

## **OBJECTIVE: INSTRUCTIONAL DESIGN ADMINISTRATOR**

**Highly motivated professional with a highly engaging, positive and enthusiastic mindset.** A proven I.D. teaching background. Award winning researcher and commencement speaker. Proactive team player, who directs and designs amazing courses and teaches with dynamic energy, infused with reams of happiness and joy. Ultra-organized, productive time manager with a heart for quality research practically applied with modern technologies. I get things done and I do things well. (*StrengthsFinder 2.0*) **MAXIMIZER | ACHIEVER | FOCUS | INPUT | LEARNER | COMMANDER | IDEATION**

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## **PROFESSIONAL EXPERIENCE**

### **Professor of Instructional Design & Technology      Emporia State University at Emporia, Kansas      1997-Present**

Winner of Scholarly Activity Award (2004). One of 6 professors that produced giant killers. Fourteen students in our Master's program made it to the finals of the AECT design competition. Six of our Master's students won the competition beating top doctoral students from previously undefeated Florida State (home of Gagne's chair), Utah, Ohio State and Georgia, to name a few. In this program I've keynoted our convocations and **developed and taught dozens of COURSES** using multiple LMS programs including Blackboard, Canvas and Moodle, including:

- Digital Storytelling (IT 720)
- Developing iPhone and iPad Apps (IT 743)
- Multimedia Design (IT 810)
- Contemporary Issues in Distance Education (IT 830)
- Motivation & Learning (IT 343)
- Powerful Presentations in PowerPoint and Prezi (IT 718)
- Digital Game-Based Learning (IT 713)
- Advanced Instructional Technology for Educators (IT 371)

### **Chief Thinker and Producer: TekEffect      Word Press (TekEffect.net) & YouTube      2012-Present**

TekEffect protects kids from the side effects of technology and helps ensure that screen time is time well spent. As lead producer, I motivated dozens of teams of graduate students to create great media covering the latest research.

### **Administrative Consultant      Quick Electronics at Beijing, China      1996-2012**

**Acting Vice President for over a decade.** Managed the USA office for a Beijing-based company providing IT support for Boeing's east Asian offices. Annual trips to Beijing and Seattle facilitated ideological communications in contract discussions and maintenance agreements. Lead administrator addressing a double Blue Coat server meltdown in Tokyo that left 2000 Boeing workers without email. Guaranteed a 24/7/365 satellite server connection for Boeing's Asian servers. This always on, always available satellite link, ensured Boeing could find plane parts at any time.

### **Chief Learning Evangelist (CLE)      SolidA, Inc. in Kansas & Wisconsin      1996-2014**

CEO & CLE of an educational media development, training, and publishing company. We established a joint-venture with Quick Electronics in Beijing, China. Studied scriptwriting and directing at Hollywood's American Film Institute. Produced and directed 'The STEPS Secret' movie, developed VOCABBUSTERS books and media series, an interactive hyperstory, and a DGBL program. Converted books from Pagemaker to InDesign ePubs, currently on Amazon & Apple.

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### **Teaching Jobs: High School Computer Teacher      International School of Beijing      1995-1997**

Developed a project-based interactive multimedia curriculum used for over a decade by the 'US Embassy' School in Beijing. This school had 1000 k-12 students from 80 different countries, all having passed incredibly rigorous English exams. A high percentage of my students went to IVY League schools upon graduation.

### **Elementary School Teacher      Sunnysdale in Lancaster, California      1988-1991**

Taught grades 1, 5 and 6 with a great team of teachers. I helped lead our top 6<sup>th</sup> grade math teams win the regional championships against 70 schools in mathlete contests two years in a row.

### **Middle School EFL Teacher      Bangkok, Thailand & Mt. Lavinia, Sri Lanka      1985-1986**

Worked on Ambassador International Cultural Foundation projects at the request of the Queen of Thailand. Selected as one of four students to represent our university from a pool of 300 students to teach English as a Foreign Language (EFL) to Buddhist monks at Wat Sraket school in Thailand and Para Dhama Chediya school in Sri Lanka.

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## **Software and Media Expertise**

- Media development:      Adobe Premiere, Photoshop, Captivate, InDesign, Dreamweaver
- Scenario Based learning:      Articulate Storyline 3 and 360
- Course Management Systems:      Moodle, Canvas, Blackboard

## Products Developed with ADDIE

Wrote, scripted, storyboarded, directed, developed, tested, marketed, and upgraded numerous products including:

### BOOKS & ePUBS

- Howell, D. & Howell, D. (2008). *Vocabbusters: SAT Vol. 1* (2<sup>nd</sup> edition). Solid A, Inc.: Kewaskum, WI. (Book & ePub)
- Howell, D. & Howell, D. (2008). *Vocabbusters: SAT Vol. 2*. Solid A, Inc.: Kewaskum, WI. (Book & ePub)
- Howell, D. & Howell, D. (2008). *Vocabbusters: GRE Vol. 1*. Solid A, Inc.: Kewaskum, WI. (Book & ePub)
- Howell, D. (2007). *Million Dollar Mistakes Made by Most Freshmen*. Solid A, Inc.: Kewaskum, WI.
- Howell, D., Howell, D.K. & Childress, M. (2006). *Using PowerPoint in the Classroom*. Corwin Press [2<sup>nd</sup> edition].
- Howell, D. & Howell, D.K. (2003). *Digital Storytelling: Creating an eStory*. Linworth Publishing: Worthington, OH.
- Summerville, J., Morrow, J. & Howell, D. (2002). *Using Excel in the Classroom*. Corwin Press: Thousand Oaks, CA.
- Howell, D. & Howell, D. (1999). *Powerful Presentations in PowerPoint*. SolidA, Inc.: Kewaskum, WI.

