# CURRICULUM VITAE
**Enrico Gandolfi**
College of Education, Health and Human Services
Kent State University
312 Moulton Hall
Kent, OH 44242
+1 (330) 861-2700
egandol1@kent.edu

## PROFESSIONAL PREPARATION

| | | | | |
|---|---|---|---|---|
| 2017 | Kent State University | Kent, Ohio | Educational Technology Media Studies | Post-Doc |
| 2014 | La Sapienza University | Rome, Italy | Social and Media Studies | Ph.D. |
| 2021 | Kent State University | Kent, Ohio | Public Health | M.P.H. |
| 2010 | LUISS Guido Carli University | Rome, Italy | Communication Studies | M.A. |
| 2007 | Alma Mater Studiorum University | Bologna, Italy | Political Sciences | B.A. |

*Education abroad*

February 2013 - June 2013.     **Visiting researcher**
School of Information Sciences, University of Tampere, Finland

*Other qualifications*

2013.     **International school of introduction to automatic analysis of texts and to methods and models of text mining**
Faculty of Economics, La Sapienza University of Rome, Italy

## ACADEMIC APPOINTMENTS

2020-present     **TT Assistant Professor of Educational Technology**
**Kent State University, Kent, Ohio**

2017-2019     **NTT Assistant Professor of Educational Technology**
**Kent State University, Kent, Ohio**
.
2015-2017     **Post-Doctoral Research Fellow, Research Center for Educational Technology**
**Kent State University, Kent, Ohio**

2010-2014     **Associate Researcher**
**LUISS Guido Carli University of Rome, Italy**

2013     **Visiting researcher**
**School of Information Sciences, University of Tampere, Finland**

2011-2014     **Academic tutor**

**LUISS Guido Carli University of Rome, Italy**

## PROFESSIONAL APPOINTMENTS

| | |
|---|---|
| 2015-2017 | **Gamification/gaming consultant** |
| | A little bit (Italian company focused on online communications and gaming) |
| 2011-2013 | **Academic Tutor** |
| | ANICEC (Italian online master on new media and communication) |
| 2010-2011 | **Project Manager** |
| | AIOMI (association about the promotion of digital games in Italy) |

## PUBLICATIONS

### *Journal articles (peer reviewed)*

Tang, T., Cooper, R., & **Gandolfi, E.** (in press). Interactive within Structures: Understanding Ethnicity, Esports Uses and Effects. *Howard Journal of Communications*.

Fung, K., Smith, S., & **Gandolfi, E.** (2022). Minecraft Education Edition in foreign language education: Pre-service teachers' reasons for acceptance and integration. *Journal of Language Teaching, 2*(10), 17-28.

**Gandolfi, E.**, Ferdig, R. E., & Kosko, K. W. (2022). Preservice teachers' focus in 360 videos of classroom instruction: Understanding the role of presence, ambisonic audio, and camera placement in immersive videos for future educators. *Journal of Technology and Teacher Education, 30*(3), 321-339

Ferdig, R. E., Kosko, K. W., & **Gandolfi, E.** (2022). Using the Covid-19 Pandemic to Create a Vision for XR-Based Teacher Education Field Experiences. *Journal of Technology and Teacher Education, 30*(2), 239-252

Baumgartner, E., Ferdig, R. E., & **Gandolfi, E.** (2022). Exploring the Impact of Extended Reality (XR) on Spatial Reasoning of Elementary Students. *TechTrends*. Doi: 10.1007/s11528-022-00753-6

Raber, J., Ferdig, R. E., **Gandolfi, E.**, & Clements, R. (2022). An analysis of motivation and situational interest in a location-based augmented reality application. *Interaction Design and Architecture(s) Journal – IxD&A*, 52, 198 – 220. Doi: 10.55612/s-5002-052-011

**Gandolfi, E.** (2022). Playing is just the beginning: Social Learning dynamics in game communities of inquiry. *Journal of Computer-Assisted Learning*, *38*(4), 1062-1076. Doi: 10.1111/jcal.12663

**Gandolfi**, E., Ferdig, R. E., & Clements, R. (2022). Streaming code across audiences and performers: An analysis of Computer Science communities of inquiry on Twitch.tv. *British Journal of Educational Technology*. Doi: 10.1111/bjet.13207

Kosko, K. W., Heisler, J., & **Gandolfi, E.** (2022). Using 360-degree video to explore teachers' professional noticing. *Computers and Education*, *180*, 1-13

**Gandolfi, E.**, Ferdig, R. E., & Soyturk, I. (2021). Evaluating U.S. gamers' metacognitions about digital entertainment: Validation of Metacognitions about Online Gaming Scale in the U.S. context. *Journal of Affective Disorders*, 295, 954-959

**Gandolfi, E**., & Gandolfi, S. (2021). Playing across the social zone: Animal Crossing, gaming communities and connectedness in a time of crisis. *Academicus*, *23*, 41-51

**Gandolfi, E.,** Austin, C., Heisler, J., & Zolfaghari, M. (2021). Immersive Presence for Future Educators: Deconstructing the concept of presence in extended reality environments for preservice teachers. *Journal of Technology and Teacher Education, 29*(3), 339-367

**Gandolfi, E.,** Ferdig, R. E., Kratcoski A., Blank, J. ... Clements, R. (2021). GLARE: An Open Source Augmented Reality Platform For Location-Based Content Delivery. *International Journal of Virtual and Augmented Reality*, *5*(1), 1-19

**Gandolfi, E.** & Ferdig, R. E. (2021). Sharing dark sides on game-service platforms. *Convergence*, *28*(2), 468-487)  https://doi.org/10.1177/13548565211028809

