Nathaniel D. Poling, Ph.D.

Senior Educational Consultant,
Center for Teaching Excellence
Texas A&M University
College Station, TX

Work: John R. Blocker, 233B
4246 TAMU | College Station, TX 77843-4246
(979) 845-8392
npoling@tamu.edu

ACADEMIC BACKGROUND

Ph.D., University of Florida, August 2013
· Major: Curriculum and Instruction with an emphasis in Educational Technology ·
Dissertation: Team Cohesion, Collaboration, and Teamwork in an Online *StarCraft 2*
Digital Game-Based Course
  Research Interests and Experiences:
  - Instructional design
  - The implications of digital games/virtual worlds and other educational technology tools on teaching, learning, and training
  - The design, development, and evaluation of online/blended learning courses, environments, resources, and approaches
  - Active learning and student engagement

M.Ed., Milligan College, 2004
· Major: Secondary School English Education
· Thesis: The Relationship between Parents' Family Literacy Attitudes and Reading Habits and their Children's Reading Achievement

B.A., Milligan College, 2003
· Major: English/Communications double major with a specialization in Journalism

WORK EXPERIENCE

Texas A&M University, College Station, TX. (July 2021—Present)

Senior Educational Consultant

· Served as a faculty professional development consultant and provided individual consultations, conducted classroom observations, and created faculty development resources on a wide range of topics.
· Collaborated and communicated with other University units and colleagues to design/facilitate workshop sessions in areas such as—but not limited to—educational technology, universal design for learning, digital game-based learning, multimedia and popular culture in instruction, compassionate and ethical teaching methods, student-centered inclusive teaching, syllabus design, effective assessment design, classroom management, trauma-informed teaching, and engaged learning.

- Focused on providing training, resources, and materials on High-Impact Practices
- Designed, developed, and provided strategic and program leadership for a fellows program centered on Service-Learning and Community-Engaged Teaching and Learning

Texas A&M University, College Station, TX. (November 2013—2021)

Instructional Consultant

- Served as a faculty professional development consultant and provided individual consultations, conducted classroom observations, and created faculty development resources on a wide range of topics.
- Collaborated and communicated with other University units and colleagues to design/facilitate workshop sessions in areas such as—educational technology, universal design for learning, digital game-based learning, multimedia and popular culture in instruction, teaching methods, syllabus design, effective assessment design, classroom management, and graduate TA training. Designed, developed, and gathered resources and materials aimed to help faculty and staff in the areas of education, learning theory, teaching methods, and assessment.
- Helped facilitate comprehensive curriculum redesign for departments and programs. Also supervised graduate students assigned to the various projects which focused on improving curricula by ensuring the close alignment of University learning objectives and departmental/program learning objectives with appropriate course material, activities, and assessments.
- Co-taught a graduate-level STEM college classroom teaching course for students interested in going into academia.
- Worked as part of a research team to collect and analyze data gathered from department and program level curriculum redesign projects. Also gathered and analyzed data examining the effectiveness of the STEM college teaching course. All research projects were IRB approved.

University of Florida, College of Education, Gainesville, FL. (August 2008—2023)

Adjunct Lecturer

- *EME 6325 Managing Educational Projects (Summer 2012, Summer 2015, Summer 2016, Summer 2017)*
  Taught an online graduate-level project management course as the instructor of record where learners were assigned to a semester-long group of 3. Learners were presented with a hypothetical project that they were to complete as project managers. Each week focused on a different component of a project management plan so that by the end of the course, each group had a fully complete project plan

- *EME 6208 Designing Integrated Media Environments 1 (Fall 2013, Fall 2015)*
  Designed, developed, modified, and taught this online course which focused on a wide range of technological, sociocultural, and educational concepts as they relate to integrating technology in teaching and learning.

- *EME 6609 Instructional Design (Summer 2014, Spring 2015, Spring 2016)* Designed,

developed, and modified this online course which focused on teaching students how use instructional design approaches and theory to create educational materials and resources.

· *EME 6156, Games and Simulations for Teaching and Learning (Fall 2014, Fall 2016, Fall 2023)*
Designed, developed, modified, and taught this online course which focused on teaching students incorporate digital game-based learning in education.

