

The Center for Teaching, Learning, and Assessment  
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## Education

- MS **Utah State University** (Logan, Utah, USA, 2007)  
*Instructional Technology and Learning Sciences*  
Concentration in Computer Science; Business Information Systems
- PhD **Washington University in St. Louis** (Missouri, USA, 2002)  
*German Language and Literature*  
Concentration in Latin Language and Literature; Medieval Studies
- Ludwig-Maximilians-Universität** (Munich, Germany, 1999-2000)  
DAAD Annual Scholarship (*Jahresstipendium*)
- AM **Washington University in St. Louis** (Missouri, USA, 1997)  
*German Language and Literature*
- BA, **Brigham Young University** (Provo, Utah, USA, 1994)  
Honors *German Language and Literature*  
Minor in Russian Language and Literature

## Employment

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|------------------------------------|---------------|---|
| Grinnell College                   | 2015- Present | <b>Digital Liberal Arts Specialist</b><br>The Digital Liberal Arts Collaborative  |
| Elon University                    | 2014-15       | <b>Associate Professor of German</b><br>Department of World Languages and Cultures  |
|                                    | 2008-14       | <b>Assistant Professor of German and Director of Language Learning Technologies</b><br>Department of World Languages and Cultures |
| Utah State University              | 2006-08       | <b>Instructional Designer and Blackboard Administrator</b><br>Faculty Assistance Center for Teaching (FACT)                       |
|                                    | 2004-06       | <b>Visiting Assistant Professor</b><br>Department of Languages, Philosophy, and Speech Communication                              |
| Washington University in St. Louis | 2002-03       | <b>Lecturer and Instructional Technology Specialist</b><br>Department of Germanic Languages and Literatures                       |

## Fellowships and Awards

- 2017 Top Three Print Poster in the 2017 Humanities, Arts, Science and Technology Alliance and Collaboratory (HASTAC) Conference Poster Competition: "Visualizing Difficult Historical Realities: The Uncle Sam Plantation Project." With Sarah Purcell (Co-Presenter).
- 2017 Award for Best Article in *Die Unterrichtspraxis/Teaching German*: "Cultivating Early Trajectories of Participation: A Blended Learning Environment for Business German."
- 2013-15 Lumen Scholar Mentor, Elon University.
- 2011-13 Center for the Advancement of Teaching and Learning (CATL) Scholars Fellowship, Elon University.
- 2001-02 Dean's Dissertation Fellowship, College of Arts and Sciences, Washington University in St. Louis.
- 1999-2000 DAAD Annual Scholarship (*Jahresstipendium*), German Academic Exchange Service.
- 1997 Andrew W. Mellon Fellow, Vatican Film Library, St. Louis University.
- 1995-96 University Fellow Scholarship, Department of Germanic Languages and Literatures, Washington University in St. Louis.

## Publications (\* indicates student author)

- IN PREPARATION**
1. **Neville, D.** The effect of VR gameplay on the structuring of written L2 narratives. *ReCALL Journal: The Journal of the European Association for Computer Assisted Language Learning*.
  2. French, C., Rastopchin, T.\*, Preast, V., & **Neville, D.** A virtual embodied approach for teaching ruled surfaces and special curvature properties of quadratic surfaces. *Teaching Mathematics and its Applications: An International Journal of the IMA*.
  3. Arner, T., Purcell, S., Preast, V., & **Neville, D.** Using site-based research for virtual reality development to promote short-term study abroad experiences. *Frontiers: The Interdisciplinary Journal of Study Abroad*.
- REFEREED JOURNALS**
1. **Neville, D.**, Preast, V., Purcell, S., Kelty-Stephen, D., Arner, T., & French, C. (2020). Using virtual reality to expand teaching and research in the liberal arts. *Journal of Interactive Technology and Pedagogy, Issue 17*.
  2. Ramey, L., **Neville, D.**, Amer, H., deHaan, J., Durand, M., Essary, B., Howland, R., Kapadia, M., Kronenberg, F., Shelton, B., & Vance, B. (2019). Revisioning the Middle Ages: Immersive environments for teaching medieval languages and culture. *Digital Philology: A Journal of Medieval Cultures, 8(1)*, 86-104.
  3. Yao, S.\*, Queathem, E., **Neville, D.**, & Kelty-Stephen, D. (2018). Teaching movement science with full-body motion-capture in an undergraduate psychology class. *Research in Learning Technology, 26*.
  4. **Neville, D.** (2016). Cultivating early trajectories of participation: A blended learning environment for business German. *Unterrichtspraxis / Teaching German, 49(1)*, 57-68.
  5. **Neville, D.** (2014). The story in the mind: The effect of 3D gameplay on the structuring of written L2 narratives. *ReCALL Journal: The Journal of the European Association for Computer Assisted Language Learning, 27(1)*, 1-17.
  6. **Neville, D.** & Shelton, B. (2010). Literary and historical 3D-DGBL: Design guidelines.

*Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research*, 41(4), 607-629.

7. **Neville, D.** (2010). Structuring narrative in 3D digital game-based learning environments to support second language acquisition. *The Foreign Language Annals*, 43(3), 445-468.
8. **Neville, D.**, Shelton, B., & McInnis, B. (2009). Cybertext redux: Using DGBL to teach L2 vocabulary, reading, and culture. *Computer Assisted Language Learning*, 22(5), 409-424.
9. **Neville, D.** (2008). The bodies of the bride: The language of incarnation, transcendence, and time in the poetic theology of the medieval mystic Mechthild of Magdeburg. *Mystics Quarterly: The Academic Journal Of Medieval Western-European Mysticism*, 34(1-2), 1-34.
10. **Neville, D.** & Britt, D. (2007). A problem-based learning approach integrating foreign language into engineering. *The Foreign Language Annals*, 40(2), 226-246.
11. **Neville, D.** (2000). Divergent interpretations of women's agency and Luther's political agenda. In Hilary Collier Sy-Quia & Susanne Baackmann (Eds.), *Conquering Women: Women and the German Cultural Imagination* (pp. 177-198). Berkeley, CA: International and Area Studies.
12. **Neville, D.** (1998). Unfashionable observations. *The Modern Schoolman: A Quarterly Journal of Philosophy*, 76(1), 61-66.
13. **Neville, D.** (1996). Giburc as mediatrix: Illuminated reflections of tolerance in Hz. 1104 (Germanisches Nationalmuseum, Nürnberg). *Manuscripta: A Journal for Manuscript Research*, 40(2), 96-114.

#### **NON-REFEREED JOURNALS**

1. **Neville, D.** (2019). Enhancing the liberal arts with extended reality. *University-Industry Innovation Magazine*, 2, 28-31.
2. Georgieva, M., Craig, E., Pfaff, D., **Neville, D.**, & Burchett, B. (2017). *7 Things You Should Know About AR/VR/MR*. Washington, DC: EDUCAUSE Learning Initiative (ELI).
3. **Neville, D.** (2011). The future of language education: Facilitating collaboration through technology. *The Language Educator*, 6(5), 36-38.
4. **Neville, D.** (2009). In the classroom: Digital game-based learning in second language acquisition. *The Language Educator*, 4(6), 47-51.
5. **Neville, D.** (2009). Recession-proofing the profession with technology. *The Language Educator*, 4(2), 52-56.

#### **Presentations** (\* indicates student presenter)

1. Arner, T. & **Neville, D.** (Postponed because of Covid-19). *The VR Beowulf project: Visiting Heorot*. Paper presented at the International Medieval Conference, University of Leeds, England.
2. Arner, T., Thomas, J., & **Neville, D.** (2019, December). *The Viking meadhall project*. Poster presented at the Teaching with Technology Fair, Grinnell College, Iowa.
3. **Neville, D.** (2019, July). *Designing and developing VR experiences: A liberal arts approach*. Paper presented at the Associated Colleges of the Midwest Summer Workshop on 3D/VR/AR, Grinnell College, Iowa.
4. Purcell, S. & **Neville, D.** (2017, December). *The Uncle Sam Plantation project*. Poster presented at the Digital Liberal Arts Fair, Grinnell College, Iowa.
5. **Neville, D.** & Purcell, S. (2017, November). *Visualizing difficult historical realities: The Uncle Sam Plantation project*. Poster presented at the Humanities, Arts, Science and