**Gandolfi, E**., Ferdig, R. E., & Soyturk, I. (2021). Exploring the learning potential of online gaming communities: An application of the Game Communities of Inquiry Scale. *New Media & Society*, https://doi.org/10.1177/14614448211027171

**Gandolfi,** E., Ferdig, R. E., & Kratcoski, A. (2021). A new educational normal an intersectionality-led exploration of education, learning technologies, and diversity during COVID-19. *Technology in Society*, *66*, 101637

**Gandolfi, E.**, Ferdig, R. E., & Kosko, K. W. (2021). Situating presence within extended reality for teacher training: Validation of the eXtended Reality Presence Scale (XRPS) in preservice teacher use of immersive 360 video. *British Journal of Educational Technology, 52*(2), 824-841

Ferdig, R. E., Kosko, K. W., & **Gandolfi, E.** (2020). Effect and influence of ambisonic audio in viewing 360 video. *Journal of Virtual Worlds Research. 13*(2-3), 1-14

Soyturk, I., **Gandolfi, E.**, & Ferdig, R. E. (2020). Development of a Game Communities of Inquiry Scale (GCoIS). *International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)*, *12*(3), 1-22

Hassler, D., Pytash, K. E., Ferdig, R. E., Mucha, N., & **Gandolfi, E.** (2020). The Use of Digital Poetry to Inform Preservice Teacher Education and In-Service Teacher Professional Development During COVID-19. *Journal of Technology and Teacher Education, 28*(2), 403-413

**Gandolfi, E.** & Antonacci, F. (2020). Beyond evil and good in online gaming: An analysis of violence in Overwatch between demonization and proactive values. *The Journal of Virtual Worlds Research, 13*(1), 1-17

**Gandolfi, E.** & Ferdig, R. E. (2019). Beating a fake normality: The phenomenon of e-athletes with special needs on Twitch.tv. *Well-Played, 8*(3), 63-88

**Gandolfi, E.**, & Sciannamblo, M. (2019). Unfolding female quiet in wargames: gender bias in Metal Gear Solid V: The Phantom Pain from representation to gameplay. *Feminist Media Studies*, *19*(3), 331-347

**Gandolfi, E.**, Gandolfi, S. & Cerasi, G. (2019). It is dangerous to play alone, share this! Simulacra and simulations via inter-generational games. *Well-Played, 8*(2), 23-48

**Gandolfi, E.** (2019). Playing the post 9/11 on game service platforms: Premediation in The Division via Twitch.tv and Steam. *Convergence***,** *25*(5-6), 826-847

**Gandolfi, E.** & Clements, R. (2019). Alternative embodied cognitions at play: Evaluation of audio-based navigation in virtual settings via interactive sounds. *The Journal of Virtual Worlds Research, 12*(1), 1-14

**Gandolfi, E.** & Ferdig, R. E. (2018). Scratching the coding surface: Tackling algorithms for inclusion and learning. *International Journal of Information and Learning Technology, 35*(5), 368-378

**Gandolfi, E.** (2018). Enjoying death among gamers, viewers, and users. A network visualization of Dark Souls 3's trends on Twitch.tv and Steam platforms. *Information Visualization*, *17*(3), 218-238

**Gandolfi, E.** (2018). You have got a (different) friend in me; Asymmetrical roles in gaming as potential ambassadors of computational and cooperative thinking. *E-Learning and Digital Media, 15*(3), 128-145

**Gandolfi, E.** (2018). Playing, debugging, learning: A proposal between Game and Instructional Designs via extended prototyping. *E-Learning and Digital Media, 15*(2), 67-92

**Gandolfi, E.** (2017). Gaming mirrors at play through ludic data-selves. *Academicus, 16*, 88-104

**Gandolfi, E.** & Semprebene, R. (2017). Trailers in between short video forms from digital games to movies and back. *Quaderns de Cine*, *12*, 51-60

**Gandolfi, E.** (2017). Beyond Diagonal Sciences: Applying Roger Caillois's Concepts of Symmetry and Dissymmetry to Journey. *Games and Culture*, *12*(4), 361-380

**Gandolfi, E.** (2016). In the meme of a twitting Pope. *Rassegna Italiana di Sociologia*, *57*(4), 775-794

**Gandolfi, E.** (2016). Subjective temporalities at play. *Simulation and Gaming*, *47*(6), 720-750

**Gandolfi, E.** & Semprebene, R. (2016). The imaginative embrayage through gaming deconstructions. *Im@go*, *7*(2), 57-71

Mariani, I. & **Gandolfi, E.** (2016). Negative experiences as learning trigger: A play experience empirical research on a Game for Social Change case study. *International Journal of Game-Based Learning*, 6(3), 50-74

**Gandolfi, E.** (2016). To watch or to play, it is in the game: The game culture on Twitch.tv among performers, plays and audiences. *Journal of Gaming and Virtual Worlds, 8*(1), 63-82

**Gandolfi, E.** (2015). Once Upon a Bit: Ludic identities in Italy, from militant nostalgia to frivolous divertissement. *Compaso*, *6*(1), 115-131

**Gandolfi, E.** & Semprebene, R. (2015). Playing the game in the opening scene. *G/A/M/E*, *4*. http://www.gamejournal.it/gandolfi_play/

**Gandolfi, E.** (2015). The online dream of old ludi. *Reset - Social Science Research on the Internet*, *4*. https://reset.revues.org/506

**Gandolfi, E.** (2013). La game industry. Istantanea di una dinamica industria creativa (translation: The game industry. Overview of a dynamic creative industry). *La critica sociologica*, *187*(3), 35-46

**Gandolfi, E.** (2013). For a metaphorical tool to evoke identity: the tomen. *Academicus*, *13*, 43-52

***Conference proceedings (peer reviewed)***

**Gandolfi, E.**, Vongunten, E. & Shihab, R. (2022). Updating the game for a new today: In-service teachers' perspectives on online gaming and education during the pandemic. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 1648-1653). San Diego, CA: Association for the Advancement of Computing in Education (AACE).

