

Hannah R. Gerber, Ph. D.

Hannah R. Gerber, Ph.D.

School of Teaching and Learning
Sam Houston State University



Education

The University of Alabama	Ph.D.	December 2008
---------------------------	-------	---------------

Dissertation: *New Literacy Studies: Intersections and Disjunctures Between In-School and Out-of-School Literacies Among Adolescent Males*. Advisor: Dr. Lisa Scherff

Florida State University	M.S.	August 2002
--------------------------	------	-------------

Florida State University	B.A.	May 2001
--------------------------	------	----------

Honors

Honorary Professor, University of South Africa, Pretoria, South Africa. 2019-present.

Recipient of 2020 College of Education, Faculty Excellence in Research Award—Sam Houston State University

Recipient of 2016 Divergent Award for Excellence in 21st Century Literacies Research--Awarded by the Initiative for 21st Century Literacies Research (Inaugural recipient)

Recipient of 2014 College of Education Excellence in Research Award--Sam Houston State University

Who's Who Among America's High School Teachers, 2005

Dean's List, College of Arts and Sciences, Florida State University, 1998-2001

Higher Education Academic Positions

August 2022-present	Honorary Professor, Department of Psychology of Education, University of South Africa
January 2019-December 2021	Honorary Professor, Department of Language Education, Arts, and Culture, University of South Africa
September 2021-present	Professor, School of Teaching and Learning, College of Education, Sam Houston State University
September 2018-2021	Associate Professor, School of Teaching and Learning, College of Education, Sam Houston State University

Hannah R. Gerber, Ph. D.

September 2015-2018	Associate Professor, Department of Language, Literacy, and Special Populations, College of Education, Sam Houston State University
August 2009-August 2015	Assistant Professor, Department of Language, Literacy and Special Populations, College of Education, Sam Houston State University
August 2008-May 2009	Assistant Professor, Department of Curriculum & Instruction, School of Education, The University of Texas at Brownsville
August 2005-May 2008	Graduate Teaching and Research Assistant, Department of Curriculum & Instruction, College of Education, The University of Alabama
May 2006-August 2007	Summer Graduate Assistant, Alabama Virtual School (ACCESS), Department of Distance Education, College of Continuing Studies, The University of Alabama (<i>summer only</i>)

Public School Teaching

January 2013-May 2013	Language Arts Intervention Teacher, MacArthur High School, Houston, TX (Pro-Bono)
August 2002-May 2005	Language Arts Teacher, Flagler Palm Coast High School, Bunnell, FL
August 2001-May 2002	Language Arts Teacher, Nims Middle School, Tallahassee, FL
January 2001-May 2001	Student Teacher, Language Arts, Lawton Chiles High School, Tallahassee, FL

Scholarship

Books (underlined represents student contributions)

- 7) Louriero, M. J., Louriero, A. C. & Gerber, H. R. (Eds.) (2021). *Global Education and the Impact of Institutional Policies on Educational Technologies*. Hershey, PA: IGI Publishers
- 6) Gerber, H. R. (Ed.) (in press). *The Literacies of the Esports Ecosystem*. Rotterdam, The Netherlands: Brill Publishers.

- 5) Gerber, H. R., Lynch, T. L. & Onwuegbuzie, A. J. (under contract). *Making Big Data Small: Designing Integrated Research for Social Science Researchers*. Thousand Oaks, CA: Sage Publishers.
- 4) Abrams, S. S. & Gerber, H. R. (2021). *Videogames, Libraries, and the Feedback Loop: Learning beyond the stacks*. London, U.K.: Emerald Press.
- 3) Gerber, H. R., Abrams, S. S., Curwood, J., & Magnifico, A. (2017). *Conducting Qualitative Research of Learning on Online Spaces*. Thousand Oaks, CA: SAGE Publishers.
- 2) Mohamed, E., Gerber, H. R., Aboulkacem, S. (Eds.). (2016). *Education and the Arab Spring: Resistance, Reform, and Democracy*. Rotterdam, The Netherlands: Sense Publishers.
- 1) Gerber, H. R. & Abrams, S. S. (Eds.) (2014). *Bridging literacies through videogames*. Rotterdam, The Netherlands: Sense Publishers.

Articles (underlined represents student contributions)

- 47) Gerber, H. R. (2022). Vod reviews, lans, learning, and literacies: An ethnographic examination into the competitive collegiate esports scene. *L1: Educational Studies in Language and Literature*. Special Issue "Games and Literacies"
- 46) Rybakova, K., Rice, M., Moran, C., Zucker, L., McGrail, W., Mcdermott, M., Loomis, S., Piotrowski, A., Garcia, M., Gerber, H., Gibbons, T., & Marlatt, R. (2019). A long arc bending towards equity: Tracing almost 20 years of ELA teaching with technology. *Contemporary Issues in Technology and Teacher Education*, 19(4), np.
- 45) Gerber, H. R. (2019). Getting with the program: Computer programming and videogame development. *The Voice of Youth Advocates*, 42 (5).
- 44) Gerber, H. R. (2019). Esports: Bridging a new demographic. *The Voice of Youth Advocates*, 42(2) 46-47.
- 43) Garcia, R., Grigsby, A., Munoz, A., Munoz, J., & Gerber, H. R. (accepted). How to start, maintain, and legitimize an esports organization. *STEM Journal*.
- 42) Gerber, H. R., Sweeney, K., & Pasquini, E.(2019). Using API data to understand learning in league of legends: A mixed methods study. *Educational Media International*, 56 (2), 93-115.
- 41) Gerber, H.R. & Niemeyer, D. J. (2018). The rise of tabletop gaming. *The Voice of Youth Advocates*, 41 (5), 46-48.
- 40) Lynch, T. L. & Gerber, H. R. (2018). The ontological imperative when researching in the digital age. *International Journal of Multiple Research Approaches*, 10(1), 112-123.

- 39) Morris, A., Onwuegbuzie, A. J., & Gerber, H. R. (2018). Using MODES in online and offline spaces to extend comprehensive literature review processes. *The Qualitative Report* 23 (8), np.
- 38) Gerber, H. R. & Abrams, S. S. (2018). The feedback loop, meaning making, and your library's videogaming programs. *The Voice of Youth Advocates* (41) 2, 40-41.
- 37) Gerber, H. R. (2017). Esports and streaming: Twitch literacies. *Journal of Adolescent & Adult Literacy*, 61(3), 343-345.
- 36) Gerber, H. R. (2017). How gamification misses the mark: Playing through failure. *English Journal* 106 (6), 88-90.
- 35) Gerber, H. R. & Lynch, T. L. (2017). Into the meta: Research methods for moving beyond social media surfacing techniques. *Tech Trends* 61 (3), 263-272.
- 34) Gerber, H. R. & Gaitan, L. (2017). "Let's change already": Cleaning up and making a difference with pro-social games. *Educational Technology* 57 (2), 55-61.
- 33) Stufft, C. & Gerber, H. R. (2017). Pro-social games and library spaces. *The Voice of Youth Advocates* 40 (2), 48-49.
- 32) Stufft, C., Abrams, S. S., & Gerber, H. R. (2016). Critical thinking and layered understanding: Book clubs, videogames, and adolescent learning. *The ALAN Review* 102, 96-102.
- 31) Niemeyer, D. & Gerber, H. R. (2016). Intergenerational gaming in the library. *The Voice of Youth Advocates* 39 (5), 38-39
- 30) Aboulkacem, S. & Gerber, H. R. (2016). Race, culture, and videogames. *The Voice of Youth Advocates* 38 (2).
- 29) Holon, E., Abrams, S. S., Gerber, H. R. (2016). Layering perspectives of adolescent literacies. *The ALAN Review*, 102, 70-76.
- 28) Neimeyer, D. & Gerber, H. R. (2015). Maker culture and minecraft: implications for the future of learning. *Educational Media International* 52 (3), 216-226.
- 27) Fuqua, J., Gerber, H. R., & Votteler, N. K. (2015). Mitigating plagiarism with english language learners and collaborative writing software: A review of the literature. *STEM Journal*.
- 26) Gerber, H. R. (2015). Videogames through books: Extending the experience through text. *The Voice of Youth Advocates* 38 (5), 40-41.
- 25) Abrams, S. S., Gerber, H. R. (2015). Layering meaning across literate practices. *The ALAN Review*. 101-105.

- 24) Gerber, H. R. (2015). Developing Game Friendly Librarians: Learning About Gaming Spaces. *Voice of Youth Advocates* (38) 2, 44-45.
- 23) Gerber, H. R. (2014). Gamifying education: Perils and promises. *Internet Learning* (3) 2, np.
- 22) Gerber, H. R., Abrams, S. S., Onwuegbuzie, A., & Benge, C. (2014). From Mario to FIFA: What case study research suggests about games-based learning. *Educational Media International* (51) 1, 16-34.
- 21) Abrams, S. S., & Gerber, H. R. (2014). Cross-literate digital connections: Contemporary frames for meaning making in english language arts classrooms. *English Journal* (103) 4, 18-24.
- 20) Gerber, H. R. (2014). Transmedia YAL and alternate reality gaming. *Voice of Youth Advocates (VOYA)* (37) 5.
- 19) Gerber, H. R. (2014). Videogame after-school clubs: Fostering informal learning communities. *Voice of Youth Advocates (VOYA)* (37) 2, 38-39.
- 18) Lee, J., & Gerber, H. R. (2013). It's a WoW World: Second language acquisition and massively multiplayer online gaming. *Multimedia Assisted Language Learning* (16) 2, 53-70.
- 17) Abrams, S. S., & Gerber, H. R. (2013). Achieving through the feedback loop: Videogames, Authentic Assessment, and Meaningful Learning. *English Journal* (103)1, 95-103.
- 16) Gerber, H. R., & Lesesne, T. (2013). In defense of young adult texts: Learning through the fan-driven spaces of YAL. *SIGNAL Journal* (35) 3, 21-28.
- 15) Gerber, H. R., & Price, D. (2013). Fighting baddies and collecting bananas: Teachers' perceptions of games-based literacy learning. *Educational Media International* (50) 1, 1-13.
- 14) Gerber, H. R. (2013). Getting girls into the game: Making gaming inclusive. *Voice of Youth Advocates (VOYA)* (36) 5, 44-45.
- 13) Gerber, H. R. (2013). Fostering collaboration, cooperation, and independent reading and writing through sports video games. *Voice of Youth Advocates (VOYA)* (36) 2, 42-43.
- 12) Gerber, H. R., Lesesne, T., & Crispin, J. (2012). Making the familiar strange and the strange familiar: Using new literacies to promote lifelong learning. *English in Texas* (42) 1, 71-75.
- 11) Cox, D., Gerber, H. R. , Berg, H, Voettler, N., Williams, J., & Miller, M. (2012). Together is better: Strategies that invite convergent culture into the classroom via mobile devices. *The Southeastern Journal of Education* (41) 1, 31-43.

- 10) Gerber, H. R. (2012). MMO's and the New YAL Experience: Why We Need to Promote Critical Conversation(s) Among Today's Global Youth. *Voice of Youth Advocates (VOYA)* 35 (5), 442-443.
- 9) Gerber, H. R. (2012). Uncharted Franchise and Action Packed YAL *Voice of Youth Advocates (VOYA)* 35 (2), 128-129.
- 8) Gerber, H. R., & Price, D. (2011). 21st century learners, writing, and new media: Meeting the challenge with game controllers. *English Journal* 2 (101), 68-73.
- 7) Williams, J., Berg, H., Gerber, H. R., Miller, M., Cox, D. McGuire, M., & Votteler, N. (2011). "I get distracted by their being distracted": The etiquette of in-class texting. *The Southeastern Journal of Education* (40) 1, 48-56.
- 6) Cox, D., Berg, H., Voettler, N., Williams, J., Gerber, H. R. , & Miller, M. (2011). A bird's eye view of an iPhone world: Perceptions of cell phone use in academic settings. *The Southeastern Journal of Education*, (40) 1, 3-10.
- 5) Gerber, H. R. (2010). Changing literacies for changing times: Lessons learned from new literacies. *English in Texas* (40) 2, 52-55.
- 4) Gerber, H. R. (2009). Lessons learned in literacy 2.0. *Tech Edge*. Winter volume. Online.
- 3) Gerber, H.R. (2009). Reading the new literacies: Examining in-school and out-of-school practices to engage students in reading. *The State of Reading* (12)1, 15-21.
- 2) Gerber, H. R. (2009). From the FPS to the RPG: Using video games to encourage reading YAL. *The ALAN Review* (36)3, 87-91.
- 1) Gerber, H. R. (2004). Saturated literacy: Reading and writing together. *The Florida English Journal* (40)2, 40-41.