- Technology Alliance and Collaboratory (HASTAC) Conference: The Possible Worlds of Digital Humanities, Orlando, Florida.
6. **Neville, D.** (2016, December). *Using a self-designed video game to improve writing outcomes*. Paper presented at the Immersive Environments Colloquium, Vanderbilt University, Tennessee.
  7. **Neville, D.** (2016, December). *Creating language learning games for the classroom*. Paper presented at the Immersive Environments Colloquium, Vanderbilt University, Tennessee.
  8. **Neville, D.** (2016, June). *The Uncle Sam Plantation: A 3D/VR learning environment for teaching lost and difficult histories*. Paper presented at the National Endowment for the Humanities (NEH) Advanced Challenges Summer Institute on Theory and Practice in 3D Modeling of Cultural Heritage Sites, University of California – Los Angeles.
  9. Anger, J., **Neville, D.**, & Rennick, R.\* (2015, January). *3D visualization of historic art exhibition: The First German Autumn Salon, Berlin, 1913*. Paper presented at the 9th Annual Campus Academic Strategies and Technology (4CAST) Event (Bridging Art and Science: STEAM Education in a Digital World), University of Iowa.
  10. **Neville, D.** (2013, August). *Flipped instruction*. Paper presented at the Teaching and Learning Conference, Elon University, North Carolina.
  11. **Neville, D.** (2012, October). *Digital games and mental narratives: 3D digital game-based language learning (DGBLL) environments for second language acquisition*. Paper presented at the 10th Annual International Society for the Scholarship of Teaching and Learning Conference, Raleigh, North Carolina.
  12. **Neville, D.** (2012, June). *Designs and discourses in digital game-mediated L2 learning*. Paper presented at the Computer Assisted Language Instruction Consortium (CALICO) Conference, Notre Dame University, Indiana.
  13. **Neville, D.** & Windham, S. (2012, March). *Cultivating early trajectories of participation: Blended learning environments for teaching business German*. Paper presented at the Centers for International Business Education and Research (CIBER) Business Language Conference, University of North Carolina at Chapel Hill.
  14. **Neville, D.** (2011, November). *Configuring narratives and digital worlds: Video games for second language acquisition*. Paper presented at the American Council on the Teaching of Foreign Languages Annual Convention and World Languages Expo, Denver, Colorado.
  15. **Neville, D.** (2011, November). *Report on a 3D-DGBL environment for second language acquisition*. Paper presented at the American Council on the Teaching of Foreign Languages Annual Convention and World Languages Expo, Denver, Colorado.
  16. **Neville, D.** (2011, October). *Gaming your class: Using interactive fiction, 2D and 3D games as instructional platforms*. Paper presented at the Experience IT Training Workshop, Elon University, North Carolina.
  17. **Neville, D.** (2011, August). *Creating 3D virtual environments for education*. Paper presented at the 8th Annual Elon University Teaching and Learning Conference, Elon University, North Carolina.
  18. **Neville, D.** (2011, April). *3D digital game-based learning for second language acquisition*. Poster presented at the Spring Undergraduate Research Forum (SURF), Elon University, North Carolina.
  19. Windham, S. & **Neville, D.** (2011, February). *Students' use of evidence in language and cultural studies*. Poster presented at the Lilly Conference on College and University Teaching, University of North Carolina at Greensboro.