Kosko, K. W., Ferdig, R. E., & **Gandolfi, E.** (2021). Noticing mathematics from multiple perspectives. In D. Olanoff, K. Johnson, & S. Spitzer (Eds.), *Proceeding of the 43rd annual meeting of the North American Chapter for the Psychology of Mathematics Education* (pp. 1787-1788). Philadelphia, PA: PME-NA.

Kosko, K. W., Yang, Y., Austin, C., Guan, Q., **Gandolfi, E.**, & Go, Z. (2021). Examining preservice teachers' professional noticing of students' mathematics through 360 video and machine learning. In D. Olanoff, K. Johnson, & S. Spitzer (Eds.), *Proceeding of the 43rd annual meeting of the North American Chapter for the Psychology of Mathematics Education* (pp. 1649-1658). Philadelphia, PA: PME-NA.

Ferdig, R. E., **Gandolfi, E.,** Clements, R., Lenart, C., Kratcoski, A., & Lu, C. C. (2020). Social Engagement in Layers of History: An XR experience of the May 4th Shootings. In *Frameless symposium 2020*. Retrieved from: https://www.rit.edu/framelesslabs/sites/rit.edu.framelesslabs/files/symposium2020/Frameless2020_paper_23.pdf

Ferdig, R. E., **Gandolfi, E.**, & Kosko, K. W. (2020). Preservice teacher noticing and perceptual capacity with 360 video and VR headsets. In *Proceedings of the Society for Information Technology & Teacher Education* (pp. 724-726). New Orleans, LA: Association for the Advancement of Computing in Education (AACE).

**Gandolfi, E.**, Ferdig, R. E., & Kosko, K. W. (2020). The extended reality presence scale. In *Proceedings of the Society for Information Technology & Teacher Education* (pp. 1011-1017). New Orleans, LA: Association for the Advancement of Computing in Education (AACE).

Baumgartner, E., **Gandolfi, E.**, & Ferdig, R. (2019). Collaborative Gaming as an Agent of Motivation to Increase Retention in Online Learning. In *E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education*. Waynesville, NC: Association for the Advancement of Computing in Education (AACE).

**Gandolfi, E.** (2016). The rise of the mediated play: The dialogue between technology, gaming and meta-perspectives in Italy. In AA. VV. (Eds.) *Play 3*. Oxford, United Kingdom: Inter-Disciplinary Press.

**Gandolfi, E.** & Mariani, I. (2014). The game as social activator, between Design and Sociology. In C. Coletta, S. Colombo, P. Magaudda, A. Mattozzi, L. L. Parolin & L. Rampino (Eds.) *A Matter of Design. Proceedings of the V STS Italia Conference*. Milan, Italy: STS Italia.

**Gandolfi, E.** (2013). The playing diorama. In K. Mitgutsch, S. Huber, H. Rosenstingl, M. Wagner & J. Wimmer (Eds.) *Context matters! Exploring and reframing games and play in Context*. Vienna, Austria: New Academic Press.

**Gandolfi, E**. (2012). L'Otto per mille, crocevia di una core culture (translation: The 8X1000, crossroad of a core culture). In Olavarría, M. E. & Roldán, V. (Eds.) *Libera Chiesa in libero Stato*. Florence, Italy: Mauro Pagliai Editore.

**Gandolfi, E.** (2011). Virtual nodes as erosion. In E. De Blasio, M. Hibberd, & M. Sorice (Eds.) *Leadership and new trends in political communication*. Rome, Italy: CMCS Working Papers.

***Book chapters (peer reviewed)***

**Gandolfi, E.**, & Ferdig, R., & (in press). Esports. In M. Tirino (Ed.) *Media and sport*. Milan, Italy: Carocci

Ferdig, R., & **Gandolfi, E.** (in press). Education. In B. Perron (Ed.) *The Routledge Companion to Video Game Studies* (second edition). New York, NY: Routledge.

Antonacci, A., & **Gandolfi, E.** (in press) On the concept of immersion. In F. Bettini (Ed.) *Heritage 5.0*. Milan, Italy: Il Mulino.

**Gandolfi, E.** (in press). Immersive technologies for cultural heritage. In F. Bettini (Ed.) *Technology and Art*. Milan, Italy: Il Mulino.

Ferdig, R., **Gandolfi, E.**, & Baumgartner, E. (2021). Games and Simulations. In R. E. Ferdig, E. Baumgartner & E. Gandolfi (Eds.) *Teaching the Game: An interdisciplinary collection of game course syllabi* (pp. 314-363). Pittsburgh, PA: ETC Press

**Gandolfi, E.** (2021). Italy. In J. M. Wolf (Ed.) *Encyclopedia of Video Games* (2nd edition). Santa Barbara, CA: ABC-CLIO.

