Nicolas J. LaLone

Assistant Professor, Rochester Institute of Technology

5540 Hickory St	**mobile:** 512-633-0207,	**web:** http://www.nicklalone.com/
Omaha, NE 68106	**email:** nlalone@unomaha.edu	

EDUCATION

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

APPOINTMENTS

08/2023 – Present	**Assistant Professor**, School of Interactive Games and Media, Rochester Institute of Technology.
08/2019 – 08/2022	**Assistant Professor**, Department of Information Systems and Quantitative Analysis, University of Nebraska at Omaha.
08/2017 – 08/2019	**Post-Doctoral Research Associate**, School of Information Sciences, University of Illinois at Urbana-Champaign.
08/2016 – 07/2019	**Assistant Professor**, College of Science and Technology, **Director**, **Data Science Program**, College of Science and Technology, Bellevue University.
08/2013 – 08/2016	**Lecturer**, College of Science and Technology, Bellevue University.

HONORS OR AWARDS

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

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

IN PREPARATION

Journal Articles

LaLone, N. (In Development). "The Current State of EM Technological Education in United States Institutions of Higher Education."

LaLone, N. and Ward, K. (In Development) "The Current State of Next Generation 911 from the Perspective of Human-Computer Interaction." *ACM Transactions on Computer-Human Interaction (TOCHI).*

Toups, Z., LaLone, N., Hamilton, W., Hammer, J., Bateman, S., Tanenbaun, T., Spiel, K., Alharthi, S. (In Development). "Thematic Analysis and Play: Making Sense of Themes Among Different Modes of Interaction Across Time." *ACM Transactions on Computer-Human Interaction (TOCHI).*

LaLone, N., Dugas Toups, P. O. (In-Development). "Teaching Programming with Fantasy Consoles: Introductory and Expert Lessons Learned*." Transactions of Human-Computer Interaction.*

Books

LaLone, N. (In Preparation). *Introduction to Data Science for Emergency Management.* Taylor Francis.

Book Chapters or Proposals

LaLone, N. (In Development). "Using Nostalgia to Teach Computer Science." *Book Proposal for MIT Press.*

LaLone, N. (In Development). "Understanding Computers by Understanding Dungeons and Dragons Over Time." *Book Proposal for Transdisciplinary Studies. Brill Press.*

LaLone, N. (In Development). "Social Network Analysis and User Studies." *Book Proposal for MIT Press.*

Art Installations

Myers, A. and LaLone, N. (In Development). "The Island for What it is: An interactive visualization of the systems of emotional and physical associations that enable agency within human culture." *Project Project. Omaha.*

JOURNAL ARTICLES

LaLone, N.; Toups-Dugas P.; Semaan, B. (2023). "Policy Implications of the Technology Crisis in US-based Emergency Management." *Data and Policy.*

Dunham, John; Papangelis, K.; Laato, S.; LaLone, N.; Lee, J.; Saker, M. (2023). "Building Positively Affective Location-Based Advertising: A Study of Pokémon GO Players." *ACM Transactions on Computer-Human Interaction (TOCHI).*

Dunham, John; Papangelis, K.; Laato, S.; LaLone, N.; Lee, J.; Saker, M. (2023). "The Impacts of Covid-19 on Players of Pokémon GO." *ACM Transactions on Computer-Human Interaction (TOCHI).*

White, B., LaLone, N., Mizer, N. (2023). "At the Head of the Table: The TRPG GM as Dramatistic Agent." *Japanese Journal of Analog Role-Playing Game Studies (JARPS).*

Papangelis, C., LaLone, N., Saker, M., Chamberlain, A., Lykourentzou, I., Khan, J. (2021). "Locating Identities in Time: An examination of the Formation and Impact of Temporality on Presentations of the Self through Location-based Social Networks." ACM *Transactions on Social Computing (TSC).*

LaLone, N. (2019). "Dungeons and Dragons: The First Platform." *Analog Game Studies.*

