

VITA

LLOYD P. RIEBER

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PROFESSIONAL INTERESTS

Educational Computing
Instructional Design
Visualization
Cognitive Psychology

EDUCATION

B.S. Elementary Education, University of Pittsburgh, 1979
M.A. Elementary Education, University of New Mexico, 1983
Ph.D. Curriculum and Instruction, The Pennsylvania State University, 1987

EXPERIENCE

Professor, Educational Psychology and Instructional Technology, The University of Georgia. (2004 to present)

Coordinator, Instructional Design & Development Program, Department of Educational Psychology & Instructional Technology (2001 to present)

Professor, Instructional Technology, The University of Georgia. (1998 to 2004)

Adjunct Instructor, Nova Southeastern University. (2003 to 2005)

Department Chair, Instructional Technology, The University of Georgia. (2000 to 2001)

Graduate Coordinator, Instructional Technology, The University of Georgia. (1997 to 2000)

Associate Professor, Instructional Technology, The University of Georgia. (1993 to 1998)

Associate Professor, Curriculum & Instruction, Texas A&M University. (1992 to 1993)

Assistant Professor, Curriculum & Instruction, Texas A&M University. (1987 to 1992)

Assistant Director, Penn State Regional Computer Resource Center, The Pennsylvania State University, University Park, Pennsylvania 16802. (1985 to 1987)

Affiliate University Instructor, The Pennsylvania State University. (1985 to 1987)

Director, Learning Materials Design Center, The Pennsylvania State University. (August, 1984 to December, 1984)

Elementary School Teacher, Grants Municipal School District, Grants, New Mexico 87020. (August, 1980 to August, 1984)

Affiliate University Instructor, University of New Mexico/New Mexico State University. (August, 1983 to August, 1984)

Chapter I Remedial Math Teacher, Grants Municipal School District. (January, 1980 to June 1980)

PROFESSIONAL ASSOCIATIONS

American Education Research Association
Association for Educational Communications and Technology
Association for the Advancement of Computing in Education
International Visual Literacy Association
Professors of Instructional Development and Technology

PROFESSIONAL OFFICES

American Educational Research Association

Past-Chair, Special Interest Group for Instructional Technology, 2002-2003

Association for the Development of Computer-Based Instructional Systems

Chair, Special Interest Group for Theory and Research (SIGTAR), 1988-1990
President-elect, 1990-1991
President, 1991-1992
Chair, Past-President's Council, 1992-1993

Association for Computing Machinery

Chair, Special Interest Group for Computer Uses in Education (SIGCUE), 1991-1992

Association for Educational Communications and Technology

Member, Ethics Committee
Co-Moderator, ITFORUM listserv, co-sponsored by AECT's Division of Learning and Performance Environments (DLPE) and the Dept. of Instructional Technology at The University of Georgia.

EDITORIAL BOARDS

Development section, Educational Technology Research & Development journal, 1990-1992.
Research section, Educational Technology Research & Development journal, 2004-2006, 1996-1998.

CONSULTING EDITOR

Educational Technology Research & Development journal (Research & Development sections)
American Educational Research Journal
Journal of Educational Psychology
Journal of Computer-Based Instruction
Instructional Science
Learning & Instruction
ACM Transactions on Computer-Human Interaction

AWARDS

- Nomination for Josiah Meigs Distinguished Teaching Fellowship, 2007.
 AECT's Division of Design & Development Outstanding Practice Award for the Online Game "In Search of Lost Wisdom," 2006
 Outstanding Teaching Award, Instructional Technology Student Association, 2005
 AECT's Division of Design & Development Outstanding Practice Award for the Online Instructional Design Activity Workspace, 2004
 Member, UGA Teaching Academy, 2003
 Senior Lilly Teaching Fellow, The University of Georgia, 2003
 Co-Winner, James W. Brown Publications Award, Association for Educational Communications and Technology, 1995. (for Computers, Graphics, and Learning)
 Joan Lauer Hayes Service Award, Association for the Development of Computer-Based Instructional Systems, 1994.
 Honorable mention, Young Researcher Award Competition, Association for Educational Communications and Technology, 1989.
 Outstanding New Faculty Award, College of Education, Texas A&M University, 1988.
 Nomination for best paper at annual convention, Association for the Development of Computer-Based Instructional Systems, 1987.

