

KEVIN A. CLARK
George Mason University
4400 University Drive, MSN 5D6
Fairfax, VA 22030
703-993-3669
kclark6@gmu.edu

EDUCATION

Ph.D. in Instructional Systems (minor in African American Studies), 1994
The Pennsylvania State University
University Park, PA

M.S. in Computer Science (minor in Mathematics Education), 1991
North Carolina State University
Raleigh, NC

B.S. in Computer Science (emphasis in Business Applications), 1989
North Carolina State University
Raleigh, NC

ACADEMIC EXPERIENCE

Program Coordinator (2006 – 2009); Associate Professor (2006 – present)
Director, Center for Digital Media Innovation and Diversity (2009 – present)
Instructional Technology
College of Education and Human Development
George Mason University
Fairfax, VA

Assistant Professor; 2000 - 2006
Instructional Technology
College of Education and Human Development
George Mason University
Fairfax, VA

Assistant Professor; 1998 - 2000
Educational Technology
College of Education
San José State University
San Jose, CA

CORPORATE EXPERIENCE

Senior Program Manager, Program Manager, Senior Content Designer; 1994 - 1998
Lightspan, Incorporated (Currently Plato Learning, Inc.)
San Diego, CA

Founder and Director (volunteer); 1995 – 1998
Community Youth Program
San Diego, CA

Instructional Design Consultant; 1992 - 1993

Jostens Learning Corporation
San Diego, CA

Developmental Tester, 1988 - 1989

SAS Institute
Cary, NC

REFEREED PUBLICATIONS

- Sheridan, K., Clark, K. & Peters, E. (2009). How scientific inquiry emerges from game design. In C. Crawford et al. (Eds.), *Proceedings of Society for Information Technology and Teacher Education International Conference 2009* (pp. 1555-1563). Chesapeake, VA: AACE
- Clark, K. (2007). Designing an online community. *Academic Exchange Quarterly*, 11(4), p. 135-141.
- Clark, K. & Moore, J. (Eds.) (2007). Looking Beyond the Digital Divide: Participation and Opportunities with Technology in Education [Special Issue]. *Journal of Negro Education*, 76(1).
- Clark, K. (2006). Practices for the Use of Technology in High Schools: A Delphi Study. *Journal of Technology and Teacher Education*, 14(3), pp. 481-499.
- Clark, K. (2005). Serving underserved communities with instructional technologies: Giving them what they need not what you want. *Urban Education*, 40(4), pp. 430-445.
- Clark, K., Jamison, T., & Sprague, D. (2005). Digital study groups: Online learning environments in middle school. *Journal of Interactive Online Learning*, 3(4), pp. 1-12.
- Arias, S. & Clark, K. (2004). Instructional Technology in Developing Countries: A Contextual Analysis Approach. *Tech Trends*, 48(4), pp. 52-55, 70.
- Clark, K. (2003a). Using self-directed learning communities to bridge the digital divide. *British Journal of Educational Technology*, 34(3), pp. 663-665.
- Clark, K. (2003b). A needs analysis of community technology centers. *Academic Exchange Quarterly*, 7(1), p. 74-78.
- Clark, K. (2003c). The impact of technology on the academic self-efficacy and career selection of African American students. *Information Technology in Childhood Education Annual*, Annual (2003), pp. 79-89.
- Alegre, M. & Clark, K. (2002). Designing a Learning Objects-Based Learning System: Lessons Learned. *25th Annual Proceedings, Selected Papers of the 2002 National Convention of the Association for Educational Communications and Technology*, 25(2), pp. 88 – 92.
- Barba, R., & Clark, K. (2002). What's a "hit"? An analysis of a web-based learning environment. *Journal of Computers in Mathematics and Science Teaching*, 21(1), pp. 67-76.
- Clark, K., & Dwyer, F. (1998). The effect of different types of computer-assisted feedback strategies on achievement and response confidence. *International Journal of Instructional Media*, 75(1), pp. 55-63.