Toups, Z.; LaLone, N.; Alharthi, S. (2019). "Making Maps Available for Play: Analyzing the Design of Game Cartography Interfaces." *ACM Transactions on Computer-Human Interaction (TOCHI).*

Hughes, A.; Tapia, A.; LaLone, N. (2019). "The Verification Pause: When Information Access Slows Reaction to Crisis Events." *International Journal of Information Systems for Crisis Response and Management.*

LaLone, N. and Tapia, A. (2017). "Embracing Human Noise as Resilience Indicator: Twitter as Power Grid Correlate." *Journal of Sustainable and Resilient Infrastructure*, 2(4), 169-178.

LaLone, N. and Tapia, A. (2016). "Fluctuations, technologies and media: social change and sociology change." *Information, Communication & Society*, 19(5), 559-564.

Tapia, A.; Giacobe, N.; and Soule, P.; and LaLone. N. (2015). "Scaling 911 Texting for Large-Scale Disasters: Developing Practical Technical Innovations for Emergency Management at Public Universities." Special theme issue on Public Service Innovations through Information and Communication Technologies: Theory and Practice, *The International Journal of Public Administration in the Digital Age (IJPADA),* 3:3.

Tapia, A. and LaLone, N. (2014). "Crowdsourcing Investigations: Crowd Participation in Identifying the Bomb and Bomber from the Boston Marathon Bombing." Special Issue: Ethical, Legal and Social Issues of IT Supported Emergency Response, *International Journal of Information Systems for Crisis Response and Management (IJISCRAM).*

Kotarba, J. A., & LaLone, N. (2014). "The Scene: A Conceptual Template for an Interactionist Approach to Contemporary Music." *Revisiting Symbolic Interaction in Music Studies and New Interpretive Works*. Emerald Group Publishing Limited, 42, 51-65.

CONFERENCE PROCEEDINGS, peer reviewed

LaLone, N., LaLone, N.; Toups-Dugas, P.; and Cormier, M. (Ready to Submit). "?!#?: A History of ! and ? in Video Games." *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems.*

Dunham, John; Papangelis, C., LaLone, N.; Wang, Y. (Ready to Submit). "Player Traits and Gratifications of Casual and Hardcore Players of Location-Based Games." *Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems.*

LaLone, N.; Toups-Dugas P.; Semaan, B. (2023). "The Crisis of Designing for Disaster: How to Help Emergency Management During the Technology Crisis We Created." *Proceedings of the 2023 Meeting of the Conference on Information Systems in Crisis Response and Management (ISCRAM).*

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

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

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

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

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

LaLone, N. (2021). "Gameplay as Network: Understanding the Consequences of Automation on Play and Use." *Proceedings of the 2021 Meeting of the International Conference on Human-Computer Interaction.*

Papangelis, K., Chamberlain, A, LaLone, N., Cao, T. (2021). "Insights and Lessons Learned from the Design, Development and Deployment of Pervasive Location-Based Mobile Systems "in the Wild." *Proceedings of the 2021 Meeting of the International Conference on Human-Computer Interaction.*

Soden, R., LaLone, N., Dailey, D. (2021). "A Patent Application for NEXTGEN Flood Early Warning System." *Proceedings of the 22nd International Conference on Supporting Group Work,* January 23-26, 2022, Sanibel Island, Florida, USA.

Alharthi, S., LaLone, N., Toups, Z. (2021). "An Activity Theory Analysis of Search & Rescue Collective Sensemaking and Planning Practices." *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, Tokyo, Japan.*

Toups, Z O., LaLone, N., Spiel, K., & Hamilton, B. (2020). "Paper to Pixels: A Chronicle of Map Interfaces in Games." In *Proceedings of the 2020 ACM Designing Interactive Systems Conference.*

LaLone, N., Toups, Z.O., Tapia, A. (2020). "The Structure of Citizen Bystander Offering Behaviors Immediately After the Boston Marathon Bombing." *Proceedings of the 53rd Hawaii International Conference on System Sciences.*

LaLone, N.; Kropczynski, J.; Tapia, A. (2018). "The Symbiotic Relationship Between Experts and Non-Experts Demonstrated by Reddit's User Interface Over Time." *Proceedings of the 15th International Conference on Information Systems for Crisis Response and Management.* May 20-23, 2018, Rochester, USA.