PUBLICATIONS

Books

- Rieber, L.P. (1994). Computers, Graphics, and Learning. Madison, WI: Brown & Benchmark.
- Rieber, L.P. (1998). Getting interactive with Authorware: Building simulations and games [On-line]. Available: <http://www.NowhereRoad.com>
- Rieber, L.P. (1999). Getting interactive with Authorware 5 Attain: Building simulations and games [On-line]. Available: <http://www.NowhereRoad.com>
- Rieber, L.P. (2004). Getting up and running with Dreamweaver: Building a professional portfolio [On-line]. Available: <http://www.NowhereRoad.com>

Book Chapters

- Rieber, L. P., Barbour, M., Thomas, G., & Rauscher, D. (in press). Learning by designing homemade powerpoint games. In C. T. Miller (Ed.), Games: Their purpose and potential in education. New York: Springer Publishing Company.
- Rieber, L. P., Davis, J. M., Matzko, M. J., & Grant, M. M. (in press). Children as critics of educational computer games designed by other children. In R. E. Ferdig (Ed.), Handbook of research on effective electronic gaming in education. Hershey, PA: Information Science Reference.
- Rieber, L. P. (2005). Multimedia learning in games, simulations, and microworlds. In R. Mayer (Ed.), The Cambridge handbook of multimedia learning (pp. 549-567). New York: Cambridge University Press.
- Rieber, L. P. (2003). Microworlds. In D. Jonassen (Ed.), Handbook of research for educational communications and technology (2nd ed., pp. 583-603). Mahwah, NJ: Lawrence Erlbaum Associates.
- Rieber, L. P. (2000). The studio experience: Educational reform in instructional technology. In D. G. Brown (Ed.), Teaching with technology: Seventy-five professors from eight universities tell their stories (pp. 195-196). Bolton, MA: Anker Publishing Company.

- Rieber, L. P., Wilkinson, G. L., Bennett, L. T., & Al-Ghafry, S. (1998). ITForum: An alternative approach to academic publishing. In R. Branch & M. A. Fitzgerald (Eds.), Educational Media and Technology Yearbook, (pp. 16-23). Englewood, CO: Libraries Unlimited, Inc.
- Hannafin, M. J., Hannafin, K. M., Hooper, S. R., Rieber, L.P., & Kini, A. (1996). Research on and research with emerging technologies. In D. Jonassen (Ed.), Handbook of research for educational communications and technology, (pp. 378-403). Washington, DC: Association for Educational Communications and Technology.
- Hooper, S., & Rieber, L.P. (1995). Teaching with technology. In A.C. Ornstein (Ed.), Teaching: Theory into practice (pp. 154-170). Needham Heights: Allyn and Bacon.
- Rieber, L.P. (1993). A pragmatic view of instructional technology. In K. Tobin (Ed.), Constructivist perspectives on science education (pp. 193-212). Washington, DC: AAAS Press.
- Hannafin, M., Garhart, C., Rieber, L.P., & Phillips, T. (1985). Keeping interactive video in perspective: Tentative guidelines and cautions in the design of interactive video. Educational Media and Technology Yearbook, 11, 13-25.
- Journal Articles (National/International Refereed)
- Rieber, L.P., & Noah, D. (in press). Games, simulations, and visual metaphors in Education: Antagonism between enjoyment and learning. Educational Media International.
- Rieber, L. P., Tzeng, S., & Tribble, K. (2004). Discovery learning, representation, and explanation within a computer-based simulation: Finding the right mix. Learning and Instruction, 14, 307-323.
- Langone, J., Clees, T., Rieber, L., & Matzko, M. (2003). The future of computer-based interactive technology for teaching individuals with moderate to severe disabilities: Issues relating to research and practice. Journal of Special Education Technology, 18(1), 5-16.
- Rieber, L. P., Luke, N., & Smith, J. (1998). Project KID DESIGNER: Constructivism at work through play. Meridian: Middle School Computer Technology Journal, 1(1). [On-line]. Available: <http://www.ncsu.edu/meridian/jan98/index.html>
- Rieber, L.P. (1996). Seriously considering play: Designing interactive learning environments based on the blending microworlds, simulations, and games. Educational Technology Research & Development, 44(2), 43-58.
- Rieber, L.P. (1996). Animation as feedback in a computer-based simulation: Representation matters. Educational Technology Research & Development, 44(1), 5-22.
- Rieber, L.P. (1996). Animation as a distractor to learning. International Journal of Instructional Media, 23(1), 53-57.
- Rieber, L.P. (1995) Using computer-based microworlds with children with pervasive developmental disorders: An informal case study. Journal of Educational Multimedia and Hypermedia, 4(1), 75-94.
- Rieber, L.P. (1995). A historical review of visualization in human cognition. Educational Technology Research & Development, 43(1), 45-56.
- Rieber, L.P., & Kini, A. (1995). Using computer simulations in inductive learning strategies with children in science. International Journal of Instructional Media, 22(2), 135-144.

