CV

Ali Alshammari, Ph.D.

aalshammari@ut.edu.sa
www.alialshammari.com

PERSONAL STATEMENT

I am a highly creative, enthusiastic, well-organized computer programmer and video game developer with a strong background in education and the process of instructional design. My long-term goal is to change people's lives, including mine, by taking advantage of the powerful capacity of video games to develop creative game-based learning environments and integrate these games into a new educational paradigm that is called Education 4.0.

Please contact me for the most updated CV.

KEY SKILLS	
	❖ **Programming Languages**
	○ C
	○ C Plus Plus
	○ C Sharp
	○ High-level shader language (HLSL)
	○ SQL
	○ Basic / Visual Basic
	○ HTML
	○ Java /JavaScript
	○ PHP
	❖ **Software Design**
	○ UML
	○ QA: Dynamic
	○ QA: Static
	❖ **Software Packages**
	○ **Video and Image Editing**
	- Sony Vegas
	- Photoshop
	- Adobe Premiere
	- After Affects
	- Ulead Video Studio
	- Final Cut Pro
	○ **3D Graphics Software**
	- 3D Max
	- Maya

- Strata
- Daz 3D
- Blender

o **Graphic Engines and Tools**
- OpenGL
- DirectX
- Unity 3D
- Unreal

o **Web Design Tools and Software**
- Dreamweaver
- Flash
- FrontPage
- WS_FTP Pro
- Coding using text editing tools

o **Database Management Software**
- Microsoft Access
- SQL Server 2008
- MySQL

o **Statistic Software**
- SAS
- R/ R-Studio
- SPSS

o **Educational Tools and Authoring Software**
- Lectora
- Authorware
- Desire2Learn
- Blackboard

o **Revision Control System**
- Perforce Software

o **Hardware Programming**
- MS. Kinect 1, 2
- Oculus Rift
- Leap Motion
- Vive
- Robotics
- Electroencephalography & Brainwaves Control
- Tablet App Development
- MS. Kinect 1, 2

o **Artificial Intelligence**
- Machine Learning & Agents
- Artificial Neural & Perceptron
- DNA inspired Algorithms

o **Office Application**
- Microsoft Office

EDUCATION	o PhD. **Curriculum and Instruction (01/2014 – 8/2018)**
	- *GPA*: 3.93 (out of <u>4:00</u>)
	- *School Name*: Purdue University
	- *Location*: West Lafayette, Indiana, U.S.
	o MS. **Instructional Design and Technology** (IDT) **(01/2012- 12/2013)**
	- *GPA*: <u>4.00</u> (out of <u>4:00</u>)
	- *School Name*: Western Illinois University
	- *Location*: Macomb, Illinois, U.S.
	o BA. **Computer Science Education (2005-2009)**
	- *GPA*: <u>4.80</u> with First Class Honors (out of <u>5:00</u>)
	- *School Name*: University of Tabuk
	- *Location*: Tabuk, Saudi Arabia.
AWARDS & EDUCATIONAL ACHIEVEMENTS	❖ Received **Blackboard Catalyst Award- Community Engagement** - 2022
	❖ Received **The President of University of Tabuk Award for Research and Innovation- The Most Cited Research in Humanities and Social Science-** 2022
	❖ Received **Blackboard Catalyst Award- Leading Change** - 2021
	❖ Received the **Prince Fahad Award for Scientific Excellence** - 2020
	❖ Received the **AECT Linear Learning Award [First Place]**- 2018
	❖ Received the **Dean's Doctoral Scholarship/ Award**– 2018
	❖ Won **the AECT-3MT Competition [Grand Prize Winner]**– 2017
	❖ Received the **AECT Immersive Learning Award [First Place]**- 2016
	❖ Received the **Frank B. DeBruicker Graduate Scholarship/ Award for research achievements** - 2016
	❖ Inducted into the **Pi Lambda Theta**- 2015
	❖ Inducted into the **Golden Key International Honour Society**- 2014
	❖ Inducted into the **Honor Socitiy.org**- 2014
	❖ Inducted into the **Honor Society of Phi Kappa Phi-** 2013
	❖ Received the **Prince Fahad Award for Scientific Excellence** - 2009

