

VITA

Dodie J. Niemeyer, Ed.D.
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Education

Doctorate of Education in Literacy at Sam Houston State University (August 2016). Dissertation title: "Four employed, middle-class, suburban mothers' understanding and acceptance of the learning potential of videogames."

Master of Education (December 2003) in Secondary education, Sam Houston State University.

Bachelor of Arts (December 2001) in English and history, Sam Houston State University.

Certifications

- Professional Educator Certificate, English Grades 6-12, Texas Department of Education, 2002-present.
- English Language Learners Content Area Certificate Grades 6-12, Texas Department of Education, 2007-present.

Honors

- Ambassador Award, April 2016, The Woodlands High School Ninth Grade Campus.
- Teacher of the Year, 2008, The Woodlands High School Ninth Grade Campus.

Professional Experience

2017-present Sam Houston State University, Huntsville, TX

- Interim Lecturer, Department of Language, Literacy and Special Populations

2005-Present The Woodlands High School The Woodlands, TX

- Campus Instructional Coach, 9th grade campus
- RtI Coordinator, 9th grade campus
- Section 504 Coordinator, 9th grade campus
- English Teacher/Team Leader Grade 9
- Academic steering committee member
- Mentor teacher
- Professional development presenter

2002-2005 New Caney High School New Caney, TX

- English Teacher/Color Guard Instructor

Jan.-Aug. 2002 Goodrich High School Goodrich, TX

- English Teacher Grades 9-12
- Yearbook Advisor

Scholarship

Peer-Reviewed Publications

Niemeyer, D. J., & Gerber, H. R. (2015). Maker culture and Minecraft : implications for the future of learning. *Educational Media International*, 52(3), 216–226.
doi:10.1080/09523987.2015.1075103

Editor-Reviewed Publications

Gerber, H. R., & Niemeyer, D. J. (2016). Intergenerational Gaming in the Library. *Voice Of Youth Advocates*, 39(5), 38-39.

Peer-Reviewed Published Conference Proceedings

Niemeyer, D. J. & Gerber, H. R. (2014, October). Maker culture in videogames and virtual worlds: From *Minecraft* to the classroom and beyond. Proceedings of the International Council of Educational Media Conference, Eger, Hungary.

Niemeyer, D. J. & Gerber, H. R. (2014, June). A framework for understanding student perceptions of academic writing connections in fandom spaces. Proceedings of the 10th annual Games, Learning, and Society Conference, Madison, WI.

Peer-Reviewed International Professional Presentations

Niemeyer, D. J. (2017, September). Select parent's understanding of the potential for cross-cultural connections and collaboration opportunities in videogames. Proposal in progress to the 67th annual International Council for Education Media conference, Naples, Italy.

Niemeyer, D. J., Ingram, J. M., & Gerber, H. R. (2017, June). "US testing culture: (Re)mixing social media analytics to understand Satirical Dissidence." Proposal accepted to the International Society for Technology Education conference, San Antonio, USA.

Niemeyer, D. J. (2015, September). Select parents' understanding and acceptance of the learning potential of videogames. 65th annual International Council for Education Media conference, Medellin, Columbia. (Accepted, did not attend).

Ingram, J. M., Niemeyer, D. J., Gerber, H. R. (2015, July). *Satire, fandom, and the U.S. testing culture*. Paper presented at the 19th Bi-annual European Conference on Literacy. Klagenfurt, Austria. July 14, 2015.

Niemeyer, D. J. (2015, July). Maker spaces as literacy experiences: *Minecraft* in education. Paper presented in symposium *Gaming and Literacy: Intersecting Learning In-and Out-of-School* (Gerber, H. R., chair) at the 19th Bi-annual European Conference on Literacy. Klagenfurt, Austria. July 15, 2015.

Niemeyer, D. J. & Gerber, H. R. (2014, October). *Maker culture in videogames and virtual worlds: From Minecraft to the classroom and beyond*. Paper presented at the 64th annual International Council for Education Media conference. Eger, Hungary.

Niemeyer, D. J. (2014, February). "Youth connections between gaming and writing." Paper presented in symposium round table *Connective learning in the 21st century: Gaming, writing, and multimedia connections and applications* (Gerber, H. R., chair) at the tri-annual World Congress on Writing Research Across Borders of the International Society for the Advancement of Writing Research. Paris, France. February 19, 2014.

Peer-Reviewed National Professional Presentations

Niemeyer, D. J. (2017, February). *Minecraft and Moms: One mother/educator's perception of the learning potential of videogames*. Paper presented at the 40th annual Southwest Education Research Association conference, San Antonio, USA. February 15, 2017.