BOOKS AND BOOK CHAPTERS

- Norton, P., Williams van Rooij, S., Jerome, M. K., Clark, K., Behrmann, M. & Bannan-Ritland, B. (in press). Linking Theory and Practice Through Design: An Instructional Technology Program. In R. Branch & M. Orey (Eds.), *Educational Media and Technology Yearbook* (Volume 34). Westport, CT: Greenwood Publishing Group.
- Clark, K. (2008). Educational settings and the use of technology to promote the multicultural development of children. In G. Berry, M. Ellis, & J. Asamen (Eds.), *Handbook of Child Development*,

KEVIN A. CLARK

Multiculturalism, and Media (pp. 411-418). Newbury Park, CA: Sage Publications.

American Association of Colleges for Teacher Education (AACTE) Committee on Innovation and Technology (2008). Afterword: TPACK action for teacher education. It's about time! In American Association of Colleges for Teacher Education (AACTE) Committee on Innovation and Technology (Eds.), *Handbook of Technological Pedagogical Content Knowledge for Educators* (pp. 289-300). New York, NY: Routledge.

American Association of Colleges for Teacher Education (AACTE) Committee on Innovation and Technology (Eds.) (2008). *Handbook of Technological Pedagogical Content Knowledge for Educators*. New York, NY: Routledge.

Clark, K. (1998). Intersection of instructional television and computer assisted learning: Implications for research paradigms. In G. Berry & J. Asamen (Eds.), *Research Paradigms in the Study of Television and Social Behavior* (pp. 287-304). Newbury Park, CA: Sage Publications.

NON-REFEREED PUBLICATIONS

Clark, K., Brandt, J., Hopkins, R., & Wilhelm, J. (in press). Making games after-school: Participatory game design in non-formal learning environments. *Educational Technology*.

Joseph, R. & Clark, K. (Eds.) (in press). Culturally relevant technology-based learning environments [Special Issue]. *Educational Technology*.

Clark, K. (2005). Library instruction and instructional design. *The Crab*, 35(4), pp. 16.

Clark, K., Begum, F., Bill, C., LiaBraaten, L., Makonnen, Z., Motz, G., Rustin, J., Sullivan, N., Walker, K., & Zhang, R. (2003). *Best Practices for Technology Utilization in High Schools: A Delphi Research Project*. Research report for the WIN-WIN Strategies Foundation. McLean, VA.

Clark, K. (2002). *Community Technology Center Needs Analysis*. Research report for the Potomac Technology Empowerment Center. Washington, DC.

Clark, K. (2001). Oasis in the middle of a desert: Technology and the creation of virtual communities in academia. *Proceedings of the Spencer Foundation funded conference "Beyond Diversity: People of color and the quest for incorporation in predominantly-white institutions."* Bloomington, IN.

Clark, K. (1993). The effect of computer-assisted feedback on the problem solving ability of academically at-risk students. *ERIC Clearinghouse for Higher Education*, Document no. ED362137

King, J., Clark, K., Bergman, T., Foxon, M., Haag, B.B., Fullerton, K., Hale, D., Lee, I. & Surry, D. W. (1993). The AECT Convention Internship: A once in a lifetime opportunity. *TechTrends*, 38(4), 14.

Clark, K. (1991). Constructing and implementing algorithms for the teaching of propositional calculus by computer. *ERIC Clearinghouse for Science, Mathematics, and Environmental Education*, Document no. ED365524.

DOCTORAL DISSERTATION AND MASTER'S THESIS

Clark, K. (1994). *The effect of different types of computer-assisted feedback on learner achievement and learner response confidence*. Unpublished doctoral dissertation, The Pennsylvania State University, University Park, PA.

Clark, K. (1991). *Constructing and implementing algorithms for the teaching of propositional calculus by computer*. Unpublished master's Thesis, North Carolina State University, Raleigh, NC.

