

ROBERT F. KENNY, Ph.D.
Vita

Florida Gulf Coast University
College of Education
Educational Technology

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EDUCATION

- Ph.D., 2002 University of Florida, Gainesville, FL
Curriculum & Instruction -
Concentration: Educational Media & Instructional Design
Cognate: Educational Technology
- M.A., 1998 University of Central Florida, Orlando, FL
Instructional Technology/Media: Educational Technology
- B.A., 1969 Niagara University, Niagara Falls, NY
Major: Education (Spanish)
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PROFESSIONAL EXPERIENCE

- 2013 - Present **Associate Professor and Chair, Leadership, Technology & Research**
Florida Gulf Coast University.
- Besides occupying the Chair's position, I teach graduate and undergraduate (i.e., EME 2040) courses, and serve as program leader for the Educational Technology degrees and certificates.
- 2011 - 2013 **Assistant Professor and Chair, Leadership, Counseling and Educational Technology**
Florida Gulf Coast University
- 2010 – 2011 **Visiting Assistant Professor**
Florida Gulf Coast University.
- 2002 - 2010 **Assistant Professor,**
School of Visual Arts & Design, University of Central Florida, Orlando, FL.
- Secondary Joint Appointments** in College of Education and Modeling and Simulation. I co-taught graduate courses in Educational Technology and Instructional Systems, as well as served on ten dissertation

committees. This was a courtesy appointment, for which I served on two additional dissertation committees. In addition, I was chair for one Masters of Fine Arts (MFA) student, a terminal degree in the Digital Media Program.

1996 - 2002 **High School Teacher**, Television Production & Digital Media, Orange County Public Schools

Board Certified - National Board for Professional Teaching Standards Career & Technical Training - Media (Adolescent - Young Adult).

Previously, I spent over 25 years' experience in the computer services industry as manager and executive in charge of employee and customer training and customer service.

TEACHING

Classes Taught/Developed

- **EME 6207 Web Design and Development (Virtual)**
Website development and editing, including graphics configuration,
- **EME 6209 Still and Time Based Media in Education (Virtual)** Introduction to principles of visual design in still imagery and time-based software applications, such as video and animation applications. Theory based with practical applications of technology.
- **EME 6235/6940 Practicum/Internship**
Courses designed to provide candidates with real world experiences in applying principals learned in their course/program. As an alternative to theoretical capstone thesis. The practicum is supervised by a faculty member. Students contract with external supervisors in the community for the internships.
- **EDF 6284 – Instructional Design (Virtual)**
Hands-on experience with several systematic designs of instructional courseware. Topics include instructional strategies, comparison and implementation of instructed designs, and a simulated design environment.
- **EME 6465 Interactive Learning Environments (Virtual)**
An exploration of teaching and learning resources using interactive software and other new technologies with focus on principles of human-computer-human interactions in instructional settings.

- **EME 6646 Digital Narrative & Cognition (Virtual)**
Explores story proof data of impact of story on knowledge acquisition.
- **EME 6675 Design for Informal Learning (Virtual)**
Course designed to train instructional designers on informal learning environments including museums.
- **EME 6705 Collection & Acquisition Development (Virtual)**
Principles of collection development for the school media center. Teaches acquisition, inventory, and maintenance procedures. Emphasis on intellectual freedom & property rights, policy, ethics, and evaluation of the collections.
- **EME 6936 Media Ecology (Virtual)**
Course designed to apprise students of latest trends in teaching and learning as related to educational technology and digital media. The latest iteration focuses on Media Ecology.
- **ENT 6248 Lead Promote New Venture**
An exploration of how to create a new venture examining the cross-pollination among entrepreneurship, management, human resource management, ideation, customer validation, and promotion, along with other key areas including creating a viable Lean Startup Canvas and preliminary business model.

SCHOLARSHIP

Research Agenda

My research and creative activities directly relate to one or more of the following three on-going projects:

1. Assessing and evaluating the effectiveness of video games and other interactive media as a tool to enhance academic achievement.
2. Evaluating the effectiveness of digital narratives as a curriculum framework for STEM-based course content.
3. Innovative research based curriculum/policy best practices.

Journal Articles/Papers (Refereed/Peer Reviewed)Published

Zalewski, J., Guo, D., **Kenny, R.** & Wang, X. (2017). From embedded systems to Cyberphysical systems to the internet of things: consequences for stem education. *International Journal of Computers*, 11, 48-53.

Kenny, R. F., Gunter, G.A., & Campbell, L.O. (2017). Teachers' assessment of the instructional efficacy of mobile apps: A formative case study. *Journal of Formative Design in Learning*, 1(1), 56-63. DOI: 10.1007/s41686-017-003-3.

