Jerry C. Schnepp, Ph.D.

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PROFESSIONAL EXPERIENCE

Roosevelt University, Chicago, IL August 2024 to Present
Robert Miner Endowed Chair of Computer Science and Cyber Security (2024-Present)
Professor of Computer Science (2026-Present)
Associate Professor of Computer Science (2024-2026)

- Leading the Department of Computer Science and Cyber Security with a focus on forward-looking curricula, hands-on learning, and career readiness.
- Advancing new graduate programs in Artificial Intelligence, Data Science, and Applied Computing.
- Conducting research on AI-enhanced personalized learning experiences, with an emphasis on Retrieval-Augmented Generation (RAG) technologies.
- Mentoring students and supporting both undergraduate and graduate research initiatives.
- Teaching courses in Algorithm Design and Human-Computer Interaction.

Judson University, Elgin, IL August 2022 to August 2024
Chair, Department of Computer Science
Associate Professor of Computer Science

- Led the Department of Computer Science with an emphasis on modernizing the curriculum, increasing enrollment, and enhancing career readiness for graduates.
- Championed faculty development initiatives centered on innovative pedagogy, including the application of Learner Experience Design (LXD) principles.
- Taught a range of undergraduate courses, including Software Design Patterns, Data Structures, Algorithms, Web Development, Database Systems, and Capstone Senior Project.
- Chaired both the Undergraduate Academic Policy Committee and the Degree Completion Academic Policy Committee, contributing to university-wide curriculum governance.
- Supported student learning beyond the classroom through advising, internships, community projects, and independent study mentorship.

Bowling Green State University, Bowling Green, OH August 2012 to July 2022
Associate Professor, Visual Communication Technology (2018-2022)
Assistant Professor, Visual Communication Technology (2012-2018)
Founding Director, Collab Lab (2016-2020)

- Conceived and led the creation of the Collab Lab, an interdisciplinary innovation center on the BGSU campus. Secured institutional support, oversaw design and construction, and directed its programming and operations.
- Developed and taught a range of undergraduate and graduate courses in User Experience, Interaction Design, Web Development, Interactive Media, Usability, and Augmented/Virtual Reality.

- Supervised 25 undergraduate independent study projects and served on graduate committees for two master's students and four Ph.D. candidates, including one as primary advisor.
- Directed research on emerging educational technologies, including EASEL—a mobile platform that promotes real-time reflection during experiential learning—and Point Barter, an online testing system enabling students to trade exam points for strategic hints.
- Led a multi-year research initiative on integrating computational thinking into interactive electronic art curricula. This project, which combined coding, robotics, and visual art, was conducted in collaboration with the Toledo Museum of Art and Toledo Public Schools.

DePaul University, Chicago, IL August 2002 to July 2012
Adjunct Faculty in Computer Science

- Taught courses in Human-Computer Interaction, Computer Graphics Development, Real-time Rendering, Data Visualization, Computer Animation, Web Design, and Digital Photography.

Moraine Valley Community College, Palos Hills, IL May 2002 to Aug 2004
Adjunct Faculty in Allied Health

- Taught courses on Computing in Allied Health.

EDUCATION

PhD	DePaul University, Computer Science Dissertation: "A Representation of Selected Nonmanual Signals in American Sign Language"	June 2012
MS	DePaul University, Human-Computer Interaction	June 2002
BS	University of Illinois at Chicago, Communication	May 1999

SELECTED HONORS AND AWARDS

Elected President of the International Society for Exploring Teaching and Learning (ISETL) (2025 – 2027).

Mentor Award, Roosevelt University (2025-2026).

Undergraduate Faculty Mentor of the Year Award, Bowling Green State University (2022).

Top Overall Article: "Building Problem-Solving Skills through STEAM," in Technology and Engineering Teacher awarded by the International Technology and Engineering Educators Association. (May/June 2020)

Faculty Excellence Award, Association of Technology, Management, and Applied Engineering (2018).

Elliott L. Blinn Award for Faculty-Undergraduate Student Innovative Basic Research/Creative Work (2018).

PUBLICATIONS

Books

Schnepp, J., Hanasono, L., Koolage, W. J., Ludy, M., Radina, M. E., & Sheffer, J. A. (Submitted for Publication). *Cultivating Academic Leadership: A Collaborative Approach*. Under contract with Emerald Publishing. Manuscript due October 2026.

Journal Publications

Davidson, J., Ryan, L., **Schnepp, J.**, Buttrick, H., & Gupta, A. Rage Against the Machine Learning: Data Poisoning, Reasonable Force, and Defending Creative Work. *Ethics and Information Technology* (Under Review).

Davidson, J., **Schnepp, J.**, Buttrick, H., & Gupta, A. A Framework for Ethical AI-HRM Development and Use. *AI Ethics* 6, 28 (2026). https://doi.org/10.1007/s43681-025-00858-7 (Impact Factor: 6.082).

Radina, M.E., **Schnepp, J.**, Sheffer, J.A., Ludy, M., Koolage, W.J., & Hanasono, L. (2025). Reframing and Reclaiming the Dirty Words of Academic Leadership. *The Department Chair*, 36(1), 7-11.

Schnepp, J., Hanasono, L., Koolage, W.J., Ludy, M., Radina, M.E., & Sheffer, J.A. (2025). What's Next? Navigating Inflection Points along Your Leadership Journey. *The Department Chair*, 35(3), 1-3.

Rogers, C. & **Schnepp, J.** (2024). Implementing Learner Experience Design in University Teaching: An Action Research Study on Enhancing Faculty-Student Engagement and Motivation. *Journal of the Scholarship of Teaching and Learning,* 24(3).

Ludy, M., Hanasono, L., Koolage, W.J., Radina, M.E., **Schnepp, J.**, & Sheffer, J.A. (2023). Leadership Doesn't Have to Be Lonely: Building Community through Cowriting. *The Department Chair*, *34*(2), 5-7.

Schnepp, J. & Rogers, C. (2022). A Practical Approach to Learner Experience Design. *International Journal of Teaching and Learning in Higher Education, 34(1).*

Schnepp, J. & Roberts, T. (2020). Heroes and Villains: A Virtual Summer Camp Activity for Remote Learners. *Elementary STEM Journal, 25(1), 28.*

Roberts, T. & **Schnepp, J.** (2020). Building Problem-Solving Skills through STEAM**.** *Technology and Engineering Teacher*, 79(8), 8. (Winner of the International Technology and Engineering Educators Association Gerald F. Day Excellence in Authorship - Top Overall article award, 2021)

Yang, C. L., **Schnepp, J.**, & Tucker, R. M. (2019). Increased Hunger, Food Cravings, Food Reward, and Portion Size Selection after Sleep Curtailment in Women Without Obesity. *Nutrients*, 11(3), 663.

Yang, C. L., Cobetto, C., Hu, Y., **Schnepp, J.**, & Tucker, R. (2018). Preliminary Results: Sleep Curtailment Results in Increased Portion Size Selection. *Journal of the Academy of Nutrition and Dietetics*, *118*(10), A133.

Renguette, C., Rogers, C., **Schnepp, J.** & Seig, M.T. (2018). Experiential Learning Dual Design: Using User Experiences to Teach UX**.** *International Journal of The World Association for Case Method Research & Application*, 3, 145-152.

Schnepp, J. & Rogers, C. (2017). Evaluating the Acceptability and Usability of EASEL: A Mobile Application that supports Guided Reflection for Experiential Learning Activities. *Journal of Information Technology Education: Innovations in Practice*,16:1.

McDonald, J., Wolfe, R., **Schnepp, J.**, Hochgesang, J., Gorman Jamrozik, D., Stumbo, M., Berke, L., Bialek, M., & Thomas, F. (2016). An automated technique for real-time production of lifelike animations of American Sign Language. *Universal Access in the Information Society*, 15(4), 551-566.

Wolfe, R., Efthimiou, E., Glauert, J., Hanke, T., McDonald, J., & **Schnepp, J.** (Eds.) (2016). Recent Advances in Sign Language Translation and Avatar Technology. *Universal Access in the Information Society*, *15*(4), 485-486.