Editorials

- 3) Gerber H.R., Leong, P. & Vraisaidas, C. (2021). Education in times of crises: The dilemmas of digital teaching and learning in primary and secondary schools during the COVID-19 pandemic. *Educational Media International* 58(2), 99-101.
- 2) Lynch, T. L. & Gerber, H. R. (2017). Dilemmas with research in the computational age. *Educational Media International* 54(4), 260-266.
- 1) Dobozy, E. & Gerber, H. R. (2015). Educational Media Editorial: Finding Common Ground Around the World. *Educational Media International* 52 (3), 151-154.

Encyclopedia and Handbook Entries

- 6) Gerber, H. R. & Onwuegbuezie, A. J. (in press). Mixed Methods and Quantitative Research. In V. Malo & C. (Eds.). *The Oxford Handbook of Research on Young Adult Literature*. Oxford, UK: Oxford Press.

- 5) Gerber, H. R. (in press). Education in times of crises: The ontological imperative in considering the role of technology in emergency educational settings. In V. Malo & N. Laudadio (Eds.). *The Handbook of Disaster Pedagogy for Higher Education*. New York, NY: Rowman & Littlefield.
- 4) Gerber, H. R. (in press). Web-based qualitative research methods. In R. Tierney, F. Rizvi, K. Erickson, & G. Smith (Eds.), *International Encyclopedia of Education*. New York, NY: Elsevier Publishers.
- 3) Gerber, H. R. & Lynch, T. L. (2022). Mixed methods integration and the ontological imperative in understanding social media analytics. In Anthony J. Onwuegbuzie & John Hitchcock (Eds.). *Routledge Handbook on Integration in Mixed Methods Research* (pp. 275-289). New York, NY: Routledge.
- 2) Lynch, T. L. & Gerber, H. R. (2021). Social media analytics as mixed analysis approach. In Anthony J. Onwuegbuzie & Burke Johnson (Eds.). *The Routledge Reviewer's Guide to Mixed Methods Analysis*. (pp. 219-226). New York, NY: Routledge.
- 1) Onwuegbuzie, A. J., Gerber, H. R., & Abrams, S. S. (2017). Mixed methods research. In J. Mathes (Ed.). *International Encyclopedia of Communication Research Methods*. New York, NY: Wiley Blackwell Publishing.

Book Chapters (underlined represents student contributions)

- 13) Gerber, H. R. (in press). The literacies of the esports ecosystem: An introduction. In H. Gerber (Ed.). *The Literacies of the Esports Ecosystem*. Rotterdam, The Netherlands.
- 12) Gerber, H. R. (invited). Understanding the role of metadata and analytics in biasing educational technology instruction: An ontological imperative perspective. In R. Marlat & M. Barnes (Eds.). *Moving Preservice and Practicing Teachers toward Equity, Justice, and Antiracist Teaching through Digital Literacies*. New York, NY: Routledge.
- 11) Abrams, S. S. & Gerber, H. R. (2021). Achieving through the feedback loop: Video games, authentic assessment, and meaningful learning. In T. L. Lynch (Ed.). *Critical media literacy: Bringing lives to texts*. (pp. 120-128). Urbana, IL: NCTE Press.
- 10) Abrams, S. S. & Gerber, H. R. (2021). Digital game-based learning, feedback loops, and classroom practice. In D. Seelow (Ed.). *Game based learning*. (pp. 24-32). New York, NY: Routledge.
- 9) Aboulkacem, S., Foster, C., Gerber, H. R. & Montenegro, M. (2017). Ms. marvel and muslim superheroes: Unpacking the myth of women, islam, and culture. In S. Eckard (Ed.). *Connecting the dots: Integrating comics into the classroom*. New York, NY: Rowman & Littlefield Publishers.
- 8) Gerber, H. R. (2016). eSports as we Sports: Exploring writing through videogaming. In A. Brown and L. Rodesiler (Eds.). *Developing contemporary literacies through sports: A guide for the english classroom*. (pp. 211-216). Chicago, IL: NCTE Press.

- 7) Aboulkacem, S., Gerber, H. R., & Mohamed, E. (2016). Education, democracy, and the arab spring: An introduction. In E. Mohamed, H. R. Gerber, & S. Aboulkacem (Eds). *Education and the Arab Spring: Shifting Toward Democracy*. (pp. xix-xxv.) Rotterdam, The Netherlands: Sense Publishers.
- 6) Gerber, H. R. (2014). Engaged and electrated: Classroom implications for videogames and English language arts. In S. Eckard and C. Lennarts (Eds.), *Yin and Yang in the English Classroom: Literary Criticism and Pedagogy of Popular Texts*. (pp. 95-108). Rowman & Littlefield Publishing.
- 5) Abrams, S. S. & Gerber, H. R. (2014). Bridging Literacies: An Introduction In H.R. Gerber and S. S. Abrams (Eds.). *Building literate connections through videogames and virtual worlds*.(pp. 1-13). (pp. 233-238). Sense Publishers. Rotterdam, Netherlands.
- 4) Gerber, H. R. (2014). When digital literacy is not enough: Examining the connection between struggling readers and writers within digital literacies. In M. Hougen (Ed.), *Fundamentals of Literacy Instruction and Assessment*, 6-12. Brookes Publishing.
- 3) Gerber, H. R. (2014). The Story of a Gaming Classroom: A Vignette. In S. S. Abrams *Digital Literacies and Learning in the Twenty-first Century*. New York, NY: Routledge Publishers.
- 2) Gerber, H. R. & Price, D. P. (2013). Virtual worlds, videogames and writing instruction: Teachers exploring games-based writing practices. In K. Pytash, R. Ferdig, & T. Rasinski (Eds.), *Preparing Teachers to Use Technology for Writing and Writing Instruction* (pp. 83-95). ETC Carnegie Mellon Press.
- 1) Abrams, S., Gerber, H. R., & Burgess, M. (2012). Digital worlds and shifting borders: Popular culture, perception, and pedagogy. In B. Williams & A. Zenger (Eds). , *Participatory popular culture and literacy across borders* (pp. 90- 105). New York, NY: Routledge Publishers.

Forewords and Afterwords

- 1) Gerber, H. R. (2018). "Foreword: Toward a STEM Future". *Teaching ESL and STEM Content through CALL* (xiii-xvi). New York, NY: Rowman & Littlefield Publishers.

Peer-Reviewed Published Conference Proceedings (underline represents student contributions)

- 9) Neimeyer, D. & 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.
- 8) Neimeyer, D. & 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.

- 7) Gerber, H. R. & Onwuegbuzie, A. (2013, October). *Why can't we always learn like this?" Games-based learning and English language arts instruction: Lessons learned and practical applications*. Proceedings of the annual International Council of Educational Media, Singapore.
- 6) Gerber, H. R., Price, D. P. & Miller, M. (2013, October). *Games-based learning: Teachers' perspectives and applications of a new literacy practice*. Proceedings of the annual International Council of Educational Media, Singapore.
- 5) Gaitan, L., & Gerber, H. R. (2013, June). *Oil Rig Simulation and Serious Games*. Academic arcade simulation proceedings in the annual conference of the Games, Learning, and Society Conference. Madison, WI.
- 4) Gerber, H. R., & Price, D. (2012). Videogames and Virtual Worlds in teacher Education: Tapping into the Potential. Proceedings of the Annual International Council of Educational Media, Nicosia, Cyprus.
- 3) Gerber, H. R. (2009). Literacy through Video Games. Proceedings of the Annual International Council of Educational Media, Abu Dhabi, United Arab Emirates. ERIC Ascension Number ED508161.
- 2) Gerber, H. R. (2009). Digital Play and Social Network Services. Proceedings of the Annual International Council of Educational Media, Abu Dhabi, United Arab Emirates. ERIC Ascension Number ED508161.
- 1) Dail, J.S., Wright, V. H., & Gerber, H. R. (2006). Digi-Journies: Pre-service Teachers' Growth and Self-Reflectivity. Proceedings of the Annual National Education Computing Conference (NECC) and International Society for Technology and Education(ISTE), San Diego, CA.

Published White Papers

- 1) Gerber, H. R. (2012). Can education be gamified?: Examining gamification, learning, and education. White Paper published with APUS (American Public University System), Charles Town, West Virginia.

Published Book Reviews

- 3) Gerber, H. R. (2012). A Review of Inter/vention: Freeplay in the Age of Electracy. *American Journal of Play* 5(1), 126-128.
- 2) Gerber, H. R. (2009). Teen, INC. a Review. *SIGNAL Journal* (30) 2, xx.
- 1) Gerber, H. R. (2009). Babylonne: A Review. *SIGNAL Journal* (30) 3, xx.

Publications Under Review (underline represents student contributions)

- 1) Pasquini, E., Sweeney, K., & Gerber, H. R. (under review). The role of coaching in developing esports players.

Book Proposals Under Review

- 1) Gerber, H. R. (under review). *Embodiment in Esports: A Collision of Worlds*.

Manuscripts in Preparation (underline represents student contributions)

- 3) Gerber, H. R. & Onwuegbuzie, A. J. (in preparation). Using MODAL approaches to unpack complex research topics, communities, and spaces.
- 2) Gerber, H. R. (in preparation). On being ethically transparent: The role of writing methodological procedures in context into qualitative research studies.
- 1) Gerber, H. R. & Onwuegbuzie, A. J. (in preparation). On ethics and elephants: Combating the elephant in the room on ethical treatment of data analysis in human subject reviews

Book Proposals in Preparation

- 4) Gerber, H. R. (in preparation). *Equity and Inclusion in Esports*.
- 3) Gerber, H. R. (in preparation). *The Handbook of Research on Videogames and Learning*.
- 2) Gerber, H. R. (in preparation). *Integrating Esports Across the Core: A Computational Thinking Approach*.
- 1) Gerber, H. R. (in preparation). *Esports Ecologies: Competition, Collaboration, and Camaraderie*.

Invited Keynote/Plenary Addresses

- 14) Gerber, H. R. (2021, October). *The role of community in building a creative citizenry in today's digital ecosystems*. Keynote address at the International Council for Educational Media conference. Santarem, Portugal.
- 13) Gerber, H. R. (2020, September). *Contemporizing qualitative research in computational and digital times*. Keynote address at Power Fridays Research Summit, Purdue University. (18 September 2020).
- 12) Gerber, H. R. (2018, November). *Toward a critical lens of eSports and contemporary literacies: Notes from the future*. Keynote address at the National Council of Teachers of English Studies in Literacies and Multimedia Assembly (SLAM Assembly). Houston, TX. November 2018.
- 11) Gerber, H. R. (2017, April). *Learning to change, changing to learn: Changing how we research learning and meaning making*. Keynote address at the Teaching Colleges and Community Worldwide International Online Conference. 20 April 2017.
- 10) Gerber, H. R. (2016, September). *Moving through the meta: Tracing informal learning and literacies through (re)mixing social media analytics*. Keynote address at the International Council for Educational Media, Kookmin University, Seoul, Korea. 24 September 2016.

Hannah R. Gerber, Ph. D.