Lead Course Instructor/Designer

· *EME 2040 Introduction to Educational Technology (Fall 2009-2013)* This blended course covered a wide variety of educational technology concepts and skills to undergraduate students from a range of different majors and technological proficiencies.

Course Instructor/Designer

· *IDH 3931 (Un) Common Reading for the (Un) dead (Fall 2011, Fall 2012)* Instructor of record who co-designed and co-taught the course with the UF Honors Program science librarian. The course took a trans-media perspective that used multiple forms of media–traditional print works of fiction, websites, graphic novels, online fiction, digital games, films, and TV shows–to teach important sociocultural concepts inherent to popular zombie media and culture.

· *EDG 4930 21st Century Skills in StarCraft, (Fall 2010-Fall 2012)* Instructor of record, who conceived, designed, developed, and implemented an innovative online course that used the popular real-time strategy game *StarCraft 2* to teach 21st century skills such as collaboration, critical thinking, and problem solving.

Graduate Research Assistant (Fall 2008-Summer 2009)

· Collaborated with co-workers in writing article on research project to be published. · Interviewed, hired, and trained new graduate assistant.

· Worked extensively on research project database development and maintenance of the UF Virtual School Clearinghouse funded by the AT&T Foundation. · Co-presented research project findings at national education conference—iNACOL 2008.

· Assisted in research project planning and implementation.

COURSE DESIGN AND INSTRUCTIONAL DESIGN EXPERIENCE

· Spring 2009-Fall 2012: Designed and developed an 8-week online course for the UF Honors Program titled EDG 4930 21st Century Skill in StarCraft. Course was first offered at UF during the Fall 2010 semester.

· Spring 2011-Fall 2011: Consulted with the UF Radio-surgery Department to modify and refine an online radio-surgery training and information course that was used by medical professionals in approximately 13 different countries.

· Spring 2010: Designed an online training tutorial in partnership with the UF College of Medicine Department of Pediatrics. This tutorial was designed to help medical

students and residents become more familiar with the Family Centered Rounds (FCR) approach to medical rounding.

PROFESSIONAL/ACADEMIC HONORS AND AWARDS

· Barbara and Richard Anderson Scholarship, University of Florida, 2010.
· Certificate of Excellence, Big Brothers Big Sisters of Central Florida, June 2007.
· Certificate of Appreciation, Big Brothers Big Sisters of Central Florida, November 2007.
· Graduated cum laude B.A., Milligan College, 2003.
· Finalist Certificate, 23rd College Photography Contest, Photographer's Forum Magazine.
· Dean's List, Milligan College, 2000-2003.

PUBLICATIONS
Refereed Articles:

Ritzhaupt, A. D., Poling, N., Frey, C., Kang, Y. & Johnson, M. (2016). A phenomenological study of games, simulations, and virtual environments courses: What are we teaching and how? *International Journal of Gaming and Computer-Mediated Simulations, 8*(3), 59-73.

Fowler, D., Bakenhus, C., Kothmann, M., Macik, M., Poling, N., & MacWillie, S. (2016). Redesigning natural resources curricula: A redesign process model at Texas A&M University. *Natural Sciences Education*, 45(1).

Ritzhaupt, A. D., Poling, N., Frey, C., & Johnson, M. (2014). A synthesis on digital games in education: What the research literature says from 2000 to 2010. *Journal of Interactive Learning Research*, 25(2), 261-280.

Ritzhaupt, A. D., Frey, C., Poling, N., Johnson, M. (2012). Playing Games in School: Video Games and Simulations for Primary and Secondary Education. *International Journal of Gaming and Computer-Mediated Simulations*, 4(2), 84-88.

Black, E.W., DiPietro, M., Ferdig, R.E. & Poling, N. (2009). Developing a survey to measure best practices in K-12 online teachers. *The Online Journal of Distance Learning Administration*, 12(1), 13.

PRESENTATIONS
Refereed Presentations

Kent, S., & Poling, N. (2024, October 2-4). *Supporting student success using trauma-informed teaching approaches*. Texas Conference on Student Success, College Station, TX, United States.