Kosko, K. W., Roche, L., Ferdig, R. E., **Gandolfi, E.**, & Kratcoski, A. (2021). Integrating 360 media in teaching and teacher education. In R. E. Ferdig & K. Pytash (Eds.), *What teacher educators should have learned from 2020* (pp. 243-253). Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/p/219088/

**Gandolfi, E**., & Kratcoski, A. (2020). Coping during Covid-19: Building a Community of Practice (CoP) for technology integration and educational reform in a time of crisis. In R. E. Ferdig, E. Bamugartner, R. Hartshorne, R. Kaplan-Rakowski, & C. Mouza (Eds.), *Teaching, technology, and teacher education during the COVID-19 pandemic: Stories from the field* (pp. 169–173). Association for the Advancement of Computing in Education.

**Gandolfi, E.** (2020). eSports. In M. B. Carbone (Ed.) *Italian videogames right here right now*. Milan, Italy: Mimesis.

**Gandolfi, E.** (2019). Fortnite. In K. S. Schrier (Ed.) *100 Games to Use in the Classroom & Beyond* (pp. 156-159). Pittsburgh, PA: ETC Press.

**Gandolfi, E.** (2019). Fallout Shelter, ideo cards and participative design. In K. S. Schrier (Ed.) *100 Games to Use in the Classroom & Beyond* (pp. 141-144). Pittsburgh, PA: ETC Press.

**Gandolfi, E.** (2018). Watching from the shoulders of Giants: eSports and Streamers with special needs on Twitch.tv. In M. Bittanti & **E. Gandolfi** (Eds.) *Game Videos: Streaming, performance, spectacle* (original title: *Giochi video: streaming, performance, spettacolo*). Milan, Italy: Mimesis.

**Gandolfi, E.** (2018). Augmented Reality – Virtual Reality. In K. Kennedy & R. E. Ferdig (Eds.) *Handbook of Research on K-12 Online and Blended Learning* (updated edition). Pittsburgh, PA: ETC Press.

**Gandolfi, E.**, Ferdig, R. E., & Immel, Z. (2018). Augmented Reality. In J. Voogt and G. Knezek, R. Christensen & K. W. Lai (Eds.) *International Handbook of Information Technology in Primary and Secondary Education* (Second Edition). New York, NY: Springer.

Ferdig, R. E., **Gandolfi, E.**, & Immel, Z. (2018). Immersive Virtual Reality. In J. Voogt and G. Knezek, R. Christensen & K. W. Lai (Eds.) *International Handbook of Information Technology in Primary and Secondary Education* (Second Edition). New York, NY: Springer.

**Gandolfi, E.** (2017). Empirical triangulation: Applying multiple methods to explore religion and myth through video games. In V. Sisler, K. Radde-Antweiler & X. Zeiler (Eds.) *Video Games and Religion: Research Methods*. London, UK: Routledge.

**Gandolfi, E.** (2017). Colpire, incidere, rinascere: violenze sacre e sacre dissimmetrie nell'intrattenimento digitale (translation: Hitting, cutting, reviving: Sacred violence and dissymmetry in digital entertainment). In F. Antonacci (Ed.) *Il cielo e i violenti*. Bologna, Italy: Franco Angeli.

**Gandolfi, E.** (2015). Italy. In J. M. Wolf (Ed.) *Video games around the world*. Cambridge, MA: The MIT Press.

**Gandolfi, E.** (2014). Modularità ludiche (translation: The ludic modularities). In M. Bertolo & I. Mariani (Eds.) *Game design. Gioco e giocare tra teoria e progetto*. Turin, Italy: Pearson.

**Gandolfi, E.** (2013). Migranti cattolici a Roma, terra straniera e patria d'elezione (translation: Catholic migrants in Rome). In M. I. Macioti (Ed.) *Religioni a Roma*. Rome, Italy: Aracne.

**Gandolfi, E.** (2013). Religioni a Roma. La complessa articolazione delle diverse presenze religiose (translation: Religions in Rome. The complex articulation of the religious presences in the capital). In E. Pace (Ed.) *Le religioni nell'Italia che cambia*. Rome, Italy: Carocci.

**Gandolfi, E.** (2012). The game press. In M. Sorice (Ed.) *Assessing Communication*. Rome, Italy: LUISS University Press.

**Gandolfi, E.** (2010). Game at play. In E. Blasio & P. Peverini (Eds.) *Open Cinema*. Rome, Italy: Edizioni Fondazione Ente dello Spettacolo.

### *Edited publications*

Baumgartner, E., Ferdig, R., & **Gandolfi, E.** (Eds.) (2021). *Teaching the Game: An interdisciplinary collection of game course syllabi*. Pittsburgh, PA: ETC Press.

Miller, R.T., & **Gandolfi, E.** (2020). *English for Information Technology*. Amman: Al-Quds Open University Publications.

**Gandolfi, E.**, Ferdig, R., & Calabria, K. (Eds.) (2018). *Digital Entertainment for Special Needs, Special Needs for Digital Entertainment*. Special issue on Digital Games and Special Needs. *G/A/M/E journal*.

Bittanti, M. & **Gandolfi, E.** (Eds.) (2018). *Game Videos: Streaming, performance, spectacle* (original title: Giochi video: streaming, performance, spettacolo). Milan, Italy: Mimesis.

### *Monographs*

**Gandolfi, E.** (2015). *Independent videogames among culture, communication and participation* (original title: Videogiochi indipendenti tra cultura, comunicazione e partecipazione). Milan, Italy: Unicopli (Ludologica book series).

**Gandolfi, E.** (2014). *Nerd generation* (original title: Generazione Nerd). Milan, Italy: Mimesis.

**Gandolfi, E.** (2011). *Console drivers: how to use digital games in education* (original title: Piloti di console: come usare i videogiochi a scopo educativo). Milan, Italy: Edizioni Paoline

*Other publications*

**Gandolfi, E.** (2018). La storia della bambina che nacque senza testa (translation: the story of the girl born with no head). In M. Sciannamblo (Eds.) *La rivincita della nerd*. Milan, Italy: Mimesis.