PARTICIPATION	❖ Finalist in the Serious Games Showcase & Challenge – The World's Largest Modeling, Simulation, & Training Conference (I/ITSEC) - 2014. Link ❖ Serious Beta/Near Release Runner Up in the 2015 MassDigi Game Challenge. Link
RESEARCH	❖ **Selected Publications** Alshammari, A. (2021). Captology in game-based education: a theoretical framework for the design of persuasive games. *Interactive Learning Environments,* 1-20. Alshammari, A. N. (2018). *She is a computer scientist: a quantitative comparison between the effectiveness of game design studios and robotics at enhancing women's learning of, self-efficacy in, attitudes toward, and domain identification with computer science*. (Dissertation). Retrieved from ProQuest Dissertations & Theses. (No. 10843780) Richardson, J., Ashby, I., Alshammari, A., Cheng, Z., Heo, D., Johnson, B., Krause, T., Lee, D., Randolph, A., & Wang, H. (2018). Faculty and Instructional Designers on Building Successful Collaborative Relationships. *Submitted to Educational Technology Research and Development (ETRD).* Walker, V., & Alshammari, A. (2018). Experiential Learning Experiences in a 3-D Virtual Environment for Clinical Skill Development: Interviewing and Mental Health Diagnosis Role-Playing. *Submitted to Educational Technology Research and Development (ETRD).* Alshammari, A., & Whittinghill, D. (2015). Multiplayer Kinect Serious Games: A Review. *International Journal of Game-Based Learning (IJGBL), 5*(3), 45-61. Alshammari, A. N. (2013). *A quantitative study of the impact of immersive game-based learning on enhancing vocabulary instruction and acquisition for English language learners*. (Master's thesis). Retrieved from ProQuest Dissertations & Theses. (No. 1550492) ❖ **Book Chapters** Exter, M., Alshammari, A., Fernandez, T., Randolph, A., Chartier, K., Kuo, Y. T., ... & Nemelka, B. (2018). Empowered Guinea Pigs: Stories of Cross-Disciplinary Projects in an Experimental Educational Software Design Course. In *Educational Technology and Narrative* (pp. 165-175). Springer, Cham.

Alshammari, A., & Whittinghill, D. (2016). Multiplayer Kinect Serious Games: A Review. *Special and Gifted Education: Concepts, Methodologies, Tools, and Applications: Concepts, Methodologies, Tools, and Applications*, 110.

❖ **Proceedings**

Alshammari, A. & Abu-Dawood, S. (2018). Badge-based System to Enhance Graduate Students' Engagement in Educational Conferences. In E. Langran & J. Borup (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 511-513). Washington, D.C., United States: Association for the Advancement of Computing in Education (AACE).

Almunive, W. & Alshammari, A. (2018). Toward A Framework for Designing and Developing Educational Infographics. In E. Langran & J. Borup (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 288-292). Washington, D.C., United States: Association for the Advancement of Computing in Education (AACE).

❖ **Ongoing Research**

Alshammari, A. (in progress). A Quantitative Study of the Impact of Using Learner-driven and Machine-driven Visualizations on the Enhancement of Computer Programming Education for Novice Learners.

Alshammari, A. & Exter, M. (in progress). Is Game Design and Development Education at Risk? Perceptions Among Gaming Professionals, Students and Educators on Game Education.

❖ **Peer Reviewed Conference Presentations**

Alshammari, A. (2019). *The Effectiveness of Game Design Studios and Robotics at Enhancing Women's Domain Identification with Computer Science*. Concurrent Presentation at AECT International Convention 2019, Las Vegas, NV.

Alshammari, A. & Aldosimani, T. (2019). *Breaking Down Barriers: How Immersive Learning Technology and Design Studios Can Encourage Saudi Women to Study Engineering?* Roundtable Presentation at AECT International Convention 2019, Las Vegas, NV.

Alshammari, A. & Aldosimani, T. (2019). *Breaking Down Barriers: How Immersive Learning Technology and Design Studios Can Encourage Saudi Women to Study Engineering?* Roundtable Presentation at AECT International Convention 2019, Las Vegas, NV.

Alshammari, A. (2019). *Amal's Model: The Effectiveness of Game Design Studios and Robotics at Enhancing Women's Learning of Computer Science.* Concurrent Presentation at the World Conference on Blended Learning. Dubai, UAE.

Bonnett, E., Alshammari, A., Hopkins, A., Odefunso, A., Zhang, L., & Exter, M. (2018). *Differences in Students' Perceptions of Learning Computer Programming in Rural Settings.* Poster session at AECT International Convention 2018, Kanas City, MO.

Alshammari, A. (2018). *Perceptions Among Professionals, Students and Educators on Instructional Design and Technology Academic Programs.* Roundtable at AECT International Convention 2018, Kanas City, MO.

Alotibi, S., & Alshammari, A. (2018). *The Social, Health, and Psychological Impact of Video Games on Young Children.* Concurrent Presentation at AECT International Convention 2018, Kanas City, MO.