- Rieber, L.P., & Parmley, M. W. (1995). To teach or not to teach? Comparing the use of computer-based simulations in deductive versus inductive approaches to learning with adults in science. Journal of Educational Computing Research, 14(4), 359-374.
- Rieber, L.P. (1992). Computer-based microworlds: A bridge between constructivism and direct instruction. Educational Technology Research & Development, 40(1), 93-106.
- Rieber, L.P. (1991). Effects of visual grouping strategies of computer animated presentations on selective attention in science. Educational Technology Research & Development, 39(4), 5-15.
- Rieber, L.P. (1991). Animated graphics, incidental learning, and continuing motivation. Journal of Educational Psychology, 83(3), 318-328.
- Rieber, L.P., & Kini, A., (1991). Theoretical foundations of instructional applications of computer-generated animated visuals. Journal of Computer-Based Instruction, 18(3), 83-88.
- Rieber, L.P., Boyce, M., & Alkindi, M. (1991). Interactive computer graphics as orienting and practice activities in learning velocity and acceleration. International Journal of Instructional Media, 18(1), 1-17.
- Rieber, L.P. (1990). Using animation in science instruction with young children. Journal of Educational Psychology, 82(1), 135-140.
- Rieber, L.P. (1990). Animation in computer-based instruction. Educational Technology Research & Development, 38(1), 77-86.
- Rieber, L.P., Boyce, M., & Assad, C. (1990). The effects of computer animation on adult learning and retrieval tasks. Journal of Computer-Based Instruction, 17(2), 46-52.
- Hannafin, M., & Rieber, L.P. (1989). Psychological foundations of instructional design for emerging computer-based instructional technologies: Part I. Educational Technology Research & Development, 37(2), 91-101.
- Hannafin, M., & Rieber, L.P. (1989). Psychological foundations of instructional design for emerging computer-based instructional technologies: Part II. Educational Technology Research & Development, 37(2), 102-114.
- Rieber, L.P. (1989). The effects of computer animated elaboration strategies and practice on factual and application learning in an elementary science lesson. Journal of Educational Computing Research, 5(4), 431-444.
- Rieber, L.P., & Welliver, P. (1989). Infusing educational technology into mainstream educational computing. International Journal of Instructional Media, 16(1), 21-32.
- Rieber, L.P., & Hannafin, M. (1988). Effects of textual and animated orienting activities and practice on learning from computer-based instruction. Computers in the Schools, 5(1/2), 77-89.
- Di Vesta, F., & Rieber, L.P. (1987). Characteristics of cognitive engineering: The next generation of instructional systems. Educational Communications and Technology Journal, 35(4), 213-230.
- Hannafin, M., Phillips, T., Rieber, L.P., & Garhart, C. (1987). The effects of orienting strategies and cognitive processing time on factual and inferential learning. Educational Communications and Technology Journal, 35(2), 75-84.

Book Reviews

- Rieber, L.P. (1992). Review of Donald Norman's "The Psychology of Everyday Things." Educational Technology Research & Development, 40(4), 107-109.

Journal Articles (Non-Refereed/State/Regional)

- Rieber, L. P., & Matzko, M. J. (2001). Serious design of serious play in physics. Educational Technology, 41(1), 14-24.
- Rieber, L. P., Smith, L., & Noah, D. (1998). The value of serious play. Educational Technology, 38(6), 29-37.
- Rieber, L.P., (1995). Children as designers of educational computer games. Interface, 4(4), 5.
- Rieber, L.P. (1994). Ethics today: When a colleague is wrong. Tech Trends, 39(6), 15.
- Rieber, L.P., & Welliver, P. (1991). Ethics today: Adopting and promoting new ideas. Tech Trends, 37(1), 40.
- Rieber, L.P., (1988). The LOGO dynaturtle and the teaching of physics: Overcoming student misconceptions. Learning and Media, 16(3), 29-31.
- Rieber, L.P. (1987). LOGO and its promise: A research report. Educational Technology, 27(2), 12-16.
- Rieber, L.P. (1986). Perspectives on computer use in organizing and managing educational software libraries. Learning and Media, 14(3), 25-28.
- Rieber, L.P. (1984-85). The effects of LOGO on increasing systematic and procedural thinking according to Piaget's theory of intellectual development and on its ability to teach geometric concepts to young children [Summary]. The Computing Teacher, 6.
- Rieber, L.P. (1984). LOGO research: Encouraging results from mathland. New Mexico Council of Teachers of Mathematics Journal, 83-84(1), 13-17.
- Rieber, L.P. (1983). Apples in the fifth grade. New Mexico Council of Teachers of Mathematics Journal, 82-83(1), 11-14.

Bound Conference Proceedings

- Rieber, L. P. (2001). Designing learning environments that excite serious play. In G. Kennedy & M. Keppell & C. McNaught & T. Petrovic (Eds.), Meeting at the crossroads. Proceedings of the 18th Annual Conference of the Australasian Society for Computers in Learning in Tertiary Education (pp. 1-10). Melbourne: Biomedical Multimedia Unit, The University of Melbourne.
- Rieber, L.P., Bennett, L., Wilkinson, G., & Al-Ghafry, S. The ITForum Perspective on the Internet and Publishing: Changing the Way Researchers Communicate. Proceedings of the 1997 Annual Convention of the Association for Educational Communications and Technology.
- Rieber, L.P. (1994). Visualization as an aid to problem-solving: Examples from history. Proceedings of the 1994 Annual Convention of the Association for Educational Communications and Technology.
- Rieber, L.P. (1994). Using computer-based microworlds with children with pervasive developmental disorders: An informal case study. Proceedings of the 1994 Annual Convention of the Association for the Development of Computer-Based Instructional Systems.
- Rieber, L.P., & Parmley, M.W. (1992). Effects of animated computer simulations on inductive learning with adults: A preliminary report. Proceedings of the 1992 Annual Convention of the Association for Educational Communications and Technology, 636-643.