**Gandolfi, E.** (2018). La storia della bambina che nacque senza testa (translation: the story of the girl born with no head). In M. Sciannamblo (Eds.) *La rivincita della nerd*. Milan, Italy: Mimesis.

Ferdig, R. E., Pytash, K. E., Kosko, K. W., **Gandolfi, E.**, & Mathews, R. (2016). Use and perceptions of mobile applications and technologies by those interested in special education. *www.spedapps.kent.edu*. Retrieved from http://spedapps.kent.edu/2016survey.pdf.

Pytash, K. E., Ferdig, R. E., **Gandolfi, E.**, & Mathews, R. (2016). Using Literacy Apps in Special Education. *www.literacyworldwide.org*. Retrieved from https://www.literacyworldwide.org/blog/literacy-daily/2016/07/21/using-literacy-apps-in-special-education

**Gandolfi, E.** (2016). *Sulle barricate d'ogni pixel e luogo* (translation: on the barricades of every place and pixel). In AA. VV. (Eds.) *Nativi videoludici*. Milan, Italy: Lulu PR.

**Gandolfi, E.** (2014). *Il gamescape del larp* (translation: The larp gamescape). In Ferri, G. & Trenti, L. (Eds.) *Il larp in realtà*. Bologna, Italy: Larp Symposium.

**Gandolfi, E.** (2013). *The gamescape*, Rome, Italy: CMCS Working Papers.

**Gandolfi, E.** (2013). The two dimensions as a metaphor of control in gaming landscapes (critical notes). *G/A/M/E*, *2*(2). Retrieved from http://www.gamejournal.it

*Media appearance*

Webster, G. (2019). *Living the stream* – Documentary about Twitch.tv (Role: featured speaker)


**RESEARCH EXPERIENCE**

2021-2023    *Esports for STEM in high school.* GAR Foundation.
             Role: key personnel
             Status: funded ($15,000.00)

2022         *Influence of Virtual Reality on the Expressive Language Skills of Children with Autism*. Mid-Career EHHS internal SEED Awards
             Role: CO-PI
             Status: funded ($5,000.00)

2021-2022    *Subgrants for Partners Increasing the Number of Students Earning Industry-Recognized Credentials.* Ohio Department of Education – Opportunity Name: RemotEDx.
             Role: PI
             Status: funded ($45,000.00)

2021-2022    *Immersed in Deep Learning with Extended Reality (XR).* Martha Holden Jennings Foundation.
             Role: key personnel

Status: funded ($15,000.00)

2020    *Immersive reality for learning.* University Research Council grants
        Role: PI
        Status: funded ($2,500.00)

2019-2022    *Design and implementation of immersive representations of practice.* National Science
             Foundation – Opportunity Name: Discovery Research PreK-12 (DRK-12).
             Role: Key Personnel.
             Status: funded ($1,488,759.00).

2019-2021    *Social Engagement in Layers of History: Instant Creation of Universal Access to Humanities
             Content.* National Endowment for Humanities – Opportunity Name: Digital Projects for the
             Public (production level).
             Role: CO-PI.
             Status: funded ($175,000.00).

2019    *Al Quds Open University project.* Al Quds Open University & U.S. government.
        Role: Key Personnel
        Status: funded ($30,000.00).

2017-2019    *Layers of History: Experiencing May 4, 1970 and Its Legacy*. National Endowment for
             Humanities – Opportunity Name: Digital Projects for the Public (prototype level).
             Role: CO-PI.
             Status: funded ($75,000.00).

2015-2016    *Exploring Mobile Apps for Special Education STEAM Teaching and
             Learning.* AT&T Foundation, Kent State University, OH, U.S.
             Role: Key Personnel
             Status: funded ($100,000.00).

2012    *La vittima di tratta* (translation: the human traffic victim), International Organization for
        Migration (IOM) – Italian division, Rome, Italy.
        Role: Senior Researcher

2012    *Political communication on Twitter*, LUISS Guido Carli University of Rome, Italy.
        Role: Researcher

2011    *Il pluralismo* (translation: The pluralism), LUISS "Guido Carli" University of Rome, Italy.
        Role: Junior Researcher

2011-2012    *In Italia, religiosamente diversi (Prin)* (translation: In Italy, religiously different), Department
             of Social and Economic Sciences, La Sapienza University of Rome, Italy.
             Role: Senior Researcher

2011    *RAI, lo specchio deformato*, (translation: RAI, the deformed mirror), LUISS "Guido Carli"
        University of Rome, Italy.
        Role: Researcher

**TEACHING EXPERIENCE SINCE ACADEMIC YEAR 2020/21**

**Spring 2023**
PH-20010-202110: INTRODUCTION to PUBLIC HEALTH INFORMATICS
EMAT-40999-202080: INTERDISCIPLINARY PROJECTS

**Fall 2022**
HPM-ST-80195-60195-40195: INTERPROFESSIONAL EXPERIENCE
HPM-ST-80195-60195-40195: INTERPROFESSIONAL RESPONSE
EMAT-40999-202080: INTERDISCIPLINARY PROJECTS

**Summer 2022**
ETEC-67434-77434: EMERGING TECHNOLOGIES FOR EDUCATION
ETEC-47495-14482: SOCIAL MEDIA, GAMING, AND EXTENDED REALITIES