Alharthi, S.; LaLone, N.; Khalaf, A.; Torres, R.; Nacke, L.; Dolgov, I.; Toups, Z.; Sharma. (2018). "Practical Insights into the Design of Future Disaster Response Training Simulations." *Proceedings of the 15th International Conference on Information Systems for Crisis Response and Management,* May 20-23, 2018, Rochester, USA.

Dailey, D.; Soden, R.; LaLone, N. (2018). "Crisis Informatics for Everyday Analysts: A Design Fiction Approach to Social Media Best Practices." *Proceedings of the 20th International Conference on Supporting Group Work,* January 7-10, 2018, Sanibel Island, Florida, USA.

LaLone, N**.** (2016). "The Spaces Between: Using Play to Situate the Social and the Technical in a Single Space." *Proceedings of the Second Annual Symposium on Computer-Human Interaction in Play*, October 16-19, 2016, Austin, Texas, USA.

LaLone, N.; Tapia, A. (2016). "Three Lessons from Aurorasaurus about Public Facing Information System Design." *13th International Conference on Information Systems for Crisis Response and Management (ISCRAM),* May 22-25, 2016, Rio de Janeiro, Brazil.

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

Tapia, A.; Giacobe, N. A.; Soule, P. J.; LaLone, N. (2015), "Scaling 911 Messaging for Emergency Operation Centers During Large Scale Events*." 12th International Conference on Information Systems for Crisis Response and Management (ISCRAM),* May 24-27, 2015, Kristiansand, Norway.

Lalone, N.; Tapia, A.; MacDonald, E.; Hall, M. (2015) "DEMO: Multi-Sensor Early Warning Systems: Hybrid Communal Alerts for Aurora Borealis Viewing." *Computer Supported Cooperative Work and Social Computing (CSCWSC),* March 14-18, 2015, Vancouver, BC, Canada.

Lalone, N.; Tapia, A**.;** MacDonald, E.; Hall, M. (2015). "Crowdsourced Citizen Space Weather Science." *Citizen Science Association*, February 11 & 12, 2015, San Jose, California, USA.

Tapia, A**.;** Lalone, N.; Kim, H.; MacDonald, E.; Hall, M. (2014), "Nowcasting the Aurora: Curiosity and Beauty Driven Citizen Science." *Society for Social Studies of Science (4S)*, August 20 – 23, 2014, Buenos Aires, Argentina.

LaLone, N. (2014). "Values Levers and the Unintended Consequences of Design." *17th ACM conference on Computer supported cooperative work & social computing (CSCW)*, February 15-19, Baltimore, Maryland, USA.

Tapia, A.; Lalone, N.; Kim, H. (2014) "Run Amok: Group Crowd Participation in Identifying the Bomb and Bomber from the Boston Marathon Bombing." *11th International Conference on Information Systems for Crisis Response and Management (ISCRAM)*, May 18-21, 2014, University Park, PA, USA.

Tapia, A**.;** Lalone, N.; Kim, H.; MacDonald, E.; Hall, M. (2014) "Crowdsourcing Rare Events: Using Beauty to Draw Participants into Science and Early Warning Systems." *11th International Conference on Information Systems for Crisis Response and Management* (ISCRAM), May 18-21, 2014, University Park, PA, USA.

