

## Mary Ann Parlin

### Current Positions:

Instructional Designer: Akilah Institute for Women  
Adjunct Professor: Boise State University

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## BACKGROUND

### Education

- Ph.D., Instructional Technology, Utah State University, Emphasis: Instructional Simulations
  - Dissertation: *The Efficacy of Model-Centered Instruction in Patient Education*, 2006
- M.S., Instructional Technology , Utah State University
- B.S., Computer Science/ Math minor, Utah State University
- B.S., Communicative Disorders, Utah State University

### Professional Memberships

- International Society of the Learning Sciences
- American Educational Research Association
- Professors of Instructional Design & Technology

### Tools Skills

- Captivate
- Adobe CS Suite
- HTML
- BlackBoard, Moodle
- MS Office Suite

## Employment History

Dates	Place of Employment	Role(s)
04/2015-03/2017	Western Governors University	Instructional Designer; CBE
06/2014-present	Boise State University	Adjunct Professor; Teaching
04/2014-04/2015	Southern New Hampshire University	Adjunct Instructional Designer; Create online courses
03/2013-04/2015	LearnWise, LLC	Contract instructional designer; Create e-learning courses a variety of clients
04/2013-2/2014	ChemDry	Mobile App Development
02-03/2013	Eleutian	Contract instructional designer; Create e-learning courses using Captivate
07/2009-09/2012	Interactive design for Instructional Applications and Simulations (IDIAS) Lab, Utah State University <a href="http://idias.usu.edu/index.html">http://idias.usu.edu/index.html</a>	Project Coordinator; GeePerS*Math, Department of Education, CFDA: 84.327A; Grant Writer, Project Coordinator IDIAS Lab
9/2012	Staff Training: Cache Valley Hospital	Instructional Designer/ Cache Valley Hospital
07/2008-06/2010	Utah State University	Co-Principal Investigator State of Utah Labor Commission, Department of Workplace Safety
08/2005-6/2007	Summit Research Laboratory, Dept. of Psychology Utah State University	Research Scientist: Instructional Designer, Curriculum Designer, Software Developer, Grant Writer, Trainer, TA
1/2004-06/2005	SKI•HI Research Institute, Department of Communicative Disorders, Utah State University, federal grant project	Project PREPARE: Instructional Designer, Curriculum Developer/Project Manager
1/2003- 1/2004	Medicine Lodge Inc., Cache Valley Hospital, Logan Regional Hospital	Research Assistant: Preclinical Pain Device Control Study
6/2002-9/2002	Brigham Young University: School of Nursing	Internship: Developed problem-based learning curriculum/ instructor/student use with human-patient simulator
5/1996-6/1999	SKI•HI Research Institute, Department of Communicative Disorders Utah State University, Logan, UT (Award: \$1,000,000 Department of Education, CFDA: 84.029K)	<u>Principal Investigator:</u> Inservice On-The-Job Training for Paraeducators and Their Supervisors, Instructional Designer, Training, Technical Assistance

## Courses Taught

University Level; graduate and undergraduate

Graphic Design For Learning  
Introduction to Statistics for Educational Technology  
Introduction to Educational Technology  
Technology-Supported Project-Based Learning  
Instructional Games and Simulations

## Awards/Honors

- **Emma Eccles Jones College of Education and Human Services Employee of the Year 2010-2011**, nominated on behalf of the Department of Instructional Technology and Learning Sciences, the EEJ CEHS provides teaching, service, and research in a variety of disciplines to improve the teaching/learning transaction wherever it takes place and to increase the effectiveness of services for individuals, families, communities, schools, and organizations.
- Bronze Telly (2008) (nonbroadcast Emmy award)
- Bronze Telly (2000) (nonbroadcast Emmy award)
- Silver Telly (2001) (nonbroadcast Emmy award)
- Videographer Award (2001)
- Aegis Award (2001)

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## RESEARCH

### Peer-reviewed Volume Contributions

Shelton, B. E., & **Parlin, M. A.** (2016). Teaching Math to Deaf/Hard-of-Hearing (DHH) Children Using Mobile Games: Outcomes with Student and Teacher Perspectives. *International Journal of Mobile and Blended Learning*, 8(1).

Shelton, B. E., & **Parlin, M. A.** (2012). Taking activity-goal alignment into open-ended environments: Assessment and automation. In D. Ifenthaler, D. Eseryel, & X. Ge (Eds.), *Assessment in game-based learning: Foundations, innovations, and perspectives*. Springer: New York.