Rogers, C. & **Schnepp, J.** Student Perceptions of an Alternative Testing Method: Hints as an Option for Exam Questions. (2015). *Computers in Education Journal XXIV*.

Wolfe, R., Cook, P., McDonald, J. C., & **Schnepp, J.** (2011). Linguistics as structure in computer animation: Toward a more effective synthesis of brow motion in American Sign Language. *Sign Language & Linguistics*, *14*(1), 179-199.

Book Chapters

Rogers, C., Renguette, C., Cooper, S., Renshaw, S., Seig, M.T., & **Schnepp J.** (2018). Developing an Adaptive Mobile Platform in Family Medicine Field Experiences: User Perceptions. *Smart Education and Smart E-Learning* (pp. 37-50). Springer, Cham.

Schnepp, J. & Rogers, C. (2015). Just Give Me a Hint! An Alternative Testing Approach for Simultaneous Assessment and Learning. *Smart Education and Smart e-Learning* (pp.141-150). Springer, Cham.

Conference Papers

Desta, Y. K., & **Schnepp, J.** (2026). Specialized design heuristics that optimize interactions for older adults. In C. Stephanidis, G. Margetis, S. Ntoa, M. Antona, & G. Salvendy (Eds.), HCI International 2026 Posters (Communications in Computer and Information Science, Vol. 3047, pp. 526–534). Springer. https://doi.org/10.1007/978-3-032-30552-7_50

Bostic, J., Sondergeld, T., & **Schnepp, J.** (2020). Broadening the problem-solving measures: Moving online. In Editors (Eds.), *Proceedings for the annual meeting of the School Science and Mathematics Association*. Paper presented at the annual meeting of the School Science and Mathematics Association (pp. 59-66). Minneapolis, MN.

Schnepp, J., Wolfe, R., Brionez, G., Baowidan, S., Johnson, R., & McDonald, J. (2020). Human-centered design for a sign language learning application. *Proceedings of the 13th ACM International Conference on PErvasive Technologies Related to Assistive Environments* (pp. 1-5).

Schnepp, J. (2018). The Collab Lab: A Place for Innovation. *ICERI2018 Proceedings* (pp. 8716-8720).

Schnepp, J. & Rogers, C. (2018). Communicating Ideas Visually. *Proceedings of the 48th Annual Conference of the International Society for Exploring Teaching and Learning*.

Rogers, C., **Schnepp, J.**, & Cooper, S. (2018). One Possibility of Future Learning: Immersive and Digital Experiences. *Proceedings of the 48th Annual Conference of the International Society for Exploring Teaching and Learning*.

Schnepp, J. & Rogers, C. (2016). Supporting Directed Reflection with Technology in Field Experiences. *Proceedings of the 46th Annual Conference of the International Society for Exploring Teaching and Learning*.

Schnepp, J. (2016) Toward a Multimodal Interface that Combines Singing and Drawing. In *AHFE 2016: Applied human factors and ergonomics: proceedings of the 7th International Conference on Applied Human Factors and Ergonomics (AHFE 2016) and the Affiliated Conferences, July 27-31, Walt Disney World, Florida, USA* (pp. 1-1). Springer.

Schnepp, J. & Rogers, C. (2015). Challenging The Agile Learner through Variations in Assessment. *Proceedings of the 45th Annual Conference of the International Society for Exploring Teaching and Learning.*

Wolfe, R., McDonald, J., Toro, J., Baowidan, S., Moncrief, R., & **Schnepp, J.** (2015, August). Promoting better deaf/hearing communication through an improved interaction design for fingerspelling practice. In *International conference on universal access in human-computer interaction* (pp. 495-505). Springer, Cham.

Schnepp, J. & Rogers, C. (2014). Gamification Techniques for Academic Assessment. *Proceedings of the 44th Annual Conference of the International Society for Exploring Teaching and Learning.*

Rogers, C., & **Schnepp, J.** (2014, June). Teaching During The Final Exam: How Providing Hints Can Help. In *2014 ASEE Annual Conference & Exposition* (pp. 24-1159).

Schnepp, J. & Rogers, C. (2014). Giving Hints on A test Isn't Cheating?!!. *Proceedings of the 2014 International Higher Education Teaching and Learning Association Conference* (pp 85-86).

Schnepp, J., Wolfe, R., McDonald, J., & Toro, J. (2013). Generating Co-occurring Facial Nonmanual Signals in Synthesized American Sign Language. *Proceedings of the International Conference on Computer Graphics Theory and Applications and International Conference on Information Visualization Theory and Applications* (pp 407-416). SciTePress.

Schnepp, J. C., Wolfe, R. J., McDonald, J. C., & Toro, J. A. (2012, October). Combining emotion and facial nonmanual signals in synthesized american sign language. In *Proceedings of the 14th international ACM SIGACCESS conference on Computers and accessibility* (pp. 249-250).

Schnepp, J., Wolfe, R., Shiver, B., McDonald, J., & Toro, J. (2011). SignQUOTE: A Remote Testing Facility for Eliciting Signed Qualitative Feedback. *Second International Workshop on Sign Language Translation and Avatar Technology.*

Wolfe, R., Cook, P., McDonald, J. C., & **Schnepp, J.** (2009). Toward a Better Understanding of Nonmanual Signals through Acquisition and Synthesis. *Workshop on Nonmanuals in Sign Languages, Goethe-University, Frankfurt am Main, Germany.*

Wolfe, R., Alba, N., Billups, S., Davidson, M. J., Dwyer, C., Gorman Jamrozik, D., Smallwood, L., Alkoby, K., Carhart, L., Hinkle, D., Hitt, A., Kirchman, B., Lancaster, G., McDonald, J., Semler, L., **Schnepp, J.**, Shiver, B., Suh, A. &

Young, J. (2006). An Improved Tool for Fingerspelling Recognition. *Technology and Persons with Disabilities Conference* 2006.

McDonald, J., Wolfe, R., Alkoby, K., Carter, R., Davidson, M. J., Furst, J., Hinkle, D., Knoll, B., Lancaster, G., Smallwood, L., Ougouag, N. & **Schnepp, J.** (2005). Achieving consistency in an FK/IK interface for a seven degree of freedom kinematic chain. *In Visual Communication and Technology Education Faculty Publications. 3* (pp 171–179).

Lancaster, G., Alkoby, K., Campen, J., Carter, R., Davidson, M. J., Ethridge, D., Furst, J., Hinkle, D., Kroll, B., Layesa, R., Loeding, B., McDonald, J., Ougouag, N., **Schnepp, J.**, Smallwood, L., Srinivasan, P., Toro, J. & Wolfe, R. (2003). Voice Activated Display of American Sign Language for Airport Security. *Technology and Persons with Disabilities Conference*.

Trade Publications

Schnepp, J., Koolage, W.J., Radina, M.E., Sheffer, J.A. (2022, October 21). Deltas, Not Pipelines: A more organic way to develop academic leaders. [Blog post]. Retrieved from https://www.aacu.org/liberaleducation/articles/deltas-not-pipelines

Sheffer, J., Hanasono, L., Kanwischer, C., Koolage, W., Ludy, M., Landry-Meyer, L., Noyes, E., Radina, M., & **Schnepp, J.** (2022). Pieces of the Puzzle: The Importance of Shared Governance. *Liberal Education. 108:1. 20-29.*

Schnepp, J. (2016, March 14). Give students hints on the exam… But not for free. *The SOTL Advocate*. Retrieved from: https://illinoisstateuniversitysotl.wordpress.com/2016/03/14/give-students-hints-on-the-exambut-not-for-free.

Conference Presentations

Schnepp, J. (2026, April 14). *Exploring AI-Enhanced Learning with Vibe Coding: A Computer Science Micro-Internship Project*. National Conference on Undergraduate Research (NCUR). Richmond, VA.