Zalewski, J, Gonzalez, F, & **Kenny, R.** (2014). Small is beautiful: Embedded systems projects in an undergraduate software engineering program. The *Federated Conference on Computer Science and Information Systems*, pp. 37-43.

Gunter, G.A. & **Kenny, R .F.** (2014). Leveraging multitasking opportunities to increase motivation and engagement in online classrooms: An action research study. *International Journal of Online Pedagogy and Course Design*, 4(4), 17-30.

McDaniel, T. R., **Kenny, R. F.** (2013). Evaluating the relationship between cognitive style and pre-service teachers' preconceived notions about adopting console video games for use in future classrooms. *International Journal of Game-based Learning*, 3(2), 55-76. DOI: 10.4018/ijgbl.2013040104.

Gunter, G. A. & **Kenny, R. F.** (2012). UB the Director: Utilizing digital book trailers to engage gifted and twice exceptional students. *Gifted Education International*, A B Academic Publishers, 28(3), 82-94.

Kenny, R. F. & Gunter, G.A. (2012). Factors affecting adoption of video games in the Classroom. *Journal of Interactive Learning Research*, 22(2), 259-276. Chesapeake, VA: AACE. Retrieved from <http://editlib.org/p/32258>.

Wang, X., Chang, D., Chen, X., & **Kenny, R.** (2011). Cyberchange: Learning in a connected world: Comments and reflections on the 2010 AECT Convention. *Journal of Distance Education*, 29(2), 3-13.

Kenny, R. (2011). Beyond the Gutenberg Parenthesis: Exploring new paradigms in media and learning. *Journal of Media Literacy Education*, 3(1), 32-47.

Kenny, R. F. & McDaniel, T.R. (2010). The role teachers' expectations and value assessments play in the adoption of video games in the classroom. *British Journal of Educational Technology*, 42(2), 197-213.

- Kenny, R. F.**, & Lenz, H.A. (2009). Cowboys with cameras: An interactive expedition. *British Journal of Educational Technology*, 40(1), 119-134.
- Kenny, R.** & Wirth, J. (2009). Implementing constructivist learning experiences through best practices in Interactive Performance. *Journal of Effective Teaching*, 9(1), 34-47.
- Gunter, G. A. & **Kenny, R. F.** (2008). Digitalbooktalk: Digital media for reluctant readers. *Contemporary Issues Technology and Teacher Education – Current Practices*, 8(1), 84-99. Available at:
<http://www.citejournal.org/vol8/iss1/currentpractice/article1.cfm>.
- Gunter, G. A. **Kenny, R. F.**, & Vick, E. H. (2008). Taking serious games seriously: Immersing academic content through endogenous fantasy. *Educational Technology Research and Development Journal*, 56(6), 511- 537.
- Kenny, R. F.** (2008). Digital narrative as change agent to teach reading to mediacentric students. *International Journal of Social Sciences*, 2(3), 187-195.
- Kenny, R. F.** & Gunter, G.A. (2007). Endogenous fantasy-based serious games: Intrinsic motivation and learning. *International Journal of Social Sciences*, 2(1), 8-13.
- Kenny, R.** (2007). Evaluating cognitive tempo in the digital age. *Educational Technology Research and Development Journal*, 57(1), 45-60.
- Kenny, R. F.** & Gunter, G. A. (2006). Enhancing literacy skills through digital narrative. *The Journal of Media Literacy*, 53(2), 40-45.
- Gunter, G. A., **Kenny, R. F.** & Vick, E. H. (2006). A case for a formal design paradigm for serious games. *The Journal of the International Digital Media and Arts Association*, 3(1), 93-105.
- Kenny, R.** (2005). Growing up digital: Implications for teaching and learning. *The Journal of the International Digital Media and Arts Association*, 2(2), 27-44.

Accepted/In press

- Campbell, L. O., Gunter, G. & **Kenny, R.** (in Press). Evaluating Games: A Study of Teachers Employing the RETAIN Model. *The International Journal of Game-based Learning*. (Expected publication: fall/winter 2017-18). Accepted, June 29, 2017 with minor revisions. Expected publication date: Winter/Spring, 2018.