- Rieber, L.P. (1991). The effects of visual grouping on learning from computer animated presentations. Proceedings of the 1991 Annual Convention of the Association for Educational Communications and Technology, 681-690.
- Rieber, L.P. (1991). Computer-based microworlds: A bridge between constructivism and direct instruction. Proceedings of the 1991 Annual Convention of the Association for Educational Communications and Technology, 691-707.
- Rieber, L.P. (1990). Effects of animated visuals on incidental learning and motivation. Proceedings of the 1990 Annual Convention of the Association for Educational Communications and Technology, 479-489.
- Rieber, L.P., & Kini, A. (1990). Theoretical foundations of instructional applications of computer-generated animated visuals. Proceedings of the 1990 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 383-387.
- Rieber, L.P. (1989). A review of animation research in computer-based instruction. Proceedings of the 1989 Annual Convention of the Association for Educational Communications and Technology, 369-389.
- Rieber, L.P. (1989). The effects of computer animated lesson presentations and cognitive practice activities on young children's learning in physical science. Proceedings of the 1989 Annual Convention of the Association for Educational Communications and Technology, 391-406.
- Rieber, L.P. (1989). The effects of computer animation on intentional and incidental learning. Proceedings of the 1989 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 316-321.
- Rieber, L.P., Boyce, M., & Alkindi, M. (1989). Effects of computer animation on retrieval tasks in solving velocity and acceleration problems [abstract]. Proceedings of the 1989 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 481.
- Rieber, L.P., Boyce, M., & Assad, C. (1989). The effects of computer animated lesson presentations and cognitive practice on adult learning in physical science. Proceedings of the 1989 Annual Convention of the Association for Educational Communications and Technology, 407-420.
- Rieber, L.P. (1988). The effects of computer animated elaboration strategies and practice on factual and application learning in an elementary science lesson. Proceedings of the 1988 Annual Convention of the Association for Educational Communications and Technology, 639-649.
- Rieber, L.P. (1988). Animated instruction and cognitive practice. Proceedings of the 1988 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 284-289.
- Rieber, L.P. (1988). The role of animation in computer-based instruction: A review of the research and issues [abstract]. Proceedings of the 1988 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 435.
- Rieber, L.P. (1988). The LOGO dynaturtle: A computer simulation in Newtonian physics for elementary and secondary education. Proceedings of the 1988 Annual Convention of the Texas Computer Education Association, 172-173.
- Di Vesta, F., & Rieber, L.P. (1988). Characteristics of cognitive instructional design: The next generation. Proceedings of the 1988 Annual Convention of the Association for Educational Communications and Technology, 213-225.
- Rieber, L.P. (1987). The effects of textual, graphic, and animated graphic elaboration strategies and practice on learning from computer-based instruction. Proceedings of the 1987 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 263-267.

- Rieber, L.P., & Hannafin, M. (1987). The effects of textual and animated orienting activities and practice on application and problem solving skills in an elementary science lesson: An exploratory study. Proceedings of the 1987 Annual Convention of the Association for Educational Communications and Technology, 599-612.
- Hannafin, M., Phillips, T., Rieber, L.P., & Garhart, C. (1986). The effects of presentation latency and embedded orienting strategies on learning from computer-based instruction. Proceedings of the 1986 Annual Convention of the Association for Educational Communications and Technology, 336-357.
- Hannafin, M., Phillips, T., Rieber, L.P., & Garhart, C. (1986). The effects of orienting strategies and cognitive processing time on factual and inferential learning. Proceedings of the 1986 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, February, 190-194.
- Hannafin, M., & Rieber, L.P. (1986). The evolution of computer-based instruction: Behavioral to cognitive [Abstract]. Proceedings of the 1986 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 500.
- Rieber, L.P., & Hannafin, M. (1986). The effects of textual and animated orienting activities and practice on learning from computer-based instruction. Proceedings of the 1986 Annual Convention of the Association for the Development of Computer-Based Instructional Systems, 308-313.
- Rieber, L.P. (1986). The effect of LOGO on young children. Proceedings of the 1986 Annual Convention of the Association for Educational Communications and Technology, 562-597.