- 9) Gerber, H. R. (2016, June). *Tracing informal learning: The role of social media analytics to understand meaning making in informal spaces*. Keynote address at the Joint European Conference on Technology Enhanced Learning, Roosta Resort, Estonia. 20 June 2016.
- 8) Gerber, H. R. (2016, April). *Cross-functional teams: Literacy learning (Re) Considered*. Keynote address at the 21st Century Literacy Institute at Oklahoma State University. Stillwater, Oklahoma, USA. 20 April 2016.
- 7) Gerber, H. R. (2015, May). *Cross-functional teams: Media and vidoegame creation for transnational flows and local responses*. Keynote address presented to the Society for English Teaching through Media. Cheon An, South Korea, 16 May, 2015.
- 6) Gerber, H. R. (2015, May). *New media and youth passion: Rising to the top*. Keynote address presented to the Algerian American Scientists Association. Rockefeller Center, New York, NY, 9 May, 2015.
- 5) Gerber, H. R. (2015, May). *The changing face of literature: New texts for new times*. Keynote address presented to the International Multidisciplinary Technology and Literature Conference. Muscat, Oman. 2 May, 2015.
- 4) Gerber, H. R. (2014, August). *Digital literacies and youth meaning making experiences*. Keynote address presented to the Conroe Independent School District School-wide Staff Development. Conroe ISD, 18 August, 2014.
- 3) Gerber, H. R. (2013, April). *Electrate learning, electrate spaces, electrate thoughts: The place of spatial connections in learning in adolescent lives*. Keynote address presented to the International Reading Association Pre-Conference Institute on What Struggling Readers and Writers Want Teachers to Know. San Antonio, TX, 19 April 2013.
- 2) Gerber, H.R. (2010, September). *Global and mobile ecologies for sustainable futures*. Keynote address at the National Association of Distance Learning and Open Education. Potchefstroom, South Africa.
- 1) Gerber, H. R. (2005, February). *Dream Big, Aim High: Women in Sports Day*. Keynote address presented to the National Women in Sports Day Recognition of High School Athletes. Flagler County Schools, Bunnell, FL.

Presidential Addresses

- 3) Gerber, H. R. (2021, October). *On being radically human in a transhuman world: The role of creativity in humanity*. Presidential Farewell Address at the 2021 Annual Conference for the International Council of Educational Media (canceled due to covid19 pandemic).
- 2) Gerber, H. R. (2018, September). *Reconsidering the digital turn*. Presidential Closing Address at the 2018 Annual Conference for the International Council for Educational Media. Tallinn, Estonia.

- 1) Gerber, H. R. (2018, September). *#love and 🍌: Looking back to see the future.* Presidential Welcome Address at the 2018 Annual Conference for the International Council for Educational Media. Tallinn, Estonia.

Plenary Panels

- 4) Gerber, H. R., Stangl, A., & McIssacs M. (2022, October). *Women in Tech Across Time.* Plenary Panel at the International Council for Educational Media. 14 October 2022.
- 3) Benavides, O., Gerber, H. R., Laanpare, M., & Martindale, T. (2018, September). *The Digital Turn in Education.* Plenary Panel at the International Council for Educational Media. Tallinn, Estonia. 7 September 2018.
- 2) Chen, M., Gerber, H. R., & Lynch, T. L. (2017, September). *Future of English Education: Changing the rhetoric.* Plenary panel at the Society for Teaching English through Media International Conference. Incheon, South Korea. 16 September 2017.
- 1) Fетters, M., Gerber, H. R. Greene, J., (2017, March). *Ethics and mixed methods research.* Plenary panel at the Mixed Methods International Research Association Annual Conference. Montego Bay, Jamaica. 16 March 2017.

Invited Academic Lectures--(Non- peer reviewed) underlined represents student contributions

- 12) Gerber, H. R. (2021, November). *Considering the role of literacy, learning, and community in gaming and esports.* Doctoral seminar in new literacies. University of Arkansas.
- 11) Gerber, H. R. (2020, April). *The how, the what, and the why of esports research.* Doctoral seminar in research in educational technology. State University of New York, Potsdam.
- 10) Gerber, H. R. (2020, March). *Contemporary challenges in literacy research in Esports spaces.* Doctoral seminar in Literacy Issues and Trends. University of Buffalo.
- 9) Gerber, H. R. (2020, February). *Challenges and considerations for conducting qualitative research in digital spaces in developing nation contexts.* Graduate Student Advanced Research Seminar. University of Witwatersland. South Africa.
- 8) Gerber, H.R. (2019, April). *Digital research methods for digital literacies.* Invited lecture for Doctoral Advanced Seminar in Literacy Research Methods. North Carolina State University.
- 7) Gerber, H.R. & Engerman, J. (2018, November). *Blockchain, cryptocurrencies, and alternate methods for rethinking educational change.* Invited lecture for Technology & Creative Expression class at The University of Toronto.
- 6) Gerber, H. R. (2016, August). *Pro-social games, community activism, and developing nations: A case study of egypt.* Invited speaker for the Revolutionary Learning Summit. New York, NY.

- 5) Gerber, H. R. (2016, March). *Videogames, literacy, and digital epistemologies*. Invited lecture for doctoral course on new literacies, The University of Buffalo, Buffalo, New York.
- 4) Gerber, H. R. (2015, January). *Designing Case Study Research to Understand Innovative Literacy Practices*. March 4th, 2015. Invited lecture at the master's research consortium, The University of North Carolina, Willimington.
- 3) Gerber, H. R. (2013, November). *How Youth Make Meaning in Videogame Environments and What this Means for 21st Century Classrooms*. Invited lecture at the Houston Independent School District Lead Teacher Meeting. November 19th, 2013.
- 2) Gerber, H. R. (2013). *Transmedia and multiplatform storytelling for young adult readers*. Guest lecturer for Young Adult Literature Master's Seminar at State University of New York at Cortland. February 27, 2013.
- 1) Gerber, H. R. (2013). *Videogames and literacy: A place for learning in the 21st century*. Guest lecture for Multimodal Literacy Master's and Doctoral Seminar at University of Texas El Paso. April 16, 2013.

Invited Academic Lectures at Sam Houston State University--(non- peer reviewed)
underlined represents student contributions

- 16) Gerber, H. R. (2020, October). *Gaming across spaces*. Invited speaker for Sam Houston State University Honors College Journeys Seminar. Huntsville, TX.
- 15) Gerber, H. R. (2020, March). *How community changes the game: The "great" beyond*. Invited speaker for Sam Houston State University Honors College Journeys Seminar. Huntsville, TX.
- 14) Gerber, H. R. (2019, September). *Gaming is learning? Learning is gaming?: The role of play in meaning making*. Invited speaker for Sam Houston State University Honors College Journeys Seminar. Huntsville, TX.
- 14) Gerber, H. R., Ingram, J., & Niemeyer, D. J. (2019, April). *PSAT fandom, satirical dissidence, and meme culture*. Invited speaker for Sam Houston State University Honors College The Word (Memes) Seminar. Huntsville, TX.
- 13) Gerber, H. R. (2019, February). *Place-based, space-based, mixed reality gaming*. Invited speaker for Sam Houston State University Honors College Journeys Seminar. Huntsville, TX.
- 12) Gerber, H. R. (2018, October). *Teamwork and mobile gaming*. Invited speaker for Sam Houston State University Honors College Journeys Seminar. Huntsville, TX.
- 11) Gerber, H. R. (2017, August). *What social media analytics can teach us about learning*. Invited speaker for Sam Houston State University College of Education Artful Assessment. Huntsville, TX.

- 10) Gerber, H. R. (2017, October). Sam Houston State University Honors College. *Assassins Creed and Genetic Memory: Bad Science Gone Wild!* Invited speaker for Sam Houston State University Honors College Bad Science Seminar. Huntsville, TX.
- 9) Gerber, H. R. (2017, September). Sam Houston State University Honors College. *Team work and learning: What videogames can teach us?* Invited speaker for Sam Houston State University Honors College Journeys Seminar. Huntsville, TX.
- 8) Munoz, J. & Gerber, H. R. (2017, March). *Esports and learning*. Invited Speaker for Kappa Delta Pi. Sam Houston State University. Huntsville, TX.
- 7) Garcia, R., Gerber, H. R., & Pasquini, E. (2017, March). *eSports and summer camps: coaching, literacies, and meaning making*. Invited speaker for the Sam Houston State Computer Science Club FutureTech Conference. Huntsville, TX.
- 6) Gerber, H. R. (2017, January). *Not so frivolous: What videogames can teach us about learning and literacy*. Invited speaker for ProfSPEAK speaker series. Sam Houston State University, Honors College. Huntsville, TX.
- 5) Clark, J. & Gerber, H. R. (2016, March). *Videogames, STEM, and at-risk students*. Invited lecture at the Sam Houston Computer Science Club Conference on Future Tech. Huntsville, TX.
- 4) Gerber, H. R. & Gaitan, L. (2015, April). *Understanding the power of pro-social mobile games*. Paper presented at the Sam Houston Computer Science Conference on Future Tech, Huntsville, TX.
- 3) Gerber, H. R. (2014, November). *Youth and Gaming: Why the Study of Videogaming Habits Matters to Education*. Invited talk to the Sam Houston Council for Exceptional Children Student Teacher Group. November 9, 2014.
- 2) Gerber, H. R. (2014, March). *Youth Learning, Youth Living: Understanding the Videogame Connection*. Invited lecture to the Sam Houston Council for Exception Children Group. March 5th, 2014.
- 1) Gerber, H. R. (2013, November). *Videogames and Learning: Exploring Youth and Their New Literacies Practices*. Invited talk at the Sam Houston State University, College of Education Research Tea. November 18th, 2013.

Invited Academic Workshops (underlined represents student contributions)

- 17) Gerber, H. R. (2019, October). *Using digital methods to understand learning in online spaces*. Workshop presented to faculty and students at the University of Johannesburg. Johannesburg, South Africa.
- 17) Lynch, T. L. & Gerber, H. R. (2018). *Using digital methods in social science research*. A month-long online workshop for graduate students at The University of Stirling. Scotland, U. K.

- 16) Gerber, H. R., & . Onwuegbuzie, A. J. (2018, July). *Tracing learning in online spaces: The role of social media in researching meaning making*. Workshop presented to faculty and students at the University of South Africa, Pretoria, South Africa.
- 15) Onwuegbuzie, A. J., & Gerber, H. R. (2018, July). *Writing up mixed methods research studies*. Workshop presented to faculty and students at the University of South Africa, Pretoria, South Africa.
- 14) Onwuegbuzie, A. J., & Gerber, H. R. (2018, July). *Supervising mixed methods research studies*. Workshop presented to faculty and students at the University of South Africa, Pretoria, South Africa.
- 13) Onwuegbuzie, A. J., & Gerber, H. R. (2018, July). *Innovation in the literature review process: Engaging in online and offline spaces*. Workshop presented to faculty and students at the University of South Africa, Pretoria, South Africa.
- 12) Onwuegbuzie, A. J., & Gerber, H. R. (2018, July). *Data analysis in mixed methods research*. Workshop presented to faculty and students at the University of South Africa, Pretoria, South Africa.
- 11) Onwuegbuzie, A. J., & Gerber, H. R. (2018, July). *Introduction to mixed methods research*. Workshop presented to faculty and students at the University of South Africa, Pretoria, South Africa.
- 10) Benavides, O., Gerber, H. R., Ittelson, J., Laverty, R., Lynch, T. L., & Vrsaidas, C. (2017, March). *ICEM Strategy Lab: Creating learning resources in times of crisis*. Half-day workshop/lab at the United Nations Educational, Cultural, and Scientific Organization (UNESCO) international summit Mobile Learning Week. Paris, France.
- 9) Gerber, H. R. & Lynch, T. L. (2017, March). *New research methods for new times: Mixing social media analytics with qualitative methods*. Half-day workshop at the International Mixed Methods Conference. Montego Bay, Jamaica.
- 8) Benavides, O. & Gerber, H. R. (2016, March). *Technology and teacher preparation: Tech tools of the trade*. Half-day workshop at United Nations Educational, Cultural, and Scientific Organization (UNESCO) international summit Mobile Learning Week. Paris, France.
- 7) Gerber, H. R., Neimeyer, D., & Stuftt, C. S. (2014, November). *Game-based learning for exploration and discovery*. Invited full-day workshop at the Association of Educational Computing and Technology. Jacksonville, FL.
- 6) Gerber, H. R. (2014, August). *Games-based learning and transmedia YAL*. Invited workshop at the Conroe Independent School District School-wide Staff Development. Conroe, TX.
- 5) Onwuegbuzie, A. & Gerber, H. R. (2013, October). *Succeeding in Academic Publishing: A Step-by-Step Approach*. Invited workshop at Chiang Mai Rajabaht University, Thailand.