Schnepp, J. (2026, February 6). *Building a Department-Wide AI Policy: A Collaborative Workshop.* Academic Chairpersons Conference (ACC). Atlanta, GA.

Schnepp, J., Radina, M., Hanasono, L., Koolage, J., Ludy, M.J., & Sheffer, J. (2026, February 6). *Leadership Doesn't Have to be Lonely: Starting Up A Cross-Institutional Collaborative Writing Group.* Academic Chairpersons Conference (ACC). Atlanta, GA.

Schnepp, J. (2025, February 6). *Thriving in an AI-Enriched University: Best Practices for Faculty Success.* Academic Chairpersons Conference (ACC). Indianapolis, IN.

Schnepp, J. and Rogers, C. (2024, October 16). *AI Tools, Tips, and Tricks for Educators*. International Society for Exploring Teaching and Learning Conference. Montgomery, AL.

Schnepp, J. (2024, October 11). *Cultivating Christian Perspectives in the Digital Age: Reflections on a Computer Science Course that Navigates the Intersection of Faith and Technology*. Integrated Education in a Reductionist Age, Kuyers/Inche/DeVries Conference. Grand Rapids, MI.

Schumann, M. & **Schnepp, J.** (2024, October 11). *Reaffirming Instructors' Irreducible Humanity*. Integrated Education in a Reductionist Age, Kuyers/Inche/DeVries Conference. Grand Rapids, MI.

Davidson, J., Gupta, A., & **Schnepp, J.**, (2024, April 12). *AI Echo: A framework for generative AI bias mitigation*. Midwest Decision Sciences Institute Annual Conference. Youngstown, OH.

Radina, M., Hanasono, L., Koolage, J., Ludy, M.J., **Schnepp, J.**, & Sheffer, J. (2024, February 8). *Leadership Doesn't Have to be Lonely: Co-writing to Build Community.* Academic Chairpersons Conference (ACC). Indianapolis, IN.

Schnepp, J. (2023, November 4). *Empowering Educators with AI: How to Harness Large Language Models for Innovative Teaching and Research*. Associated Colleges of the Chicago Area (ACCA) Conference. Elgin, IL.

Schnepp, J. and Rogers, C. (2023, October 18). *From Insights to Actions: Interviews for Effective Learner Experience Design*. The International Society for Exploring Teaching and Learning Conference on Horizon Technologies in Higher Education: Teaching and Learning in a Time of Change. New Orleans, LA.

Schnepp, J. (2023, May 3). *Collaborative and Iterative UX Curriculum Development*. ConveyUX. Online.

Schnepp, J. (2023, March 6). *Challenges and Opportunities to Empower Women in STEM Disciplines*. Advancing Women in Leadership Conference. Elgin, IL.

Schnepp, J.& Rogers, C. (2023, February 10). *Reframe Learning Through the Students' Eyes: Learner Experience Design*. AAC&U's Conference on General Education, Pedagogy and Assessments. New Orleans, LA.

Schnepp, J., Hanasono, L., Koolage, J., Ludy, M.J., Radina, M., & Sheffer, J. (2023, February 9). *Leadership doesn't have to be lonely: Creating cross-*

institutional community. Academic Chairpersons Conference (ACC). New Orleans, LA.

Schnepp, J. (2022, November 5). *Refine your Pedagogy through Learner Experience Design*. Associated Colleges of the Chicago Area (ACCA) Conference. Elgin, IL.

Schnepp, J. & Rogers, C. (2022, October 10). *Refining Assessment Through Learner Experience Design.* The Assessment Institute Conference. Indianapolis, IN.

Schnepp, J. & Rogers, C. (2022, June 21). *Learner Experience Design: A Practical Approach for Empathetic Educators*. Association for the Advancement of Computing in Education: EdMedia + Innovate Learning Summit. New York, NY.

Schnepp, J. (2022, May 19). *Augmented Reality and Virtual Reality Tools for Higher Education*. Ohio Higher Education Computing Council. Athens, OH.

Schnepp, J. (2022, March 23). *Navigating Complex Academic Honesty Issues*. Teaching and Learning Summit. Bowling Green, OH.

Goedde, A., Hammady, C., Hanasono, L., & **Schnepp, J.** (2022, March 23). *Panel on Innovative Pedagogy*. Teaching and Learning Summit. Bowling Green, OH.

Schnepp, J. (2022, January 11). *Collaborative Learning in College Classrooms*. Faculty Colloquium on Critical Thinking: It's Good for You, It's Good for Me. Cleveland, OH.

Schnepp, J. (2021, July 26). *Participatory Curriculum Design: Letting Students Take the Lead*. Scholarship of Teaching and Learning Conference. Bowling Green, OH.

Goedde, A., Cady, S., Hammady, C., Hanasono, L., & **Schnepp, J.** (2021, July 26). *What Works F2F / What works Online?.* Scholarship of Teaching and Learning Conference. Bowling Green, OH.

Roberts, T., & **Schnepp, J.** (2020, November 18). *Using STEAM to Develop Middle School Students' Computational Thinking.* The Annual Meeting of the School Science and Mathematics Association. Minneapolis, MN.

Schnepp, J. (2020, June 2). *Keep them Doing: Active Learning Strategies and Technologies for Remote Synchronous Learning.* Fall Flex Conference. Online.

Schnepp, J. (2020, June 2). *Collaborative Human-Centered Design.* International Network for the Science of Team Science (SciTS). Online.

Rogers, C & **Schnepp, J.** (2019, October 13-15). *Building Effective Assessments through Empathy for Students.* The Assessment Institute Conference. Indianapolis, IN.

Schnepp, J. & Rogers, C. (2019, October 10-12). *Transforming Student Engagement through Learner Experience Design.* International Society for Exploring Teaching and Learning Conference on Innovative Higher Education Pedagogy. Charlotte, NC.

Schnepp, J. (2019, October 10-12). *Build Prototypes Fast. Test. Iterate. Innovate.* International Society for Exploring Teaching and Learning Conference on Innovative Higher Education Pedagogy. Charlotte, NC.

Roberts, T., **Schnepp, J.**, Crabtree, H. & Daniels, S. (2019, January 5-8). *STEAMing through the summer: An art and robotics informal learning experience.* Hawaii International Conference on Education. Honolulu, HI.

Schnepp, J. (2018, November 18). *Creative Problem Solving Through Design Thinking*. NWO Annual Symposium on Science, Technology, Engineering, and Mathematics Teaching. Bowling Green State University, Bowling Green, OH.

Renguette, C., Rogers, C., **Schnepp, J.** & Seig, M.T. (2018, May 14-16). *Perceptions of an experiential Learning Platform Design: Enhancing the User Experience.* Innovative Teaching and Learning Practices in Higher Education. Copenhagen, Denmark.

Schnepp, J. & Rogers, C. (2017, July 29-30). *Toward a Mobile Application that Supports Directed Reflection on Experiential Learning Activities.* Second Canadian International Conference on Advances in Education, Teaching & Technology. Toronto, Canada.

Schnepp, J. (2017, May 8-10). *The Design Thinking Approach to Problem Solving*. Great Lakes Conference on Teaching and Learning. Mt. Pleasant, MI.

Schnepp, J., Fleshman, K., Lockwood-Lass, M., Mitchell, B., Smith, L., Stucker, J. & Whitman, J. (2017, March 22-23). *An Introduction to Design Thinking*. 11th Annual BGSU Teaching and Learning Fair. Bowling Green, OH.

Schnepp, J. (2017, January 30-31). *Avoiding Burnout and Maintaining Productivity in a Hyperconnected Academic Environment.* Conference on Academic Research in Education (CARE). Las Vegas, NV.

Schnepp, J. (2016, November 19) *Integrating Design Thinking into STEM Lessons.* NWO Annual Symposium on Science, Technology, Engineering, and Mathematics Teaching. Bowling Green State University, Bowling Green, OH.

Schnepp, J. (2016, May 9-11). *Classroom Technology 2.0: Small Screens, Big Impact!***.** Great Lakes Conference on Teaching and Learning. Mt. Pleasant, MI.