Peer Reviewed Books Chapters

Published

- Kenny, R. F. & Gunter, G.A.** (2018). Entrepreneur think meets academia: Formative decision-making for instructional designers and administrators. *Educational Media and Technology Yearbook (Vol. 41)*. (To be published December 2017).
- Gunter, G. A., **Kenny, R. F.** & Junkin, S. (2018). The narrative imperative: Integrating a story culture in the classroom. In Hokanson, B., Clinton, G., & Tracey, M., (eds). *The Design of Learning Experience: The future of educational technology*. New York: Springer-Verlag, pp. 181-190.
- Kenny, R. F. & Gunter, G. A.** (2015). Building a Competency-based STEM Curriculum in non-STEM Disciplines: A sySTEMic Approach. In Hokanson, B., Clinton, G., & Tracey, M., (Eds.). *The Design of Learning Experience: The future of educational technology*. New York: Springer-Verlag, pp. 181-198.
- Kenny, R. F. & Gunter, G. A.** (2015). Internet of Things. In J. M. Spector, D. Ifenthaler, T. E. Johnson, W. C. & Savenye, M. M. Wang (Eds.), *Encyclopedia of Educational Technology*. Thousand Oaks, CA: Sage, 422425. ISBN: 9781452258225.
- Wang, C. X. & **Kenny, R.** (2014). From the technology acceptance model to change/diffusion theory: Integrating Second Life for learning and instruction. In S.S. Sheppard, P.A. Lemoine, W. Ennis, M. Richardson, & J.H. Fulwiler (eds). *New and Emerging Technologies*. Kendall/Hunt Publishing Company, pp. 50-56.
- Kenny, R.** (2008). Chapter Six Special Features: Technology, digital media, and curriculum integration. In G. B. Shelly, T.J. Cashman, R. Gunter & G. Gunter: *Teachers Discovering Computers: Integrating Technology and Digital Media in the Classroom*. Boston, MA: Thomson Course Technology. Z
- Kenny, R.** (2008). Chapter Seven-Special Features: Evaluating Educational Technology and Integration Strategies. In G. B. Shelly, T.J. Cashman, G. Gunter & R. Gunter: *Teachers Discovering Computers: Integrating Technology and Digital Media in the Classroom*. Boston, MA: Thomson Course Technology.
- Kenny, R.** (2004). *Teaching television production in a digital world, (2nd ed)* (Teacher Edition). A mediated course book for teachers of Television

Production, and others interested in media education. Greenwood, CT: Libraries Unlimited.

Kenny, R. (2004). *Teaching television production in a digital world, (2nd ed)* (Student Edition). A mediated course book for teachers of Television Production, and others interested in media education. Greenwood, CT: Libraries Unlimited.

Kenny, R. (1998). *Teaching television production in a digital world, (Teacher Edition)*. A mediated course book for teachers of Television Production, and others interested in media education. Greenwood, CT: Libraries Unlimited.

Kenny, R. (1998). *Teaching television production in a digital world, (Student Edition)*. A mediated course book for teachers of Television Production, and others interested in media education. Greenwood, CT: Libraries Unlimited.

In Press

Wang, X, **Kenny, R.** & Zalewski, J. (In Press). Virtual/Cyber-Physical STEM Labs. *Future Schools and Technology: An International Handbook - Part I: Future learning environment supported by technology*. Advanced Innovation Center for Future Education (AIFE), Beijing, China: Beijing Normal University. (To be published, Spring 2018).

Refereed Papers/Proceedings

Published

Wang, X., **Kenny, R.** & Zalewski, J. (2017) Cyberphysical STEM Labs. Advanced Innovation for Future Education, Beijing Normal University, Beijing, China, June, 2017.

Grants & Funded Projects

Funded

2016 Wang, C.X., **Kenny, R.**, Stork, M., Zalewski, J, & Liu, J. Building up an interdisciplinary virtual/cyber-physical STEM lab for informal and individualized learning. Advanced Innovation Center for Future Education at Beijing Normal University. \$20,000. Co-PI. Grant Project No.: AICFE-IO-017.

2014 **Kenny, R.** (2014). Indian River State College. Florida Standards Consortium. Learning Tools for FL State Standards. Funded: \$386,000. PI