**Spring 2022**
PH-20010-202110: INTRODUCTION to PUBLIC HEALTH INFORMATICS

**Fall 2021**
EMAT-40999-202080: INTERDISCIPLINARY PROJECTS

**Summer 2021**
ETEC-67434-77434: EMERGING TECHNOLOGIES FOR EDUCATION
HPM – ST – 80195- 60195-40195: INTERPROFESSIONAL RESPONSE

**Spring 2021**
EMAT-40999-202080: INTERDISCIPLINARY PROJECTS
PH-20010-202110: INTRODUCTION to PUBLIC HEALTH INFORMATICS

**Fall 2020**
EMAT-40999-202080: INTERDISCIPLINARY PROJECTS
ETEC-67426-77426-202080: MANAGING SCHOOL TECHNOLOGIES

*Courses developed*
ETEC-67434-77434: EMERGING TECHNOLOGIES FOR EDUCATION
HPM-ST-80195-60195-40195: INTERPROFESSIONAL RESPONSE
HPM-ST-80195-60195-40195: INTERPROFESSIONAL EXPERIENCE
PH-20010-202110: INTRODUCTION to PUBLIC HEALTH INFORMATICS

**TEACHING EXPEIRENCE BEFORE ACADEMIC YEAR 2020/2021**

67435/ 77435 - ETEC - VIRTUAL REALITY AND AUGMENTED REALITY.
Taught course Spring 2017, Spring 2019, Spring 2020

39525 - ETEC - EDUCATIONAL TECHNOLOGY.
Taught course Fall 2017, Spring/Fall 2018, Spring/Fall 2019, Spring 2020

67426/77426 - ETEC - MANAGING SCHOOL TECHNOLOGIES.
Taught course Fall 2019, Fall 2020

67410/77410 - ETEC - SIMULATIONS AND GAMES IN EDUCATION.

Taught course Spring/Fall 2018

67420/77420 - ETEC - RESEARCH ISSUES IN EDUCATIONAL TECHNOLOGY.
Taught course Summer 2018

47403/57403 - ETEC - INSTRUCTIONAL DESIGN.
Taught course Fall 2017, Summer 2018

## GRADUATE STUDENTS SERVED

*Graduated PhD Students served (committee member):*

- Jennifer Green (ITEC); title: *IF A PICTURE IS WORTH A THOUSAND WORDS, WHAT IS A VIDEO WORTH? THE IMPACT OF VIDEO ON INTERACTION AND REFLECTION IN THE POST-OBSERVATION CONFERENCE* (defended December 2018)
- Ediz Lutf Kaykayoglu (ITEC); title: *CULTURAL INTELLIGENCE AND STUDENT ACTIVITY IN A LEARNING MANAGEMENT SYSTEM* (defended October 2019)
- Emily Baumgartner (ITEC); title: *THE IMPACT OF VIRTUAL REALITY AND 360-DEGREE VIDEO ON SPATIAL REASONING SKILLS IN ELEMENTARY STUDENTS* (defended May 2020)
- Riza Memis (Evaluation and Measurement); title: *EXAMINING THE RELATIONSHIP BETWEEN MIDDLE SCHOOL STUDENTS' USE OF LEARNING STRATEGIES, SELF-EFFICACY, AND MATH ACHIEVEMENT: MEASURE DEVELOPMENT AND A STRUCTURAL MODEL* (defended June 2021)
- Ilker Soyturk (Evaluation and Measurement); title: *THE REVISED TEST ANXIETY-ONLINE-SHORT FORM SCALE: BIFACTOR MODELING* (defended July 2021)
- Maggie Cogar (Journalism); title: *GATEKEEPING IN SCHOLASTIC JOURNALISM: EXAMINING FACTORS THAT PREDICT STUDENT CONTENT DECISIONS* (defended July 2021)
- Jim Raber (ITEC); title: *ANALYSIS OF MOTIVATION, SITUATIONAL INTEREST, AND AUGMENTED REALITY* (defended March 2020)

*Graduated PhD Students served (graduate faculty representative):*

- Tracey Dodson; title: *EXAMINING THE IMPACT OF EXPERT MODELING VIDEOS ON NURSING STUDENTS' SIMULATION COMPETENCY* (defended February 2022)
- Janet Reed; title: *EXPLORING THE IMPACT OF SIMULATION ANXIETY ON CLINICAL JUDGMENT FOR NURSING STUDENTS* (defended February 2022)
- Fitim Krasniqi; title: *CURRICULUM TRADITIONS IN TEACHER PREPARATION: A MIXED METHODS STUDY OF KOSOVO TEACHER EDUCATORS' VIEWS ON EFFECTIVE TEACHER PREPARATION* (defended March 2022)

*PhD Candidate supervised (Chair):*

- Yong Tong (ETEC)

*PhD Students supervised*

- Jacob Morella
- Sk Rezwan Shihab
- Jennifer Petit
- Jacob Hauman

*PhD Candidate supervised (Co-chair):*

- Megan Brannon (ETEC); title: *EXPLORING THE IMPACT OF DESIGN THINKING ON CREATIVITY IN PRESERVICE TEACHERS* (defended March 2022)

*Master Thesis supervised:*

- Kathryn Damicone (ETEC); title: *TECHNOSTRESS: MEASURING, DESCRIBING, AND IDENTIFYING CAUSES OF TEACHERS' TECHNOLOGICAL STRESS DURING THE COVID19 GLOBAL PANDEMIC* (defended July 2021)

*Doctoral (EdD) Students Supervised:*
- Lois Hawkins
- Lance Williams
- Lana Whitehead
- Renee Romine
- Matt Mills
- Addie Mathey
- Emilee Richerson
- Uchenna Youngblood
- Jason Boergerhoff

# EVENTS ORGANIZED

2012    *In Italia, religiosamente diversi* (academic conference), La Sapienza University of Rome, Italy, 5-6th of June.