### Technical Reports

Shelton, B.E., & **Parlin, M.A.** (2012). *Addressing the Advanced Distributed Learning (ADL) Initiative: Automated Assessment in a Personal Assistant for Learning (PAL) System*. Utah State University: Interactive Design for Instructional Applications and Simulations.

Shelton, B.E., & **Parlin, M.A.** (2012). *Addressing the Advanced Distributed Learning (ADL) Initiative: Replay-Regen in a Personal Assistant for Learning (PAL) System*. Utah State University: Interactive Design for Instructional Applications and Simulations.

## Refereed Conference Presentations

- Bursztyn, N., Shelton, B. E., Walker, A., **Parlin, M.A.**, & Pederson, J. (2016). *Assessment of Student Learning in the Geosciences through Virtual Field Trip Games for Mobile Devices*. American Educational Research Association (AERA) 2016, Washington, D.C.
- Bursztyn, N., Shelton, B. E., Pederson, J., & **Parlin, M.A.** (2016). *Stimulating student interest with smartphones: Increasing undergraduate motivation to learn geoscience with virtual field trips*. American Educational Research Association (AERA) 2016, Washington, D.C.
- Parlin, M.A.**, Shelton, B. E., Jump, V., & Rowan, L. (2013). *Using a mobile-application based game to teach math to deaf/hard-of-hearing (DHH) children: Student and teacher perspectives*. American Educational Research Association (AERA) 2013, San Francisco, CA.
- Shelton, B. E. Walker, A., **Parlin, M. A.**, Scoresby, J. & Duncan, S. M. (2012, April 13). *Addressing disparities of motivation and gender in middle-school literacy education within game design*. American Educational Research Association (AERA) 2012, Vancouver, BC.
- Shelton, B. E., **Parlin, M. A.**, Scoresby, J., Jump, V., & Pagliaro, C. (2011, July). *Design and development of mobile games with D/HH students: GeePerS\*Math prototype GPS technology*. 2011 OSEP Project Directors' Conference, Washington D.C.
- Shelton, B. E., Scoresby, J., **Parlin, M. A.**, & Olsen, J. (2011, April). *Facing the design and development challenges of implementing embedded automated assessment systems in virtual environments*. American Educational Research Association (AERA), New Orleans, LA.
- Shelton, B. E., Scoresby, J., & **Parlin, M. A.** (2011, February). *Virtual world shell: Automated assessments and virtual redo to assist in suicide prevention education*. Society for Applied Learning Technology (SALT), Orlando, FL.
- Scoresby, J., Shelton, B. E., & **Parlin, M.A.** (2011, March) *Designing mobile gaming to help hearing impaired children learn math*. Early Education and Technology for Children (EETC), Salt Lake City, UT.
- Shelton, B. E., Scoresby, J., **Parlin, M. A.**, Jensen, M., & Caswell, T. (2010). *The Historical Pathways of the West: American west heritage through location-based games*. Presented at the 2010 American Educational Research Association (AERA) Conference, Denver, CO.

## Other Publications/Presentations

- Parlin, M.A.** (Sept., 1999). *The adult learner*. In-service presentation to SKI•HI project directors. Logan, UT, SKI•HI Research Institute, Utah State University.
- Glover, B., & **Parlin, M.A.** (1996, March). On-site training for paraeducators serving children with sensory impairments. *The Utah Special Educator*, 16, 10.

- Parlin, M.A.** (1996, June). *Family-focused intervention*. Presentation at the Western Region Faculty Research Institute for Training (WRFIT) Outreach Meeting, Denver, CO.
- Parlin, M.A.** (1996). *Communication skills for paraeducators* [videotape]. Logan, UT: Paraeducator Training Project, KSAR, Center for Persons with Disabilities, Utah State University.
- Parlin, M.A.,** Glover, B., & Johnson, D. (Eds.). (1996). *Family resource book*. Logan, UT: SKI•HI Research Institute.
- Parlin, M.A.,** & Glover, B. (1996, April). *Family-focused intervention*. Presentation at the semi-annual training for Utah Parent Advisors, Utah School for the Deaf and Blind, Ogden, UT.
- Parlin, M.A.,** & Glover, B. (1996, April). *On-site training for paraeducators working with children with sensory impairments*. Presentation at the 15<sup>th</sup> Annual Conference on the Training and Employment of the Paraprofessional Workforce in Education, Rehabilitation and Related Fields, Snowbird, UT.