20. Post, A. & **Neville, D.** (2010, November). *Connecting via webcams: Developing linguistic and cultural competencies in L2*. Paper presented at the American Council on the Teaching of Foreign Languages Annual Convention and World Languages Expo, Boston, Massachusetts.
21. Post, A. & **Neville, D.** (2010, October). *Seeing eye to eye: Using webcams in the classroom*. Paper presented at the 7th Annual Teaching and Learning Conference, Elon University, North Carolina.
22. **Neville, D.** (2010, October). *3D digital game-based learning for second language acquisition*. Paper presented at THATCamp RTP, Franklin Humanities Institute, Duke University, North Carolina.
23. **Neville, D.** (2009, November). *A digital game-based learning approach to developing situated cultural competency*. Paper presented at the American Council on the Teaching of Foreign Languages Annual Convention and World Languages Expo, San Diego, California.
24. **Neville, D.** (2009, November). *Getting game: Digital game-based learning for second language acquisition*. Poster presented at the American Council on the Teaching of Foreign Languages Annual Convention and World Languages Expo, San Diego, California.
25. Adamson, S. & **Neville, D.** (2009, February). *Language instruction to go: Best practices for efficient, student-centered podcasting in the L2 classroom*. Paper presented at the Lilly Conference on College and University Teaching, University of North Carolina at Greensboro.
26. Shelton, B., **Neville, D.**, McInnis, B. (2008, June). *Cybertext redux: Using interactive fiction to teach German vocabulary, reading, and culture*. Paper presented at the International Conference for the Learning Sciences, Utrecht University, The Netherlands.
27. Shelton, B., Scoresby, J., & **Neville, D.** (2007, June). *Refining techniques for tying learning objectives to game-based learning activities*. Paper presented at the Teaching with Technology Idea Exchange 2007: The Open Conference on Technology in Education, Utah Valley State University, Utah.
28. **Neville, D.** (2001, October). *The body as crossroads: Intersecting discourses on self, culture, and authority in Mechthild of Magdeburg's "Das fließende Licht der Gottheit."* Paper presented at the Twenty-Fifth German Studies Association Conference, Washington, D.C.
29. **Neville, D.** (2001, May). *Web-based video streaming in the German conversation classroom*. Paper presented at the Eighth Annual Spring Forum on Education, Washington University in St. Louis, Missouri.
30. **Neville, D.** (1998, October). *Giburc as mediatrix: Illuminated reflections of tolerance in Nürnberg, Germanisches Nationalmuseum, Graphische Sammlung Hz. 1104-1105*. Paper presented at the Twenty-Fifth Saint Louis Conference on Manuscript Studies, St. Louis University, Missouri.
31. **Neville, D.** (1997, October). *Expanding the printed medieval German Bonaventurian corpus: An edition of "das buoch der betrachtunge" in Codex 396 Palatini Latini*. Paper presented at the Twenty-Fourth Saint Louis Conference on Manuscript Studies, St. Louis University, Missouri.
32. **Neville, D.** (1997, March). *Divergent interpretations of women's self-determination in "Eyn Geschicht wie Got eyner Erbarner Kloster Jungfrawen ausgeholffen hat" and Luther's political imperative*. Paper presented at The Fifth Annual Interdisciplinary German Studies Conference on Conquering Women: Women, War, and Sexuality, University of

California – Berkeley.

- INVITED**
1. **Neville, D.** (Postponed because of Covid-19). *Virtual reality for second language and culture acquisition*. Presentation to the Department of Germanic and Slavic Languages, Brigham Young University, Provo, Utah.
  2. **Neville, D.** (Postponed because of Covid-19). *The experience curriculum: Virtual reality for the liberal arts*. Presentation to the Department of Instructional Psychology and Technology, Brigham Young University, Provo, Utah.
  3. **Neville, D.** & Kelty-Stephen, D. (2018, May). *Grinnell College's Immersive Experiences Laboratory (GCIEL): Using virtual reality to promote interdisciplinary collaboration in the liberal arts*. Presentation to participants of the ELI Online Event | eXtended Reality (XR): How AR, VR, and MR are Extending Learning Opportunities.
  4. **Neville, D.** (2018, April). *Virtual reality for the liberal arts and social good*. Presentation to the participants of the HackGC Conference, Grinnell College, Iowa.
  5. **Neville, D.** (2017, April). *Ab in die Zukunft! Blended learning and immersive environments for German language and culture instruction*. Presentation to the Iowa American Association of Teachers of German (AATG) Spring Meeting, Grinnell College, Iowa.
  6. **Neville, D.** (2009, February). *Digital game-based learning: Immersive approaches to German language and culture*. Presentation to the Spring Conference of the North Carolina Chapter of the American Association of Teachers of German, University of North Carolina at Greensboro.
  7. **Neville, D.** (2006, November). *The body of the bride: The language of corporeality and transcendence in the poetic theology of the medieval mystic Mechthild of Magdeburg*. Presentation to the Department of Germanic and Slavic Languages, Brigham Young University, Provo, Utah.
  8. **Neville, D.** (2001, February). *Embodiment and desire in "The Flowing Light of the Godhead": Analogical language and the poetic theology of the beguine mystic Mechthild of Magdeburg*. Presentation to the Aquinas Institute of Theology, St. Louis University, Missouri.