Hannah R. Gerber, Ph. D.

- 4) Gerber, H. R. (2013, October). *Engaging learners through game-based learning*. Invited workshop at the International Council of Educational Media. Singapore.
- 3) Gerber, H. R., & Grote-Garcia, S. (2013, May). *Using technology to enhance pedagogical reasoning*. Invited workshop at the College Career Readiness Initiative Annual Conference. Houston Hilton Conference Center.
- 2) Gerber, H. R. (2012, August). *Gamification of the Language Arts Classroom*. Aldine Independent School District.
- 1) Gerber, H.R. (2009, April). *Going Mobile and Global: Using Web 2.0 Technologies and Video Games to Teach Your Digital Students*. The University of Texas Brownsville.

Invited Podcasts and YouTube Streams

- 6) Abrams, S. S. & Gerber, H. R. (2021, April). Video Games: Families, education, the risks and rewards. Emerald Podcast Series. <https://podcasts.apple.com/us/podcast/video-games-families-education-the-risks-and-rewards/id1521842486?i=1000519204708>
- 5) Semingson, P. & Gerber, H. R. (2020, April). Teaching in times of coronavirus: A Conversation with Dr. Hannah Gerber. <https://www.youtube.com/watch?v=UzjICaI9qI8>
- 4) Gerber, H. R. (2018, August). *Twitch literacies*. Literacy Teachers YouTube Channel. <https://www.youtube.com/channel/UC1biDuyi5Wdjkwu6LS4Ng4Q>
- 3) Gerber, H. R. & Kadjer, S. (2016, April). Podcast on your plan Episode 35. Oklahoma Department of Education (DoE). *What is next in digital literacies and learning for multimodal literacies in Standard 7?*
cloud.com/podcastonyourplan/podcast-on-your-plan-ep-35-with-dr-sara-kajder-and-dr-hannah-gerber/
- 2) Garcia, A., Gerber, H. R., Lammers, J. & O'Byrne, W. (2014, June). Literacy Research Association Research to Practice #literacy chat. *Videogames and Literacy*. June 9th, 2014. <https://www.youtube.com/watch?v=HwNjUnQr1Is&list=UUxY2el4yNrRnAOLfvx3mTOg>
- 1) Gerber, H. R., & Abrams, S. S. (2012, October). *What is games-based learning?* Invited opening streaming lecture for Games MOOC. www.gamesmooc.shivtr.com October 8th, 2012.

Invited Webinars

- 1) Lynch, T. L. & Gerber, H. R. (2017, August 22). *Qualitative research in computational times: Dilemmas of data gone digital*. Webinar for the International Institute of Qualitative Methodology.
<https://www.ualberta.ca/international-institute-for-qualitative-methodology/webinars/mixed-methods-webinar/archived-webinars>

Peer-Reviewed International Professional Presentations (underlined represents student contributions)

- 31) Gerber, H. R., Pasquini, E., Munoz, J., & Ellis, C. (2017, September). *eSports algorithms and summer camps: the high school to university pipeline*. Presentation presented at the International Council of Educational Media. Naples, Italy.
- 30) Niemeyer, D.J., Ingram, I. & Gerber, H. R. (2017, July). *U.S. testing culture: Remixing social media analytics to understand satirical dissidence*. Paper presented at the International Society for Technology in Education. San Antonio, TX.
- 29) Munoz, J., Munuz, E., Garcia, R., Grigsby, A., & Gerber, H. R. (2016, September). *Maintaining and Legitimizing eSports Organizations*. Paper presented at the International Council of Educational Media Conference, Seoul, Korea.
- 28) Gerber, H. R. (2016, January). *Reconfiguring america from the middle east: Al jazeera international and arabic through students' eyes*. Paper presented at the Center for American Studies and Research Middle East Annual Conference, Beirut, Lebanon.
- 27) Gerber, H. R., Gaitan, L., & Aboulkacem, S. (2015, October). *Designing mobile games for pro-social engagement and environmental awareness in developing nations: The case for egypt*. Paper accepted for the International Council of Educational Media, Medellin, Colombia, 29 September -2 October, 2015. [accepted did not present]
- 26) Aboulkacem, S., O' Neal, R. & Gerber, H. R. (2015, October). *Learning in motion: Open-ended videogames and classroom literacy*. Paper accepted at the International Council of Educational Media Conference, Medellin, Colombia, 29-September-2 October, 2015. [accepted did not present]
- 25) Votteler, N., Miller, M., Price, D. P., Brooks, B., Gerber, H. R., & Edmonson, S. (2015, October). *Understanding the allure of international online education: A case study of our online programs*. Paper accepted for the International Council of Educational Media, Medellin, Colombia, 29 September- October 2, 2015. [accepted did not present]
- 24) Votteler, N., Miller, Brooks, B., & Gerber, H. R. (2015, October). *Internationalizing doctoral programs for learning anytime, anywhere*. Paper accepted for the International Council of Educational Media, Medellin, Colombia, 29 September- October 2, 2015. [accepted did not present]
- 23) Niemeyer, D., Ingram, J. & Gerber, H. R. (2015, July). *Understanding youth cyber dissidence through satirical memes on instagram*. Paper presented the European Conference on Literacy, Klagenfurt, Austria.
- 22) Gerber, H. R. (chair), Niemeyer, D., Price, D. P., Lee, J., & Wells, K. (2015, July). *Gaming and literacy: Intersecting the landscape of learning in and out-of-school*. Symposia presented at the European Conference on Literacy, Klagenfurt, Austria.
- 21) Benge, C., Lane, M., Price, D. P., Votteler, N.K., & Gerber, H. R. (2015, July). *Resistance to student reading choice: Observations of a two-year teacher program*. Paper presented at the European Conference on Literacy, Klagenfurt, Austria.
- 20) Gerber, H. R., Gaitan, L., Bodon, T., Ashworth, M. (2015, February). *Mobile games and citizen activism: Empowering girls in community engagement through pro-social*

- gaming apps*. Paper presented at the 3rd Annual Mobile Learning Week Showcase at UNESCO Headquarters, Paris, France.
- 19) Gerber, H. R., Gaitan, L., Ashworth, M., Cronje, S., & Bodon, T. (2015, May). Citizen Media, Digital Literacy, and Mobile Games: Shifting Pedagogy for Exploration and Discovery. Paper presented at the International Multidisciplinary Conference on English Language, Literature, and Information Technology. Muscat, Oman.
 - 18) Neimeyer, D. & Gerber, H. R. (2014, October). *Maker culture in videogames and virtual worlds: From Minecraft to the classroom and beyond*. Paper presented at annual International Council of Educational Media Conference, October Eger, Hungary.
 - 17) Gerber, H. R., Price, D. P., Miller, M., & Votteler, N. K. (2014, October). *Creating frameworks to research connective literacy practices in game-based environments*. Paper presented at the annual International Council of Educational Media Conference, October Eger, Hungary.
 - 16) Gerber, H. R., Onwuegbuzie, A. J., Price, D. P., Votteler, N. K., & Burgess, M. (2014, August). *Connective Research Approaches in Games-Based Learning: Bridging Contexts, Participants, and Studies Beyond the Bricolage*. Symposium accepted for the South African Educational Research Association Conference in Durban, South Africa. [Accepted, did not present].
 - 15) Gerber, H. R. (Symposium Chair), Price, D. P., Onwuegbuzie, A., Miller, M., Votteler, N. (February, 2014). *Connective learning in the 21st century: Gaming, writing, and multimedia connections and applications*. Symposium presented at the World Congress on Writing Research Across Borders of the International Society for the Advancement of Writing Research in Paris, France.
 - 14) Gerber, H. R. (Symposium chair), Price, D. P., Miller, M. (2013, October). *Game-based learning: Teachers' Perceptions and Applications of a New Literacy Practice*. Paper presented at the International Council of Education Media. Singapore.
 - 13) Gerber, H. R. & Onwuegbuzie, A. (2013, October). *"Why can't we always learn like this?" Games-based learning and English language arts instruction: Lessons learned and practical applications*. Paper presented at the International Council of Educational Media. Singapore.
 - 12) Gerber, H. R. (Symposium Chair), (2013, August). *Videogames and Game-Based Learning in a High School Literacy Classroom: Affordances and Constraints in Engagement by Immersion* In Symposium on Gaming as Engagement in Literacy Practices presented at the European Reading Conference. Jonkoping, Sweden.
 - 11) Gerber, H. R., & Lesesne, T. (2013, August). *Evolution and Revolution in Literature and Literacies*. Roundtable presented at the European Reading Conference. Jonkoping, Sweden.

- 10) Price, D. P., Breen, L., Cox, D. Gerber, H., Robbins, M., Votteler, N. & Williams, J., (2013, August). *What ten years of online instruction has taught us*. Symposium presented at the European Reading Conference. Jonkoping, Sweden.
- 9) Gerber, H. R., & Price, D. (2012, October). *Videogames and virtual worlds in teacher Education: Tapping into the Potential*. Paper presented at the Annual International Council of Educational Media, Nicosia, Cyprus.
- 8) Gerber, H. R. (Symposium Chair) & Lee, J. (2011, August). *Gaming and literacy: New classrooms for new times*. Symposium presented at European Reading Conference, Bruges, Belgium.
- 7) Gerber, H. R., & Cox, D. (2011, August). *Social networks, role-play, & pre-service teacher literacy education: A digital literacy for digital times*. Paper presented at the European Reading Conference, Bruges, Belgium.
- 6) Gerber, H. R. Hynes, J., & Hiranya, N.. (October, 2010). *Mobile phones and education: Reaching and teaching in developing nations*. Paper accepted to the 2010 International Council of Educational Media--Sustainable Futures Conference, Istanbul, Turkey. [Accepted Did Not Present]
- 5) Williams, J., & Gerber, H. R. (July, 2010). *Text to Talk—When Digital Natives Go to College*. Roundtable presented at the World Congress of The International Reading Association, Auckland, New Zealand.
- 4) Gerber, H. R., & Williams, J. (July, 2010). *The Etiquette of In-Class Texting: Faculty Versus Students*. Poster presented at the World Congress of The International Reading Association, Auckland, New Zealand.
- 3) Gerber, H. R. (2009, October). *Digital you: Using social networks to engage students in critical inquiry through avatars and role play*. Paper presented at the annual meeting of International Council of Educational Media, Abu Dhabi, United Arab Emirates.
- 2) Gerber, H. R. (2009, October). *Integrated literacy through video games*. Paper presented at the annual meeting of International Council of Educational Media, Abu Dhabi, United Arab Emirates.
- 1) Gerber, H. R. (2008, November). *What is new about new literacies? New literacies and learning strategies for the twenty-first century learner*. Paper presented at the 15th annual International Conference on Education, Matamoros, Mexico.

