

# Ryan Straight, Ph.D

Assistant Professor, Applied Computing & Educational Technology  
College of Applied Science & Technology, University of Arizona

July 18, 2020

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## Employment

### Academic Positions

**Assistant Professor** - 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 - present  
Co-Program Director, Educational Technology. August 2018 - present  
Program Director, Applied Computing - Digital Design. August 2018 - present

**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

- Ph.D 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
- M.S. Degree, Cybersecurity, July 2020 - ongoing (University of Arizona)
- M.Ed. Degree, Cultural Studies in Education, June 2009 (Ohio University)

- Seminar Paper: Religion and Public Education, A Review of the Literature
- BS.Ed. 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

Innovation in educational and instructional technology, asynchronous and synchronous communication in online education, technological mediation of experience, Postphenomenology, digital humanities, cyber operations and security, human-computer interaction, game-based learning and gamification.

## Teaching

### Undergraduate, University of Arizona

- ETCV 301 - Interpreting and Presenting Digitally
- INFV 302 - Statistics in the Information Age
- ETCV 310 - Integrating Technology into the Curriculum
- 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
- HNRS 195H - First-Year Honors Seminar (Special topics: Postphenomenology)

### 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. “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 (LRN-SCI)*, 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’s ProfHacker blog* (2017 - 2019)

## Media Features

- 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: *Palgrave Communications*, a *Nature* journal, Springer Publishing, 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

- 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 university going remote.)

## Committees

- 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

- 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: *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)

## **Active Grants**

- 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