2011    *Film and Faith* (academic conference), Pontifical Lateran University, Rome, Italy, 1-2nd of December.

2011    *Leadership, leaders and new trends in political communication* (academic conference), LUISS "Guido Carli" University of Rome, Italy, 20-21th of May.

2010    *The game of tomorrow* (videogames exhibit). Game room of Carpi, Modena, Italy, 24-28th of November.

2010    *CVG Festival* (entertainment event on technology, videogames and fiction), Villa Torlonia, Rome, Italy, 7-9th of May.

# PEER REVIEWED NATIONAL AND INTERNATIONAL PRESENTATIONS

**Gandolfi, E.**, Austin, C. K., Zolfaghari, M., Kosko, K. W., & Ferdig, R. E. (April, 2023). *Being present in eXtended Reality: Analyzing how Pre-Service Teachers' presence changes in immersive learning environments*. Research Report presented at the 2023 American Education Research Association conference. Chicago, IL.

**Gandolfi, E.**, Ferdig, R. E., & Seger, J. (March, 2023). *How Augmented Reality production can support educators' attitudes toward technology and their learning environment.* hosted at the Society for Information Technology and Teacher Education 2023 conference. New Orleans, LA.

**Gandolfi, E.**, & Clements, R. (October, 2022). *We don't need no (formal) education: Students' engagement and public pedagogies on the social platform Discord*. Research report presented at the 2022 Association for Educational Communications and Technology conference. Las Vegas, NE.

**Gandolfi, E.**, & Pytash, K. (October, 2022). *Crafting Preservice Teachers' Engagement: the Potential of Minecraft.edu for Multimodal Literacy in Higher Education*. Research report presented at the 2022 Association for Educational Communications and Technology conference. Las Vegas, NE.

**Gandolfi, E.**, Vongunten, E., & Shihab, R. (April, 2022). *Updating the game for a new today: In-service teachers' perspectives on online gaming and education during the pandemic*. Roundtable hosted at the Society for Information Technology and Teacher Education 2022 conference. San Diego, California.

Kosko, K. W., Ferdig, R. E., & **Gandolfi, E.** (October, 2021). *Noticing mathematics from multiple perspectives*. Poster presented at the 43rd annual meeting of the North American Chapter for the Psychology of Mathematics Education. Philadelphia, PA.

Kosko, K. W., Yang, Y., Austin, C., Guan, Q., **Gandolfi, E**., & Go, Z. (October, 2021). *Examining preservice teachers' professional noticing of students' mathematics through 360 video and machine learning*. Research Report presented at the 43rd annual meeting of the North American Chapter for the Psychology of Mathematics Education. Philadelphia, PA.

**Gandolfi, E.**, Ferdig, R. E., & Kosko, K. W. (July, 2021). *Observing, Noticing, & Experiencing (ONE): Using extended reality for pre-service teacher training and professional development*. Workshop hosted at Connected Learning Summit online.

Kosko, K. W., Ferdig, R. E., **Gandolfi, E.**, & Heisler, J. (April 2021*). Effect of positionality on preservice teachers' mathematical noticing in 360 video*. Research Report presented at 2021 American Education Research Association online conference.

Kosko, K. W., Heisler, J., & **Gandolfi, E.** (June, 2021). *Professional teacher noticing as embodied activity.* Research Report presented at the 42nd annual meeting of the North American Chapter for the Psychology of Mathematics Education*, Mazatlán, Sinaloa, Mexico.*

Ferdig, R. E., **Gandolfi, E.,** Clements, R., Lenart, C., Kratcoski, A., & Lu, C. C. (November, 2020). *Social Engagement in Layers of History: An XR experience of the May 4th Shootings.* Research Report presented at Frameless, Rochester, NY.

**Gandolfi, E.**, Ferdig, R. E., & Kosko, K. W. (April, 2020). *The extended reality presence scale*. Research Report presented at SITE, New Orleans, LA.

Baumgartner, E., **Gandolfi, E.**, & Ferdig, R. (November, 2019). *Gaming as an agent of motivation to increase engagement and retention of undergraduate learners*. Research Report presented at eLearn, New Orleans, LA.

**Gandolfi, E.** (October, 2018). Watching from the shoulders of (special) giants. Research Report presented at UCI Esports Conference (ESC 2018), Irvine, CA,

**Gandolfi, E.** (October, 2017). *Epiphanies and instructional deconstructions via game design and ideo-cards*. Research Report presented at NASAGA conference 2017, Reno, NV.

**Gandolfi, E.**, & Mariani, I. (October, 2017). *Dissent coin: Il videogioco tra testo, contesto, egemonia e dissimmetria*. Research Report presented at Digra Italia 2017, Milan, Italy.

**Gandolfi, E.** (November, 2014). *The rise of the mediated play Play*. Research Report presented at 3rd Global Conference 2014, Prague, Czech Republic.

**Gandolfi, E.**, & Mariani, I. (June, 2014). *The game as social activator, between Design and Sociology*. Research Report presented at V STS Italia National Conference. Milan, Italy.

**Gandolfi, E.** (January, 2014). *The digital entertainment boundaries on Kickstarter*. Research Report presented at Media and margins (MeCCSA annual conference), Bournemouth, United Kingdom.

**Gandolfi, E.** (September, 2013). *The playing diorama*. Research Report presented at FROG Context matters!, Vienna, Austria.