BOOK CHAPTERS, peer reviewed

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

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

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

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

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

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

INVITED TALKS

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

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

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

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

CONFERENCE AND WORKSHOP PRESENTATIONS

White, W., LaLone, N., and Mizer, N. (2022). The Idea of Role-Playing: Prolegomenon to a Phenomenological Inquiry. *Popular Culture Association/American Cultural Association.*

LaLone, N. (2020). "Calling for a Medic! – Incident Response in the Smart City." *Workshop: Smart Cities at Play at the 2020 CHI Conference on Human Factors in Computing Systems. April 24-25, 2020, Honolulu, HI*

LaLone, N. (2020). "Medium Places – Considering Unobtainable Good and Inevitable Evil." *Workshop Understanding the Past, Present, and Future of Design Fictions and the 2020 CHI Conference on Human Factors in Computing Systems. April 24-25, 2020, Honolulu, HI.*

LaLone, N., Toups, Z.O., Alharthi, S. (2020). "Video Game History as HCI Knowledge Trove." *Workshop: Fostering Historical Research in CSCW&CHI at the 2019 Conference on Computer Supported Cooperative Work. November 10, 2019, Austin, TX.*

LaLone, N. (2019). "Dungeons and Dragons as the First Video Game Platform: Thoughts, Controversies, Disagreements." Presented at the *2019 Meeting of the Pop Culture Association*.

LaLone, N. (2018). "The Loss of Sociability in MMORPGs as Seen Through Final Fantasy XI: Online." Presented at the *2018 International Conference on Meaningful Play.*

LaLone, N.; Alharthi, S.; Toups, Z. (2018). "Making Maps Available for Play: A Design History of Game Cartography Interfaces." Presented at the *2018 Meeting of the Pop Culture Association*.

Toups, Z.; LaLone, N.; Oguz, O.T.; Tanenbaum, J.; Trammell, A.; Hammer, J.; Depping, A. (2017). "Augmented Tabletop Games Workshop. *Proceedings of the 2017 Annual Symposium on Computer-Human Interaction in Play.*

LaLone, N.; Tapia, A.; Hall, M.; MacDonald, E. (2015). "Aurorasaurus: Crowdsourced Citizen Space Weather Science." *First Annual Meeting of the Citizen Science Association*.

Tapia, A.; Lalone, N.; MacDonald, E.; Hall, M. (2014). "Aurorasaurus: Citizen Science, Early Warning Systems and Space, *Workshop: Weather Citizen+X: HCOMP 2014 Workshop on Volunteer-Based Crowdsourcing in Science, Public Health and Government.*

LaLone, N. (2014). "Is Play the Thing? Video versus Board and the Spaces In-between." Presented at *the 2014 International Conference on Meaningful Play*.

LaLone, N. (2014). "Crisis Response Wargame for Training and Classroom Use." Proceedings of the *11th International Conference on Information Systems for Crisis Response and Management (ISCRAM)*.

LaLone, N. (2014). "Is it Just Me or Are the Imperials Getting Darker? Race and the Elder Scrolls: Skyrim." Presented at the *2014 Meeting of the Pop Culture Association*.

LaLone, N. (2014). "Values Levers and Unintended Consequences of Design." Proceedings of the *17th ACM Conference on Computer Supported Cooperative Work and Social Computing.*

LaLone, N. (2012). "Voices of Command, Bodies in Peril: The Female in Current Video Games." Presented at the *2012 Meeting of the American Sociological Association.*

LaLone, N. (2010). "Representation of Gender and the New Cultural Proximity of Video Games." Presented at the *2010 Meeting of the Southwestern Sociological Association*.