## Grants

- FUNDED**
1. **The Grinnell College Immersive Environments Lab (GCIEL)**, \$144,000USD. Neville, D. (PI) & Kelty-Stephen, D. (Co-PI). Innovation Fund (Pilot Project), Grinnell College, 2017.
  2. **The Grinnell College Immersive Environments Lab (GCIEL)**, \$10,000USD. Neville, D. (PI) & Kelty-Stephen, D. (Co-PI). Innovation Fund (Planning Project), Grinnell College, 2016.
  3. **Launching Global Careers: The Business German Speaker Series (Year 2)**, \$5,410USD. Neville, D. (PI), Tiemann, T. (Co-PI), Burpitt, B. (Co-PI), Brinkley, T. (Co-PI), & Limerick, L. (Co-PI). Fund for Excellence in the Arts and Sciences Grant, Elon University, 2013.
  4. **Using 3D Digital Game-Based Learning Environments to Enhance Second Language Acquisition**, \$15,000USD. Neville, D. (PI). Center for the Advancement of Teaching and Learning (CATL) Scholar Fellowship, Elon University, 2012.
  5. **Launching Global Careers: The Business German Speaker Series (Year 1)**, \$6,800USD. Neville, D. (PI), Windham, S. (Co-PI), Tiemann, T. (Co-PI), & Brinkley, T. (Co-PI). Fund for Excellence in the Arts and Sciences Grant, Elon University, 2012.
  6. **Wide-Angle Learning: Streaming Media for Second Language and Culture Acquisition**, \$5,000USD. Namaste, N. (PI), Neville, D. (Co-PI), & Tillson, V. (Co-PI). Center for the

- Advancement of Teaching and Learning (CATL) Grant, Elon University, 2011.
7. **Digital Game-Based Learning for Second Language Acquisition**, \$5,000USD. Neville, D. (PI). Center for the Advancement of Teaching and Learning (CATL) Grant, Elon University, 2010.
  8. **Computer Webcams and Headphones for Enhancement of Language Learning**, \$5,000USD. Post, A. (PI) & Neville, D. (Co-PI). Fund for Excellence in the Arts and Sciences Grant, Elon University, 2009.
  9. **A New Direction for the Language Media Center**, \$5,000USD. Neville, D. (PI), Duvall, S. (Co-PI), Hutchings, D. (Co-PI), & Wood, LM (Co-PI). Center for the Advancement of Teaching and Learning (CATL) Grant, Elon University, 2008.
  10. **The Chalice of the Flesh: The Soteriology of the Body in Mechthild of Magdeburg's Flowing Light of the Godhead**, \$20,000USD. Neville, D. (PI). Annual Scholarship (*Jahresstipendium*), German Academic Exchange Service (DAAD), 1999.

