



Instructor: Mary Jo Dondlinger, PhD, Assistant Professor, Educational Technology

Academic Department: Higher Education and Learning Technologies

Academic College: Education and Human Services

Email Address: MaryJo.Dondlinger@tamuc.edu

EDUCATION

Doctor of Philosophy in Educational Computing 5/2009

Department of Learning Technologies, College of Information, University of North Texas

Graduate Academic Certificate in Community College Leadership 5/2009

Department of Counseling and Higher Education, College of Education, University of North Texas

Master of Arts in Interdisciplinary Humanities 12/1995

Department of Interdisciplinary Humanities, College of Liberal Arts & Sciences, Arizona State University

Bachelor of Arts in English, *Summa cum Laude* 12/1993

Department of English, University Honors College and College of Liberal Arts & Sciences, Arizona State University

TEACHING AND LEADERSHIP EXPERIENCE

Assistant Professor of Educational Technology, Texas A&M University Commerce, TX 8/2013-Present

Ad Interim Professor of Educational Technology, Texas A&M University Commerce, TX 8/2012-8/2013

Director of Institutional Effectiveness, Richland College, Dallas, Texas 6/2009-8/2012

Adjunct Professor in English, Humanities, and Education, Richland College, Dallas, TX 1/2004-8/2012

Instructional Designer, Richland College, Dallas, Texas

Program Development Department 6/2007-6/2009

School of World Languages, Cultures, and Communications 4/2005-6/2007

Research Assistant, University of North Texas, Denton, Texas 6/2006-5/2007

English Faculty, Zane State College, Zanesville, Ohio 9/2000-8/2003

Adjunct English Faculty, Central Ohio Technical College, Newark, Ohio 9/1998-8/2003

Graduate Assistant, Interdisciplinary Humanities Program, Arizona State University 8/1994-12/1995

PUBLICATIONS

Refereed Journal Articles

Wilson, D. A., Dondlinger, M. J., Parsons, J. L., & Niu, X. (2018). Exploratory analysis of a blended-learning course redesign for developmental writers. *Community College Journal of Research & Practice*, 42(1). Doi: 10.1080/10668926.2016.1264898

Dondlinger, M.J., McLeod, J., & Vasinda, S. (2016). Essential conditions for technology-supported, student-centered learning: An analysis of student experiences with Math Out Loud using the ISTE Standards for Students. *Journal of Research on Technology in Education*, 48(4). Doi: 10.1080/15391523.2016.1212633

Dondlinger, M.J. (2015). *Games and simulations for learning: Course design case. International Journal of*

Designs for Learning, 6(1), 54-71.

- Dondlinger, M.J. (2015). Games and simulations for learning: Course design case. *International Journal of Designs for Learning*, 6(1), 54-71
- Dondlinger, M.J., & McLeod, J.K. (2015). Solving real world problems with alternate reality gaming: Student experiences in the Global Village Playground capstone course design. *Interdisciplinary Journal of Problem-based Learning*, 9(2).
- McLeod, J.K., Dondlinger, M. J., Vasinda, S., & Haas, L. (2013). Digital play: Mathematical simulations offering seeds of transformative play. *International Journal of Gaming and Computer-Mediated Simulation*, 5(2), 34-59.
- McLeod, J., Vasinda, S., & Dondlinger, M.J. (2012). Conceptual visibility and virtual dynamics in technology-scaffolded learning environments for conceptual knowledge of mathematics. *Journal of Computers in Mathematics and Science Teaching*, 31(3), 283-310.
- Dondlinger, M. J., & Wilson, D. (2012). Creating an alternate reality: Critical, creative, and empathic thinking generated in the Global Village Playground capstone experience. *Thinking Skills and Creativity*. doi: 10.1016/j.tsc.2012.02.001
- Warren, S., Dondlinger, M. J., McLeod, J., & Bigenho, C. (2011). Opening The Door: An evaluation of the efficacy of a problem-based learning game. *Computers and Education*, 58, 397-412.
- Warren, S. J., Dondlinger, M. J., Jones, G., & Whitworth, C. (2010). Leveraging PBL and game to redesign an introductory course. *I-manager's Journal of Educational Technology*, 7(1), 40-51.
- Lunce, L. M. & Dondlinger, M. J. (2009). Wayfinding affordances are essential for effective use of virtual environments for instructional applications. *Journal of Online Learning & Technology* 5(3),1-8.
- Warren, S. J., & Dondlinger, M. J. (2009). Educational game as supplemental learning tool: Benefits, challenges, and tensions arising from use in an elementary school classroom. *Journal of Interactive Learning Research*.
- Warren, S. J., Stein, R., & Dondlinger, M. J. (2009). A look inside a design process: Blending instructional design and game principles to target writing skills. *Journal of Educational Computing Research* 41(1), 113-140.
- Dondlinger, M. J., & Jones, G. (2008). Situating computing students in a community of practice: A rubric-driven, online portfolio system. *International Journal of Doctoral Studies*, 3, 19-30.
- Warren, S. J., Barab, S., & Dondlinger, M. J. (2008). A MUVE towards PBL writing: Effects of a digital learning environment designed to improve elementary student writing. *Journal of Research on Technology in Education*, 20(4), 487-505.
- Dondlinger, M. J. (2007). Educational video game design: A review of the literature. *Journal of Applied Educational Technology*, 4, 1-11.