Dixon, L., Fitzgerald, C., Hanasono, L., Ludy, M.J., Martin, L., Peet, S. & **Schnepp, J.** (2016, March 21-23). *Efficient and Effective Techniques for Faculty*. 10th Annual BGSU Teaching and Learning Fair. Bowling Green, OH.

Schnepp, J. & Ludy, M.J. (2015, November 21). *Work Smarter, Not Harder: Tools, Tips, and Techniques to Help Students become more Focused, Organized, and Productive***.** NWO Annual Symposium on Science, Technology, Engineering, and Mathematics Teaching. Bowling Green State University, Bowling Green, OH.

Schnepp, J. (2015, May 16). *My Smartphone Makes Me Smarter*. Ohio-PKAL First Annual Conference: Increasing STEM Student Success in Higher Education. Westerville, OH.

Schnepp, J., Ludy, M.J. & Tucker, R. (2015, May 13-15). *You've Pulled Your Last All-Nighter: Efficiency Tools and Techniques for College Students*. Great Lakes Conference on Teaching and Learning. Mt. Pleasant, MI.

Tucker, R., Ludy, M.J., Hanasono, L., Fallon, R. & **Schnepp, J.** (2015, March 5-7). *Task Organization and Time Management: Handling Email, Scheduling Time, and Prioritizing To-Do Lists*. Prism of Possibilities Teaching and Learning Conference. Bowling Green, OH.

Schnepp, J. (2014, November 19-22). *Trends in Multimodal Human-Computer Interfaces.* Annual Conference of the Association of Technology Management and Applied Engineering. St. Louis, MO

Cesarini, P. & **Schnepp, J.** (2014, November 19-22). *Tools of Engagement: Recasting Mobile Devices in the Classroom.* Annual Conference of the Association of Technology Management and Applied Engineering. St. Louis, MO.

Schnepp, D., **Schnepp, J.** & Petrik, M. (2014, July 26-30). *Point Bartering for Exam Hints: A Case Study with Medical Coding Students.* The American Health Information Management Association Faculty Development Institute / Assembly on Education (FDI/AOE) HIM Education: New Curriculum and Competencies to Advance the HIM Workforce. Chicago, IL.

Schnepp, J. & Cesarini, P. (2014, May 6). *Students' Perception of Mobile Devices in the Classroom.* M-Learning Symposium. Bowling Green State University, Bowling Green, OH.

Schnepp, J. (2013, November 19-22). *Leveraging Apple Remote Desktop to Facilitate Classroom Critiques of Digital Projects.* Annual Conference of the

Association of Technology Management and Applied Engineering. New Orleans, LA.

Schnepp, J. & Cesarini, P. (2013, November 2). *Engaging the Technologically Augmented Student***.** NWO Annual Symposium on Science, Technology, Engineering, and Mathematics Teaching. Bowling Green State University, Bowling Green, OH.

Schnepp, J. (2012, October 27). *It's Not All Fun and Games: The Challenge of Teaching Essential Mathematics for 3D Game Design.* NWO Annual Symposium on Science, Technology, Engineering, and Mathematics Teaching. Bowling Green State University, Bowling Green, OH.

Wolfe, R., McDonald, J., Toro, J. & **Schnepp, J.** (2012, May 27). *A Proposal for Making Corpora More Accessible for Synthesis: A Case Study Involving Pointing and Agreement Verbs*. Fifth Workshop on the Representation and Processing of Sign Languages: Corpora and Sign Language Technologies LREC 2012. Istanbul, Turkey.

Wolfe, R., McDonald, J. & **Schnepp, J.** (2011, January 10-11). *An Avatar to Depict Sign Language: Building from Reusable Hand Animation.* International Workshop on Sign Language Translation and Avatar Technology (SLTAT). Berlin, Germany.

Wolfe, R., McDonald, J. & **Schnepp, J.** (2010, May 23). *Synthetic Corpora: A Synergy of Linguistics and Computer Animation.* Fourth Workshop on the Representation and Processing of Sign Languages: Corpora and Sign Language Technologies LREC. Valetta, Malta.

Invited Presentations

Schnepp, J. (2025, September 17-19). *Human-Centered-AI Collaboration for Rapid UX Design*. Great Minds in STEM Conference. Albuquerque, NM (invited).

Schnepp, J. (2025, October 7). *Keynote Address: Learner Experience Design for Curriculum Development and Increased Student Engagement*. Georgia State University's Perimeter College unDistance Learning Conference. Atlanta, GA.

Schnepp, J. (2024, November 14). *Optimizing AI Interactions: A Practical Guide to Prompt Engineering for LLMs*. AI Hospitality & Tourism Innovation Symposium. Chicago, IL.

Samuels, A.N., **Schnepp, J.**, & Ward, D. (2024, September 21). *Panel: Perspectives on the experiences of students in Illinois College Computer Science and Tech programs*. IWERC Research Briefing: Participation, Persistence, and Experiences of CS and Tech College Students in Illinois. Chicago, IL.

Schnepp, J. & Rogers, C. (2024, June 15-16). *Learner Experience Design: A Human-Centered Approach to Collaborative Curricular Innovation* (Keynote Address). 8th Canadian International Conference on Advances in Education, Teaching & Technology. Toronto, Canada.

Garratt-Reed, D., Rogers, C., & **Schnepp, J.** (2024, June 15-16). *Embracing Technology in the Classroom: Innovations and Challenges* (Panel Discussion). 8th Canadian International Conference on Advances in Education, Teaching & Technology. Toronto, Canada.

Schnepp, J. & Rogers, C. (Guests). (2024, January 31). *Why Should Teachers Embrace Learner Experience Design?*. The eLearn Magazine Podcast with Chris Ladek. https://www.elearnmagazine.com/podcast

Schnepp, J. (2024, January 11). *Integrating and Assessing Computational Thinking in K-12 Classes*. Northwest Ohio Center for Excellence in STEM Education. Perrysburg, OH.

Schnepp, J. (2023, May 11). *Learner Experience Design: Insights from Students Lead to Curricular Innovation*. Spring Faculty Workshop. Judson University, Elgin, IL.

Schnepp, J. (2023, March 18). *Research and Evaluation Methodologies for Human-Computer Interaction.* The Doctor of Education in Computer Science Spring Residency. Judson University, Elgin, IL.

Schnepp, J. (2023, February 16). *Fostering Computational Thinking across STEM Disciplines*. Professional Development Seminar for Faculty, Toledo Public Schools. Perrysburg, OH.

Schnepp, J. (2021, May 19). *Empathy-Based Decision Making*. Meeting of the Association for Talent Development, Greater Toledo Area Chapter. Online.

Schnepp, J. (2020, June 1-4). *Design Thinking as a way of Communicating through Change.* Ohio LEADS Virtual Summit. Online.

Schnepp, J. (2020, February 26). *Promoting Innovative Pedagogy through Learner Experience Design*. The University of Illinois at Chicago Electronic Visualization Lab. Chicago, IL.

Schnepp, J. (2019, November 7). *Innovative Solutions through Human-Centered Design*. The Toledo Human Resource Associations' Conference. Perrysburg, OH.

Schnepp, J. (2019, June 7). *Fostering a Culture of Innovation on Campus.* The Innovation Design Collaborative, San Jose State University, San Jose, CA.

Schnepp, J. (2019, April 12-13). *BYOV (Build Your Own Villain) Challenge.* Batman in Popular Culture Conference. Bowling Green, OH.

Schnepp, J. (2018, November 8). *Creative Problem Solving Through Design Thinking*. The EPIC Toledo Leadership Summit. Toledo, OH.

Schnepp, J. (2018, August 17). *Incorporating design thinking in humanities-based sustainability education.* The Black Swamp Workshop. Whitehouse, OH.

Schnepp, J. (2018, August 3). *The Collab Lab at Bowling Green State University*. The Ohio Campus Compact. Columbus, OH.