## Multimedia Materials

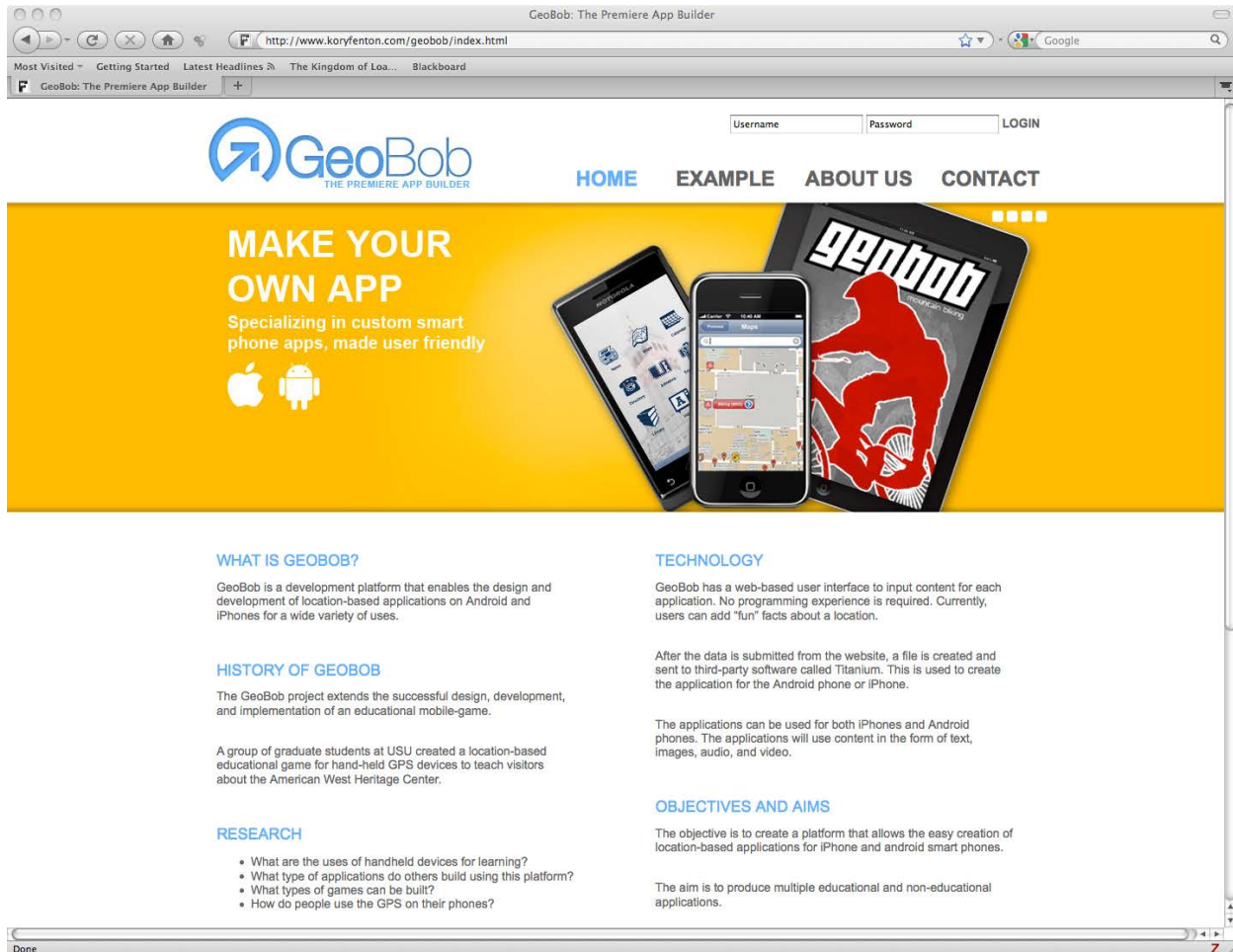
### Software Design & Development

Role: instructional design, scriptwriting, storyboarding, production oversight, quality control

- *ChemDry Inc.* Mobile Application (released July 2013) .
- *Utah State University Official Mobile Application: Android release (2011). iPhone release. (2010). Role: instructional technology design, development, and implementation.* Project Manager for the team of artists and developers, initial widgets include:
  - 1 USU Today: RSS feed with mobile formatting
  - 2 USU Map: Map application with building list, office list, parking lots, shuttle routes, etc.
  - 3 Athletics: RSS feed from athletic web site
  - 4 Events & calendars: including academic events, calendars, and employee holidays
  - 5 YouTube: USU YouTube videos using native mobile player
  - 6 Banner Log-in: web link
  - 7 Directory: web link
  - 8 Tickets: web link
  - 9 Donation: web link
  - 10 Alumni: web link
  - 11 ASUSU: web link
  - 12 Radio: USU radio using native mobile player
  - 13 Library: web link
  - 14 Aggie mail: web link
  - 15 Weather: Logan weather from mobile web link



