

MICHELE MEINKE KROLL

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EDUCATION

ABD Ph.D. Learning Technologies and Design
SISLT (School of Information Sciences and Learning Technologies)
University of Missouri

Dissertation Title: "Exploring Social Virtual Reality Technology as a Dialogic Teaching Strategy in Online Courses in Comparison to Discussion Boards and Voice Thread"

EdS. Educational Technology Online Educator, SISLT-University of Missouri
Capstone Project: Game-Based Methods and Strategies for Training and Education Online Course

Educational Technology Certificate- Online Educator, SISLT- University of Missouri

M.S. Extension Education, University of Missouri

B.S. Human Development and Family Studies, Human Environmental Sciences,
University of Missouri

PROFESSIONAL CERTIFICATIONS

<i>Title</i>	<i>Organization</i>	<i>Month / Year</i>	<i>Certification Expire</i>
<i>Master Remote Work Professional Certification</i>	Utah State University Extension	July 2019	No
<i>How to Design for Augmented and Virtual Reality</i>	Interaction Foundation Design	July 2018	No
<i>Design Thinking</i>	Interaction Foundation Design	January 2018	No
<i>Information Visualization</i>	Interaction Foundation Design	January 2018	No
<i>Brain Science in Interaction Design</i>	Interaction Foundation Design	January 2018	No
<i>Gamification UX</i>	Interaction Foundation Design	November 2017	No
<i>UX Research Methods</i>	Interaction Foundation Design	October 2017	No

RESEARCH EXPERIENCE

Doctoral Research Assistant- School of Information Science and Learning Technologies

- Research internship as primary researcher for Exploring Students Use of Online Sources in Small Groups With an Augmented Reality-based Activity
- Assistant to Professor Isa Jahnke, conducting experimental design research
- Interactive Experience Lab team member conducting User Experience research using an online mobile learning app for journalism students
- Applied and Empirical data collector and analyzer

PUBLICATIONS

Jahnke, I. and Kroll, M., (2018) "Exploring Students' Use of Online Sources in Small Groups with an Augmented Reality-Based Activity: Group Dynamics Negatively Affect Identification of Authentic Online Information." *Heliyon* 4:22. <https://doi.org/10.1016/j.heliyon.2018.e00653>

Submitted:

Jahnke, I. and Kroll M., (2019) "Exploring Artifact-Generated Learning with Technologies and Co-design – Enhancing Active Learning in Higher Education" *Educational Technology and Research Development*.

INSTRUCTIONAL DESIGN AND TEACHING

2019-Ongoing	Master Remote Work Professional Certificate Course- Utah State University
2019	7310, Agile Project Development, College of Education: MU SISLT, Canvas
2019	Gamification Certificate Proposal, College of Education, MU SISLT, Canvas
2017	9471, Instructional Systems Design (Canvas)
	Student Teaching Assistant
	Designed Interactive Modules - Articulate Storyline
	<ul style="list-style-type: none">• Bloom's Stretch and Bloom's Battleship• ISD (Instructional Systems Design) Adventure• Learning Analytics
2016	Game-Based Methods and Strategies for Training and Education, Blackboard
2016	Designing and Teaching with Mixed Reality, Graduate Certificate Proposal
2016-Ongoing	Leadership Development

JURIED CONFERENCE PRESENTATIONS

2019	<u><i>Building and Implementing a Housing Site Information System Prototype</i></u> , International Community Development Society, Columbia, MO
2018	<u><i>Co-Designing Games for Learning with Technology-Experience from a Project for Non-IT Students</i></u> (Research Presentation), Association for Communications and Technologies International Conference, Kansas City, MO
2018	<u><i>Effective Design of Online Courses Promoting Meaningful Learning</i></u> (Round Table), Association for Communications and Technologies International Conference, Kansas City, MO

- 2017 *Using Mobile Technology and Augmented Reality to Create Interactive Digital Tourism Opportunities*, National Community Development Society, Big Sky MT
- 2017 *Using Technology as an Assessment Tool*, Annual Extension Summit, Columbia, MO
- 2016 *Interactive Print Using Augmented Reality*, eXtension National Conference, San Antonio, TX
- 2016 *4-H Volunteer Orientation using Articulate Storyline and Qualtrics*, eXtension National Conference, San Antonio, TX
- 2016 *Augmented Reality: A New Tool for Extension Professionals*, Webinar and Blog Series (National eXtension)