Schnepp, J. & Rogers, C. (2018, July 28-30). *Technology-Enhanced Active Learning: Extending Pedagogy through Digital Tools [Keynote Address]*. Eduteach: Third Canadian International Conference on Advances in Education, Teaching &Technology. Toronto, Ontario, Canada.

Schnepp, J. (2018, May 11). *The Collab Lab: Fueling Innovation in Northwest Ohio.* The NextTech Innovation Showcase. Toledo, OH.

Barnes, J., Boff, C., Bushong, S., Craig, R., Eber, D., Gajjala, R. & **Schnepp, J.** (2017, March 30, 31 & April 1). *Faculty Panel on Digital Humanities.* Fembot Symposium 2017: Gender, Race, Technology and Labor. Bowling Green, OH.

Schnepp, J. (2015, October 5). *Technology and Time Management*. Bowling Green State University, Honors College Great Ideas Event. Bowling Green, OH.

Schnepp, J. & Ludy, M.J. (2015, February 5). *Efficient and Effective Tools and Techniques for College Students*. Bowling Green State University, Honors College Great Ideas Event. Bowling Green, OH.

Schnepp, J. (2014, April 22). *Online Assessment Using the Point Barter System.* Bowling Green State University, COTAAE Research Seminar. Bowling Green, OH.

Schnepp, J. (2014, April 22). *Remote Testing Technology for the Deaf Community*. Bowling Green State University, COTAAE Research Seminar. Bowling Green, OH.

Schnepp, J. (2013, November 1). *An Approach to Sign Language Synthesis Using 3D Computer Animation.* Bowling Green State University, Department of Communication Sciences and Disorders. Bowling Green, OH.

Schnepp, J. (2012, December 13). *Technical Considerations for a Signing Avatar.* Bowling Green State University, COSMOS meeting. Bowling Green, OH.

Schnepp, J. (2012, February 15). *Toward a Naturally Signing Avatar*. University of Illinois at Chicago, Department of Communication. Chicago, IL.

Schnepp, J. (2011, December 5). *A SignQUOTE Tutorial***.** Institute of German Sign Language and Communication of the Deaf, University of Hamburg, Hamburg, Germany.

Alba, N., Billups, S., Wolfe, R., Dwyer, C., Davidson, M.J., Alkoby, K., McDonald, J., Tsang, R., Toro, J., Young, J., Lancaster, G., Schmidt, P., Mansueto, J., **Schnepp, J.**, Shiver, B. (2004, November 5). *A Fingerspelling Learning Tool*. DePaul Science Showcase, Chicago, IL.

Poster Presentations

Schnepp, J. (2026, October 28-30). *Building Mission-Aligned AI Policy at an HSI*. AAC&U Conference on AI and Higher Education. Atlanta, GA.

Schnepp, J. (2026, August 10). *Undergraduate Research Immersion: A Two-Week Micro-Internship Experience*. CRA NAIRR Pilot Expansion Conference for Minority Serving Institutions. Portland, OR.

Kelemu, Y. & **Schnepp, J.** (2026, July 26-31). *Specialized Design Heuristics that Optimize Interactions for Older Adults*. HCI International. Montreal, CAN.

Schnepp, J. & Rogers, C. (2023, October 9-12). *From Learner Insights to Actionable Recommendations: A Guide for Effective Learner Interviews*. Educause. Chicago, IL.

Stucker, J. & **Schnepp, J.** (2022, March 15-17). *The Land on Which We Stand: Finding A Common Ground through Community-Engaged Design Thinking*. Venturewell. Online.

Schnepp, J., Renguette, C. & Rogers, C. (2017, April 18-19). *EASEL: Education through Application-Supported Experiential Learning.* Cyberlearning 2017: What's Next? Making Connections to Shape the Future. Arlington, VA.

Schnepp, J. (2016, April 25). *A Survey of Unconventional Computer Interfaces***.** The College of Technology, Architecture and Applied Engineering Research Fair. Bowling Green, OH.

Rogers, C. & **Schnepp, J.** (2014, October 19-21). *Employing Hints to Facilitate Real-World Assessments*. 2014 Assessment Institute. Indianapolis, IN.

McDonald, J., Wolfe, R., **Schnepp, J.**, Hochgesang, J., Gorman Jamrozik, D., Stumbo, M. & Berke, L. (2013, October 18-19). *Toward Lifelike Animations of American Sign Language: Achieving Natural Motion from the Movement-Hold*

Model. International Symposium on Sign Language Translation and Avatar Technology (SLTAT). Chicago, IL.

Schnepp, J., Wolfe, R. & McDonald, J. (2013, July 10-13). *Modeling synchrony and co-occurrence for nonmanual signals in American Sign Language.* Theoretical Issues in Sign Language Research (TISLR) Conference 11. University College London, London, UK.

Schnepp, J. (2013, February 10). *Developing Software with the Deaf Community: Design and Testing Considerations***.** BGSU Teaching and Learning Fair, Bowling Green, OH.

Schnepp, J. & Shiver, B. (2011, October 24-26). *Improving Deaf Accessibility in Remote Usability Testing.* The 13th International ACM SIGACCESS Conference on Computers and Accessibility, Dundee, Scotland, UK.

Schnepp, J. (2008, May 3). *An Analysis of Facial Animation Control for ASL.* The 2008 DePaul CTI Research Symposium (CTIRS-08), Chicago, IL.

Schnepp, J. (2007, May 5). *How Big is "BIG"? Toward a Representation of Incremental Nonmanual Signals in American Sign Language***.** DePaul CTI Research Symposium (CTIRS-07). Chicago, IL.

Schnepp, J. (2006, April 29). *Towards Computerized Synthesis of Nonmanual Signals in American Sign Language.* DePaul CTI Research Symposium (CTIRS) & Midwest Software Engineering Conference (MSEC). Chicago, IL.

PATENTS

Schnepp, J. (2013). Point Barter. US Patent No. 61,862,126. Washington, DC: U.S. Patent and Trademark Office (provisional).

REPOSITORY CONTRIBUTIONS

Schnepp, J. (2005 – 2014). *Elicitation materials for Syntax and Affect Tasks. SignGram Elicitation Materials Repository*. The Language Archive, Nijmegen, Netherlands.

GRANTS AND FELLOWSHIPS

Funded Grants

RU PRIME Micro-Grant ($2,000) Developing a system that automatically generates personalized learning experience plans by leveraging Large Language Models (LLMs) and Retrieval Augmented Generation (RAG). 2025.

Building Strength Travel Grant ($500): To support the presentation of *Augmented and Virtual Reality Education on a Budget* at the Association of Technology Management and Applied Engineering conference. 2021.

Faculty Development and Instructional Improvement Grant ($798): Advancing User Experience Curriculum, November, 2020.

Ohio Humanities, Quarterly Grant ($4,984): Stories in the Woods: A Community-Based History told along the trails of Wintergarden/St. John's Woods. PI: Amílcar E. Challú. February, 2020.

Bringing Theory to Practice, Multi-Institutional Innovation Project Grant ($14,000): Using Learner Experience Design to Increase Empathy for Students. August, 2019.

Faculty Development and Instructional Improvement Grant ($863): User Experience Industry Insight to Advance Interactive Media Curriculum in Visual Communication Technology, January, 2018.

Faculty Development and Instructional Improvement Grant ($1,098): Industry Insight into the Latest Web Frameworks and Technologies: January, 2017.

Speed Grant ($200) to fund registration for the Great Lakes Conference on Teaching and Learning, May, 2016.

Faculty Development and Instructional Improvement Grant ($1,970): Workshop and Online Learning Material to Advance Interactive Media Curriculum: January, 2016.

Faculty Development and Instructional Improvement Grant ($1,895): Advanced Training to Facilitate the Incorporation of 3D Graphics into Visual Communication Technology Curriculum: January, 2015.

Speed Grant ($400) to fund registration for the International Society for Exploring Teaching and Learning Conference, October, 2014.

Speed Grant ($400) to fund registration for the Higher Education Teaching and Learning conference, June, 2014.