Edited Volumes

- Dondlinger, M., McLeod, J., & Bigenho, C. (Eds.). (2017). Special issue on makerspace design cases. *International Journal of Designs for Learning*, 8(1). Doi: 10.14434/ijdl.v8i1.23672

Book Chapters

- Dondlinger, M. J., & Jones, G. (2010). Using e-portfolios to situate doctoral students in a community of practice. In N. Buzzetto-More (Ed.), *The e-portfolio paradigm: Informing, educating, assessing and managing with e-portfolios* (pp. 161-174). Santa Rosa, CA: Informing Science Press.
- Dondlinger, M. J., & Warren, S. J. (2008). Alternate reality games to support capstone learning experiences. In D. Gibson & Y. K. Baek (Eds.), *Digital simulations for improving education: Learning through artificial teaching environments*. Hershey, PA: IGI Global.
- Warren, S. J., & Dondlinger, M. J. (2008). Issues with designing games for learning. In R. Ferdig (Ed.), *The Handbook on Research in Effective Electronic Games for Education*. Hershey, PA: IGI Global.

- Dondlinger, M. J. (1999). Getting around the body: The matter of race and gender in Faulkner's Light in August. In D. Kartiganer & A. Abadie (Eds.), *Faulkner and the Natural World*. Oxford: University of Mississippi Press.
- Dondlinger, M. J. (1997). One need not be a chamber to be haunted: Emily Dickinson's haunted space. In T. Kuribayashi & J. Tharp (Eds.), *Creating Safe Space*. Buffalo, NY: SUNY Press.
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CONFERENCE PRESENTATIONS

- McLeod, J., Dondlinger, M. J., Vasinda, S. (2013). *Evaluating virtual manipulatives for building conceptual knowledge*. Paper presented at the annual meeting of the International Society for Technology in Education, San Antonio, TX.
- Dresdner, L., Williams, B., Duke, G., & Dondlinger, M. J. (2012). *Folio thinking and learning: How two different community colleges use eportfolios to promote reflective and integrative learning with first-year students*. Paper presented at D.R.E.A.M., the annual Achieving the Dream Strategy Institute, Dallas, TX.
- McLeod, J., Dondlinger, M.J., & Vasinda, S. (2012). Digitally curious: A qualitative case study of students' demonstrations of curiosity in a technology-rich learning environment. Paper presented at the *American Educational Research Association Conference*, April, 2012, Vancouver, BC.
- Dondlinger, M. J., & Blankenbaker, Z. (2011). *Use of results for continuous improvement: Combining learning outcomes assessment results with institutional measures to transform teaching and learning*. Paper presented at the Association for the Assessment of Learning in Higher Education, Lexington, KY.
- Dondlinger, M. J., & Dennehy, M. (2011). *Defining and assessing personal responsibility*. Paper presented at the North Texas Community College Consortium Outcomes & Assessment Conference, Plano, TX.
- Dondlinger, M. J., & Vera, F. (2011). *Advance sustainability and improve institutional effectiveness: A Baldrige-inspired approach*. Paper presented at the Annual Meeting of the Southern Association of Colleges and Schools, Orlando, FL.
- Dondlinger, M. J., & Warren, S. J. (2011). *From process to results: Designing problem-based, game-based learning environments for essential learning, engagement, and assessment*. Paper presented at the American Association of Colleges and Universities General Education and Assessment Conference, Chicago, IL.
- Dondlinger, M. J., Schweitzer, C., & Sindelar, P. (2010). *Same goals, different models: Leading sustainability in different colleges in a multi-college district*. Paper presented at the Association for the Advancement of Sustainability in Higher Education Convention, Denver, CO.
- Dondlinger, M. J., & Warren, S. J. (2010). *The Global Village Playground: Using games to support learning, assessment, and community building*. Paper presented at the Association of American Colleges & Universities General Education and Assessment Conference, Seattle, WA.
- Dondlinger, M. J., & Wilson, D. (2010). *The Global Village Playground: A qualitative case study of designing an alternate reality game as a capstone learning experience*. Paper presented at the Annual Meeting of the American Educational Research Association, Denver, CO.
- Wilson, D., & Dondlinger, M. J. (2010). *Developmental writing course redesign: A systems approach to student writing success*. Paper presented at the Annual Meeting of the American Educational Research Association.
- Dondlinger, M. J., & Huynh, B. (2009). *A mixed methods approach to assessing the effectiveness of general education programs: What we learned from the Global Village Playground*. Paper presented at the Annual Conference of the Southern Association of Institutional Research, Dallas, TX.
- Dondlinger, M. J., & Warren, S. J. (2009). *The Global Village Playground: Game design as capstone experience*. Paper presented at the Annual Meeting of the American Educational Research Association, San Diego, CA.

