

Ryan Straight, Ph.D

Assistant Professor of Practice, Applied Computing & Cyber Operations
College of Applied Science & Technology, University of Arizona

May 11, 2022

Employment

Academic Positions

Lab Director - Mixed Augmented ViRtual eXtended Reality Lab (MA{VR}X Lab), College of Applied Science & Technology, July 2021 - present

Assistant Professor - Cyber Operations, University of Arizona, College of Applied Science & Technology, August 2021 - present

Applied Computing, University of Arizona, College of Applied Science & Technology. January 2020 - present
Educational Technology, University of Arizona, College of Applied Science & Technology. May 2017 - December 2020

Co-Program Director, Educational Technology. August 2018 - December 2020

Program Director, Applied Computing - Digital Design. August 2018 - December 2020

Senior Lecturer- Educational Technology, University of Arizona, College of Applied Science & Technology - January 2015 - May 2017.

Co-Program Director, Educational Technology. January 2015 - August 2015.

Adjunct Instructor - Educational Technology, University of Arizona, College of Applied Science & Technology - June 2014 - December 2014.

Professional Positions

Instructional Technology Training Specialist - University Information Technology Services, University of Arizona - Tucson, AZ - April 2012 - January 2015.

Student System Testing Analyst - Office of the University Registrar, Ohio University - Athens, OH - August 2010 to April 2012.

Undergraduate Catalog Manager - Office of the University Registrar, Ohio University - Athens, OH - August 2009 to June 2010.

Education

- PhD Degree, Instructional Technology, May 2015 (Ohio University)
 - Dissertation: An Exploratory Study of Augmented Reality and Mobile Games Examining Ingress Player Motivation and Potential Educational Value
- MIS Degree, Cybersecurity, July 2020 - May 2023 (planned; University of Arizona)

- MEd Degree, Cultural Studies in Education, June 2009 (Ohio University)
 - Seminar Paper: Religion and Public Education, A Review of the Literature
- BSEd Degree, Integrated Language Arts, June 2005 (Ohio University)
 - Major: Secondary English Education (7th - 12th grades American and British Literature)
 - Minors: English Literature and Philosophy

Fields of Interest and Study

Technological mediation of experience, Postphenomenology, digital humanities, cyber operations and security, human-computer interaction, game-based learning and gamification.

Teaching

Undergraduate, University of Arizona

- APCV 301 - Interpreting and Presenting Digitally
- APCV 302 - Statistics in the Information Age
- ETCV 310 - Integrating Technology into the Curriculum
- APCV 362 - Applied Design Thinking with R
- APCV 401 - Introduction to Human-Computer Interaction
- APCV 403 - Principles of Web Design
- ETCV 404 - Principles and Practices of Distance Education
- APCV 405 - Introduction to Serious Game Design
- APCV 406 - Introduction to Game Development
- INFV 411 - Learning Technologies in the Digital Age
- CYBV 329 - Cyber Ethics, Law, & Policy
- HNRS 195H - First-Year Honors Seminar (Special topics: Cyborgs and Transhumanism)

Graduate, University of Arizona

- ETCV 510 - Learning Theory in Instructional Design
- ETCV 524 - Educational Gaming and Simulations
- ETCV 530 - Multimedia Applications in Education
- ETCV 538 - Mobile Technologies for Learning
- ETCV 622 - Introduction to Interface Design
- ETCV 623 - Designing Online Learning Environments
- ETCV 631 - Advanced Multimedia

Scholarly Activity and Research Interests

Publications

- Straight, R. (2016). Emergent mentorship and learning communities of practice among players of augmented reality video games. In *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education*. Washington, DC: AACE.
- Smith, J., Straight, R. & Franklin, T. (2011). Student occupational expectations: A web 2.5 geolocateive study. *Proceedings of the Association for the Advancement of Computing in Education 2011* (pp. 2522-2526). Honolulu, HI: AACE.
- Straight, R. (2011). Commercial off-the-shelf video games as computer-assisted language learning environments. In *Proceedings of Society for Information Technology & Teacher Education International Conference 2011* (pp. 1982-1986). Chesapeake, VA: AACE.
- Straight, R. & Smith, J. (2011). The development and delivery of custom mobile apps for K-12 learning: Viable options for educators. In *Proceedings of the Society of Information Technology & Teacher Education International Conference 2011* (pp. 3102-3107). Chesapeake, VA: AACE.