Niemeyer, D. J. & Gerber, H. R. (2014, December). "Maker culture in fanfiction writing: Repurposing learning and literacy." Paper presented in symposium *Unsanctioned literacies, unsanctioned spaces: Exploring youth negotiation of meaning making across domains* (Lewis, M., chair) at the 64th annual Literacy Research Association Conference. Marco Island, FL. December 5, 2014. (Accepted/did not attend)

Niemeyer, D. J. & Gerber, H. R. (2014, June). *A framework for understanding student perceptions of academic writing in fandom spaces*. Poster presented at the 10th Annual Games, Learning, and Society Conference. Madison, WI. June 11, 2014.

Niemeyer, D. J. (2013, December). "Tales from classroom teachers: A grounded theory analysis." Paper presented in symposium *From Donkey Kong to Metroid to Call of Duty: Teachers implementing games-based literacy learning to engage students*. (Gerber, H. R., chair). At the 63rd annual Literacy Research Association Conference. Dallas, TX. December 4, 2013.

Regional, State, and Local Peer Reviewed Conference Presentations

Niemeyer, D. J. (2015, February). *Maker culture in videogames and virtual worlds: From Minecraft to the classroom and beyond*. Paper presented at the 2nd annual Sam Houston State University Graduate Research Exchange. Huntsville, TX. February 18, 2015.

Research/Grant Funding

Gerber, H. R., Price, D. P., Niemeyer, D. J., Stufft, C., Kwoka, L. (2013). *Understanding teachers' perceptions of games-based literacy learning*. Grant submitted to the Department of Language, Literacy, and Special Populations, Sam Houston State University. (\$1000 Requested, **\$1000 funded**). Role: Research assistant

Manuscripts in Preparation

Niemeyer, D. J., Ingram, J. M., & Gerber, H. R. (in preparation). Satirical dissidence and the U.S. testing culture. Manuscript in preparation for *Journal of Literacy Research*.

Niemeyer, D. J. & Gerber, H. R. (in preparation). Gamer grlz: Perceptions, opinions, and academic connections. Manuscript in preparation for *Journal of Adolescent and Adult Literacy*.

In-Service and Pre-Service Teacher Development Presentations

“Utilizing features in Canvas to collect formative assessment data.” (February 2017) The Woodlands High School: Campus staff development, The Woodlands, TX.

“Introducing and implementing the PLC process.” (August 2015). The Woodlands High School: Campus staff development, The Woodlands, TX.

“Conducting online class discussions in Canvas.” (August 2015). Irons Junior High/Conroe Independent School District: District-wide staff development, Conroe, TX.

“Utilizing turnitin.com in Canvas.” (August 2015). The Woodlands High School: Campus staff development, The Woodlands, TX.

“What videogames can teach us about formative assessment.” (February 2015). The Woodlands High School Spring Staff Development. The Woodlands, TX.

“Pop-culture and pedagogy: Building background knowledge and making literate connections.” (August 2014). Irons Junior High/Conroe Independent School District: District-wide staff development, Conroe, TX.

“Don't put that cell phone away! Utilizing 'BYOD' technology to enhance instruction in the classroom.” (February 2013) The Woodlands High School, The Woodlands, TX.

“iInstruction: Using apps to enhance literacy instruction.” (October 2012) Sam Houston State University Literacy Conference, Huntsville, TX.

“iInstruction: Using apps to enhance literacy instruction.” (August 2012) College Park High School/Conroe Independent School District: District-wide staff development, Conroe, TX

“iPads/iPods in the Classroom.” (March and April 2012) The Woodlands High School, The Woodlands, TX.

“Becoming a Mentor Teacher.” (January 2012) The Woodland High School, The Woodlands, TX.

“Space Stations: Using stations/centers to prepare students for STAAR test.” (August 2011) College Park High School/Conroe Independent School District: District-wide staff development, Conroe, TX

“Textbook and Online Resources Orientation.” (August 2010) The Woodlands High School, The Woodlands, TX.

“Flavor to Savor: Adding Spice to Lessons.” (January 2009). The Woodlands High School, The Woodlands, TX.

“Differentiating the Novel.” (August 2008). Conroe ISD/The Woodlands High School, The Woodlands, TX.

“Differentiating the Environment: Positive and Proactive Classroom Management.” (June 2008). Conroe Independent School District: T3 Model School Academy for Novice Teachers, Conroe, TX.

“United Streaming in the Classroom.” (January 2007) The Woodlands High School, The Woodlands, TX

IRB’s Submitted

Niemeyer, D. J. (P. I.). Understanding academic writing connections in online fandom spaces. Approved full board. Protocol number 16603. Sam Houston State University.

Niemeyer, D. J. (P. I.). Satire, fandom, and the U.S. testing culture. Approved. Protocol number 20742. Sam Houston State University.

Niemeyer, D. J. (P. I.). Select parents’ understanding and acceptance of the learning potential of videogames. Approved full board. Protocol number 23243. Sam Houston State University.

Service

Reviewer, *Bridging Literacies with Videogames*, 2013. Published by Sense Publishers.

Reviewer and column editor, *English in Texas*, 2016-present.

Mentor teacher to student teachers, 2008-2009, 2014-2015

Mentor teacher to novice teachers, 2009-present