- 2013 **Kenny, R.** (2013). The World of Naaya Seed Grant. Grant Writing project: Noorali Foundation. \$10,000. PI.
- 2012 Triscari, R, & **Kenny, R.** Gamba Family Foundation Grant. AFCAAM Digital yoUth Camps. \$5,000. PI.
- 2011 Gunter, G.A. & **Kenny, R.F.** *Experiential Learning Center of Tomorrow (ELCOT)*. Co-PI on a \$4,800 funded research-based grant by the Toni Jennings Exceptional Education Institute (TJEEI) to do develop research on the ELCOT project. Co-PI.
- 2010 **Kenny, R.F.** & Gunter, G.A. *Elders in the Arts Project*. LIFE@UCF Faculty Fellowship. Co-PI on a \$1,000 funded research-based project by the LIFE@UCF.
- 2008 **Kenny, R.** & Gunter G. *Me-Stories: Environmental and Global Climate Change*. Faculty GED Fellowship awarded by the UCF Faculty Center for Teaching and Leadership, and Office of Undergraduate Studies. \$5,000. Co-PI.
- 2008 Gunter, G.A. & **Kenny, R. F.** *Using Digital Booktalk and the Digital Narrative curriculum to teach reluctant and striving readers*. Toni Jennings Exceptional Education Institute (TJEEI). \$9,000 Co-PI.
- 2007 **Kenny, R.** *Anti-smoking Awareness Campaign*. Florida State Department of Health. Produced and evaluated anti-smoking videos submitted to the Florida State Department of Health as a part of their teenage smoking and pregnancy campaign. \$7,500. Co-PI.
- 2007 Gunter, G.A. & **Kenny, R.F.** *Digital Narrative as Curriculum Framework for Gifted and Twice Exceptional Students*. Co-PI on a \$10,000 funded research-based grant by the Toni Jennings Exceptional Education Institute (TJEEI) to continue to develop a digital narrative curriculum framework using Digital Booktalk™ that focuses on using digital narratives to motivate and improve performance in the areas of language development, and creative critical thinking in twice exceptional students.
- 2007 Peters, P., **Kenny, R.** & Lenz, A. *Cowboys with Cameras*. Interactive Expeditions Project. TracStar. Initially funded for \$140,000. Co-PI.
- 2006 Gunter, G.A. & **Kenny, R. F.** *Digital Narrative as Curriculum Framework*. Toni Jennings Exceptional Education Institute (TJEEI). \$30,000. Co-PI.

- 2005 Kenny, R. (2005). Course Innovation Project. Submitted to UCF Faculty Center for Teaching and Learning. \$1,000. To convert video production courses to Lecture with Lab (C-type).
- 2005 Gunter, G.A. & **Kenny, R. F.** (2005). Toni Jennings Exceptional Education Incentive Award (TJEEI). \$6,000. Co-PI.
- 2004 **Kenny, R.** (2004). University Special Equipment Grant. \$18,000 awarded to purchase equipment for department. Proposed purchasing laptops to serve as loaners for students who cannot afford them during transition to requirement that all incoming students purchase their own laptops for technology courses.
- 2004 **Kenny, R.** (2004). In-house Research Grant. Awarded \$7,500 for Digital Booktalk® Project.

Submitted

- 2014 **Kenny, R.** & Zalewski, J. (2014). Building an Individualized Approach to Teaching STEM in Informal Learning Environments for Out of School Students (NSF14-526). \$500,000. (Not funded).
- 2014 **Kenny, R.**, Wang, C. X. & Stork, M. (2014). AACTE Fellowship Grant. \$30,000. (Not funded).
- 2014 Zalewsky, J., **Kenny, R.**, & Wohlpart, J. (2014). Project Kaleidoscope: Teaching to Increase Diversity and Equity in STEM (TIDES). \$300,000. (Not funded).
- 2013 Zalewsky, J., **Kenny, R.**, Gonzalez, F, Stork, M., & Frost, L. (2013). DRK-12: A sySTEMic Approach to Building Teachers' Competency in Science, Technology, Engineering, & Math. NSF \$399,000. (Not Funded).
- 2012 **Kenny, R.** & McCulloch, E. (2012). GEP: Enhancing student learning through technology: Technology and pedagogy. (Not Selected).
- 2012 Guo, D., Colbi, E., Ciolfi, D, & **Kenny, R** & Zalewski, J. (2012) Computing MILIEU: Multidimensional Informal Learning in the Integrated Environment – Unsupervised. NSF: \$500,000. (Not funded).
- 2011 Zalewski, J., **Kenny, R.**, & Wang, X. (2011). *Innovative Technology Experiences for Students and Teachers -CE21 Planning Grant*. Program to upgrade improve in-service and pre-service training for computer science teachers. National Science Foundation (NSF). \$200,000. (Not Funded)