Computer software

- Rieber, L.P. (2005). Online Instructional Design Activity Library. Department of Instructional Technology, The University of Georgia [On-line]. Available: <http://projects.coe.uga.edu/lriever/teaching/edit6170/IDA-library/index.html>
- Rieber, L.P. (2005). World Wide Interactive Learning Design Team. Department of Instructional Technology, The University of Georgia [On-line]. Available: <http://it.coe.uga.edu/wwild>
- Rieber, L.P. (2002). SimSchool: A computer model of different educational philosophies and their influence on educational practice. MERLOT: Multimedia Educational Resources in Learning and Online Teaching [On-line]. Available: <http://www.merlot.org>
- Rieber, L.P. (1990). Space shuttle commander. Washington, DC: NASA, Educational Technology Branch, Educational Affairs Division. [Computer Software]
- Rieber, L.P. (1989). Civil war spreadsheet simulation. Teacher's Idea & Information Exchange, 53/54. [Computer Software]
- Rieber, L.P. (1984). Professional class golf. Dynacomp, Inc.: Rochester, New York. [Computer Software]
- Rieber, L.P. (1983). Serendipity. Dynacomp, Inc.: Rochester, New York. [Computer Software]

FELLOWSHIPS

- Visiting Fellow, Edith Cowan University, Department of Library and Information Science, Perth, Australia, August, 1995.

GRANT PROPOSAL ACTIVITY

National Endowment for the Humanities, October, 2005. Learning by Designing: Game Design as a Route to Historical Understanding. Principal Investigator: Lloyd Rieber, \$99,648, not funded.

The University of Georgia, Office of the Vice President for Instruction. Project Promote: Using technology to help mentor early career faculty at the University of Georgia. Principal Investigator: Lloyd Rieber, \$21,555, funded.

A partnership for rural economic, educational and human capital development. Training, Internships, Exchanges, and Scholarships (TIES), United States Agency for International Development, Principal Investigator: Glenn C.W. Ames (UGA International Public Service and Outreach). I served as an instructional technology project consultant.

University System of Georgia Learning Technologies Grants Program, September, 2003. Expanding Distance Education Opportunities at UGA Using the HorizonLive Virtual Classroom, Principal Investigators: Sherry C. Clark & Lloyd Rieber, \$59,700, funded.

U.S. Department of Education, December, 2002, Project SHOP (Phase 2): Research on an Interactive, Multimedia Technology Designed to Assist Students with Intellectual Disabilities in the Acquisition and Generalization to Community Settings of Shopping, Literacy, Communication and Related Skills, Principal Investigators: John Langone, Lloyd Rieber, Tom Clees, \$399,019, not funded.

U.S. Department of Education, December, 2001, Project SHOP (Phase 2): Research on an Interactive, Multimedia Technology Designed to Assist Students with Intellectual Disabilities in the Acquisition and Generalization to Community Settings of Shopping, Literacy, Communication and Related Skills, Principal Investigators: John Langone, Lloyd Rieber, Tom Clees, \$399,019, not funded.

University System of Georgia Learning Technologies Grants Program, January, 2001. Multi-User, Multifunctional Video Digital Editing Classroom and Editing Facility, Principal Investigators: Lloyd Rieber, Fred Brackett, Michael Orey, John Langone, Bob Hart, \$47,000, funded.

U.S. Department of Education, December, 2000, Project SHOP: Interactive Technology for Generalizing Literacy, Mobility, and Purchasing Skills to Community Settings, Principal Investigators: John Langone, Lloyd Rieber, Tom Clees, \$348,464, funded.

University System of Georgia Learning Technologies Grants Program, September, 1998. Multifunctional Computer/Technology Classroom, Principal Investigators: Lloyd Rieber, Bob Hart, \$74,002, funded.

U.S. Department of Education, December, 1998, Project SHOP: Interactive Technology for Generalizing Literacy, Mobility, and Purchasing Skills to Community Settings, Principal Investigators: John Langone, Lloyd Rieber, Tom Clees, \$330,238, not funded.

Faculty Research Grant Program, College of Education, The University of Georgia, April, 1997, Project KID DESIGNER, \$5000, funded.

American Honda Foundation, May, 1996, Project KID DESIGNER, \$73,365, not funded.

Eisenhower Higher Education Act, January, 1995, Project ESCALATE Professional Development Proposal, \$40,069, funded (but proposal was withdrawn due to contingency of another grant), co-principal investigator.

Office of the Vice President for Research, The University of Georgia, December, 1994, Virtual Reality Research Facility, \$233,525, funded. (Member of Project Team)

Information Technology Policy Council, State of Georgia, December, 1994, Project ESCALATE (Environmental Science Curriculum to Advance Learning through Accelerated Technology Enrichment), \$600,000, not funded. (Member of Project Team)

Georgia Research Alliance, Georgia Center for Advanced Telecommunications Technology, Children as designers of educational computer games, \$141,921, not funded.

Office of Instructional Development, The University of Georgia, December, 1993, Educational Applications of Computer Graphics, \$1000, awarded.

Office of Instructional Development, The University of Georgia, December, 1993, Educational Applications of Virtual Reality, \$49,500, not funded.

Center for Teaching Excellence, Texas A&M University, February, 1990, Incentive Grant for Teaching, \$1000, funded.

Office of Naval Research, October, 1990, The study of visually-based interactive computer learning environments, \$87,172, not funded.