POSTERS

- 2016 *Beyond the Campus Walking Tour: An Augmented Learning eXpedition*, Mizzou Research Day
- 2016 *Beyond the Campus Walking Tour: An Augmented Learning eXpedition*, GLS Conference, Games, Learning and Society Conference

PROFESSIONAL CONFERENCE PAPER REVIEWER

- 2018 ICLS
 2016-2017 CHI
 2016 CSCL

PROFESSIONAL EXPERIENCE

University of Missouri Off-Campus Faculty- Community Economic Development Specialist,
 NTT Rank: Extension Professional

- Community Action Research
- Strategic Planning / Assessment
- Data Analysis and Trends

Learning Technology Related Course Design and Instruction:

- 2020 Engaging Audiences using Zoom: Using the Whiteboard and Break Out Rooms
- 2019 Using Collaborative Web 2.0 Tools for Meaningful Learning
- 2019 Using Social Media to Target your Audience
- 2018 How to Use Box
- 2018 Build your Board for Non-Profits (transferred from Blackboard to Canvas)
- 2018 WC CES- New Faculty Cohort Orientation and Onboarding, Canvas
- 2018 Using Screen Cast Software
- 2017 New Faculty Cohort Training, Canvas
- 2017 Qualtrics Tutorial: Building Assessments

2017 Which Website Platform should I use?
2016 Guidigo: Mobile App for Learning

UNIVERSITY SERVICE

2020 University of Missouri Assistant Vice Chancellor for Extension and Engagement Search Committee
2019- Ongoing Non-Tenure Track Faculty Promotion Committee
2019 University of Missouri Public Policy Institute Director Search Committee
2018- Ongoing New Extension Field Faculty Mentor
2017 New Extension Faculty Cohort Training Team Member
2016 SISLT Student Ambassador

PROFESSIONAL MEMBERSHIPS

2018 – Ongoing Association for Educational Communications and Technology (AECT)
2017 – 2018 Interaction Design Foundation (IDF)
2016 – 2019 Learning Technologies Graduate Students Association (LIGSA)
2016 – 2019 American Society for Information Science and Technology Students (ASSIS&T)

AWARDS AND RECOGNITIONS

Community Economic Development Collaborative Innovator Award
Superior Graduate Achievement Award
Nominated for Top 10 Women of the Lake in Leadership
Distinguished Service Award- National Association of Extension 4-H Agents
Fort Leonard Wood Generals Coin Quality People Award
University of Missouri Extension Teamwork Award
Project PASS 21st Century Learning Grant Achievement in 4H Afterschool Programs
National Extension Leadership Development Institute
Missouri Extension Leadership Development Institute
Outreach and Extension Teamwork Award
Certificate of Achievement for Outstanding Contributions to Volunteers in Overseas Cooperative Assistance and Farmers Women Association of Lithuania
Regional Program Leader Award

RESEARCH INTERESTS

Investigations to improve the pedagogical ecology of web 2.0 technologies that support meaningful and collaborative online learning by developing and designing new methods for teaching and learning using immersive technologies.

Learning Technologies and Design Competencies:

Design learning environments;
Develop learning systems apps;

Understand usability, user experience, new technology and communication;
Learn best practices for needs assessment, task analysis and course design and development;
Designing, facilitating and evaluating online discussions;
Promoting student engagement and motivation in online learning environments;
Understanding unique characteristics of online learning environments;
Selecting appropriate technology tools and learning objects to support online learners;
Using learning management systems to support and deliver online learning;
Seeking for and evaluating Internet-based information and resources used to enhance online learning.

Skills:

Learning Management Systems (Canvas, Moodle, Sakai, Blackboard, and Articulate Storyline)
Visualization Technologies (Augmented and Virtual Reality)
Social Media, Webpages, Pod Casts, Blogs and Vlogs, Screen Casting, Infographics, e-books
Mobile Interactive Heritage Tourism Apps
Mobile and Web Based Usability Research through Information Experience Lab (IE Lab)
PowerPoint, Emaze, Prezi, e- Books
Qualtrics Evaluation Tool
Formative Evaluation
Summative Evaluation
Technology Action Research
Project Management- Trello, Basecamp, Slack, Concept Mapping