**Total grant monies awarded: \$221,210USD**

- PROPOSED**
1. **Immersive Global Middle Ages**, \$239,569USD. Martinez-Davila, R. (PI) & Ramey, L. (Co-PI). Institute for Advanced Topics in the Digital Humanities: National Endowment for the Humanities (NEH), 2021. Role: Invited Expert and Workshop Speaker.
  2. **Developing Cultural and Linguistic Competencies Through Virtual Reality**, \$49,041USD. Neville, D. (PI), Frances, C. (Co-PI), Kelty-Stephen, D. (Co-PI), Larson, J (Co-PI), Phillips, N. (Co-PI), & Preast, V. (Co-PI). Digital Humanities Advancement Grant (Level I), National Endowment for the Humanities (NEH), 2018.
  3. **The DigiBahn Project: 3D Digital Game-Based Learning for Second Language Acquisition**, \$36,110USD. Neville, D. (PI), Coleman, T. (Co-PI), Doehler, K. (Co-PI), Motley, P. (Co-PI), Nam, S. (Co-PI), & Wood, LM (Co-PI). Entertainment Software Association Foundation Grant, 2011.
  4. **The DigiBahn Project: 3D Digital Game-Based Learning for Second Language Acquisition**, \$24,219USD. Neville, D. (PI), Coleman, T. (Co-PI), Doehler, K. (Co-PI), Motley, P. (Co-PI), Nam, S. (Co-PI), Windham, S. (Co-PI), & Wood, LM (Co-PI). Digital Humanities Start-Up Grant (Level I), National Endowment for the Humanities (NEH), 2010.

## Teaching Experience

<b>PROGRAM DEVELOPMENT</b>	2016- Present	<b>Immersive Experiences Lab, Grinnell College</b> Obtained and managed internal grant funding (\$154,000USD) to launch an interdisciplinary community of inquiry and practice for creating virtual reality (VR) experiences of liberal arts subjects ( <i>e.g.</i> , history, mathematics, English, and German). Established a lab speaker series that invited outside scholars and professionals to discuss immersive technologies, how they complement the work they are doing in their respective fields, and to provide networking opportunities for students. Mentored students working in development teams on project management and communication, software best practices and workflows, team collaboration, site-based research, rapid-prototyping methodologies, Unity game engine programming, and 3D asset development. Worked with faculty to disseminate research and teaching findings through conference presentations and journal publications, and to develop their VR experiences into a minimum viable product (MVP) that can be referenced in
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external grant applications.

2011-15 **Business German Program, Elon University**

Obtained and managed internal grant funding (\$15,410USD) to develop a blended learning environment that layers language for specific purposes (LSP) instruction over existing face-to-face coursework. Established a program speaker series that invited representatives from German-based businesses in the Southeast United States to campus for the purpose of discussing their respective fields, explaining how knowledge of the German language and culture is critical for the fields, and providing students with networking opportunities. Taught students linguistic and cultural competencies for German business environments through co-curricular labs and online instruction and prepared them to take the prestigious *Prüfung Wirtschaftsdeutsch*, an internationally-recognized Business German exam.

**STUDENT  
MENTORING**

2013-15 **Bethany Hill, Lumen Scholar, Elon University**

**Bethany Hill, Student Undergraduate Research Experience Scholar, Elon University**

Project Title: *Performing the Bride: Visuality, Female Authority, and the Sacred Spaces of Mechthild of Magdeburg's "Flowing Light of the Godhead."*

Mentored the recipient of two highly-competitive undergraduate research awards. Helped her develop skills in analyzing medieval German manuscripts and reading Middle High German, locating secondary research materials, formulating questions for research at medieval religious sites in Germany, and presenting her findings at regional and international conferences.

**COURSES**

Summer 2016 **Faculty Workshop: Stories for the Eye and Mind. Immersive Environments for Teaching, Learning, and Research, Grinnell College**

This four-day course introduces faculty to 3D and virtual reality technologies as a means of augmenting the liberal arts. Topics covered include: current 3D and virtual reality hardware and software; virtual reality applications developed at other institutions; theoretical approaches to immersive environments and research currently being done in the field; and opportunities for the use of virtual reality in teaching, research, and grant-writing.

Fall/Spring 2008-15 **GER 121/122: Introduction to German Language and Culture, Elon University**

This course sequence introduces students to German culture as a way of achieving basic proficiency in German, both listening/speaking and reading/writing. Topics of cultural study include: stereotypes about the Germans; daily life, leisure, and travel; shopping and commerce; likes and dislikes; geography and cities; housing and modes of living.