### MEDIA

- Howell, D. (2006). *Dr. Wiley's Game of Learning* (Book/DVD). Solid A, Inc.: Kewaskum, WI.
- Howell, D. & Howell, D. (2005). *Dr. Wiley Makes Sense* (CD-ROM/Book). Solid A, Inc.: WI.
- Howell, D. & Howell, D. (2005). *Vocabbusters: SAT Vol. 1* (MP3 Audio CD). Solid A, Inc.: WI.
- Howell, D. (1993). *The STEPS Secret* (Video). SolidA, Inc.: Kewaskum, WI.

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## Publications (selected sample)

- Howell, D., Tseng, D.C., & Colorado-Resa, J.T. (2017). Fast Assessments with Digital Tools Using Multiple-Choice Questions. *College Teaching*, 65(3), 145-147.
- Howell, D. (2010). The riddle of the smart machines. *TechTrends*, 54(1), 33-37.
- Howell, D. (2008). Technologies that capitalize on study skills with Learning style strengths. *NADE Digest*, 4(1), 45-53.

## Grants Awarded (4 grants totaling \$1,111,155)

Howell, D. (PI), Kern, J. (Co-PI) & Seimears, C.M. (Co-PI). **2017-2021 for \$454,356**. Ag-ACS (Agricultural Applications of Computer Science). National Science Foundation STEM grant.

Seimears, C.M. (PI), Howell, D. (Co-PI), Pettit, C. (Co-PI) & Kern, J. (Co-PI). **2016-17 for \$194,820**. FAN - STEM ITQ grant.

Howell, D. (PI), Pettit, C., Kern, J. & Seimears, C.M. **2015-16 for \$197,867**. STEM Makes Academic Success Happen ITQ (Improving Teacher Quality) grant. Training teachers to use low cost robotics, with hands on science and math.

Seimears, C.M. (PI), Pettit, C. (co-PI), Howell, D. (co-PI), Howe, M. & Kern, J. **2013-14 for \$264,112**. Western Kansas—STEM Experiences for All. Kansas Board of Regents; (NCLB Teacher Quality Grant to train teachers in STEM).

## Presentations (selected sample)

Howell, D. & Howell, K. (2019). Is your screen time, time well spent? EdMedia, Amsterdam, Netherlands.

Howell, D. (2019). How much of our social media use is time well spent? ECSM (European Conference on Social Media), University of Brighton, UK.

Howell, D. (2017). A Humorous Look at Facebook's Shadows. The 5<sup>th</sup> International SEARCH (Southeast Asia Research Centre for Communications and Humanities) Conference; Taylor University, Kuala Lumpur, Malaysia.

Tseng, D.C.Y., Gutsch, S. & Howell, D. (2013). What are You Dying to Play? When flow experiences in game-based learning cross the line to addiction. AECT-ICFER, Taichung City, Taiwan & AECT, Anaheim, CA.

Howell, D. (2013). OER Initiatives for Academic Success. OCWC (Open Courseware Consortium), Bali, Indonesia.

Howell, D. (2013). Helping Kids Navigate Through the Darkness of Facebook. ICCMTD (International Conference on Communication, Media, Technology and Design), Famagusta, Northern Cyprus.

Zhang, Q., Tseng, D.C.Y., Hamzani, N. & Howell, D. (2012). Creating Apple Apps 101. AECT, Louisville, KY.

Howell, D. (2011). **KEYNOTE:** The Riddle of Technology: Controlling the good, the bad and the ugly sides of technology. 15th Annual Technology and the Classroom, KAECT Regional: Pittsburg, KS.

Howell, D. (2009). Discovering the Problems and Promises of Hyperstories. Ed Media, Honolulu.

Howell, D. (2008). Million Dollar Rookie Mistakes. **Chitralada Palace School**, Bangkok, Thailand.

Howell, D. (2007). Million Dollar Rookie Mistakes. **Convocation**: Emporia State University.

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## EDUCATION

Ph.D.	C&I: Instructional Technology	(1995)	University of Wisconsin-Madison
Ph.D. minor	Educational Psychology	(1995)	University of Wisconsin-Madison
M.A.	C&I: Curriculum & Instruction	(1990)	California State University, L.A.
B.A.	Liberal Arts in Theology	(1987)	Ambassador College, Pasadena, California
A.A.	Data Processing	(1984)	Ambassador University, Big Sandy, Texas