REFEREED PRESENTATIONS

Clark, K. & Buckleitner, W. (2009). *Learning in color: Exploring diversity in children's educational*

KEVIN A. CLARK

- digital media*. National Educational Computing Conference, Washington, DC.
- Clark, K., & Sheridan, K. (2009). *Designing to win: Video game design in non-formal learning environments*. National Educational Computing Conference, Washington, DC.
- Clark, K., Sheridan, K. & Kelsey, R. (2009). *Be the Game: Students as educational video game designers*. National Educational Computing Conference, Washington, DC.
- Sheridan, K., & Clark, K. (2009). *The forgotten piece of the "gaming and literacy puzzle": Developing game media literacy through game design and production* [symposium]. American Educational Research Association Annual Meeting, San Diego, CA.
- Sheridan, K., Clark, K., & Peters, E. (2009). *How scientific inquiry emerges from game design*. Society for Information Technology & Teacher Education, Charleston, SC.
- Clark, K. & Sheridan, K. (2009). *ITEST: Student created games and simulations panel*. Society for Information Technology & Teacher Education, Charleston, SC.
- Clark, K. & Sheridan, K. (2008). *Game design through mentoring and collaboration*. Games + Learning + Society Conference, Madison, WI.
- Sheridan, K. & Clark, K. (2008). *Studio thinking and game design*. Games + Learning + Society Conference, Madison, WI.
- Clark, K. (2008). *Learning by design: What children learn from designing digital games*. National Popular Culture Association/American Culture Association Conference, San Francisco, CA.
- Dabbagh, N. & Clark, K. (2007). *Learning instructional design by doing instructional design: As real as it gets*. National Conference of the Association for Educational Communications and Technology, Anaheim, CA.
- Clark, K. & Eugene, W. (2006). *The role of identity in the design of an online learning environment*. National Educational Computing Conference, San Diego, CA.
- Clark, K. & Moore, J. (2006). *Beyond the digital divide: Participation and opportunities with technology in education* [Symposium]. American Educational Research Association Annual Meeting, San Francisco, CA.
- Clark, K. (2004). *Technology practices in high school: A delphi study*. National Conference of the Association for Educational Communications and Technology, Chicago, IL.
- Clark, K. & Bannan-Ritland, B. (2004). *Teaching instructional design using the immersion method: An evaluative examination of competencies, skills, and experiences*. National Conference of the Association for Educational Communications and Technology, Chicago, IL.
- Norfles, N., Benson, A., & Clark, K. (2004). *More than just access: Technology and underserved populations*. American Educational Research Association Annual Meeting, San Diego, CA.
- Clark, K. (2003). *Building an online learning system for an underserved community*. National Conference of the Association for Educational Communications and Technology, Anaheim, CA.
- Clark, K. & Arias, S. (2003). *Dispatches from the field: Analyzing contexts in Mali and Guatemala*. National Conference of the Association for Educational Communications and Technology, Anaheim, CA.
- Clark, K. & Arias, S. (2002). *Instructional technology in developing countries: A contextual analysis approach*. National Conference of the Association for Educational Communications and Technology, Dallas, TX.
- Clark, K. & Alegre, M. (2002). *Designing a learning objects-based learning system: Lessons learned*. National Conference of the Association for Educational Communications and Technology, Dallas, TX.