Fall 2009 **GER 321/371: Developing Fluency (The Play of Language), Elon University**

This course improves students' command of German through an in-depth and more advanced investigation of German culture and society. Topics of study include: current events and contemporary issues as depicted by digital media, film, literature, and music. Using their examination of these topics as a starting point, students will create narrative content for a German-language computer game as a course capstone project.



- Spring **GER 322: German During and After World War II, Elon University**  
 2015 This course examines the transition from dictatorship to a stable democracy (1939-1949), with a specific focus on the post-war period. Events and trends to be studied: Nazi cinema and propaganda; the ruin and devastation of the mid-1940s; the division into two states in 1949; the rebuilding period of the 1950s; the Nuremberg and Auschwitz war-crimes trials.
- Spring **GER 324: Germany in the New Millennium, Elon University**  
 2014 This course examines Germany's changing identity, politics, and values in the new millennium. An in-depth look at current events shaping Germany is grounded in a study of how key figures and moments in German history continue to influence the people, politics, and institutions of Germany today. Topics of study include: questions of *Heimat*; issues of migration and identity; medievalism; the role of Germany in the European Union and the world. The course makes use of news broadcasts and news websites, contemporary film, short fiction, and other cultural products.
- Fall 2008 **GST 264: Love, German Style - A Romantic Introduction to German Culture, Elon University**  
 This course is an English-language introduction to German culture and history with a specific focus on the subject of love. Topics of study include: depictions of gender roles, personal and social identities, love as protest, representations of men and women, interpersonal and multicultural relationships, and love as a stabilizing and/or destructive force.
- Fall 2014 **GST 398: Warriors, Intellectuals, and Supermen – The Hero in the German Cultural Imagination, Elon University**  
 This course is an English-language introduction to German culture and history with a specific focus on the subject of the heroic figure. Topics of study include: heroic poetry, epic poetry, Arthurian romances, chapbooks, epistolary novels, operas, memoirs, silent films, fantasy novels, graphic novels, and video games.
- Fall 2013 **Elon 101, Elon University**  
 This course supports the transition of first-year students as they become active participants in an academic community. Topics of discussion include: expanding academic and interpersonal skills, enhancing confidence and competence, making informed decisions, exercising social responsibility, and demonstrating personal integrity.
- Proposed **GBL 254: Barley and the Vine – Viticulture and Brewing in Europe, Elon University**  
 This study-abroad course examines the cultural significance of wine and beer in Germany and Italy. Topics of study include: the chemistry of brewing and fermentation; brewing and viticulture as a vehicle for constructing and expressing national identity; the impact of climate change on wine and beer regions; organic and biodynamic agricultural practices; the globalization of wine; small business practices and entrepreneurship in the European Union; viticulture and oenology; and the economy of importing European wines and beer to the United States.