American Honda Foundation, November, 1989, The effects of visual grouping of textual and animated presentations on intentional and incidental learning, \$41,353, not funded.

INVITED ADDRESSES/KEYNOTES

Rieber, L.P., Invited Speaker on Games and Simulations, University of Memphis, July 26, 2006.

Rieber, L.P., Invited Speaker at the Graduate Colloquium Program, Northern Illinois University, October 23, 2006.

Rieber, L.P. Feeling like I'm a first year teacher: Becoming an effective online instructor. Presented at the Summit 2005 Distance Learning Conference, Atlanta, October 28, 2005.

Rieber, L.P., Rediscovering gaming in education: High tech, low tech, and everything in-between. Invited presentation at the 1st International Kaleidoscope Symposium on Technology-Enhanced Learning, Oberhausen, Germany, July 6-8, 2005.

Rieber, L.P., Supporting discovery-based learning with simulations. Invited presentation at the International Workshop on Dynamic Visualizations and Learning, Knowledge Media Research Center, Tubingen, Germany, July 18-19, 2002.

Rieber, L.P., Designing learning environments that excite serious play. Invited keynote address at the 18th Annual Conference of the Australasian Society for Computers in Learning in Tertiary Education, Melbourne, Australia, December 10, 2001.

Rieber, L.P., Computer-based microworlds, simulations, and games: Serious design for serious play. Invited course at the Autumn School of Cognition, University of Freiburg, Freiburg, Germany, September 10-15, 2000.

Rieber, L.P., Integrating web-based technology into education: Join the WWILD Team. Invited address at the 1999 Winter Institute for Technology and Adult Basic Education, Atlanta, Georgia, January 27, 1999.

Rieber, L.P., The proper way to become an instructional technologist. 1998 Peter Dean Lecturer for the Division of Learning and Performance Environments. Presented at the Annual Conference of the Association for Educational Communications and Technology, St. Louis, February, 1998.

Rieber, L.P., ITFORUM. Invited keynote presentation at the annual conference of The National Advisory Committee on Computing Qualifications, Nelson, New Zealand, July 9, 1997.

Rieber, L.P., Instructional Technology: Foundations and Future Directions. Brazilian Teleconference, originating at the SEBRAE Institute, Belo Horizonte, Brazil, September 26, 1996.

Rieber, L.P., People and computers: Partners in visualization. Keynote presentation at the International Seminar "Transforming Education," SEBRAE Institute, Belo Horizonte, Brazil, September 24, 1996.

PRESENTATIONS

National/International

Rieber, L.P. In search of lost wisdom: An online game to teach task analysis. Presented at the Annual Conference of the Association for Educational Communications and Technology, Anaheim, October, 2007.

Rieber, L.P. What do instructional designers need to know about video game development to enhance game-based learning? Presented at the Annual Conference of the Association for Educational Communications and Technology, Anaheim, October, 2007.

Rieber, L.P., & Clinton, G. Project Promote: Building an online community for mentoring early career higher education faculty. Paper presented at the annual meeting of the American Educational Research Association, Chicago, April, 2007.

Rieber, L.P. An open source online system to manage portfolio assessments of students in a graduate instructional technology program. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, October, 2006.

Rieber, L.P., & Clinton, G. Project Promote: Mentoring early career higher education faculty. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, October, 2006.

Rieber, L.P. Rediscovering gaming in education: High tech, low tech, and everything in-between. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, October, 2006.

Rieber, L.P. Symposium Panelist: Creativity in instructional technology. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, October, 2006.

Rieber, L.P. Creating dynamic database-driven web sites with Dreamweaver. Workshop presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, October, 2006.

Rieber, L.P. Feeling like I'm a first year teacher: Becoming an effective online instructor. Presented at the Annual Conference of the Association for Educational Communications and Technology, Orlando, October, 2005.

Thomas, G., Rauscher, D., & Rieber, L.P. Beyond presentations: Homemade PowerPoint games and technology integration for preservice teachers. Presented at the Annual Conference of the Association for Educational Communications and Technology, Orlando, October, 2005.

Rieber, L.P. Creating dynamic database-driven web sites with Dreamweaver. Workshop presented at the Annual Conference of the Association for Educational Communications and Technology, Orlando, October, 2005.

Rieber, L.P., Discussant for: New directions in guided discovery learning. Presented at the annual meeting of the American Educational Research Association, Montreal, April, 2005.

Clinton, G., & Rieber, L.P. Creativity, flow, and the training of graduate students in design and development skills. Paper presented at the annual meeting of the American Educational Research Association, Montreal, April, 2005.

