Society
- American Society for Mechanical Engineers (ASME)
- Partners for the Advancement of Collaborative Engineering Education (PACE)
- American Society for Engineering Education (ASEE)