KEVIN A. CLARK

- Clark, K. & Jamison, T. (2002). *Digital study groups: Online learning communities in middle school*. National Educational Computing Conference, San Antonio, TX.
- Clark, K. (2002). *An analysis of community technology centers*. National Conference of the Community Technology Center Network, Austin, TX.
- Clark, K., Bannan-Ritland, B., & Crook, J. (2001). *Instructional design using the Immersion Method: Linking theory and practice*. National Conference of the Association for Educational Communications and Technology, Atlanta, GA.
- Clark, K. (2000). *Technology access and the African American student*. The National Conference for the National Alliance of Black School Educators, Philadelphia, PA.
- Clark, K. (2000). *Digital Dreams: Impact of technology access on academic self-efficacy and career intentions of African American students*. National Conference of the Association for Educational Communications and Technology, Denver, CO.
- Clark, K., Moore, J., Lu, M., & Smith, H. (2000). *Does the Web work for everyone? An examination of Web-based learning, learning styles, and cultural differences*. National Conference of the Association for Educational Communications and Technology, Long Beach, CA
- Clark, K., & McGriff, S. (2000). *The Instructional Design Practicum: The impact of field work experience on employment selection and role within an organization*. National Conference of the Association for Educational Communications and Technology, Long Beach, CA.
- Lu, M., & Clark, K. (2000). *Beyond the ivory tower: Instructional design models in practice in Silicon Valley high tech industries*. National Conference of the Association for Educational Communications and Technology, Long Beach, CA.
- Clark, K. (1999a). *Putting multimedia in the classroom*. NewMedia Conference and Tradeshow, Toronto, Canada.
- Clark, K. (1999b). *Designing exciting educational curriculum software*. NewMedia Conference and Tradeshow, Toronto, Canada.
- Clark, K. (1998). *Televisions with brains and computers with personality: The intersection of instructional television and computer-assisted instruction*. National Educational Computing Conference, San Diego, CA.
- Clark, K., Mason, K., & Lee, M. (1993). *Effects of computer-assisted feedback*. Presentation at the meeting of the Pennsylvania Association for Educational Communications & Technology, Hershey, PA.

INVITED PRESENTATIONS

- Clark, K. (2009). Why you must go to college: Failure is not an option. Invited Presentation, Yorktown High School; Arlington, VA.
- Clark, K. (2009). You Can Succeed: It's your choice. Invited Presentation, Swanson Middle School; Arlington, VA.
- Clark, K. (2009). The role of culture in education. Invited Presentation, Yorktown High School; Arlington, VA.
- Clark, K. (2009). Challenging racism through stories and conversation. Invited Presentation, Washington-Lee High School; Arlington, VA.
- Clark, K. (2008). How college saved my life. Invited Presentation, Reach For College at Cardozo High School; Washington, DC.
- Clark, K. (2008). Video gamers and learning: Examining the educational benefit. Invited