Refereed Presentations

- Junkin, S., **Kenny, R. F.** (2017). Using story as a teaching tool in high school mathematics. A presentation made at the 2017 National Council of Teachers of Mathematics Regional Conference. Orlando, FL October 18-20.
- Kenny, R. F.** & Gunter, G. A. & Junkin, S. (2017). Implementing story into a mathematics class: A case study. A presentation made at the 2017 Association for Educational Communications and Technology (AECT) International Convention, Jacksonville, Florida, November 7-11, 2017.
- Kenny, R. F.** & Gunter, G.A. (2017). Entrepreneurial thinking in education: changing the conversation. A presentation made at the 2017 Association for Educational Communications and Technology (AECT) International Convention, Jacksonville, Florida, November 7-11, 2017.
- Wang, X, **Kenny, R.**, & Zalewski, J. (2017). Cyber-physical Labs in Education. *Conference on Advanced Innovation for Future Education*. Beijing, China, May 25-26, 2017.
- Zalewski, J., Guo, D., **Kenny, R.** & Wang, X. (2017). Building up an interdisciplinary virtual/cyber-physical STEM lab for informal and individualized learning. Paper presented at the *2017 International Conference on Technology and Educational Technologies*. Prague, Czech Republic, May 20-22, 2017.
- Kenny, R.F.** & Gunter, G.A. (2017). Journal of formative design in learning - meet the editors. Presentation to be made at the *2017 American Educational Research Association (AERA) Annual Meeting*, San Antonio, Texas, April 27-May 1.
- Kenny, R.**, Wang, X. & Stork, M. (2016). TED: Using stackable certificates and badging in support of counter-acting the growing teacher shortage. *Association for Educational Technology and Communications International Conference*. Las Vegas, NV, October 17-19, 2016.
- Kenny, R.** & Gunter, G. (2016). The Narrative Imperative: A proof statement on the validity of implementing a Narrative-Based Curriculum in Schools. *Association for Educational Technology and Communications International Conference*. Las Vegas, NV, October 17-19, 2016.
- Kenny, R.** & Gunter, G. (2016). Exploring formative designs for learning: An AECT research charrette. Professors of Instructional Design and Technology (PIDT), Roanoke, VA. May, 2016.

- Wang, X, Stork, M., **Kenny, R.**, Vazquez, S, & Rose, A. (2016). Communities of practice with International participants: Using synchronous technology to facilitate learning. *Association for Educational Technology and Communications International Conference. Las Vegas, NV, October 17-19, 2016.*
- Banks, I., **Kenny, R.**, Sullivan, M., & Wang, X. (2016). New initiatives in addressing diversity: Increasing the efficacy of effort through research-based planning and implementation. *CAEPCON 2016. San Diego, CA. March 23-25, 2016.*
- Gunter, G. A., Campbell, L. O. & **Kenny, R.** (2015). The Gamification of Mobile Learning Evaluated by the RETAIN Model. *Association for Educational Technology and Communications International Conference. Indianapolis, IN. November 3-7, 2015.*
- Kenny, R.** & Gunter, G.A. & Zalewski, J. (2015). Adventures in Cyber-computing: Moving from the Internet of Things to the Internet of Everything and Anything. *Association for Educational Technology and Communications International Conference. Indianapolis, IN. November 3-7, 2015.*
- Kenny, R. F.** & Gunter, G.A. (2015). The Process of Developing and Creating an Academic Journal for Emerging Scholars: A Formative/Qualitative Study. *Association for Educational Technology and Communications International Conference. Indianapolis, IN. November 3-7, 2015.*
- Stork M., & **Kenny, R.** (2015). "Mediamorphosis: Transitioning K-12 media centers into 21st century learning commons", World Conference on Educational Media & Technology, AACE, Montreal, Quebec, Canada, June 22-25.
- Kenny, R.** & Gunter, G.A. (2014). Instructional Design for STEM-based Learning: A new approach to building competency in science, technology, engineering, & math. *Association for Educational Technology and Communications International Conference. Jacksonville, FL. November 4-8, 2014.*
- Gunter, G. A. & **Kenny, R. F.** (2014). The Internet of Things. *Association for Educational Technology and Communications International Conference. Jacksonville, FL. November 4-8, 2014.*
- Gunter, G. A. & **Kenny, R.** (2014). Leveraging student to student interactions to increase motivation and engagement in online classrooms: An action research case study. *Society for Information Technology & Teacher Education (SITE), 24th International Conference. Jacksonville, FL. March 17-21, 2014.*