- Rieber, L.P. The online instructional design activity library: A free tool for learning instructional design. Presented at the Annual Conference of the Association for Educational Communications and Technology, Chicago, October, 2004.
- Rieber, L.P., & Estes, M. Universal design for learning and instruction: Much more than ALT tags. Presented at the Annual Conference of the Association for Educational Communications and Technology, Chicago, October, 2004.
- Rieber, L.P., & Estes, M. Teaching instructional design online: Opportunities and obstacles to collaborative learning. Paper presented at the annual meeting of the American Educational Research Association, San Diego, April, 2004.
- Rieber, L.P., Estes, M., & Clinton, G. Teaching instructional design successfully online: Realizing the Opportunities Get Taken Hypothesis. Presented at the Annual Conference of the Association for Educational Communications and Technology, Anaheim, October, 2003.
- Rieber, L.P., & Thomas, G. Homemade PowerPoint games: A constructionist alternative to WebQuests. Presented at the Annual Conference of the Association for Educational Communications and Technology, Anaheim, October, 2003.
- Rieber, L.P., Langone, J., Clees, T., & Matzko, M. Project SHOP: Research on an interactive, multimedia technology designed to assist students with intellectual disabilities. Paper presented at the annual meeting of the American Educational Research Association, Chicago, April, 2003.
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- Rieber, L.P., & Matzko, M. Project Shop: Teaching community-based skills to individuals with disabilities using interactive multimedia. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, November, 2002.
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- Rieber, L. P., Luke, N., Smith, J., Noah, D., Nolan, M., Matzko, M., Sharma, P., & Bourdeau, G., Project KID DESIGNER: Collaborating with children in the design of educational computer games. Presented at the Third International Conference on the Learning Sciences, Atlanta, December, 1998.
- Rieber, L.P., Noah, D., & Nolan, M., Metaphors as graphical representations within open-ended computer-based simulations. Presented at the Annual Conference of the American Educational Research Association, San Diego, April, 1998.
- Rieber, L.P., Learning by designing: Building educational games and simulations with Authorware. Workshop at the Annual Conference of the Association for Educational Communications and Technology, St. Louis, February, 1998.
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- Rieber, L.P., Learning by designing: Building educational games and simulations with Authorware. Presented at the Annual Conference of the International Visual Literacy Association, State College, PA, October, 1997.
- Rieber, L.P., & Noah, D., Effect of Gaming and Graphical Metaphors on Reflective Cognition Within Computer-Based Simulations. Presented at the Annual Conference of the American Educational Research Association, Chicago, March, 1997.
- Bennett, L., Al-Ghafry, S., Wilkinson, G., Rieber, L.P., The ITForum Perspective on the Internet and Publishing: Changing the Way Researchers Communicate. Presented at the Annual Conference of the Association for Educational Communications and Technology, Albuquerque, NM, February, 1997.
- Rieber, L.P., Chu, G., Tzeng, S., & Tribble, K., Feedback and elaboration within a computer-based simulation. Presented at the Annual Conference of the American Educational Research Association, New York, April, 1996.
- Rieber, L.P., Ellington, C., & Ward, H., Children as designers of educational computer games: Constructivism at work through play. Presented at the Annual Conference of the Association for Educational Communications and Technology, Indianapolis, IN, February, 1996.

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- Rieber, L.P., Session chair/discussant. Simulations of children and computers. Presented at the Annual Conference of the Association for Educational Communications and Technology, Indianapolis, IN, February, 1996.
- Rieber, L.P., Smith, M., & Spahi, F., Data-driven animation as feedback during a computer-based simulation. Presented at the World Conference on Educational Multimedia and Hypermedia, Graz, Austria, June, 1995.
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- Rieber, L.P., Seriously considering play: Children as game designers. Presented at the Annual Conference of the American Educational Research Association, San Francisco, April, 1995.
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- Rieber, L.P., Animation as real-time visual feedback during computer-based simulations. Presented at the Annual Conference of the American Educational Research Association, New Orleans, April, 1994.
- Rieber, L.P., Computer-based learning enhancers: Designing highly interactive and motivating learning environments based on the blending of microworlds, simulations, and games. Presented at the Annual Conference of the American Educational Research Association, New Orleans, April, 1994.
- Rieber, L.P., An instructional design philosophy of interaction based on a blending of microworlds, simulations, and games. Presented at the Annual Conference of the Association for Educational Communications and Technology, Nashville, TN, February, 1994.
- Rieber, L.P., Visualization as an aid to problem-solving: Examples from history. Presented at the Annual Conference of the Association for Educational Communications and Technology, Nashville, TN, February, 1994.
- Rieber, L.P., Seminar discussant. Uses of visualization and animation in CBI. Presented at the Annual Conference of the Association for Educational Communications and Technology, Nashville, TN, February, 1994.