Peer-Reviewed National Professional Presentations (underlined represents student contributions)

- 64) Gerber, H. R. (2020, December). *Vod reviews, lans, learning, and literacies: An ethnographic examination into the competitive collegiate esports scene*. Paper

- accepted at the Literacy Research Association. Houston, TX. [Accepted. Did not present.].
- 63) Gerber, H. R. (2020, November). *Adults play too. Tracing literacies of adults in esports*. Paper accepted at the National Council of Teachers of English. Denver, CO. [Accepted. Did not present.].
- 62) Gerber, H. R. (2019, November). *Using esports to engage students in literate activities*. Paper accepted at the National Council of Teachers of English. Baltimore, MD. [Accepted. Did not present].
- 61) Engerman, J., Betrus, A., Canning, S. & Gerber, H. R. (2019, October). *Scorpions, snakes, and crocodiles: Pitfalls and aggressions to avoid when promoting a diverse and inclusive collegiate esports culture*. Panel presented at the Connected Learning Summit. Irvine, CA.
- 60) Gerber, H. R., Niemeyer, D. J., Neimeyer, R., Gaitan, L., Munoz, E., Horne, E., & Dang, H. (2018, November). *What Esports means to us: Voice of the students*. Roundtable presented at the National Council of Teachers of English. Houston, TX.
- 59) Brooks, B., Gerber, H. R., Arnold, K., Grubbs, S., Votteler, N. K. (2018, November). *"No one cares about us": listening to the voices of the racially and economically disadvantaged*. Symposium presented at the National Council of Teachers of English. Houston, TX.
- 58) Gerber, H. R., Doughtey, A., Panozzo, M., Shearer, R., Stokes, F. (2018, November). *On being a literacy education doctoral student in the digital age: Phenomenological explorations of contemporary doctoral education*. Paper presented at the National Council of Teachers of English Conference. Houston, TX. November 2018.
- 57) Gerber, H. R., Sweeney, K., & Pasquini, E. (2018, October). *Using API data from league of legends to understand the impact of coaching on high schoolers' play styles*. Paper presented at the UCI Esports Conference. 33% acceptance rate.
- 56) O'Neal, R. & Gerber, H. R. (2016, November). *Teachers' perceptions of coding curricula: looking to make meaning beyond skills*. Roundtable presented at the National Council for Teachers of English Annual Convention, Atlanta, GA.
- 55) Gerber, H. R. & Garcia, R. (2016, November). *Mentoring relationships, books, and eSports: Elementary and university partnerships*. Roundtable presented at the National Council for Teachers of English Annual Convention, Atlanta, GA.
- 54) Gerber, H. R. & Guerra, L. *Elementary students' perceptions of multiplatform storytelling*. Paper presented at the Association of Educational Communications and Technology, Las Vegas, NV.
- 53) Gerber, H. R. (2015, November). *The intersection of literacy, sport, and culture*. Roundtable presented at the National Council of Teachers of English Annual Convention, Minneapolis, MN.
- 52) Gerber, H. R. (2015, November). *Situating responsibility, creativity, and the arts of language in the digital age*. Roundtable presented at the National Council of Teachers of English Annual Convention, Minneapolis, MN.

- 51) Gerber, H. R. *Contemporary literacies, popular culture, & out-of-school spaces*. Panel presented at the National Council of Teachers of English Annual Convention, Minneapolis, MN.
- 50) Gerber, H. R., Gaitan, L., & Cronje, S. (2015, November). Playtesting in mobile game creation: Engagement through play. Paper presented at the Association of Educational Computing and Technology Conference, Indianapolis, IN.
- 49) Gerber, H. R. (chair), Gaitan, L., Ashworth, M., Bodon, T., Aboulkacem, S., & Votteler, N. K. (2015, November). *Mobile gaming, girls' empowerment, and developing nations: A civic engagement project during Egypt's transitional democracy*. Paper presented as Featured Paper on the Association of Educational Computing and Technology, Indianapolis, IN.
- 48) Aleisa, M., Aboulkacem, S., Fuqua, J. & Gerber, H. R. (2015, November). *Incidental language learning and popular media: A conceptual software design*. Poster session presented at the Association of Educational Computing and Technology, Indianapolis, IN.
- 47) Brown, A., Abrams, S. S., Gerber, H. R., & Lee, J. (2015, July). *Contemporary Literacies, Popular Culture, and Out-of-School Spaces*. Panel presented at for the Conference on English Education, Fordham University, New York, NY. [accepted did not present]
- 46) Gerber, H. R. (Chair), Abrams, S. S., Onwuegbuzie, A., & Benge, C. (2014, December). *Students' perspectives and understanding of literacy learning in videogame environments: A critical dialectical pluralist approach*. Symposium presented at the Literacy Research Association Annual Conference.
- 45) Neimeyer, D. & Gerber, H. R. (2014, December). *Maker culture in fanfiction writing: Repurposing learning and literacy*. Paper presented at the Literacy Research Association Annual Conference.
- 45) Curwood, J., Abrams, S.S., Gerber, H. R., Lammers, J, & Magnifico, A. (2014, December). *Qualitative methods for researching literacy online*. Paper presented at the Literacy Research Association Annual Conference.
- 44) Gerber, H. R. (2014, November). *Videogame connections: Writing stories through Feinstein's Foul Trouble and NBA 2K14*. Paper presented in session Sports and Young Adult Literature chaired by Alan Brown at the 2014 National Council of Teachers of English Annual Conference, Washington DC.
- 43) Gerber, H. R. (2014, November). *Narratology and Ludology: Complementary Processes in Storytelling in Game-Based English Language Arts*. Paper presentation in session Storied Experiences: What Videogames can tell us about Students' Stories Landscapes and Classroom Learning chaired by Sandra S. Abrams at 2014 National Council of Teachers of English Annual Conference, Washington DC. [Accepted, did not present due to conflict on conference schedule]
- 42) Gerber, H. R., (Co-chair) Brown, A., Abrams, S. S., & Lee, J. (2014, November). *Contemporary Literacies, Popular Culture, and Out-of-School Spaces Collaborative*

Meeting SIG Meeting accepted at the 2014 National Council of Teachers of English Annual Conference, Washington DC.

- 41) Gerber, H. R. (Chair) (2014, November). *Exploring Story through Technology and Teacher Education* Paper presented at 2014 National Council of Teachers of English Annual Conference, Washington DC.
- 40) Matthews, M., Gerber, H. R., & Price, D. P. (2014, November). *Increasing the competitiveness of an ALER Grant*. Paper presented at the annual Association for Literacy Researchers and Educations in Delray Beach, FL.
- 39) Stuftt, C. S. & Gerber, H. R. (2014, November). *Connecting young adult literature and videogames in afterschool clubs*. Paper presented at the annual Association for Literacy Researchers and Educations in Delray Beach, FL.
- 38) Niemeyer, D. & Gerber, H. R. (2014, June). *A framework for understanding student perceptions of academic writing in fandom spaces*. Paper presented at the 10th Annual Games, Learning, and Society Conference. Madison, WI.
- 37) Gerber, H. R. (2014, April). *The Role of External Feedback on Gamers' Performance and Attitudes During Play*. In Symposium From Online to Offline: Examining Gaming Environments and Innovative Learning. Paper presented at the 2014 American Education Research Association Annual Meeting. Philadelphia, PA.
- 36) Abrams, S. S. & Gerber, H. R. (2014, April). *Public Library videogame spaces and innovative practices: (Re)conceptualizing dispositions and literacies*. Paper presented at the 2014 American Education Research Association Annual Meeting. Philadelphia, PA.
- 35) Gerber, H. R., Ongwuebuzie, A., Bengé, C., & Abrams, S. S. (2014, April). *Through the students' eyes: A critical dialectical approach to understanding innovation in game-based learning*. Paper presented at the 2014 American Education Research Association Annual Meeting. Philadelphia, PA.
- 34) Abrams, S. S., Gerber, H. R., Lammers, J., Magnifico, A., & Curwood, J. S. (2014, April). *Conducting Qualitative Research that Includes Online Spaces*. Workshop presented at the 2014 American Education Research Association Annual Meeting. Philadelphia, PA.
- 33) Gerber, H. R. (Chair), & Price, D. P. (2013, October). *A grounded theory study of select teachers implementation of games-based literacy lessons in English language arts classes*. Paper presented at the annual conference of the Association for Literacy Education Research. Dallas, TX.
- 32) Gerber, H. R. (Chair), Ongwuegbuzie, A., Abrams, S. S. & Bengé, C. (2013, November). *Students' perspectives and understanding of literacy learning in videogame environments: Critical dialectical pluralism*. Paper presented at the annual conference of the Literacy Research Association. Dallas, TX.

- 31) Abrams, S. S., & Gerber, H. R. (2013, November). *(Re) Designing literacies: What ethnographic study of gaming in library environments tells us about youth literacy practices*. Paper presented at the annual conference of the Literacy Research Association. Dallas, TX.
- 30) Gerber, H. R. (2013, November). *Connective literacies: Reading, writing, and gaming*. Paper presented in panel Videogame communities, affinity spaces, and transformative learning: Fluid and connective literacy practices in and out of school at the Literacy Research Association. Dallas, TX.
- 29) Bozakis, S. & Gerber, H. R. (2013, November). *Graphic Novel Study Group*. Study group presented at the Literacy Research Association annual conference. Dallas, TX.
- 28) Abrams, S., Gerber, H. R., & Lee, J. (2013, November). *What research suggests about videogames and the teaching of English*. Panel presented at the annual National Council of Teachers of English Conference Research Strand. Boston, MA.
- 27) Gerber, H. R.(Chair), Schipke, R., Gibbins, T., Abrams, S. S., Lee, J., McDermott, M. (2013, November). *New Tools or New Practices?: (Re) Inventing the Future of English Classroom Spaces*. Symposium presented at the annual National Council of Teachers of English Conference. Boston, MA.
- 26) Gerber, H. R. (2013, November). *Transmedia YAL and Games-Based Learning: Exploring New Ground with At-Risk Tenth Grade Students*. Paper presented in Panel on Ten Years of ALAN Foundation Research Award Winners at the Assembly on Literature for Adolescents of the National Council of Teachers of English. Boston, MA.
- 25) Gerber, H. R. (2013, November). *Girls, Technology, and Sports: New Intersections in Adolescent Literacy Practices*. Roundtable presented at The Intersection of Literacy, Sport, Education, and Society at the annual National Council of Teachers of English Conference Research Strand. Boston, MA.
- 24) Brown, A., Gerber, H. R., Abrams, S. S., & Lee, J. (2013, November). *Popular Culture Spaces and English Language Arts, Where Do We Go From Here: Talking Points and Conversations*. Panel presented at the annual National Council of Teachers of English Conference. Boston, MA.
- 23) Gerber, H. R. (Chair), & Price, D. P. (2013, October). *A grounded theory study of select teachers implementation of games-based literacy lessons in English language arts classes*. Paper presented at the annual conference of the Association for Literacy Education Research. Dallas, TX.
- 22) Gaitan, L., & Gerber, H. R. (2013, June). *Oil Rig Simulation and Serious Games*. Academic arcade simulation presented at the annual conference of the Games, Learning, and Society Conference. Madison, WI.
- 21) Abrams, S., Gerber, H. R., & Lammers, J. (2013, April). *Digital ethnography: The parallels, affordances, and constraints of research between real and virtual worlds*. Professional

development workshop presented at the Annual Conference of the American Educational Research Association (AERA). San Francisco, CA. April, 2013.