## Service

- PROFESSIONAL**
- **Reviewer**, NEH Humanities Initiatives at Hispanic-Serving Institutions Online Grant Panel, 09 September, 2020.
  - **Co-Organizer**, Associated Colleges of the Midwest Summer Workshop on 3D/VR/AR, Grinnell College, 15-16 July, 2019.
  - **Co-Organizer**, Immersive Video Games for Learning Medieval Language and Culture Conference, Vanderbilt University, 08-10 December, 2016.
  - **Reviewer**, *The Canadian Modern Language Review*, 2016.
  - **Member**, Board of Advisers (McGraw-Hill Higher Education), Digital Game-Based Language Learning Environments, 2014.
  - **Reviewer**, International Society for the Scholarship of Teaching and Learning (ISSOTL) Conference, 2013.
  - **Reviewer**, *Language Learning & Technology*, 2013.
  - **Reviewer**, *Learning, Media, and Technology*, 2013.
  - **Reviewer**, *ReCall Journal: The Journal of the European Association for Computer Assisted Language Learning*, 2013.
  - **Reviewer**, *Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research*, 2010.
  - **Reviewer**, *Quidditas: The Journal of the Rocky Mountain Medieval and Renaissance Association*, 2008.
  - **Session Chair**, Digital Games for Second Language Acquisition: Current Opportunities and Future Directions. American Council on the Teaching of Foreign Languages Annual Convention and World Languages Expo, Denver, November 18-20, 2011.
  - **Session Chair**, Using Technology to Develop Cultural Competencies and Promote Intercultural Learning. American Council on the Teaching of Foreign Languages Annual Convention and World Languages Expo, San Diego, November 20-22, 2009.
- UNIVERSITY**
- **Member**, Digital Studies Concentration Committee, Grinnell College, 2020.
  - **Member**, Graduate Council, Elon University, 2014-15.
  - **Instructor**, Elon 101 Course, Elon University, Fall 2013.
  - **Program Coordinator**, Business German Program, Elon University, 2012-15.
  - **Member**, Fulbright Campus Committee, Elon University, 2012-15.
  - **Member**, Foreign Language Research Group on Curriculum and Pedagogy, Elon University, 2011-14.
  - **Program Coordinator**, German Studies Minor, Elon University, 2011-15.
  - **Mentor**, College of Arts and Sciences Grant Writing Workshop, Elon University, Spring 2011.
  - **Member**, Center for the Advancement of Teaching and Learning (CATL) Grant Review Committee, Elon University, 2011.
  - **Member**, Department of World Languages and Cultures Five-Year Planning Committee, Elon University, 2010-11.
  - **Member**, Tenure-Track Italian Professor Search Committee, Elon University, 2009-10.
  - **Member**, Elon University Curriculum Committee, 2009-10.
  - **Member**, Department of World Languages and Cultures Physical and Virtual Presence Committee, Elon University, 2008-13.

- **Faculty Adviser**, German Club, Elon University, 2008-15.

## Professional Training

- 2016 NEH Advanced Topics in the Digital Humanities Summer Institute: “Advanced Challenges in Theory and Practice in 3D Modeling of Cultural Heritage Sites.” University of California – Los Angeles, 20-23 June.
- 2015 NEH Advanced Topics in the Digital Humanities Summer Institute: “Advanced Challenges in Theory and Practice in 3D Modeling of Cultural Heritage Sites.” University of Massachusetts Amherst, 22-28 June.
- 2010 NEH Summer Seminar: “Humanities Gaming Institute: Serious Games for Research and Pedagogy.” Center for Digital Humanities, University of South Carolina, 07-25 June.
- 2003-04 Computer Science, Weber State University: High-level programming languages (C, C++); low-level programming languages (Assembly); computer architecture and organization; object-oriented programming, design, and analysis; and networking fundamentals and design.
- 1998 Summer Medieval Institute in the Archival Sciences: “Medieval Latin Paleography and Codicology.” Newberry Library, 07-31 July.
- 1996 Center for Medieval Studies Seminar: “Late Medieval Manuscripts and Early Printed Books.” Newberry Library, 24 September - 26 November.

## Languages and Tools

**HUMAN** *Modern*: German, Russian, Dutch  
*Dead*: Latin, Middle High German

**MACHINE** *High-Level*: C, C++, C#  
*Low-Level*: Assembly  
*Web*: PHP, MySQL  
*Statistical*: R

**TOOLS** *3D Modeling*: Blender, Autodesk 3ds Max, SketchUp  
*Game Engine*: Unity  
*Audio Editing*: Audacity  
*Graphics Editing*: GIMP, Photoshop  
*Integrated Development Environments*: Visual Studio, MonoDevelop  
*Learning Management Systems*: Moodle, Blackboard, Canvas  
*Photogrammetry*: 3DF Zephyr, Autodesk ReCap  
*Procedural Texture Editing*: Substance Painter  
*Productivity Software*: Apache Open Office, Microsoft Office  
*Project Management Software*: Trello, Slack  
*Screencasting/Video Editing*: Camtasia, iMovie  
*Statistical Analysis*: SPSS, Rstudio  
*UML Modeling*: Modelio  
*Version Control*: Git, GitHub