Presentations & Talks

- Straight, R. (2022). Karu: Introducing the Metaversal Library for the Future of Immersive Learning. Presented at 2022 OLC Innovate, Dallas, TX.
- Straight, R. (2022). NFTs as Digital Badges: Potentialities and Pitfalls. Presented at 2022 Society for Information Technology and Teacher Education. Virtual.
- Saldana, D., Straight, R., & Wittman, R. “Teams-Work Makes the Dream Work: Using Microsoft Teams to Build Community in Fully Online Programs.” Presented at 2021 OLC Innovate. Virtual.
- Straight, R. “Community Continuity in the Time of Corona.” Presented at the 2020 OLC Ideate event. Virtual.
- Rettler-Pagel, T. & Straight, R. “Owning Your Success: Battling the Impostor Phenomenon in Higher Education.” Presented at the 2019 OLC Accelerate conference, Orlando, FL.
- Straight, R. “The New Professor: How I Podcasted My Way Into Students’ Lives (And How You Can, Too).” Selected *Best In Track*. Presented at the 2019 OLC Innovate conference, Denver, CO.
- Straight, R., Gunder, A., Stewart, J., King de Ramirez, C., Thompson, K., & Pizzo, J. (2018). “And We’re Live! A Rough Guide on Academic Podcasting.” Presented at the 2018 OLC Accelerate conference, Orlando, FL.
- Gunder, A., Knott, J., & Straight, R. (2018). “#SquadGoalsNetwork - Remixing the Personal Learning Network.” Presented at the 2018 OLC Accelerate conference, Orlando, FL.
- Shah-Nelson, C., Gunder, A., Stewart, J., Romanoski, M. Knott, J., Scragg, B., & Straight, R. (2018). “With a Little Help From My Friends: The Power of the PLN.” Presented at the 2018 OLC Accelerate conference, Orlando, FL.
- Straight, R. (2017). “Slacking Off in Class: Cloud-Based Team Collaboration in Online Higher Education Programs.” Presented as an Innovation Lab at the 2017 Online Learning Consortium Innovate conference, New Orleans, LA.
- Straight, R. (2016). “Slack and the Online Classroom.” Presented at the 2016 University of Arizona IT Summit, Tucson, AZ.
- Straight, R. & Gunder, A. (2016). “Innovative Learning Projects: Promoting Leading-Edge Opportunities in Higher Education.” Poster presented at the 2016 University of Arizona IT Summit, Tucson, AZ.

- Straight, R. (2014). “Microsoft Outlook: Tips and Tricks You May Not Know.” Presented at the University of Arizona Staff Advisory Council 2014 Crossroads Conference.
- Smith, J., Straight, R. (2011). “New Technologies in Research Presentation: Broadcastr.” Presented at the 2011 Association for the Advancement of Computing in Education Conference.
- House, C., Smith, J., Straight, R. (2011). “The OHIO Map App Project.” Presented at the 2011 OHIO Mobile Learning Symposium.
- Straight, R. (2011). “Commercial Off-The-Shelf Video Games as Computer-Assisted Language Learning Environments: Heavy Rain.” Presented at the 2011 Society of Information Technology & Teacher Education International Conference.
- Smith, J., Straight, R. (2011). “The Development and Delivery of Custom Mobile Apps for K-12 Learning: Viable Options for Educators.” Presented at the 2011 Society of Information Technology & Teacher Education International Conference.
- Straight, R. (2010). “Commercial Video Games and Language Learning: Web-based Flash Games and TEFL/TESL” Presented at the Technology Fair, 2010 Ohio University CALL Conference “Language Learning in an Online World.”

Keynotes

- Keynote: “The Games Peoples Play,” OLC Collaborate Maui 2019, September 20, 2019, at the University of Hawai’i Maui College, Kahului, Maui, HI.
- Keynote: *Twenty Under 40 & Citizen of the Year* Awards presented by the Sierra Vista Herald and SSVEC.

Consultancies, Speaking Invitations, and Workshops

- Steering Committee, OLC Innovate 2019: Workshops track co-chair.
- Social Media Advisor, *Learning Science Research Nurturing Students & Classroom Innovation (LRNSCI)*, International Society for Technology in Education, 2018 - 2019.
- Consultant, *Course of Mind* podcast, 2018-2019.
- Online Learning Consortium workshop facilitator, *Designing Gamified Learning Environments*, 2019 - 2020.
- Online Learning Consortium workshop facilitator, *Designing Game-Based Learning*, 2019 - 2020.
- Featured panelist, *TENWEST Festival - Social Impact Summit, “Innovation in Educational Technology,” Tucson, AZ - 2017.
- Invited speaker, “STEM Resources for Parents and 6-8th grade children,” Gridley Middle School, Tucson, AZ - 2016.
- Instructional advisor, NoteBowl, LLC - 2015.
- Technology consultant, Pima County Board of Elections, 2015.
- Workshop: “Integrating Technology Into the Classroom: A Workshop for Faculty and Instructors,” Ohio University, September 21, 2011, Ohio University.
- Invited Panel Discussion: “Using Mobile Apps in the Classroom-From a Teaching and Learning Perspective,” OHIO Mobile Learning Symposium, May 16, 2011.

Writing Positions and Projects

- Staff writer, *Chronicle of Higher Education - ProfHacker* (2017 - 2019)

Media Features

- Featured in Herald/Review, Cochise county newspaper: CAST is diving into virtual reality with new lab | Lifestyle | myheraldreview.com, March 11, 2022.
- Write-up in University of Arizona's *UA@Work* feature *Lo Que Pasa* about Faculty Learning Community, April 29, 2020.
- Guest, *Teaching in Higher Education (TiHE) Podcast*, May 2020.
- Guest, *Learning Nuggets* podcast, April 28, 2020.
- Profile featured in Scholastic magazine's **Tech4Innovation**, 2019.
- Write-up in The Sierra Vista Herald/Review for the keynote I gave at the Young Professional and Citizen of the Year honored at Twenty Under 40 Awards banquet, July 26, 2019.
- Featured in RSS.com, *Expert Podcasters Share Tips on Building and Maintaining an Audience*, July 3, 2019.
- Guest, *Versatilist* podcast, 2015.