- 20) Gerber, H. R. (Symposium Chair). Price, D. P., Goebert, K., Lee, J., & Skeen, C. (2012, December). *Video games and virtual worlds: Teachers' perception and use of a new medium in practice*. Symposium presented at the annual conference of the Literacy Research Association. San Diego, CA. December 2012.
- 19) Brown, A. , Scherff, L., Crutcher, C., de la Pena, M., Rodesiler, L, Newkirk, T., Gerber, H. R., & Schultz, E. (2012, November). *The intersection of sport education and society in English education symposium*. Paper presented at the annual Conference of the National Council of Teachers of English, Las Vegas, NV.
- 18) Gerber, H. R. (2012, November). *Preparing english teachers to teach with digital literacy*. Paper presented at the annual Conference of the National Council of Teachers of English, Las Vegas, NV.
- 17) Gerber, H. R. (2012, February). *Virtual Worlds, Video Games, and Virtual Experiences in Teacher Education*. Paper presented at the annual 2012 NCTEAR National Council of Teachers of English Conference Assembly of Research, Tuscaloosa, AL.
- 16) Gerber, H. R. (Symposium Chair), Abrams, S. S., & Lee, J. (2011, December). *Gaming, Virtual Environments, and Literacy Learning with Today's Youth*. Literacy Research Association (LRA) Jacksonville, FL December 2011.
- 15) Gerber, H. R. (Symposium Chair), Abrams, S., & Lee, J. (2011, November). *Video gaming and sustainable learning for the future: Reading, writing, and understanding through virtual experiences*. Paper presented at the annual Conference of the National Council of Teachers of English, Chicago, IL. November 2011.
- 14) Gerber, H. R. (2011, November). *Preparing english teachers to write the future with digital literacy*. Paper presented at the annual Conference of the National Council of Teachers of English, Chicago, IL. November 2011.
- 13) Brown, A. , Scherff, L., Crutcher, C., de la Pena, M., Rodesiler, L, Gerber, H. R., Cox, D., & Schultz, E. (2011, November). *The intersection of sport education and society in English education*. Paper presented at the annual Conference of the National Council of Teachers of English, Chicago, IL. November 2011.
- 12) Abrams, S., & Gerber, H. R. (May, 2011). *What do video games and second life have to do with english language arts?* Paper presented at the International Reading Association Annual Conference, Orlando, FL.
- 11) Gerber, H. R. (2010, December). *"My parents and teachers don't get it": Understanding youth digital literacy spaces at home and at school*. Paper presented at the National Reading Conference. Fort Worth, TX.

- 10) Gerber, H. R. (Symposium Chair), Abrams, S., & Lee, J. (2010, November). *Video games as a platform for engaging youth in literacy and learning*. Panel presented at the National Council of Teachers of English Annual Meeting, Orlando, FL.
- 9) Gerber, H. R. (2010, November). *Video games and Young Adult Literature Connections*. Paper presented at the National Council of Teachers of English Annual meeting, Orlando, FL.
- 8) Young, C. A., Scully, G. A., Schipke, R., Rodesiler, L. Myers, J. McGrail, E. & Gerber, H. R. (2010, November). *Digitally literate lives: Forging connections in English education with digital tools*. Paper presented at the National Council of Teachers of English Annual Meeting, Orlando, FL.
- 7) Gerber, H. R. (2009, November). *Gaming and Learning*. Paper presented at the 98th annual meeting of the National Council of Teachers of English, Philadelphia, PA.
- 6) Gerber, H. R. (2009, February). *Digital play: Videogames as a form of play and integrated learning*. Paper presented at the 35th meeting of The Association of the Study of Play, Brownsville, TX.
- 5) Gerber, H. R. & Scherff, L. (2009, February). *I would Pay Attention If I were You!: Missed Intersections With the New Literacies*. Paper presented at the 2009 meeting of The Assembly on Research of the National Council of Teachers of English, Los Angeles, CA.
- 4) Gerber, H. R. (2008, November). *New literacy studies: Intersections and disjunctures between in-school and out-of-school literacies with adolescent males*. Paper presented at the 98th annual meeting of the National Council of Teachers of English, San Antonio, TX.
- 3) Scherff, L., & Gerber, H. R. (2007, November). *Mapping pre-service teacher growth: Points of interest for teacher educators*. Interactive poster presentation at the 97th annual meeting of the National Council of Teachers of English (NCTE), New York, NY.
- 2) Dail, J. S., Wright, V., & Gerber, H. R. (2006, November). *Digi-Journies: Student teachers' journeys in reflective practice*. Paper presented at the 96th annual meeting of the National Council of Teachers of English (NCTE), Nashville, TN.
- 1) Dail, J. S., Wright, V. & Gerber, H. R. (2006, July). *Digi-Journies: Pre-Service Teachers' Perceptions of Self-Reflective Practice*. Poster presentation at the 27th annual National Educational Computing Conference (NECC/ISTE), San Diego, CA.

Peer Reviewed Regional, State, and Local Peer-Reviewed Presentations

- 6) Gerber, H. R. (2009, November). *Social networks as a platform for engaging pre-service students in case study examination through role-play*. Paper accepted for the annual meeting of the Mid South Educational Research Association, Baton Rouge, Louisiana. [Accepted, did not present]

- 5) Gerber, H. R. (2009, February). *Using case study research to explore the new literacies: Problems and possibilities*. Paper presented at the annual meeting of the South East Research Association.
- 4) Gerber, H.R. (2008, June). *New literacies, state standards, and the english language arts classroom*. Paper presentation at the annual Alabama Education Technology Conference, Birmingham, AL.
- 3) Green, A. W., & Gerber, H. R (2006, June). *WebQuest: Interdisciplinary uses*. Workshop and presentation at the 8th annual Nuts and Bolts Symposium of Middle Level Education, Destin, FL.
- 2) Gerber, H. R. (2006, May). *Digital storytelling: Pre-service teachers' growth and reflectivity*. Paper presented at the annual Technology and Education Research Conference, Tuscaloosa, AL.
- 1) Walker, J. M., Cook, T., & Gerber, H. R. (2006, February). *Simply learning by design*. Poster presentation at the 9th annual Graduate Student Research Conference, Tuscaloosa, AL.

Discussant/Respondent

- 1) Gerber, H. R. (2016). Sports literacy and digital practices. Respondent at the National Council of Teachers of English. Atlanta, GA. November 2018

Conference Proposals Under Review (underlined represents student contributions)

External Research/Grant Funding (underlined represents student contributions)

- 16) Engerman, J. & Otto, R. (2018). Culturally relevant computing activities and career readiness for at-risk youth. ITEST Grant, National Science Foundation, Alexandria, VA. (\$399, 853 to be received over 2 years). **Role: Lead External Monitoring and Evaluation Specialist.** (Note: I did not write the grant. I consulted on the evaluation process during the drafting stage and the revision stage of the grant. I led the evaluation team and write mid- and final- reports)
- 15) Edmonson, S., Coyne, J., Ellis, C., Hollas, T., & Lane, M. (2018). *4+1 TEACH: An extended teacher preparation model to meet the needs of houston area schools*. SEED Grant, United States Department of Education, Washington, D.C. (\$18,863,085 to be received over 5 years). **Role: STEM-C Coordinator.** (Note: I did not write the grant. I consulted on the STEM-C Camp during the grant draft and served as the STEM-C Coordinator).
- 14) Gentili, D. & Saltsman, G. (2017). *Unlocking talent through technology-malawi*. Grant funded by the United Nations Child Education Fund, New York, NY. (\$4,000,000 requested, \$4,000,000 received). **Role: Lead External Monitoring and Evaluation Specialist.** (Note: I did not write the grant, I directed the team of evaluators and co-authored the 250-page final report).

- 13) Zakarrya, S., Mohamad, E., Gerber, H. R., & Aboulkacem, S. (2015). *Education and the Arab Spring: Shifting Toward Democracy*. Grant submitted to the Qatar National Research Foundation, Doha, Qatar. (\$75,000 requested, not funded). Role: Co-Principal Investigator).
- 12) Gerber, H. R. & Price, D.P. (2013). *New approaches to literacy instruction: Teachers' perspectives and applications of reading and writing interventions through game-based learning*. Grant submitted to the Association of Literacy Educators and Researchers. (\$2500 Requested, **\$2500 funded**). Role: Principal Investigator.
- 11) Gerber, H. R. (2012). *YAL and Digital Literacy Learning: Exploring Literate Connections Intergenerationally through the Interwebs*. Grant submitted to the Assembly for Adolescent Literature of the National Council of Teachers of English Foundation (NCTE/ALAN). (\$1,500 requested **\$1,500 Funded**). Role: Principal Investigator.
- 10) Gerber, H. R. (2012). *Gaming pedagogies and english language arts: Teachers' understandings of a new practice*. Grant submitted to the Commission on English Education of the National Council of Teachers of English. (\$2,000 requested, not funded). Role: Principal Investigator.
- 9) Gerber, H. R., & Abrams, S. S. (2012). *Gaming at the Library and the Places in Between*. Grant submitted to the Spencer Foundation. (\$40, 000 Requested, not funded) Role: Principal Investigator.
- 8) Abrams, S. S., Gerber, H. R., & Price, D. (2011). *Gaming Cohorts: Exploring Literate Connections in Transcultural Gaming*. Grant submitted to the Entertainment Software Association (\$50,000 requested, not funded). Role: Subcontracted Principal Investigator.
- 7) Gerber, H.R., Burgess, M., Hynes, J., Bednarz, J., Gonzalez, L., Vernon, Z. (2011). *Discovering the impact of climate change via direct and virtual exploration: A program for at-risk elementary students*. Grant submitted to the National Oceanic Atmospheric Association. (\$500,000 requested, not funded) Role: Principal Investigator.
- 6) Gerber, H.R. ,Burgess, M., Abrams, S.S. (2010). *Disadvantaged youth exploring sustainable energy collaboratively through video games*. Grant submitted to The MacArthur Foundation, (\$200,000 Requested, not funded). Role: Principal Investigator.
- 5) Hynes, J., Ullrich, D., & Gerber, H.R. (2010). *Multimediating: An instructional design for use by teachers to incorporate mathematics and science into high school agriculture curricula*. Grant submitted to the United States Department of Agriculture, **\$35,000 Funded**). Role: Co-Principal Investigator.
- 4) Hynes, J., Gerber, H.R., & Hiranya, N. (2010). *iPods for Food: The role of distance education in sustainable agriculture education*. Grant submitted to the United States Agriculture Department, \$150, 000 Requested. Not Funded) Role: Co-Principal Investigator.

- 3) Gerber, H.R. & Burgess, M. (2009). *Millennial Teachers and College and Career Readiness Standards: Going Global and Mobile in Teacher Preparation*. Grant submitted to The College and Career Readiness Initiative: English Language Arts Faculty Collaborative, Texas Higher Education Coordinating Board, October, 2009. (\$10,000 requested--Not funded). Role: Principal Investigator.
- 2) Gerber, H. R. (2004). *A Community of Readers and Learners*. Grant submitted to the Flagler County Education Foundation, September, 2004. (\$1000 requested; **\$1000 funded**). Role: Principal Investigator.
- 1) Gerber, H. R., and Reckenwald, S. (2002). *Cross-Classroom Connections through Literature Circles*. Grant submitted to the Flagler County Education Foundation, September 2002. (\$1000 requested; **\$1000 funded**). Role: Principal Investigator

Internal Grant Funding (underlined represents student contributions)

- 9) Gerber, H. R., Sweeney, K., Pasquini, E, Garcia, R., Munoz, J., & Rincon, L. (2017). *Tracing mentoring in esports: Middle and High School to University*. Grant submitted to the Enhancing Undergraduate Research Experiences and Creative Activities. (\$10,000 requested, **\$10,000 funded**). Role: Principal Investigator.
- 8) Gerber, H. R., Clark, J. & Bennett, A. (2016). *On the STEM Fringe: Using games to increase STEM enrollment*. Grant submitted to the Office of Research and Sponsored Programs (\$15, 000 requested, **\$15, 000 funded**). Role: Principal Investigator.
- 7) Gerber, H. R., Gaitan, L., Ashworth, M. (2014). *Using Pro-social Gamified Apps to Solve Global Problems*. Grant submitted to the Enhancing Undergraduate Research Experiences and Creative Activities. (\$8,000 requested, **\$8,000 funded**). Role: Principal Investigator.
- 6) Gerber, H.R., & Burgess, M. (2011). *Exploring Digital Literacy Labs in a Global Society*. Grant submitted to The Office of Research and Special Programs, Sam Houston State University, October, 2009. (\$15,000 requested, **\$5,125 funded**). Role: Principal Investigator.
- 5) Gerber, H. R. (2008). *New Literacies: Intersections and Disjunctures with In-School and Out-of-School Literacies*. Grant submitted to The Department of Curriculum and Instruction Research Grant Committee, The University of Alabama, March, 2008. (\$300 requested;**\$300 funded**). Role: Principal Investigator.
- 4) Gerber, H. R. (2007). *Mapping Pre-service Teacher Growth*. Grant submitted to the Graduate School Research Grant Committee, The University of Alabama, September, 2007. (\$600 requested; **\$600 funded**). Role: Principal Investigator.
- 3) Gerber, H.R. (2006). *Digi-Journies-Digital Storytelling and Reflective Practice*. Grant submitted to the Graduate School Research Grant Committee, The University of Alabama, February, 2006. (\$600 requested; **\$600 funded**). Role: Principal Investigator.