KEVIN A. CLARK

- Presentation, Montgomery College; Rockville, MD.
- Clark, K. (2008). Building relationships for academic success. Invited Panelist, Northern Virginia Urban League College Survival Conference; Alexandria, VA.
- Clark, K. (2007). *Modernizing teaching tools and processes (San Francisco meeting)*. Invited Participant, The KnowledgeWorks Foundation; Cincinnati, OH.
- Clark, K. (2007). *Technology in informal education: Using digital storytelling and gaming*. Presentation to Norwegian Research Education Network, George Mason University; Fairfax, VA
- Clark, K. (2007). *Computers for preschoolers: Getting to know the Net Generation*. Invited Presentation, George Mason University Child Development Center Professional Development Day; Fairfax, VA
- Clark, K. (2006). *Research on Internet usage and community technology center (CTC) Impacts*. National Conference of the Community Technology Center Network, Washington, DC.
- Clark, K. (2005a). *Technology in academia: Beyond the divide to the horizon*. Invited Presentation, Second Annual Black Issues in Higher Education National Conference: Benchmarks and Barriers for People of Color in Higher Education; Arlington, VA.
- Clark, K. (2005b). *Instructional design and library instruction*. Invited Presentation, Maryland Library Association Conference; Ocean City, MD.
- Clark, K. (2005c). *Putting communities of practice into action*. Invited Presentation, C² Technologies, Incorporated, Vienna, VA.
- Clark, K. (2004a). *Using web-based technologies to meet the needs of community technology centers (CTCs) and their communities*. Invited Presentation, National Capital Area Neighborhood Networks Consortium Mini-Conference; Washington, DC.
- Clark, K. (2004b). *Delivering government services electronically*. Invited Panelist, Blacks in Government 26th Annual National Training Conference: Information Technology Forum, Washington, DC.
- Clark, K. (2004c). *Exploring the instructional design process designing and developing an online community of practice*. Invited Presentation, International Society for Performance Improvement (Potomac Chapter), Alexandria, VA.
- Clark, K. (2004d). *Technology empowerment in academe*. Invited Presentation, First Annual Black Issues in Higher Education National Conference: Benchmarks and Barriers for People of Color in Higher Education; Arlington, VA.
- Clark, K. (2004e). *Instructional technology: Immersion Program*. Invited Presentation, Industrial/Organizational Psychology Department, George Mason University, Fairfax, VA.
- Bannan-Ritland, B., & Clark, K. (2003). *School Talk TV: Technology and learning*. Invited Guests, School Talk Television, Fairfax, VA.
- Clark, K. (2003a). *Online learning communities*. Invited Presentation, K12 Incorporated, McLean, VA.
- Clark, K. (2003b). *Overcoming social barriers in educational settings*. Invited Presentation, NASA Explorer Schools; Washington, DC.
- Clark, K. (2002). *Technology and self-directed learning communities*. Invited Presentation, Center for Children and Technology; New York, NY.
- Clark, K. & McGriff, S. (2002). *The digital divide in higher education: Minority issues in educational technology*. Invited Presentation, American Council on Education; Washington, D.C.
- Bannan-Ritland, B. & Clark, K. (2002). *The Immersion Program: Teaching instructional design by doing instructional design*. Invited Presentation, George Mason University Century Club; Fairfax, VA.
- Bannan-Ritland, B. & Clark, K. (2001). *Technical/Training Assistance Centers (T/TAC) Online*. Invited

KEVIN A. CLARK

Presentation, Virginia Department of Education; Richmond, VA.

- Clark, K. (2001a). *Oasis in the middle of a desert: Technology and the creation of virtual communities in academia*. Invited Presentation, Spencer Foundation funded conference “Beyond Diversity: People of color and the quest for incorporation in predominantly-white institutions.” Bloomington, IN.
- Clark, K. (2001b). *Toward an enhanced workforce: Understanding the digital divide*. Invited Participant, The National Academies: Computer Science and Telecommunications Board. Washington, DC.
- Clark, K. (1999a). *Teaching Using Multimedia Technology*. Invited Presentation, Mathematics Education Department; North Carolina State University, Raleigh, N.C.
- Clark, K. (1999b). *Looking back to one’s past to move toward the future*. Keynote Speaker, Society of African American Physical and Mathematical Scientists; North Carolina State University, Raleigh, N.C.
- Clark, K. (1999c). *Technology and education: What the textbook doesn't tell you*. Invited presentation at North Carolina State University, Raleigh, NC.

MULTIMEDIA PRODUCTS

- Clark, K. (2004). *WinLinx: An online community of practice for educators (web-based system)*. Principal Investigator. Funded by The WIN-WIN Strategies Foundation.
- Clark, K. (2003). *Best of Buckingham (BoB): An online community-based portal (web-based system)*. Principal Investigator. Funded by The National Science Foundation.
- Clark, K. (2002a). *American Indian Rights & Claims (online course)*. Principal Investigator. Funded by The Bureau of Land Management.
- Clark, K. (2002b). *Cadastral Surveying: Restoration of Lost Corners (online course)*. Principal Investigator. Funded by United States Forest Service.
- Clark, K. (1998a). *Road Writer: Writing and composition program for grades K-6 (CD-ROM)*. Senior Program Manager. Lightspan, Inc. (currently Plato Learning, Inc.).
- Clark, K. (1998b). *Lightspan Affiliate Programs: Supplemental Language Arts and Mathematics programs for grades K-6 (CD-ROM)*. Senior Program Manager. Lightspan, Inc. (currently Plato Learning, Inc.).
- Clark, K. (1997a). *Math on the Move: Animation and video-based mathematics program for grades 3-6 (CD-ROM)*. Program Manager. Lightspan, Inc. (currently Plato Learning, Inc.).
- Clark, K. (1997b). *Creative Isle: Discovery-learning program for grades K-2 (CD-ROM)*. Program Manager. Lightspan, Inc. (currently Plato Learning, Inc.).
- Clark, K. (1997c). *Creative Camp: Discovery-learning program for grades K-2 (CD-ROM)*. Program Manager. Lightspan, Inc. (currently Plato Learning, Inc.).
- Clark, K. (1996). *str.at.e.s (strange attractor energy source): Language Arts program for grades 5-6 (CD-ROM)*. Senior Content Designer. Lightspan, Inc. (currently Plato Learning, Inc.).
- Clark, K. (1995). *Mars Moose: Language Arts program for grades K-2 (CD-ROM)*. Senior Content Designer. Lightspan, Inc. (currently Plato Learning, Inc.).