Journal Reviews And Editing

- Associate editor: *Humanities & Social Sciences Communications*, published by *Springer Nature*. 2019-2021.
- Reviewer: *Schools: Studies in Education*
- Reviewer: *Issues and Trends in Educational Technology*
- Reviewer: *Journal of Visual Literacy*
- Reviewer: *Turkish Online Journal of Educational Technology*
- Guest editor: *Democracy & Education*, vol 6, no. 1 (2006), issue title "Reading the World: Popular Culture, Critical Media Literacy & Youth"

Professional Service

Awards, Honorary Positions, Accolades, and Fellowships

- College of Applied Science and Technology Outstanding Innovator, 2021-22.
- Included in The 2019 Dean's List: EdTech's 30 Must-Read Higher Education IT Influencers
- Best In Track: "The New Professor: How I Podcasted My Way Into Students' Lives (And How You Can, Too)", OLC Innovate 2019.
- Effective Practice Award, "#SquadGoalsNetwork – Remixing the Personal Learning Network," Angela Gunder, Jessica L. Knott, Ryan Straight, Clark Shah-Nelson, Keegan Long-Wheeler, Benjamin Scragg, John Stewart; The University of Arizona, Michigan State University, The University of Maryland, The University of Oklahoma, Arizona State University. OLC Accelerate 2018.
- Honors Professor, Honors College, spring semesters.
- UA Distance Faculty Fellow, inaugural, 2017 - 2020. (Program suspended in 2020 due to COVID-19.)

Committees

- UAccess Learning revamp project - Interface subject matter expert (2020)
- College of Applied Science & Technology Faculty Forum

- President: 2019-2021 (two terms)
- Student Showcase organization committee, member (2018)
- University Search Committee for Online Teaching and Learning Meeting Software (2017 - 2018)
- College of Applied Science & Technology Policy Committee (2017 - 2018)
- University Funding Committee (2017 - 2018)
- College of Applied Science & Technology Technology Committee (2016 - 2018)
- Graduate College Grievance Committee (2015 - 2018)
- Outstanding Student Award, Undergraduate & Graduate (2015)
- Student Showcase organization committee, chair (2015, 2016, 2017)

Oversight and Advisory

- Invited Judge: OLC Innovate 2021 *Effective Practice Awards*
 - Served on the jury that assessed and awarded the 2021 OLC Innovate Effective Practice Awards to scholars in the field of digital learning whose work illustrated efficiency, efficacy, and demonstrated success in furthering student success outcomes in online and/or blended learning spaces.
- University of Arizona Faculty Learning Community - Teaching Continuity co-creator (2020)
- CAST Executive Leadership team (2019 - ongoing)
- College of Applied Science & Technology Honors faculty advisor (2019 - 2020)
- Innovative Learning Project (2016 - present)
- Faculty advisor, Associated Students of Arizona South Student Government (2017 - present)
- CAST College Slack Team, Owner and Administrator (2016 - present)
- CAST Program Assessment Team (2015)
- Innovative Learning Oversight Team (2015)
- Consultant/Subject Matter Expert, Campus Technology Upgrade Program, University of Arizona (2013 - present)

Development

- Professional development workshop: *Podcasting for Learning*, Online Learning Consortium, 2020
- Curriculum development: APCV 362 - Applied Design Thinking with R (Fall 2020)
- Professional development workshop: *Designing Gamified Learning Environments*, Online Learning Consortium, 2019
- Professional development workshop: *Designing Game-Based Learning*, Online Learning Consortium, 2019
- Curriculum development: INFV 496 - Special Topics in Informatics (approved Fall 2018)
- Curriculum development: INFV 406 - Introduction to Game Development (approved Fall 2018)
- Curriculum development: ETCV 538 - Mobile Technologies for Learning (approved Spring 2015)

Grants

- National Science Foundation: Advancing Informal STEM Learning (AISL) 2022 (in progress) “Virtual Immersive Maker Space (VIMS)”
Innovations in Development projects: \$500,000 to \$3,000,000, 2-5 years
- Spencer Grant: 2022 (in progress)
“Virtual Applied Praxis & Research Laboratory”
One-time grant: \$50,000
- Innovative Learning Project: 2016 (Co-PI, 20%) “Campuswide Novel Asynchronous Communication”
One-time grant: \$3,000

Professional Memberships And Activities

AZTEA - Arizona Technology in Education Association - member

HEVGA - Higher Education Video Game Alliance - charter member

ITSA - Instructional Technology Scholars Association - president, 2010-11, 2011-12 academic years

ISTE - International Society for Technology in Education - member

AACE - Association for the Advancement of Computing in Education - member

SITE - Society for Instructional Technology & Teacher Education - member

AECT - Association for Educational Communications and Technology - member