Hannah R. Gerber, Ph. D.

2) Gerber, H.R. (2004). *Literary Festival*. Grant submitted to Flagler Palm Coast High School School Advisory Council, October, 2004. (**\$1000 requested; \$750 funded**). Role: Principal Investigator.

1) Gerber, H.R. (2002). *Young Adult Literature Circles*. Grant submitted to Flagler Palm Coast High School Advisory Council, October, 2002. (**\$2500 requested; \$2100 funded**). Role: Principal Investigator.

Internal Seed Funding

Gerber, H. R. (2016). *Digital methods research fellowship in Australia*. Grant submitted to the College of Education Faculty Research Grant. (**\$3,000 Requested, \$3,000 funded**). Role: Principle Investigator.

Gerber, H. R. (2013). *Qualitative approaches to understanding videogames and learning*. Grant submitted to the College of Education Faculty Research Grant. (**\$800 Requested, \$500 funded**). Role: Principal Investigator.

Gerber, H. R., Price, D. P., Neimeyer, D., Stuft, 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: Principal Investigator.

Gerber, H.R. (2009). *Research Grant on Digital Literacies*. Grant submitted to the Sam Houston State University College of Education Grants Program. (**\$500 requested, \$500 funded**). Role: Principal Investigator.

IRB's Submitted

Gerber, H. R. (P. I.). *Elementary school children's perceptions on transmedia literature*. Protocol number 28086. Approved.

Gerber, H. R. (P.I.) *Secret coders: Interview research on student perceptions*. Protocol number 29343. Sam Houston State University. Approved.

Gerber, H. R. (P. I.). *e-Sports engagement: Competition, Collaboration, and Creative Agency*. Protocol number 2016-03-28871. Sam Houston State University. Approved.

Gerber, H. R. (P. I.). *Using pro-social apps to solve global problems*. Protocol number 19842. Sam Houston State University. Approved.

Gerber, H. R. (P. I.). *Games-based learning in a high school classroom*. Protocol number 7562. Sam Houston State University. Renewed.

Gerber, H. R. (P. I.). *Understanding transmedia literature and transauthorship*. Protocol number 7507. Sam Houston State University. Approved.

Hannah R. Gerber, Ph. D.

Gerber, H. R. (P.I.). *When teachers game: Connections between play and practice*. Approved full board. Protocol number 2012-09-1181 (Continuing Review Approved) Sam Houston State University. Renewed.

Gerber, H. R. (P.I.). *Understanding student perceptions of digital literacy*. Approved expedited. Protocol number 101. Sam Houston State University.

Gerber, H. R. (P. I.). *Game Night at the Library*. Protocol number 2012-04-19 (Continuing Review Approved). Approved full board. Sam Houston State University.

Gerber, H. R. (P. I.). *Exploring popular culture, virtual environments, and literacy pedagogy*. Approved expedited. Protocol number 2011-05-018. Sam Houston State University

Gerber, H. R. (P.I.) & Cox, D.. *Role Play and Social Networks in Learning*. Approved expedited. Sam Houston State University.

Gerber, H. R. (P.I.). & Burgess, M. *Exploring digital literacy labs in a global society*. Approved full board. Protocol number 2010-06-024 Sam Houston State University.

Gerber, H. R. (P.I.). *Role Play and Social Networks in Learning*. Approved expedited. The University of Texas at Brownsville.

Gerber, H. R. (P.I.). *Intersections and disjunctures between in-school and out-of-school literacies among adolescent males*. Approved full board. The University of Alabama.

Fellowships/Scholarships/Competitive Institutes

2016 Queensland University of Technology Digital Media Research Centre Summer Institute [accepted, attended]

2016 Women in Cyber Security Faculty Scholarship [accepted, did not attend]

Media and Publicity Coverage

Mainstream Media—National &International

Thompson, C. (2014, October). Reading minecraft: How videogames can boost literacy. *Wired Magazine* (22) 10, 48.

Media—Local

McBride, J. P. (2015, April). Mobile games inspire recycling. Cable Channel 7.

Parret, T. (2015, March). Research team empowers girls in egypt to lead with mobile game. *Sam Houston State University Main Homepage*.

<http://www.shsu.edu/today@sam/T@S/article/2015/mobile-gaming>

Recent Blogs that Discuss My Research

Partin, W. (2019, February). 'Esports Studies': A Living Bibliography. Retrieved from

<https://medium.com/@willpartin/esports-a-living-bibliography-82c345c7af8e>

Panke, S. (2017, June). Changing to Learn, Learning to Change. [Web log post]. Retrieved from <http://www.aace.org/review/tcc-2017-changing-to-learn-learning-to-change/>

Ross, A. (2015, December 6). Exploring the video game debate: Games and education. [Web log post]. Retrieved from <http://massivelyop.com/2015/12/02/exploring-the-video-game-debate-games-and-education/>

Jupidu. (2015, July 15). Great videogames symposium at the 19th annual European Literacy Conference. [Web log post]. Retrieved from <https://zmldidaktik.wordpress.com/>

Hodgson, K. (2014, October 17). Videogames in the classroom. [Web log post]. Retrieved from <http://www.middleweb.com/17941/videogames-classroom/>

Lim, Janine (2014, November 4). Games-based learning for exploration and discovery. [Web blog post]. Retrieved from <http://blog.janinelim.com/?p=5402>

Sonneberg, M. (2013, December 2). Game on!: How Videogames Liven Up Learning. [Web blog post]. Retrieved from <http://parseprofessor.blogspot.com/2013/12/game-on-how-video-games-liven-up.html>

U.S Patents

Gerber, H. R., Gaitan, L., Ashworth, M., Cronje, S. *Pro-Social, Educational Game System* (U.S. patent pending, Patent 6624-03201)

Teaching

Teacher Supervisory Experience

January 2009-May 2009	Supervised secondary education pre-service teachers (all content areas) during their internships, University of Texas at Brownsville.
August 2008- May 2009	Supervised secondary methods students (all content areas) in their clinical placements, University of Texas at Brownsville.
August 2007-May 2008	Served as a Clinical Master Teacher Liaison between the university and the placement schools, The University of Alabama.
January 2007-May 2008	Supervised English language arts pre-service teachers during their internships, The University of Alabama.

Hannah R. Gerber, Ph. D.

August 2005-May 2008

Supervised English language arts methods students in their clinical placements, The University of Alabama.

Consulting Experience

June 2013-June 2014

Aldine ISD, Houston, TX. Middle School Reading Teacher Mentoring and ELA Professional Development Sessions.

January 2013

Facilitator for Disciplinary Literacies Online Professional Development for University Instructors, The University of Texas at Austin, Meadows Center for Prevention of Educational Risk

August 2012

Aldine ISD, Houston, Texas. Videogames and ELA and Gamification of the Classroom

University Courses Taught

Undergraduate Level

Esports in Education (SHSU Honors College)

Teaching Multiple Literacies (SHSU)

Content Area Literacy 8-12 (SHSU)

Content Area Literacy 4-8 (SHSU)

Vocabulary Instruction in Middle Schools (SHSU)

Designing and Assessing Instruction in Secondary Education (UTB)

Implementing Instruction in Secondary Education (UTB)

Clinical Experiences in Secondary English Education (UA)

Teaching Secondary School English (UA)

Secondary Education Technology Methods (UA)

Graduate-Master and Doctoral

Instructional Planning (SHSU)

Application in Literacy Research-Dissertation Proposal Class (SHSU)

Qualitative Inquiry (SHSU)

Advanced Qualitative Methods (SHSU)

Virtual Ethnography (SHSU)

Hannah R. Gerber, Ph. D.

Digital Epistemologies (SHSU)

Popular Culture, Virtual Worlds, and Literacy (SHSU)

Digital Literacies and the Administrator (SHSU)

Content Area Literacy-Alternative Certification (SHSU)

Advanced Curriculum Design (UTB)

Courses Proposed, Designed, and Developed

Esports and Education (SHSU) face-to-face

Digital Epistemologies (SHSU)—face-to-face

Digital Literacies (SHSU)—online course

Gaming and Literacy (SHSU)--online developed course

Digital Literacy and Policy (SHSU)--online developed course

Digital Literacy and Pedagogy (SHSU)--online developed course

Virtual Ethnography (SHSU)—course for online and face-to-face

Doctoral Dissertations Chaired

Olivia Robinson (Chair)—EdLeadership	Title TBD
--------------------------------------	-----------

Faith Bivens (Chair)--DevEd	Title TBD
-----------------------------	-----------

Sandra Schultz (Chair)	Title TBD
------------------------	-----------

Stanley Myntklaus (Chair)	Title TBD
---------------------------	-----------

Elizabeth Ordein (Chair)	Title TBD
--------------------------	-----------

Sheryl Hyten (Chair)	Title TBD
----------------------	-----------

Brett Markley (Co-Chair)-ISDT	Title TBD
-------------------------------	-----------

Krisshundria James (Co-Chair)	Title TBD
-------------------------------	-----------

Omobalaji David Ojumo	<i>Exploring young male videogamers' literacy experiences on crayta within the larger stadia culture</i> (August 2022)
-----------------------	--

Matthew Panozzo (Chair)	<i>Caught between closets: How queer teachers discourse changes as they negotiate self-concepts and professional identities in online spaces.</i> (December 2020).
-------------------------	--

Hannah R. Gerber, Ph. D.

Sara Bracht (Chair)

Adolescent Girls and Table-Top Role Playing Games: A Case Study of a Dungeons & Dragons Literacy Exploration (anticipated graduation December 2022)

Marcela Montenegro (Chair)

Select costa rican teachers' perceptions of mobile learning (May 2020)

Barbara J. Stanford (Chair)

Expertise at full throttle: An ethnographic examination of distributed cognition and workplace literacies (May 2020)

Slimane Aboulkacem (Chair)

Privacy Literacy: A Three-Layered Approach (May 2020)

Elizabeth Gound (Chair)

Digital literacies practices of my former pre-service teachers: Are they being prepared? (May 2020)

Melinda Butler (Chair)

Six Elementary School Teachers' Perceptions of Popular Culture Texts During Independent Reading (2018)

Dodie Niemeyer (Chair)

Working Class Suburban Mothers' Perceptions of Videogames and Learning (2016)

Carolyn Stufft (Chair)

Videogames and Young Adult Literature: Figured Worlds (2015)

Christel Skeen (Co-Chair)

Comparing Interactions in Literature Circles in Both Online and In-Class Discussions (2014)

Jackie Ingram (Co-Chair)

A Mixed Methods Analysis of Sixth Graders' Perceptions of In-School and Out-of-School Literacies (2014)

Doctoral Dissertation Committees

Ayra Sundborn

Ragina Shearer

Title TBD

Alphonse Furuma

Title TBD

Lauren Smith

"The Reading Squad" or "Book Club Rules and Tutoring Drools": An Intervention Mixed Methods Study of the Effects of an After-School Book Club

Hannah R. Gerber, Ph. D.

on Third-Grade Boys' Reading Achievement, Attitudes, and Preferences (2017)

Jarod Lambert

An A Delphi Study of Democracy (2016)

Brandy Buford

A Mixed Methods Study: African American Students' Performance Trends and Engagement towards Advanced Placement Literature Examinations (2012)

Robbie Raymond

The Impact of E-Readers on Adolescent Students' Reading Motivation: A Case Study (2012)

Diana Sarao

Literature Circles and Reading Autonomy (2014)

Graduate Independent Studies

Matthew Panozzo (Doctoral)

Students' critical awareness of their cyber presence (Spring 2017)

Elizabeth Gound (Doctoral)

Understanding pre-service teachers' use of digital literacies (Spring 2017)

Carolyn Stufft (Doctoral: Literacy)

Understanding young adult literature and videogaming connections (Fall 2013, Spring 2014)

Janice Meritt, Alena Wilson,

Jacqueline Rusk, Adrian Decker (Doctoral)

Digital Literacies and Developing Economies (Summer, 2014)

Undergraduate Independent Studies

Shelby Slate (Mass Communications)

Storyboarding for Games for Change (Fall 2016)

Luis Gaitan (Computer Animation)

Games for Change (Fall 2016)

Luis Gaitan (Arts & Computer Science)

Designing Games-Based Learning for Students with Attention Deficit Disorder (Spring 2013, Spring 2014, Fall 2015)

High School Students Mentored

Jack Carmigiani (Senior, Ft Myers, FL)

Ethical Concerns with Neuralink and Artificial Intelligence (2020-2021, Community School of Naples)

Nicole Rosen (Senior, Ft. Meyers, FL)

Gender Disparity in Massively Multiplayer Online Games (2016-2017, Cypress Lake High School)

Hannah R. Gerber, Ph. D.