Travel Grant ($1,600) to present at The 13th International ACM SIGACCESS Conference on Computers and Accessibility in Dundee, Scotland, October, 2011.

Travel Grant ($1,500) to present at the International Workshop on Sign Language Translation and Avatar Technology in Berlin, Germany, January, 2011.

Travel Grant ($1,500) to present at The International Conference on Language Resources and Evaluation in Valletta, Malta on May, 2010.

Travel Grant ($1,400) to present at Workshop on Nonmanuals in Sign Languages, Goethe-University, Frankfurt am Main, Germany, April, 2009.

CDM Research Grant ($1,000), 2009.

The American Sign Language Project Scholarship ($1,000), 2009.

U.S. Department of Education Graduate Assistance in Areas of National Need (GAANN) Fellowship. This three-year fellowship provided a stipend of $16,000 per year plus tuition 2003 – 2006.

Unfunded Grant Proposals

The National Science Foundation, Division of Undergraduate Education ($1,405,000): GANAS AI Experiential Learning Program: Bridging AI, Business, and Real-World Impact. PI: Jerry Schnepp. February 2025.

Alfred P. Sloan Foundation's Creating Equitable Pathways to STEM Graduate Education initiative ($74,534): CS Next: Building New Pathways and Partnerships through Research and Mentorship. PI: Jerry Schnepp. July, 2024

The National Science Foundation, Advancing Informal STEM Learning (AISL) ($1,029,000): Informal Learning and Exploration of Art and Digital Technology (iLEAD). PI: Jerry Schnepp. December, 2020.

Schmidt Futures, Futures Forum on Learning: Tools Competition ($25,000): SHIFT: A Simulation Platform for Post-COVID Success. PIs: Christian Rogers, Corinne Reguette, and Jerry Schnepp. September, 2020.

National Institutes of Health ($427,988): Item Response Theory-based Screening of Childhood Speech Sound Disorders. PI: Tim Brackenbury. December, 2020.

Ohio Third Frontier ($235,198): Identifying At-Risk Employees Using an Anonymous Warning System. PI: Michael Zickar. October, 2020.

The Spencer Foundation, Research Grants on Education: COVID-19 Related Special Grant Cycle ($49,998): Making the Transition by Breaking Tradition: Toward Improved Efficacy of Online Learning in Response to the COVID-19 Pandemic. PI: Jerry Schnepp. June, 2020.

The National Science Foundation, STEM + Computing K-12 Education ($1,029,000): Informal Learning and Exploration of Art and Digital Technology (iLEAD). PI: Jerry Schnepp. December, 2019.

The Center for Innovative Research in Cyberlearning - Emerging and Future Human-Technology Frontier: Workforce RE-training and RE-development ($45,000). PI: Corinne Renguette (IUPUI). May 2017.

The National Science Foundation - EXP: Collaborative Research: Using Just-in-Time Adaptive Mobile Technology to Facilitate Metacognition and Improve Efficacy ($125,031.00). PI: Christian Rogers (IUPUI). February 2017.

Bowling Green State University - Building Strengths. Developing Mobile Learning Technology to Enhance Metacognition through Just-in-time Reflection. November, 2016

The Spencer Foundation - Using Technology to Support Directed Reflection in Experiential Learning. Co-PI: Christian Rogers. January, 2016

The Spencer Foundation - Learning through Assessment: An Evaluation of the Point Barter Testing System. Co-PI: Christian Rogers. January, 2015

The National Science Foundation - STEM-C Partnerships: Computing Education for the 21st Century (STEM-CP: CE21) CER: CS in the Core Project, PI: Savilla Banister. February, 2014

The National Institutes of Health - R03 - Comprehension of American Sign Language in Face-to-Face and Video Environments. June, 2014

AWARDS AND HONORS

Elected President of the International Society for Exploring Teaching and Learning (ISETL) (2025 – 2027).

Mentor Award, Roosevelt University (2025-2026).

Undergraduate Faculty Mentor of the Year Award, Bowling Green State University (2022).

Top Overall Article: “Building Problem-Solving Skills through STEAM," in *Technology and Engineering Teacher* awarded by the International Technology and Engineering Educators Association (ITEEA). (May/June 2020)

Elliott L. Blinn Award for Faculty-Undergraduate Student Innovative Basic Research/Creative Work (2018).

Faculty Excellence Award, Association of Technology, Management, and Applied Engineering (2018).

The Friends of the University Libraries honoree for scholarly publications (2016, 2018, 2019).

Master Teacher Award (Finalist, 2017).

Master Teacher Award (Nominee, 2016, 2018).

Outstanding Early Career Award. Bowling Green State University (Nominee, 2015, 2016 & 2017).

Best Research Presentation Award. 2009 DePaul CDM School of Computing Research Symposium (SOCRS-09).

Best Poster Award. The 2008 DePaul CTI Research Symposium (CTIRS-08).

Best Poster Award. 2006 DePaul CTI Research Symposium (CTIRS) & Midwest Software Engineering Conference (MSEC-06)

PROFESSIONAL TRAINING

STEM Faculty Leadership Development Program (in progress) (2025).

Certified in Effective College Instruction by the Association of Colleges and Universities (ACUE) in collaboration with the American Council on Education (ACE). (In progress) (2025).

Graduate of the Mobile Institute on Scientific Teaching (MoSI) (2025).

Graduate of the Mid-American Conference (MAC) Academic Leadership Development Program (ADLP) (2021).

Completed two DesignLAB 4-week courses (UX: Interaction Design and UX & User Research) (2021).

Certified Flipgrid Educator (2020).

Graduate of the BGSU Leadership Academy (2019).

PROFESSIONAL CONFERENCES ATTENDED WITHOUT PRESENTING

Computing Research Association Annual Summit. San Francisco. July 28-31, 2025.

REMOTE: The Connected Faculty Summit. Arizona State University. July 13-14, 2020.

Design Thinkers Van Conference. Vancouver, BC, Canada. May 28-31, 2018.

Midwest UX Conference. Cincinnati, OH. October 12-14, 2018.

CSS Dev Conf, New Orleans, LA. October 9-11, 2017.

Undergraduate Research Collaborations Conference, Northern Arizona University (NAU), Flagstaff, AZ. June 27-29, 2017

Venturewell OPEN Conference. Washington D.C. March 23-25, 2017.

Ehove Tech Summit. Milan, Ohio. March 21, 2017.

CSS Dev Conf, San Antonio, TX. October 17-19, 2016.

ConveyUX Conference. Seattle, WA. February 9-10, 2016.

TEACHING AND STUDENT SUPPORT

Courses Taught

Roosevelt University

CST 382 Computer Graphics
CST 390 AI, Ethics, & Human Condition
CST 405 Algorithm Design
CST 487 Human-Computer Interaction

Judson University

CSC 111 Computing in Context
CSC 205 Software Design Patterns and Principles
CSC 212 Database Systems
CSC 301 Reflecting on the Conversation
CSC 302 Data Structures & Algorithms II
CSC 430 Web Development
CSC 490 Senior Project
CSC 495 Computer Science Internship

Bowling Green State University

VCT 2660 Introduction to Interactive Media
VCT 3500 User Experience
VCT 3660 Applied Interactive Media Production
VCT 4600 Digital Photography
VCT 4800 Augmented and Virtual Reality
VCT 4820 Advanced Concepts of Multimedia Production
VCT 4900 Independent Study in Visual Communication Technology
IDT 6820 Interaction Design (IxD)
LRND 6840 Independent Study in Learning Design
LRND 6850 Directed Readings in Learning Design
TECH 4240 Media Usability Studies

DePaul University

GPH 211 Perceptual Principles for Digital Environments I
GPH 212 Perceptual Principles for Digital Environments II
GPH 321 Computer Graphics Development I
GPH 325 Survey of Computer Graphics
GPH 329 Computer Graphics Development II

GPH 338 Survey of 3-D Animation
GPH 380 Visualization
GPH 425 Survey of Computer Graphics
GPH 438 Computer Animation Survey
GPH 448 Computer Graphics Scripting
GPH 465 Survey of Visualization Applications
GPH 580 Real-Time Rendering Techniques
HCI 201 Multimedia and the World Wide Web
IT 231 Web Development I
DC 125 Digital Photography

Moraine Valley Community College
MRT 130 Computers in Allied Health

PhD Committees

Brian Sterud, Technology Management (Committee Member). Spring, 2025. Indiana State University. Dissertation Title: *Increasing Nursing Efficiency by Leveraging Technology*.