Poling, N., & Shahri, B. (2023, January 5-8). *Building & sustaining high-performing resilient teams in the classroom [Workshop presentation]*. The 8th IAFOR International Conference on Education, Honolulu, HI, United States.

Shields S, Patterson C, Poling N. *Shifting Mindsets Via a Re:Imagined Community of Scholars Approach.* Professional and Organizational Development (POD); 2022 November 16; Seattle, WA, USA.

Poling N. *You Had Me at HELLO2: A Learner-Centered Teaching Certificate Program.* Professional and Organizational Development (POD); 2019 November 13; Pittsburg, PA, USA.

Nguyen, K., Nguyen, P, & Poling, N. (2017). *Navigating Rotations: Supporting and Engaging Preceptors and Students.* Session presented at the Texas Society of Health-System Pharmacists, Galveston, TX.

Fowler, D., Poling, N., Anthony, W., Morgan, J., & Brumbelow, K. (October). *Data driven curriculum redesign in civil engineering.* In Frontiers in Education Conference (FIE), 2014 IEEE (pp. 1-9). IEEE.

Richardson, R., & Poling, N., (2014). *Applying the flipped approach to developing future STEM faculty*. Session presented at the 39th Professional and Organizational Development Network in Higher Education Conference, Dallas, TX.

Ritzhaupt, A. D., Poling, N., Frey, C. A., Johnson, M. C. (2012). *A literature synthesis about games in education*. Paper presented at the American Educational Research Association, Vancouver, CA.

Frey, C. A., & Poling, N. (November, 2011). *GroupCraft: Collaboration and learning with StarCraft II.* Paper presented at the Association of Educational and Communication Technology, Jacksonville, FL.

Frey, C. A., Ritzhaupt, A. D., Poling, N., & Johnson, M. C. (November, 2011). *Literature synthesis and meta-analysis of educational games and simulations literature*. Paper presented at the Association of Educational and Communication Technology, Jacksonville, FL.

Ritzhaupt, A. D., Frey, C. A., Poling, N., & Johnson, M. C. (November, 2011). *User friendly approach to an educational gaming and simulation course*. Paper presented at the Association of Educational and Communication Technology, Jacksonville, FL.

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Poling, N. (2010). *21st Designing an effective online course utilizing the RTS game StarCraft*. Presented at the 16th Annual SLOAN-C International Conference on Online Learning, Orlando, FL.

Poling, N., Johnson, M., & Cavanaugh, C. (2010). *21st Century skill development through StarCraft*. Presented at Association for Educational Communications and Technology (AECT) International Convention, Anaheim, CA, October 26-30, 2010.

Mulkey, K., Poling, N., Ferdig, R.E., & Black, E.W. (2008). *Improving virtual*

schools: A collaborative research partnership. Presented at iNACOL Virtual School Symposium (VSS), Phoenix, AZ, October 26-28, 2008.

Non-refereed Presentations

Poling, N. (2010). *21st Century Skills in StarCraft*. Poster presented at the 6th Annual Symposium of the Student Alliance of Graduates in Education, Gainesville, Florida.

GRANT EXPERIENCE

Enhancing livestock production from rangelands in the Great Plains, USDA-NIFA, $9,994,340, 2019-2025, project staff.

Blake, J. J., Salter, P., Ramasubramanian, S., Luo, W., James, M., Elbert, C. D., Davison, C. H., Rubio-, Goldsmith, P.,Klein, B.., Poling, N., & Kailani, S. Project X-CEL: Eliminating Bias in School Discipline through Teacher Training. Total Award: $1,411,051. Texas A&M University X Grant, Role: Co-PI and Project Staff.

SERVICE

2011-2012: Served as Treasurer and Webmaster for the UF COE Student Alliance of Graduates in Education.

2009: Served as lesson plan project reviewer for the Florida Enhancing Education through Technology grant project.

PROFESSIONAL MEMBERSHIPS

American Educational Research Association (AERA), affiliate, 2008-2017.

Association for Educational Communications and Technology (AECT), 2010-2012.