FUNDED GRANTS & PROJECTS

- AMD Foundation (2008). Student Modified Energy Game. Principal Investigator. Amount: \$25,000.
- National Science Foundation (2008-2010). *ITEST: Game Design Through Mentoring And Collaboration*

KEVIN A. CLARK

[Supplement]. Principal Investigator. Amount: \$27,000

National Science Foundation (2007-2010). *ITEST: Game Design Through Mentoring And Collaboration*. Principal Investigator. Amount: \$731,424.

National Science Foundation (2006-2007). *Understanding and Describing the Design Experiment*. Substitute-Principal Investigator. Amount: \$1,111,179.

Hoop Magic Foundation (2006-2008). *Improving Academic Achievement Through the Design and Development of Sports-Themed Educational Games*. Principal Investigator. Amount: \$88,887.

Mine Safety and Health Administration (2005-2006). *Immersion Project: Developing Training Strategy for Mine Supervisors*. Co-Principal Investigator. Amount: \$135,200.

WIN-WIN Strategies Foundation (2003-2004). *Using best practices in technology integration in high schools to build a community of practice*. Principal Investigator. Amount: \$140,304.

National Science Foundation (2002-2004). *Bridging the Digital Divide by Using Self-Directed Learning Communities*. Principal Investigator. Amount \$97,005.

Bureau of Land Management & U.S. Forest Service (2002). *Cadastral Surveying and American Indian Rights Online Courses*. Principal Investigator. Amount \$40,000.

George Washington University's Potomac Technology Empowerment Center (2002). *A Needs Analysis of Community Technology Centers*. Principal Investigator. Amount \$9,989.

United States Forest Service (2001-2002). *U.S. Forest Service & George Mason University Distance Learning Program*. Principal Investigator. Amount \$97,486.

George Mason University Graduate School of Education (2001). *Instructional Technology Research Partnerships and Funding Opportunities*. Principal Investigator. Amount \$2,500.

San Jose State University Multicultural Education and Institute for Teaching and Learning (2000). *College of Education Millennium Diversity Grant*. Principle Investigator. Amount \$500.00.

ADVISORY BOARDS & COMMITTEES

- Federation of American Scientists, Education Advisory Board
- George Mason University Computer Game Design Program, Executive Advisory Board (2009- present)
- Public Broadcasting Service (PBS), Next Generation Advisory Group (2008 – present)
- Museum of the African Diaspora, Education Advisor (2008 – present)
- CDI America, Academic Advisory Board Member (2007 – present)
- Knowledge Adventure, Education Advisor (2007 – present)
- Public Broadcasting Service (PBS), Teacher Advisory Group (2006 – 2008)
- Fulbright Senior Specialist Candidate (2006 – 2011)
- American Association of Colleges for Teacher Education, Committee on Innovation and Technology (2006 – 2008)
- Congressional Black Caucus Foundation, Avoice Virtual Library, Advisory Board Member (2006 – present)