Jason Davidson, Technology Management (Primary Advisor). Spring, 2023. Indiana State University. Dissertation Title: *Multi-Label Classification Convolutional Neural Network to measure online classroom student engagement*.

Lauren Garskie, English Rhetoric and Writing (Committee Member). Fall 2019. Bowling Green State University. Dissertation Title: *Becomings of Space and Collaboration: Applying Design Thinking in a Study of the Connection of Space and Collaboration in Bowling Green State University's Collab Lab.*

Nick Zoulek, Musical Arts. Fall 2019 (Committee Member). Bowling Green State University. Dissertation Title: *Intersections of Saxaphone and Digital Media: The Application of Media Theory to Performance Practice and Analysis.*

Carrie Hamady, Dietetics. Fall 2019 (Committee Member). Bowling Green State University. Dissertation Title: *An Examination of Outcomes of Undergraduate Dietetics Students in an Enhanced Academic Program.*

Master's Committees

Gigi Castro. Spring 2026. Roosevelt University. Project: *Computational Identification of Isolated Musical Components in Mixed and Remixed Audio. (Chair)*.

Madeleine Gonzalez. Spring 2026. Roosevelt University. Project: *Centralized Digital Identities and Algorithmic Influence*.

Riley Herbst. Spring 2025. Roosevelt University. Thesis: *LLM-based System for Virtualization of Field Museum's Botanical Collection*.

Ashish Karikere. Spring 2025. Roosevelt University. Thesis: *Measuring Robustness of Embeddings and Evaluating Text Similarity with Attenuation Factor*.

Michael Vanderpool. Spring 2015. Bowling Green State University. Thesis: *Improving e-Learning Discussions with Embedded Interactivity: Intra-Active Interactions in e-Learning Environments.*

Kayleigh Williams. Spring 2012. Bowling Green State University. Thesis: *The State of Mobile Strategy and Responsive Web Design at Ohio Universities.*

Undergraduate and Graduate Research Projects and Honors Theses

Bianca Malagon, Summer 2026, Roosevelt University. Title: *Student Perceptions of AI-Generated Assignments: Comparing Traditional, Personalized, and Socratic-Style Learning Activities.*

Mark Devereux, Abygail Martinez, Eyad Radi, and Albrice Waddy, Summer 2026, Roosevelt University. Micro-internship. Title: *Comparing Text-Based AI and AI Avatar Interfaces for Career Advising in a University Setting.*

Mariel Chua, Spring 2026, Roosevelt University. Title: *Programmed Companionship: How Emotional Connections Between Humans and AI Chatbots Develop.*

Jair Banuelos, Spring 2026, Roosevelt University. Title: *Computerized Translation of Written English to ASL Gloss.*

Gigi Castro, Fall, 2025, Roosevelt University. Title: *Machine Learning Techniques for analyzing music*.

Karla Victorino, Fall, 2025, Roosevelt University. Title: *From Repetition to Regulation*.

Keyla Estrada, Imani Lamb, Mohammed Umar, Lakshay Vivek, & Nurdan Zholonova, Summer 2025, Roosevelt University. Micro-internship. Title: *Learner Experience Design Interviews for Personalized Learning.*

Mariel Chua, Summer 2025, Roosevelt University. Title: *Investigating Skill Acquisition Efficiency.*

Isis Sutherland, Summer 2025, Roosevelt University. Title: *An Objective Measure of Learning Object Novelty Scores.*

Yonatan Desta, Summer 2025, Roosevelt University. Title: *Heuristics specialized to evaluate and assess digital products for older adults (Masters Project).*

Kyle Kohli, Spring 2022, Bowling Green State University. Title: *Towards Improved Interaction Design for a Sign Language Learning App.*

Eliza Mertz, Spring 2022, Bowling Green State University. Title: *Iterative Design and Evaluation of the BGSU Degree Audit Report.*

Victoria Lower, Spring 2022, Bowling Green State University. Title: *Iterative Design and Evaluation of the BGSU Degree Audit Report.*

Jacklyne Montarmani, Fall 2021 – Spring 2022, Bowling Green State University. Title: *UX design and evaluation for a Sorority Administration App.*

Bailey Towns, Spring 2021, Bowling Green State University. Title: *The Effects of an Animated Resource for Learning American Sign Language.*

Aaron Ruiz, Fall 2019, Bowling Green State University. Title: *UX for a Meditation App.*

Allie Godfrey, Summer and Fall 2019, Bowling Green State University. Title: *Project Leaf Year.*

Chloe Pearson, Spring 2019, Bowling Green State University. Title: *Digital Media Outreach to Raise Food Insecurity Awareness on Campus.*

Maxwell Brickner, Spring 2019, Bowling Green State University. Title: *Expanding Programming Education*.

Gilbert Brionez, Summer 2018, Bowling Green State University. Title: *Application Development for a Sign Language Training Application.*

Gilbert Brionez, Spring 2018, Bowling Green State University. Title: *User Experience Design for a Sign Language Training Application.*
Hanna Pittman, Spring 2018, Bowling Green State University. Title: *A Comparison of Digital Template Formats.*

Rebecca Lord, Spring 2017, Bowling Green State University. Title: *UX Essentials: What Students Need to Know to Prepare for a Successful Career in User Experience.*

Rebekah Zellers, Spring 2017, Bowling Green State University. Title: *Application Prototyping for American Sign Language Students.*

Hattie Molina, Fall 2016, Bowling Green State University. Title: *Mobile Technology to Augment Campus Tours.*

Treasure Brown, Spring 2016, Bowling Green State University. Title: *Touch Screen Prototyping.*

Kent Darr, Spring 2016, Bowling Green State University. Title: *App Usability Exploration (Masters Project).*

Kelsy Lortz, Spring 2016, Bowling Green State University. Title: *Digital Poetry: Writing for the Electronic Medium.*

Grant Elliot, Spring 2016, Bowling Green State University. Title: *Continued Development of the Sing N Sketch App.*

Jillian Nelson, Fall 2014, Bowling Green State University. Title: *AboutMyRoute: A Route Sharing Web Application.*
Michael Vanderpool, Fall 2014, Bowling Green State University. Title: *Digital Learning Environments With a Focus on Aesthetics and UX Design.*

Jaclyn Kinsey, Fall 2014, Bowling Green State University. Title: *Digital Learning Environments With a Focus on Aesthetics and UX Design.*

Jillian Nelson, Spring 2014, Bowling Green State University. Title: *Toward a Route Sharing Web Application using the Google Maps API.*

Megan Rose, Spring 2014, Bowling Green State University. Title: *An Evaluation of Animal Shelters' Web Presence.*

Julio Ramirez, Fall 2013, Bowling Green State University. Title: *Wireless Motion Controllers for Music Performance and Production.*

PROFESSIONAL LEADERSHIP AND SERVICE

Leadership in Professional Organizations

President, International Society for Exploring Teaching and Learning (ISETL). 2025-2027.

President Elect, International Society for Exploring Teaching and Learning (ISETL). 2025.

Conference Chair, International Society for Exploring Teaching and Learning (ISETL). 2023-2025.

Academic Chair, EduTeach International Conference on Advances in Education, Teaching &Technology. 2024.

Chair of the Computer Science Division of Associated Colleges of the Chicago Area (ACCA) (2023-2024).

Scholarly and Academic Event Leadership

Program Committee Member, Eighth International Workshop on Sign Language Translation and Avatar Technology (SLTAT). 2023.

Workshop Co-leader, Learner Experience Design, Bowling Green, Ohio, USA. October-November (three meetings), 2019.