LaLone, N. (2008). "Racist Tendencies and Stereotypes in MMORPG's: Final Fantasy 11." Presented at *2008 Southwestern Sociological Association.*

GRANTS

Status:	In Preparation
Date:	2023
Title:	DisasterOS
Funding Source:	National Science Foundation: Human-Centered Computing (HCC), CAREER.
Funding Amount:	$500,000
Role:	PI

Status:	In Preparation
Date:	2022
Title:	The Polyvocality of Emergency Management: Fostering Equity Through Better Integration of Science and Technology.
Funding Source:	Department of Homeland Security (DHS)
Funding Amount:	$3,000,000
Role:	Co-PI with Keith Hansen (UNMC) and Sharon Medcalf (UNMC)

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

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

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

SERVICE, Committee Work and Miscellaneous

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

CONFERENCE SERVICE, Leadership and Organization

Program Committee. *Conference on Information Systems in Crisis Response and Management.*
Symposium Planning Special Interest Group. *FEMA Higher Education Program.*
Associate Chair, Critical Theory. *Journal on Computer Supported Cooperative Work and Social Media (CSCW).*
Associate Chair, Games and Play Subcommittee. *Conference on Human Factors in Computer Systems (CHI).*
     May 4-9, 2019, Glassgow, Scotland.
Program Committee. *International Academic Conference on Meaningful Play.* October 11-13, 2018, East Lansing,
     Michigan, USA
Session organizer and co-chair. *2018 Meeting of the, International Community on Information Systems for Crisis
     Response and Management (ISCRAM).* May, 2018, Rochester, New York, USA.
Roundtable Coordinator, *American Sociological Association 2016 CITAMS Round Table Committee*, August 2016,
     Seattle, Washington.
Program Committee, *Citizen Science Association's First Annual Meeting*, February 2015, San Jose, California, USA.

REVIEWER SERVICE

2013 – Current	Reviewer, Information Systems for Crisis Response and Management.
2013 – Current	Reviewer, Hawaii International Conference on System Sciences
2013 – Current	Reviewer, SIGCHI, Special Interest Group on Human-Computer Interaction
2017 – 2018	Reviewer, Defense Threat Reduction Agency
2015 – 2016	Editor, Information, Communication & Society
2015 – 2016	Reviewer for ICS, Information, Communication and Society
2013 – 2018	Reviewer for CSCW, Computer Supported Cooperative Work and Social Media
2013 – 2015	Reviewer, iConference
2013 – 2017	Reviewer, Designing Interactive Systems
2015 – 2016	Review for NMS, New Media and Society

MEMBERSHIP IN PROFESSIONAL SOCIETIES

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

TEACHING EXPERIENCE

School of Interactive Games and Media of University of Nebraska at Omaha, 08/2023 – Present
Instruction Type: In-person
Type of Degree: Undergraduate

Maps, Mapping and Geospatial Technologies	20-30 Students	1 Semester

Department of Information Systems and Quantitative Analysis of University of Nebraska at Omaha, 2019 – 2023
Instruction Type: In-person and Online Instruction with the Canvas Learning Management System
Type of Degree: Undergraduate

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

School of Information Science, University of Illinois at Urbana-Champaign, 08/2017 – 08/2019
Instruction Type: In-person Instruction with additional work through Blackboard Collaborate, Moodle, and GitHub
Type of Degree: Graduate

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

Data Science Program, College of Science and Technology, Bellevue University, 06/2013 – 08/2019
Instruction Type: Online Instruction via Blackboard, GitHub, Slack, and YouTube
Type of Degree: Graduate

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

Business Analytics Program, College of Science and Technology, Bellevue University, 06/2014 – Present
Instruction Type: Online Instruction via Blackboard, GitHub, SAS Studio, Vimeo, and YouTube
Type of Degree: Graduate / Undergraduate

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

Game Studies Program, College of Science and Technology, Bellevue University, 06/2013 – Present
Instruction Type: Online Instruction via Blackboard, Google+, Vimeo, and YouTube
Type of Degree: Undergraduate

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

Graphic Design Program, College of Science and Technology, Bellevue University, 08/2016 – Present
Instruction Type: Online Instruction via Blackboard, Google+, and YouTube
Type of Degree: Undergraduate

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

College of Information Sciences and Technology, Pennsylvania State University, 08/2013 – 5/2017
Instruction Type: Hybrid Instruction via Canvas, YouTube, and In-person Meetings
Type of Degree: Undergraduate

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