- Kenny, R. F.** & Gunter, G. A. (2014). MOOCs: The new EDU imperative. *Society for Information Technology & Teacher Education (SITE), 24th International Conference*. Jacksonville, FL. March 17-21, 2014.
- Gunter, G. A. & **Kenny, R.** (2014). E.L.C.O.T: Evolving school libraries and media centers into Experimental Learning Centers of Tomorrow. *2014 Information Fluency Conference*. Orlando, FL. February 26-27, 2014.
- Wang, C.X., Stork, M., **Kenny, R.**, & Cheek, D. (2014). B.Y.O.D. in schools: An exploration on its future research. *Association for Educational Technology and Communications International Conference*. Jacksonville, FL. November 4-8, 2015.
- Zalewski, J., McShane, M., & **Kenny, R.** (2013) Being a part of a green university: What does that mean for studies in art, computing and educational technology? *International Conference on Corporate Sustainability and Eco-Innovations*. Kozminski University, Warsaw, Poland. November 18-19, 2013.
- Zalewski, J, Gonzalez, F, & **Kenny, R.** (2013). Creating research opportunities with robotics across the undergraduate STEM curriculum. *6th Annual Florida Statewide Symposium: Engagement in Undergraduate Research* University of Central Florida, Orlando, FL. October 11-12, 2013
- Kenny, R. F.** & Gunter, G. A. (2013). Interactive India: A Case Study to Explore Ways to Increase Instructor Immediacy and Social Presence in Immersive Interactive Online Classrooms. *Association for Educational Technology and Communications International Conference*. Anaheim, CA. October 3 - November 2, 2013.
- Gunter, G. A. & **Kenny, R. F.** (2013). Implementing a digital sandbox culture into schools – Integrating iPads. *Association for Educational Technology and Communications International Conference*. Anaheim, CA. October 3 - November 2, 2013.
- Gunter, G. A. & **Kenny, R. F.** (2011). Reinventing school media centers for the 21st century. *Association for Educational Technology and Communications Annual Conference*, Jacksonville, Florida. November 8-12.
- Kenny, R. F.**, Gunter, G.A. Wang, C.X., Hibbard, S., & Green, L. (2011). Creating an assessment blueprint for a pre-service teachers' technology in integration course. *Association for Educational Technology and Communications Annual Conference*, Jacksonville, Florida, November 8-12.

Kenny, R. (2011). Beyond Gutenberg: Reinventing School media Centers in an era of appropriation, distributed cognition, and collective intelligence. *National Association for Media Literacy Education*. Philadelphia, PA July 22-25.

Kenny, R. & Gunter, G. (2011). Beyond Gutenberg: A new narrative paradigm. Society for Information Technology & Teacher Education (SITE), 22nd International Conference, Nashville, TN, March 7-11.

Wang, C. X., Hibbard, S., **Kenny, R.**, & Chirinos, D. (2011). Integrating Second Life into an EFL program: A program evaluation. *Association for Educational Technology and Communications Annual Conference*, Jacksonville, Florida, November 8-12.

Gunter, G. A. & **Kenny, R. F.** (2011). *Digital story telling – putting it all together*. Florida Alliance for Arts Education (FAAE) Leadership Conference, Orlando, Florida, June 16-18, 2011.

Gunter, G. A. & **Kenny, R. F.** & (2010). Best practices in eLearning that increase social presence and teacher Immediacy in large blended classes. *E-Learn 2010 - World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education*. Orlando, FL.

Kenny, R. & Gunter, G. (2010). Digital Booktalk: Using Book Trailers to bridge the gap between intrinsic and extrinsic motivation to read. *Association for Educational Technology and Communications*. Anaheim, CA, October 27-30.

Gunter G. & **Kenny R.** (2010). Supersizing large class instruction: Which eLearning instructional strategies create social presences and teacher immediacy?. *Association for Educational Technology and Communications*. Anaheim, CA, October 27-30.

Gunter, G. & **Kenny, R.** (2010). Best practices that increase social presence and teacher immediacy in large blended classes. *World Conference on ELearning in Corporate, Government, Healthcare & Higher Education*, Orlando, FL, October 18-22.

Kenny, R. F. & Gunter, G. A. (2009). DBT: Motivation for reluctant readers. A half-day workshop conducted at the *Florida Educational Technology Conference*, Orlando, FL. January 24, 2009.

Gunter, G. A. and **Kenny, R. F.** (2008). DBT: Integrating digital storytelling into the curriculum. A half-day workshop conducted at the *Innovative Learning Conference* in San Jose, CA, October 13-16, 2008.

Gunter, G. A. and **Kenny, R. F.** (2008). Integrating storytelling and technology into the curriculum. An all-day workshop conducted at the *Research to Reality* -

Signature Series Conference at the Toni Jennings Exceptional Education Institute, May 8, 2008.

Gunter, G. A. and **Kenny, R. F.** (2008). Using technology to enhance literacy. A half-day workshop conducted at the *10th Annual Literacy Symposium held at the Toni Jennings Exceptional Education Institute*, April 3, 2008.