**Gandolfi, E.** (October, 2012). *The Subgenius as a religious embrayage*. Research Report presented at La religione popolare nella società post-conciliare, Padova, Italy.

**Gandolfi, E.** (July, 2012). *The game industry*. Research Report presented at Transformations in broadcasting, Leeds, United Kingdom.

**Gandolfi, E.** (June, 2012). *Il tag Nerd*. Research Report presented at Etnografia e ricerca qualitativa, Bergamo, Italy.

**Gandolfi, E.** (June, 2012). *La presenza cattolica a Roma*. Research Report presented at In Italia, religiosamente diversi, Rome, Italy.

**Gandolfi, E.** (September, 2011). *The videoludic frame/Geolocation as cultural practice*. Research Report presented at Social relations in turbulent times (ESA annual conference), Geneve, Switzerland,

**Gandolfi, E.** (August, 2011). *L'Otto per mille, istanza di una core culture*. Research Report presented at Libera Chiesa in libero Stato, San Gimignano, Italy.

**Gandolfi, E.** (May, 2011). *Virtual nodes as erosion*. Research Report presented at Leadership, leaders and new trends in political communication, Rome, Italy.

**Gandolfi, E.** (July, 2010). *The videoludic pleasure*. Research Report presented at 2nd GC - Videogame cultures, Oxford, United Kingdom.


**KEYNOTE SPEECHES**

2022    Title: *Levelling the Play Field*
        Brunel University Seminars, 26th of May, London, UK

2022  Title: *Extended Reality for Cultural Heritage*
     Digital Scholarship Series showcase, 15th of April, Kent, Ohio

2022  Title: *Augmented Reality for all*
     Learning Innovations Conference, 11th of March, Kent, Ohio

2021  Title: *Extended Reality and Gaming for Learning*
     Technology Education and Second Language Acquisition (TESLA), University of South
     Florida, 29th of September, Online.

2021  Title: *Extended Reality for Cultural Heritage*
     AR/VR Ohio Chapter, 14th of July, Online.

2020  Title: *Streaming for learning*
     Innovations and youth, 30th of November, Milan, Italy

2017  Title: *eSports here and now*
     IULM eSports Summit, 12th of December, Milan, Italy

2016.  Title: *Social Media in Education*
     GCSSA/KSU conference, 29th of November, Cleveland, Ohio

2016.  Title: *Special Videoludic Needs, from power-down to power-up*.
     Game Design Week, 15th of April, Milan, Italy

2015.  Title: *Independent videogames and the Italian challenge*
     Game Over, 20th of September, Milan, Italy

2015.  Title: *The Italian Game Over Explained through Digital Games*
     KSU Distinguished Scholar Lectures, 16th of April, Kent, Ohio

2011.  Title: *Digital games and new generations*
     Il gioco che verrà, 27th of November, Carpi, Italy

## SERVICE

**University**

2020-present: Council for Technology member.

2020-present: Multidisciplinary Advisory Committee member.

2020: Academic Success Center (professional development support)

2019: Office of Global Education (professional development support)

2019-2020: Building Leadership for Change through School Immersion (BLCSI) faculty advisor

**College of Education, Health and Human Services**

2018-2019: International Leaders in Education Program (ILEP) faculty advisor.

2019-2020: contributed to the Ed.D. degree in Interprofessional Leadership development for the educational technology concentration.

2020-present: Technology advisor.

**School of Teaching, Learning and Curriculum Studies**

2018-2020: contributed to the Educational Technology Program Area and Educational Technology graduate program revision.

2021-present: Educational Technology Program Coordinator.

2021-2022: contributed to the Undergraduate Certificate and Minor in Teaching and Learning with Technology design, development, submission, and approval.

**College of Communication and Information**

2020: contributed to the School of Emerging Media and Technology Master of Arts development.

2020-2021: EMAT committee for student's engagement member.

**College of Public Health**

2019-2022: contributed to the Undergraduate Certificate in Health Technologies and Informatics development.

**Other service**

| | |
|---|---|
| Member of: | Digital Games Research Association<br>Society for Information Technology and Teacher Education |
| Associate editor of: | International Journal of Gaming and Computer-Mediated Simulations.<br>Journal of Interactive Learning Research |
| Reviewer for: | Foundations of Digital Games 2019<br>Digital Games Research Association 2018 and 2019<br>ACM Conference on Human Factors in Computing Systems 2019<br>New Media and Society<br>Feminist Media Studies<br>Simulation and Gaming<br>E-learning and Digital Media<br>Information, Communication and Society<br>Games and Culture<br>Interaction Design and Architecture(s) Journal<br>G/A/M/E<br>Convergence<br>International Journal of Human Computer Interaction<br>International Journal of Gaming and Computer-Mediated Simulations<br>Technology, Mind, and Behavior<br>Journal of Computer-Assisted Learning |

**AWARDS**

2023            *Platinum Teaching Award*
                Kent State University

2022            *Platinum Teaching Award*
                Kent State University

2021            *Platinum Teaching Award*
                Kent State University

2020            *Certification of appreciation (Flashes Take Care of Flashes)*
                Kent State University

2018            *Grant for advanced teaching*
                Kent State University - University Teaching Council (UTC)

2016            *Best article in analytical sociology*
                Academicus

2008-2010       *Worth Scholar*
                LUISS Guido Carli University of Rome

2004-2007       *Worth Student*
                Alma Mater Studiorum University of Bologna

**AFFILIATIONS**

Digital Games Research Association (founding member of the Italian chapter)

Society for Information Technology and Teacher Education