- Warren, S., Dondlinger, M. J., & Bigenho, C. (2009). *Examining Four Games for Learning*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Louisville, Kentucky.
- Dondlinger, M. J., & Warren, S. J. (2008). *Learning through designing: Game development as capstone experience*. Paper presented at the Association for Educational Communications and Technology Annual Convention, Orlando, FL.
- Dondlinger, M. J., & Warren, S. J. (2008). *Play in the context of knowledge, power, and learning*. Paper presented at the Annual Meeting of the American Educational Research Association, New York, NY.
- Warren, S. J., & Dondlinger, M. J. (2008). *Data-driven decision-making about curricular redesign: Using PBL and game design to transform instruction in a large enrollment course*. Paper presented at the Annual Meeting of the American Educational Research Association, New York, NY.
- Warren, S. J., & Dondlinger, M. J. (2008). *Objective achievement in a PBL course: Findings from a study on the first iteration of a problem-based learning course game*. Paper presented at the Association for Educational Communications and Technology Annual Convention, Orlando, FL.
- Warren, S. J., Dondlinger, M. J., & McLeod, J. (2008). *Power, play and PBL in postsecondary learning: Leveraging design models, emerging technologies, and game elements to transform large group instruction*. Paper presented at the Annual Meeting of the American Educational Research Association, New York, NY.
- Wilson, D., & Dondlinger, M. J. (2008). *Redesigning developmental writing for student success and retention*. Paper presented at the Association for Educational Communications and Technology Annual Convention, Orlando, FL.
- Blankenbaker, Z., Barrett, A., Dondlinger, M. J., & Iachetta, M. (2007). *Creating one faculty: Recruiting, supporting, and integrating adjunct faculty*. Paper presented at the League for Innovation Learning College Summit, Dallas, TX.
- Dondlinger, M. J. (2007). *Technology-based learning environments and student satisfaction*. Paper presented at the Society for Information Technology in Teacher Education, San Antonio, TX.
- Dondlinger, M. J. (2007). *Measuring presence in online learning environments*. Paper presented at the Society for Information Technology in Teacher Education, San Antonio, TX.
- Dondlinger, M. J., & Lunce, L. (2007). *Wayfinding affordances for graphical virtual realities: Landmarks, cues, dynamic route descriptions, and avatar perspectives*. Paper presented at the Association for Educational Communications and Technologies, Anaheim, CA.
- Jones, G., & Dondlinger, M. J. (2007). *Measuring habits and attitudes toward computer and video games*. Paper presented at the Society for Information Technology and Teacher Education, San Antonio, TX.
- Warren, S. J., & Dondlinger, M. J. (2007). *Distributed online multimedia learning games: The challenge of instructional design in closed systems*. Paper presented at the Association for Educational Communications and Technologies, Anaheim, CA.
- Dondlinger, M. J. (2006). *Getting our game on: Using Age of Empires III in a learning community on "American Identity"*. Paper presented at the Community College Humanities Association Conference, Kansas City, MO.
- Dondlinger, M. J. (1996). *Getting around the body: The matter of race and gender in Faulkner's Light in August*. Paper presented at the Faulkner & Yoknapatawpha Conference, Oxford, MS.

PROFESSIONAL AFFILIATIONS AND SERVICE

Association for Advancement of Sustainability in Higher Education (AASHE) , Richland College liaison	2009-2012
American College and University President's Climate Commitment , Richland College liaison	2009-2012
Texas Association of Institutional Research , member	2009-2012
American Educational Research Association , member	2007-2010

Association for Educational Communications and Technology , member	2007-2010
Richland Adjunct Faculty Association , President	2006-2007
Phi Theta Kappa International Honor Society , Zane State College Chapter Advisor	2002-2003
Ohio Association of Two-Year Colleges (OATYC) , Zane State College representative	2002-2003
All-Ohio Academic Team Advisory Council , Zane State College representative	2002-2003
Ohio Historic Preservation Office , National Road Scenic Byway Corridor Management Plan participant	2001-2003
Zanesville Community Theatre , board member, director, producer, performer, set designer/builder	2000-2003
Nelson T. Gant Foundation , board member, officer, grant writer, event planner	2000-2003

HONORS AND ACHIEVEMENTS

Invited Keynote Speaker for All Faculty Convocation Snow College, Ephraim, Utah	August 2011
Liberal Education & America's Promise Featured Presentation Association of American Colleges & Universities General Education and Assessment Conference	2010 and 2011
Robert M. Gagne Award for Graduate Student Research in Instructional Design , recipient Association for Educational Communications and Technologies	2009
K. Patricia Cross Future Leaders Award , nominee Association of American Colleges and Universities	2008
Outstanding Faculty Award , recipient Zane State College	2003