Gunter, G. A. and **Kenny, R. F.** (2008). DBT: Integrating digital storytelling into the curriculum. A half-day workshop conducted at the *Florida Educational Technology Conference*, January 24, 2008.

Gunter, G. A. and **Kenny, R. F.** (2007). Integrating digital storytelling into the curriculum. A half-day workshop conducted at the *Florida Educational Technology Conference*, Orlando, FL, January 23, 2007.

Pan, C. C., Gunter, G., **Kenny, R. F.**, Sullivan, M. & Cornell, R. (2007). The great debate: F2F, WWW, or blended. *Educational Media and Innovative Practices: Challenges and Visions, International Council for Educational Media*, p 67-75. Available at http://www.educonlinux.eu/deliverables/Educonlinux_INTER_paper.pdf

Kenny, R. F. & Gunter, G. A. (2006). Digital narrative as a curriculum framework. *The International Digital Media and Arts Association (iDMAa) Annual Conference*. Orlando, FL. Available at: <http://www.units.muohio.edu/codeconference/papers/papers/Kenny%20Gunter%20paper.pdf>.

Gunter, G. A. & **Kenny, R. F.** and Vick, E. H. (2006). *A case for a formal design paradigm for serious games. The International Digital Media and Arts Association (iDMAa) Annual Conference*. Orlando, FL. Available at: <http://www.units.muohio.edu/codeconference/papers/papers/Gunter%20Kenny%20Vick%20paper.pdf>.

Gunter, G. A. & **Kenny, R. F.** (2006). Digital narrative as a curriculum framework to attract reluctant readers. Half day workshop conducted at the *Just read Florida Leadership Conference*. Orlando, FL. July 10-12, 2006, Orlando, FL.

Kenny, R.F. & **Gunter, G.A.** (2005). Digital Booktalk: Pairing books with potential readers. A paper presentation made at the *27th Association for Educational Communications and Technology International Conference (AECT)*. Chicago, Illinois. October 19-23, 2004.

Gunter, G. A. & **Kenny, R. F.** (2005). Thinking out of the hexagon - Digital media in the classroom. *Association for Educational Communications and Technology (AECT). International Annual Conference*, Orlando, FL.

Kenny, R. F. & Gunter, G. A. (2005). Literacy through the arts. *Association for Educational Communications and Technology (AECT) International Annual Conference*, Orlando, FL.

Gunter, G. A. & **Kenny, R. F. (2005).** *The elements of digitally mediated storytelling.* All-day workshop conducted at the *Florida Educational Technology Conference*, Dallas, TX. March 24-26, 2005.

Kenny, R. & Gunter, G. A. (2004). Digital Booktalk: Pairing books with potential readers. *Association for Educational Communications and Technology (AECT). International Annual Conference*, Chicago, IL.

Gunter, G.A. & **Kenny, R. F. (2004).** Video in the classroom: learning objects or objects of learning? *Association for Educational Communications and Technology (AECT). International, Annual Conference*, Chicago, IL.
Available at:
http://www.eric.ed.gov/ERICDocs/data/ericdocs2/content_storage_01/0000000b/80/2b/ca/b9.pdf.

Kenny, R. (2003). The medium is the message revisited. *Association for Educational Communications and Technology (AECT). International Annual Conference*, Anaheim, CA.

Kenny, R. (2002). Teaching, learning and communicating in a digital world. *Association for Educational Communications and Technology (AECT). International Annual*, Dallas, TX.

Other Scholarly Activities

- 2018 Panelist: Assure Research & Development Corp (ARDC) Workshop. Sponsored by the Federal Aviation Authority (FAA) to define and tackle issues and opportunities of providing Education and Academic Curriculum using Unmanned Systems (including Drones) as a learning tool and training programs. January 24-25.
- 2017 Host: AECT Journal Research Symposium, Jacksonville, FL, July, 2017. As managing editor for the JFDL I hosted this event that consisted of 20 invited, emerging scholars who attended this workshop to have their potential journal articles pre reviewed by their peers and senior researchers in anticipation of their eventual submission to the Journal of Formative Design in Learning.
- 2014 Panelist: Bioplex Design Conference. Design symposium funded by the Noorali Foundation and the Howard Hughes Medical Institute.

Washington, D.C. March 20-21, 2014.

2012 Alternate/Finalist: Fulbright Scholarship to study Digital Cultures at the University of Bergen in Norway for 2012-2013 academic year.