*GeoBob. (2010-2011). Role: instructional technology design, development, and implementation. Project Coordinator for the team of artists and developers to build mobile application authoring system for GPS-enabled applications and games for educational purposes.*



*H.E.A.T: 3D Virtual Game and Simulation Engine. (2008). Role: instructional technology design, development, implementation and assessment.* Technology involving the creation and maintenance of a networked virtual environment for a variety of future teaching and training applications, currently aimed at training first responders and other emergency personnel for strategy and tactics. The engine includes instructional-specific features for after action review and debrief, and a potentially infinite number of scenario regenerations branching from an existing, saved scenario (2008). *Unity* integration (2011). Hazard, Emergency, Accident and Training.





## Educational Game Design & Development

*GeePerS\*Math*: Mobile games for helping deaf/hard of hearing children learn mathematics. (2010-9/2012). *Role: Project Manager, game concept, design and development.*

*Pathways of the West*: An Interactive PC Adventure Game for Helping Students Study Events and History in the American West Heritage Museum, Cache Valley, Utah. (2009). Initial release: April 2009. *Role: Project Coordinator, game concept, design and development. Target audience: middle school*

*Pathways of the West*: An Interactive Hand-held Mobile Game for Helping Students Study Events and History in the American West Heritage Museum, Cache Valley, Utah. (2009). Initial release: April 2009. *Role: Project Coordinator, game concept, design and development. Target audience: middle school*

*Voices of Spoon River*: An Interactive Fiction Game for Helping Students Study Classic Poetry Text. (2012). *Role: Project Coordinator, game concept, design and development. Target audience: middle school*

## Mobile Applications

- The Runner's Clinic; Android Platform, released 8/2012; iPhone Platform released 8/2013

## Digital Video

- *In-Patient Surgery at the Cache Valley Specialty Hospital*
- *Out-Patient Surgery at the Cache Valley Specialty Hospital*
- *Lumbar Fusion Rehabilitation at Mountain West Physical Therapy*
- *Meniscal Repair Rehabilitation at Mountain West Physical Therapy*
- *Medial Meniscectomy Rehabilitation at Mountain West Physical Therapy*
  - ❖ **Project Award: Bronze Telly Award (2008), In-Patient/Out-Patient Surgery at the Cache Valley Hospital**
- *SKI•HI Institute, Utah State University, Instruction for Deaf/Hard-of-Hearing Children*
  - ❖ **Project Awards: Gold Telly 2000 (nonbroadcast Emmy award), Silver Telly 2001 (nonbroadcast Emmy award), Videographer Award 2001, Aegis Award 2001**

## Contracts/Grants

### AWARDED:

#### PRINCIPAL INVESTIGATOR:

- **Paraeducator Training:** SKI•HI Research Institute, Department of Communicative Disorders Utah State University, Logan, UT (Award: \$1,000,000 Department of Education, CFDA: 84.029K)

#### GRANT WRITER; PROJECT COORDINATOR

- **Salt Lake Community College,** \$25,000, iPhone and Android design, creation and implementation of official Salt Lake Community College mobile application, Project Coordinator, September 2012-October 2012
- **Green Retro – SPARC + IDIAS Green Jobs Virtual Training,** \$35,000 Creating a modifiable automated assessment and replay/regen feature into our existing training 3D virtual environment training modules to expand the SLCC partnership into a Department of Labor project, Project Coordinator, July 2011-June 2012
- **Green Retrofitting Training Project,** \$35,765 The design and development of a prototype of a simulated training environment to augment instruction at Salt Lake Community College using HEAT technology, Project Coordinator, Investigator, January 2011-May 2011
- **Healthy Master, Healthy Pet – Virtual Pets to Prevent Obesity among Young Children in Limited-Income Families,** \$3,661,876 US Department of Agriculture NIFA, Grant Writer, May 2011-April 2016
- **USU Mobile Application,** \$21,339 iPhone and Android design, creation and implementation of official Utah State University mobile application, USU Public Relations Office, Project Coordinator, September 2010-May 2011
- **GeePerS\*MATH,** \$396,707 Steppingstones of Technology Innovation for Students with Disabilities, US Department of Education, Project Coordinator, September 2010-August 2012; CFDA 84.327A
- **Interactive Design for Instructional Applications and Simulations: IDIAS Institute,** \$2,350,000 Combined the components of simulation, interaction and design to inform technology research and develop commercially viable and innovative products. The Institute included USTAR funded faculty experts in the fields of: 1) Instructional Design and 2) Interactive Simulation and Related Assets. Funding source rerouted December, 2010.