Committee Member, Change the Story: BGSU Opioid Teach-in, Bowling Green State University, Bowling Green, Ohio, USA. September 25, 2018.

Workshop Co-leader, Building Interdisciplinary Collaborations, Bowling Green State University, Bowling Green, Ohio, USA. March 17, 2017.

Workshop Co-leader, Building Collaborations in Digital Humanities, Bowling Green State University, Bowling Green, Ohio, USA. January 19, 2017.

Workshop Leader, Coding for Humanists Workshop, Bowling Green State University, Bowling Green, Ohio, USA. May 13-14, 2014.

Organizing Committee, Third International Symposium on Sign Language Translation and Avatar Technology, DePaul University, Chicago, Illinois, USA. October 18-19, 2013.

Editorial and Peer Review Activities

Associate Editor of the International Journal of Teaching and Learning in Higher Education (IJTLHE) (2024 – 2026).

Reviewer for the Workshop on Advances of GenAI in Software Engineering (GenAISE2025) (2025).

Reviewer for the International Society for Exploring Teaching and Learning (ISETL) annual conference (2021 - 2025).

Reviewer for the Journal of Applied Research in Higher Education (JARHE) (2023).

Reviewer for the Symposium on Sign Language Translation and Avatar Technology (SLTAT 2013 - 2025).

Reviewer for Transactions on Accessible Computing (TACCESS) Journal (2013-2022).

Reviewer for the Association of Technology, Management, and Applied Engineering (ATMAE) annual conference (2021).

Reviewer for the Machine Translation Special Edition on Sign Language Translation and Avatar Technology (2020).

Reviewer for EduTeach International Conference on Advances in Education, Teaching &Technology (2018).

Reviewer for HCI International (2017).

Reviewer for the IEEE Transactions on Human-Machine Systems Journal (2015 -2016).

Reviewer for the Journal of Applied Research in Higher Education (2014 - 2015).

Guest Editor, Special issue on "Recent Advances in Sign Language Translation and Avatar Technology" (Guest Editors: Rosalee Wolfe, Eleni Efthimiou, John Glauert, Thomas Hanke, John McDonald, Jerry Schnepp) of the international journal "Universal Access in the Information Society", published by Springer. (2014).

Reviewer for the American Society for Engineering Education Conference (2014).

Reviewer for the International Society for Exploring Teaching and Learning Conference (2013 - 2014).

Reviewer for The Annual Meeting of the Cognitive Science Society (CogSci) Conference (2013).

Advisory and Governance Roles

Member of the Advisory Board for the Academic Chairpersons Conference (2027-2030).

Board member of the International Society for Exploring Teaching and Learning (ISETL) (2020 – 2025).

Member of the Advisory Board for the Graphic Design and Visual Communication Program at Northwest State Community College (2019 – 2024).

Review Panelist for the National Science Foundation, Computer and Information Science and Engineering (CISE) (2021).

Member of the International Board for the EduTeach International Conference on Advances in Education, Teaching &Technology (2018).

Academic Investment in Mathematics and Science (AIMS) advisory board member (2015).

INSTITUTIONAL SERVICE

Roosevelt University

Faculty Advisor for the RU Google Developer Student Group (2026).

Faculty Senate (2024-2026).

Member of the Sponsored Programs Task Force (2025-2026).

Chair of Tenure Track Computer Science Faculty Search (2025-2026).

Member of the Research-Course Design instructional Team, Office of Student Research (2025).

Chair of Director of Applied Computing Faculty Search (2025).

Member of the University Faculty Personnel Committee (2025-2026).

Member of the Financial Aid and Sponsored Programs Task Force (2025-2026).

Judson University

Chair of the Undergraduate Academic Policy Committee (2023-2024).

Chair of the Degree Completion Academic Policy Committee (2023-2024).

Member of the Faculty and Staff Compensation Study Committee (2023-2024).

Member of the Undergraduate Academic Policy Committee (2022-2023).

Member of the Degree Completion Academic Policy Committee (2022-2023).

Bowling Green State University

Chair of the Academic Honesty Committee (2018-2019, 2021-2022).

Member of the Executive Board of the Institute for the Study of Culture and Society (ICS) (2016 - 2022).

Faculty Associate for the Center for Faculty Excellence (2020-2022).

Member of the Advisory Board for the Center for Faculty Excellence (2020-2022).

Member of the Search Committee for Vice Provost and Dean, Graduate and Professional Programs (2022).

Member of the Elliott L. Blinn Award Selection Committee (2018-2022).

Member of the Information Technology Committee [Faculty Senate] (2020 – 2022).

Member of the Center for Undergraduate Research and Scholarship Advisory Council (2018-2022)

Member of the BGSU Honors College Council (2017-2022)

BGSU Faculty Association Unit Representative (2019-2022).

Member of the CIO Advisory Committee (2020 – 2022).

Member of the BGSU Ending Hunger Steering Committee (2018-2022).

Member of the Student Experience Planning Group to address the challenges of re-opening the university during the Covid-19 pandemic (Summer 2020).

Member of the Common Experience Committee (2016 - 2019).

Member of the Collaborative Research Advisory Council (CRAC) (2017 – 2018)

Member of the BGSU Opioid Teach-in Task Force (2018).

Member of the Academic Honesty Committee (2016-2018, 2020).

Facilitator “Collaborative Innovation”, a faculty learning community sponsored by the Center for Faculty Excellence (2016).

Member of the Collab Lab task force (2015 - 2016).

Member of the Hatch Selection Committee (2015 - 2018).

Member of the Goldwater Scholarship selection committee (2015 - 2018).

Co-facilitator or “Efficient and Effective Faculty”, a faculty learning community sponsored by the Center for Faculty Excellence (2014 - 2015).

Member of the Strategic Plan for Commercialization and Technology Transfer Committee (2015).

Member of the Computing and Information Technologies Task Force (2014).

Member of the Commercialization and Technology Transfer Task Force (2014).

BGSU Department of Visual Communication and Technology Education

Chair of the VCTE Reappointment, Tenure, and Promotion Document Committee (2013-2022).

Member of the VCTE Merit Review Committee (2020-2022).

Member of the VCTE Annual Performance Review Committee (2020-2022).

Member of the VCTE Recruitment Committee (2017-2022).

Member of the Department of Visual Communication and Technology Education Non-Tenure-Track Faculty Search Committee (2016).

Chairman of the Department of Visual Communication and Technology Education Tenure Track Faculty Search Committee (2015-2017).

BGSU College or Technology, Architecture, and Applied Engineering

Chair of The College of Technology, Architecture and Applied Engineering College Council (2020-2022).

Graduate Faculty for the PhD in Technology Management Consortium (2015-2022).

Member of The College of Technology, Architecture and Applied Engineering College Level Review Committee (2021-2022).

Member of the College of Technology, Architecture and Applied Engineering Visioning Committee (2018-2019).

Member of the College of Technology, Architecture and Applied Engineering Graduate Program Committee (2017-2019).

Member of the College of Technology, Architecture and Applied Engineering Strategic Prioritization Committee (2016).

Member of the College of Technology, Architecture and Applied Engineering Dean Search Screening Committee (2016).

Member of the College of Technology Graduate Council (2015-2016).

Member of the College of Technology, Architecture and Applied Engineering College Technology Committee (2014 - 2015).

Member of The College of Technology, Architecture and Applied Engineering College Council (2013-2015).

Member of the College of Technology Associate Dean Search Committee (2013)

PROFESSIONAL AFFILIATIONS

Association of Computing Machines (ACM)

The American Society for Engineering Education (ASEE)

The Association of Technology, Management, and Applied Engineering (ATMAE)

Epsilon Pi Tau academic and professional honor society (EPT)

International Society for Exploring Teaching and Learning (ISETL)

National Institute on Scientific Teaching (NIST)

Northwest Ohio Center for Excellence in STEM Education (NWO) Sign

Language Linguistics Society (SLLS)

The World Association for Case Method Research & Application (WACRA)

REFERENCES

Available upon request.