Trademark

2009 **Kenny, R. F. & Gunter, G. A.** (2009; renewed, 2017). *Digital Booktalk®* Trademark received from US Patent Office Spring, 2009. Confirmed: June 7, 2011. Trademark that covers the look, feel, and contents of and Website and associated interactive activities. Trademark subsequently renewed in 2017 for another six years by UCF. The curriculum model is currently copyrighted intellectual property. Site receives nearly 2,500 hits per month.

Dissertations

Completed

2016 Jaeger, D. The impact of the use of video recording eyewear on skill acquisition: a comparison of first-person and third-person perspective video modeling.

In Process

2018 Ashley Pittma, Exploring the effect of appreciative advising on first-generation students' academic hope.

2018 Samantha Junkin, Storytelling in a High School Math Class.

2019 CJ MacFarland, Title TBD

SERVICE

To the University

Workshops

2014 Managing (ir)Rational Human Behavior. Invited presentation at Florida IAL Chairs Retreat, Howey in the Hills, FL

2014 College of Education iPad Initiative Workshops/Lunch and Learn

- 2011 FGCU University Faculty Technology Retreat
- 2011 *Change Theory*. FGCU Leadership Symposium, January 2011.
- 2011 *ELCOT: Evolving Libraries and Media centers in Experiential Learning Centers of Tomorrow.2011 Executive Leadership Summit*. University of Central Florida.
- 2008 *Integrating technology and story invention process across the curriculum*. A two-day workshop conducted at the Research to Reality - Signature Series Conference at the Toni Jennings Exceptional Education Institute (UCF).

To the Community

Workshops

- 2017 Invited keynote speaker: *Teaching Technology in a Digital World: What is The Value Proposition?* Collier District Schools Leadership Kick-off Conference, Naples, FL.
- 2016 *Digital Literacy through Narrative Camp*. Glades County.
- 2011 Digital yoUth Summer Camps at AFCAAM
- 2006 *Keynote Speaker: Introduction to Digital Narrative*. A workshop conducted at Educational Leadership Center at Orange County Public Schools, June 12, 2006.
- 2006 Digital U: The Parramore Project – Helped organize and deliver a week-long summer camp to help underprivileged students have an exposure and access to storytelling, digital media, and various technologies. This project was to expose students in the downtown area of Orlando to digital media and opportunities to express themselves through the media. (2006).

To the Profession

Editor in Chief

- 2017 **Journal of Formative Design in Learning**. New journal sponsored by AECT and published by Springer with first issue in spring 2017. Springer will incorporate this journal as part of its university library packs and place it in all subscribing college libraries.

Manuscript Reviewer

- *British Journal of Educational Technology*. (I have reviewed more than 60 submissions to date)
- *Educational Technology Research & Development*. (I have reviewed more than 20 submissions to date)
- *Educational Media International*.
- *World Academy of Science, Engineering & Technology*.
- *Journal of Effective Teaching*.

Professional Affiliations

- Association for Educational Communications and Technology (AECT)
Current Member.
- International Digital Media and Arts Association, (iDMAa) Founding Member & Workshop Program Chair, 2004, 2005 annual conferences.
- Member Advisory Board for Florida Online Reading Professional Development (FOR-PD) 2004-2010.

Awards, Honors and Recognitions

Personal

- 2018 Faculty Fellow – Entrepreneurship Academy, FGCU College of Business
- 2017 Presidential Award – AECT for work as founding editor for the Journal of Formative Design in Learning. At the 2017 Annual conference, Jacksonville, FL.
- 2010 Fulbright Fellowship – Finalist/Alternate, Norway
- 2010 LIFE@UCF Research Award,
- 2009 Undergraduate (GED) Faculty Fellow, Faculty Center for Teaching & Learning (FCTL).
- 2009 Faculty Fellow - Scholarship of Teaching and Learning (SoTL)

Student Awards

- 2013 Sasha Minky-Ellis. Educational Technology student (FGCU). Won University Graduate Student of the year

- 2012 Amy Rothenberg. Educational Technology Student (FGCU). Won College Graduate Student of the year Award.
- 2007 Eduardo Ferrer & Nelson Urena. Undergraduate students (UCF). Won video awards for Anti-smoking video campaign from the Florida State Department of Health. \$3,000 each.
- 2005 Matt Walsh, Brett Thomason. Undergraduate students. *Digital Booktalk*. First Place-Humanities and the Arts Division. UCF Showcase of Undergraduate Research (SURE). \$1,000.
- 2005 Felie Retuta. *Poverty Your Issue - PSA*. Undergraduate student (UCF). National Finalist Film Your Issue.
- 2004 Ken Tu & Travis Andrews. *Rage of Demons*. Undergraduate students (UCF) First Place 30th International Student Media Festival-AECT, Chicago, IL, October.