Ryan Sandru (Senior, Ft. Myers FL)

*The Development of Interactions and Culture in
Online Gaming Communities* (2017-2018, Cypress
Lake High School)

Student Awards and Honors (Under My Mentorship)

Melinda Butler 3MT Grand Champion—3 Minute Thesis Grand Champion, 2017, Sam Houston State University

eSports Team, Sam Houston State University, “The Sammys” 2017 Most Outstanding Recreational Student Organization

Carolyn Stufft 2016, International Literacy Association (ILA) Dissertation of the Year, Runner-Up

Service

International

President, International Council for Educational Media. 2017-2021.

Guest Editor, *Educational Media International*, Special Issue Teaching During Times of Pandemic. 2021.

Guest Editor, *Educational Media International*, Special Issue Educational Research in a Computational Era: Dilemmas with Digital Data. 2017.

Associate Editor, *International Journal on Multiple Research Approaches*, 2017-present.

Founding Co-Editor, *Gaming Ecologies and Pedagogies Series*, 2012-present. Published by Brill Publishers.

Reviewer, *C.I.T.E. Journal, Contemporary Issues in Technology and Teacher Education*, English Language Arts Section, 2008-present

Guest Reviewer, *Journal of Media Literacy*, 2013

Guest Reviewer, *Educational Media International*, special issue on MOOCs. 2016.

Guest Reviewer, *Teachers College Record*, special issues on videogames and literacy. 2015

Editorial Review Board, *Internet Learning*, 2014-present.

Editorial Review Board, *Middle Eastern International Journal of Comparative Education*, 2013-present.

Executive Board Member, International Council of Educational Media, 2013-present.

Guest Editor, *Educational Media International*--ICEM Conference Special Edition. 2015

National

Hannah R. Gerber, Ph. D.

Committee Member, National Council of Teachers of English (NCTE), Conference on English Education Nominating Committee, 2018.

Chair/President, National Council of Teachers of English (NCTE), Collaborative on Contemporary Literacies, Popular Culture, and Out-of-School Spaces, 2013-present.

Chair, National Council of Teachers of English/Conference on English Education (NCTE/CEE), Commission for New Literacies, Technologies and Teacher Education, 2011-2014.

Reviewer, *Mentoring and Tutoring Journal*, Routledge: Taylor and Francis and sponsored by the National Association of Professors of Educational Administration. 2014-present.

Reviewer, *English Education*, Journal of the National Council of Teachers of English. 2011-2014.

Reviewer, *Literacy Research Association Annual Yearbook*, Literacy Research Association, 2012-2013.

Reviewer, Literacy Research Association/NRC Annual Conference, 2010-present.

Associate Chair, National Council of Teachers of English, Commission for Technology and Teacher Education, 2008-2011.

Reviewer, Games, Learning, and Society Annual Conference, 2010.

Discussant, Literacy Research Association/NRC Annual Conference, 2010.

State

Co-editor, *English in Texas*, A National Council of Teachers of English Affiliate Journal of the Texas Council of Teachers of English. 2016.

Advisory Council Member, Texas College and Career Readiness Initiative—English Language Arts Faculty Collaborative, funded through Texas Education Commission, 2009-2013.

Sam Houston State University **University Wide**

Co-Chair, Institutional Review Board, Sam Houston State University, 2020-present

Committee Member, Sam Houston State University, Faculty Research Council, 2020-present

Advisory Board Member, Sam Houston State University Honors College, 2015-2022.

Full Board Committee Member, Institutional Review Board of the Sam Houston State University, 2015-present

Advisory Board Member for the EURECA (Enhancing Undergraduate Research Experiences), 2014-2019

Faculty Sponsor, Sam Houston State University e-Sports Team. 2015-present.

Hannah R. Gerber, Ph. D.

Faculty Sponsor and Coach, Sam Houston State Triathlon Team, 2011 to 2014

Committee Member for the University Committee on Social Media. 2013-2015.

College of Education

Advisory Board Member, Center for International Education, 2021-present

Committee Member, College Faculty Evaluation System Committee (CFES), 2017-2019

Committee Member, Research in Undergraduate Learning Experiences (RULE), 2017-2018

Committee Member, search committee for Assistant Professor in Library Science, 2016

Organized and led a month-long faculty research development workshop on Digital Methods, May 2016.

Committee Member for Graduate Faculty Requirements, College of Education, Fall 2014-2016.

Committee Member for the Faculty Evaluation System, College of Education, Fall 2014-Fall 2015.

Committee Chair for College of Education Technology Committee, College of Education, Sam Houston State University, Jan 2012-August 2012.

Committee Member for College of Education Technology Committee, College of Education, Sam Houston State University, 2009-2016.

Committee Member for the College of Education Scholarship Committee, College of Education, Sam Houston State University, 2009-2011.

Committee Member for the College of Education Graduate Recruitment Committee, 2012-2013.

Committee Member for Conroe ISD Teacher of the Year, Secondary Teacher, College of Education, Sam Houston State University, 2011.

Committee Chair, Egypt Teacher Education Project. Partnership with America International Middle East North Africa (MENA) Consortium to provide quality teacher training to teachers in MENA regions.

Department

Committee Member, School of Teaching and Learning, Revision of DFES Materials, 2022-present

Co-Chair, School of Teaching and Learning, Department Faculty Evaluation System, 2018-2019.

Chair, Department of Language, Literacy, and Special Populations, Literacy Position Search Committee, 2018.

Hannah R. Gerber, Ph. D.

Chair, Department of Language, Literacy, and Special Populations Faculty Evaluation System Committee, 2016-2018.

Chair, Research Committee, Department of Language, Literacy, and Special Populations, 2016-2017.

Committee Member, Research Committee, Department of Language, Literacy, and Special Populations, 2015-2017

Committee Member, Scholarship Committee, Department of Language, Literacy, and Special Populations, 2015-2016

Chair, Department of Language, Literacy and Special Populations Technology Committee, College of Education, Sam Houston State University, 2010-2012.

Committee Member, Department of Language, Literacy and Special Populations Digital Literacies and Curriculum Committee, 2013-2014.

Committee Member, Department of Language, Literacy and Special Populations Technology Group, Department of Language, Literacy and Special Populations, College of Education, Sam Houston State University, 2009-2014.

Committee Member, Department of Language, Literacy and Special Populations Undergraduate Recruitment Group, Department of Language, Literacy and Special Populations, College of Education, Sam Houston State University, 2009-2012.

Developer for new course titled *Digital Literacies* Doctoral and Masters Course, Department of Language, Literacy and Special Populations, Sam Houston State University, 2009-2010. (Approved for integration into doctoral curriculum Summer 2010).

Program

Doctoral Director, Literacy and Curriculum and Instruction

Master's Reading Portfolio Coordinator, Fall 2014-Fall 2015

Led the Doctoral Book Study on Virtual Ethnography, Cohort 6, Spring 2012; Cohort 7, Spring 2013.

Presenter, *Developing Research Agendas and The New Literacies* Presented to Doctoral Cohort 3 and 4 in Reading Program, 2009.

Community

Aldine ISD Volunteer Teacher Video Games Literacy Liaison, 2013-2015

Guest Speaker about service opportunities in Africa at Episcopal Student Center, November 2010.

Houston Serious Games Research Consortium, Member, 2009-2014

Hannah R. Gerber, Ph. D.

**University of Texas at Brownsville Service
Department**

Committee Member for Development and Revision of Department Strategic Planning-- Short/Long Range Goals (Goal Four), Department of Curriculum & Instruction, The University of Texas at Brownsville, 2008.

Committee Member for Student Learning Outcomes in Secondary Methods (EDSC 4324 and EDSC 4325), Department of Curriculum & Instruction, The University of Texas at Brownsville, 2008.

Committee Member on Doctor of Education Specialization in Reading Program Development, Department of Curriculum & Instruction, The University of Texas at Brownsville, 2008.

Program Area

Committee Member for Textbook Adoption for EDSC 4324 and EDSC 4325 Methods

**University of Alabama Service
Department**

Panel Member, NCATE Accreditation Visit 2008, served as a panelist on the Committee of Field-based Experiences, Department of Curriculum & Instruction, The University of Alabama.

Treasurer: Graduate Student Leadership Council, Department of Curriculum & Instruction, The University of Alabama, 2007-2008.

Member: Graduate Student Leadership Council, Department of Curriculum & Instruction, The University of Alabama, 2006-2008

Invited Panel Speaker: Doctoral Seminar, Department of Curriculum & Instruction, The University of Alabama, 2007.

Committee Member, NCATE Clinical Methods Student Evaluation Form Developer, Department of Curriculum & Instruction, The University of Alabama, 2007.

Invited Panel Speaker: Doctoral Seminar, Department of Curriculum & Instruction, The University of Alabama, 2006.

Reader for Teacher Education Program (TEP) Essays, Department of Curriculum & Instruction, The University of Alabama, 2005-2008.

Secondary Teacher Education Program (TEP) Interviews, Department of Curriculum & Instruction, The University of Alabama, 2005-2008.

Tuscaloosa Community

Instructor, Tuscaloosa Academic Enrichment Program for At-Risk Youth, The University of Alabama, 2007.

Public Schools Service

Founder and Chair of Teacher Reading Study Group, Flagler Palm Coast High School, 2004-2005.

Founder and Sponsor of the Student Literary Society, Flagler Palm Coast High School, 2002-2005.

Faculty sponsor of Literary Society Trip to Europe, Flagler Palm Coast High School, 2005.

Head Coach and Founder, Nation's First Varsity Triathlon Team, Flagler Palm Coast High School, 2005.

Chair of Project HELP Hurricane Relief Team, Flagler Palm Coast High School, 2004.

Flagler County Teacher Evaluation Committee, Flagler County Schools, 2004-2005.

Committee Member, School Advisory Council, Flagler Palm Coast High School, 2003-2004.

Head Coach, Junior Varsity Girls Lacrosse, Flagler Palm Coast High School, 2003.

Assistant Coach, Varsity Cross Country, Flagler Palm Coast High School, 2002.

Founder and Sponsor, Technology Club, Nims Middle School, 2001-2002.

Professional Affiliations

International Council of Educational Media (ICEM) 2009-present

Literacy Research Association (LRA) 2010-2020

National Council of Teachers of English (NCTE) 2006-present

Assembly on Literature for Adolescents of the National Council of Teachers of English (ALAN) 2008-present

Houston Serious Games Research Consortium (HSGRC) 2009-2013

Kappa Delta Pi (International Honor Society in Education) 2005-2008