- Rieber, L.P., Symposium chair. Building "instructional" planes that really fly: Reconciling theory, research, and practice. Presented at the Annual Conference of the Association for Educational Communications and Technology, Nashville, TN, February, 1994.
- Rieber, L.P. & Zellner, R., Advanced design and production of interactive instructional multimedia. Workshop presented at the Annual Conference of the Association for Educational Communications and Technology, Nashville, TN, February, 1994.
- Rieber, L.P., Using computer-based microworlds with children with pervasive developmental disorders: An informal case study. Presented at the Annual Conference of the Association for the Development of Computer-Based Instructional Systems, Nashville, TN, February, 1994.
- Rieber, L.P., Symposium chair and discussant. ADCIS in review: Collaborations with other professional associations. Presented at the Annual Conference of the Association for the Development of Computer-Based Instructional Systems, Nashville, TN, February, 1994.
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- Boyce, M., Rieber, L.P., Phillips, T., From theory to practice: Utilizing cognitive strategies in the design of practice in computer-assisted instruction. Presented at the Annual Conference of the Association for the Development of Computer-Based Instructional Systems, San Diego, CA, November, 1990.
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- Rieber, L.P., Effects of animated visuals on incidental learning and motivation. Presented at the Annual Conference of the Association for Educational Communications and Technology, Anaheim, CA, February, 1990.
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- Rieber, L.P., The effects of computer animated lesson presentations and cognitive practice on young children's learning in physical science. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, February, 1989.
- Rieber, L.P., A review of animation research in computer-based instruction. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, February, 1989.
- Rieber, L.P., Using the LOGO dynaturtle simulation as an aid in the teaching of physics. Presented at the Annual Conference of the Association for Educational Communications and Technology, Dallas, February, 1989.
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- Di Vesta, F., & Rieber, L.P., Characteristics of cognitive instructional design: The next generation. Presented at the Annual Conference of the Association for Educational Communications and Technology, New Orleans, January, 1988.
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- Rieber, L.P. The effects of textual, graphic, and animated graphic elaboration strategies and practice on learning from computer-based instruction. Presented at the Annual Conference of the Association for the Development of Computer-Based Instructional Systems, Oakland, California, November, 1987.
- Rieber, L.P., & Hannafin, M. The effects of textual and animated orienting activities and practice on learning from computer-based instruction. Presented at the Annual Conference of the American Educational Research Association, Washington, DC, April, 1987.
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Rieber, L.P., & Clinton, G. Project Promote: Mentoring early career higher education faculty. Presented at the University System Annual Computing Conference, Rock Eagle, Georgia, October, 2006.

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Rieber, L.P., & Orey, M. Service learning in the EDIT Studio. Presented at the 2005 Annual Public Service and Outreach Conference, Athens, Georgia, January 27, 2005.

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- Orey, M., Rieber, L.P., King, J. The studio: Curriculum reform for an instructional technology graduate program. Presented at the Annual Conference of the Eastern Educational Research Association, Hilton Head, South Carolina, February, 1999.
- Rieber, L.P., Animation for teachers and Students. Presented at the Annual Region VI Technology Conference, College Station, Texas, January, 1993.
- Rieber, L.P., Designing and using a civil war spreadsheet simulation. Presented at the Annual Conference of the Texas Computer Education Association, Dallas, March, 1989.
- Rieber, L.P., The effects of animated visual elaborations and cognitive practice activities on learning in physical science with elementary school children. Presented at the Annual Meeting of the Southwest Educational Research Association, Houston, January, 1989.
- Zellner, R., Rieber, L.P., Boyce, M., & Kini, Asit, Texas A&M: Technology in education. Presented at the Texas Computer Education Association Area IV Fall Conference, Conroe, Texas, September, 1988.
- Rieber, L.P., Research on the effects of animation on learning in computer-based instruction. Presented during Inquiry Day sponsored by the Texas A&M University College of Education, April, 1988.
- Zellner, R., & Rieber, L.P., What the educational technology program offers the revised teacher education program: Current and proposed benefits. Presented during Inquiry Day sponsored by the Texas A&M University College of Education, April, 1988.
- Rieber, L.P., The LOGO dynaturtle: A computer simulation in Newtonian physics for elementary and secondary education. Presented at the Annual Conference of the Texas Computer Education Association, Dallas, February, 1988.
- Rieber, L.P. The effects of animation in computer-based instruction: What the research says. Presented at the Annual Microcomputer Information Exchange Conference, University Park, Pennsylvania, March, 1987.
- Rieber, L.P. LOGO and its implications in cognitive psychology. Presented at the Annual Pennsylvania State University Microcomputer Information Exchange Conference, University Park, Pennsylvania, March, 1986.
- Rieber, L.P. Intermediate LOGO programming. Presented at the Annual Pennsylvania State University Microcomputer Information Exchange Conference, University Park, Pennsylvania, March, 1986.
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- Rieber, L.P. Managing a large software library using an electronic database. Presented at the Annual Pennsylvania Learning Resource Association Conference, Lancaster, Pennsylvania, November, 1986.
- Rieber, L.P. Introduction to the Bankstreet Writer word processor. Presented at the Annual Pennsylvania State University Microcomputer Information Exchange Conference, University Park, Pennsylvania, March, 1985.
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- Hannafin, M., Rieber, L.P., & Phillips, T. Instructional gaming as a technique in the design of computer-based instructional software. Presented at the Annual Pennsylvania Learning Resource Association Conference, Lancaster, Pennsylvania, November, 1984.

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