Alshehri, K., & Alshammari, A. (2018). *Saudi Instructional Designers' Perceptions of Usefulness and Ease of Use of Massive Open Online Courses.* Roundtable Presentation at AECT International Convention 2018, Kanas City, MO.

Alshammari, A. & Abu-dawood, S. (2018). *Badge-based System to Enhance Graduate Students' Engagement in Educational.* Roundtable at Society for Information Technology and Teacher Education 2018.

Almunive, W. & Alshammari, A. (2018*). Toward A Comprehensive Framework for Designing, Developing, and Evaluating Educational Infographics.* Brief paper at Society for Information Technology and Teacher Education 2018.

Alshammari, A. (2018). *What Happened to Women in Computer Science? A Literature Review.* Roundtable at The AERA 2018 Annual Meeting.

Alshammari, A. (2017). *Captology in Education: A Theoretical Framework for the Design of Persuasive Games in Education.* Full Paper Session at AERA 2017 Annual Meeting.

Richardson, J., Alshammari, A., Ashby, I., Cheng, Z., Heo, D., Johnson, B., Krause, T., Lee, D., Randolph, A., & Wang, H. (2017). *Building Successful Collaborative Relationships between Faculty and Instructional Designers.* Poster Session at AERA 2017 Annual Meeting.

Alshammari, A. (2017). *Using the Leap Motion Controller (LMC) in Education.* Concurrent Session at AECT International Convention 2017, Jacksonville, FL.

Richardson, J., Alshammari, A., Ashby, I., Cheng, Z., Heo, D., Johnson, B., Krause, T., Lee, D., Randolph, A., & Wang, H. (2017). *Putting the 'Effective' into Effective Collaborations between Instructional Designers and Faculty*. Concurrent Session at AECT International Convention 2017, Jacksonville, FL.

Alshammari, A. (2017). *She Sharp: A Literature Review on the Underrepresentation of Women in Computer Science Education*. The 43rd Annual RWE Fall Conference.

Exter, M., Alshammari, A., Chartier, K., Fernandez, T., Krause, T., Kuo, Y.T., Lancette, S., Nemelka, B. (2016). *Empowered Guinea Pigs: Stories of cross-disciplinary projects in an experimental educational software design course*. Association for Educational Communications and Technology (AECT) 2016 Summer Research Symposium, Bloomington, IN.

Alshammari, A. & Watson, W. (2016) *Toward a Comprehensive Theoretical Framework of Game-based Learning Design for Education 3.0*. Concurrent Session at AECT International Convention 2016, Las Vegas, NV.

Alshammari, A. & Exter, M. (2016). *Is Game Design and Development Education at Risk? Perceptions Among Gaming Professionals, Students and Educators on Game Education.* Roundtable Discussion at AECT International Convention 2016, Las Vegas, NV.

Alshammari, A. (2016). *A Quantitative Study of the Impact of Using Learner-driven and Machine-driven Visualizations on the Enhancement of Computer Programming Education for Novice Learners.* Roundtable Discussion at AECT International Convention 2016, Las Vegas, NV.

Watson, W., Alshammari, A., Caskurlu, S., & Garcia, B. (2016). *A Teacher Professional Development Framework for Game-Based Learning*. Roundtable Discussion at AECT International Convention 2016, Las Vegas, NV.

Alshammari, A. (2016). *Tarzan The Programmer- A virtual reality game for learning programming*. Emerging Technology Showcase at AECT International Convention 2016, Las Vegas, NV.

Watson, W., Alshammari, A., Caskurlu, S., & Garcia, B. (2016). *Massive outreach for mindset change: Design of an attitudinal change game for a MOOC on systems thinking in education*. Concurrent Session at AECT International Convention 2016, Las Vegas, NV.

Alshammari, A. (2015*). Serious Games Are Not Serious: A Literature Review of the Implementation and Evaluation of Motivation Theories in the Design of Serious Games*. Roundtable Discussion at AECT International Convention 2015, Indianapolis, IN.

Alshammari, A. (2015). *The Use of Demonstration as a Mechanism for Effective Serious Game Implementation*. Roundtable Discussion at AECT International Convention 2015, Indianapolis, IN.

Alshammari, A. (2014). *The Shield: By Sword and Knowledge*. Showcase at the Serious Games Showcase & Challenge - SGS&C, Orlando, FL.

❖ **Applied Projects**

Alshammari, A., Alqarni, T., Alnajedi, F., & Asiri, A., (2009). *Using Computer-Based Tests to Evaluate Students with Visual Disabilities along with Students without Visual Disabilities*. (Applied Project).

❖ **Workshops & Symposium**

Alshammari, A. (2020). *Serious Game Design and Development*. Workshop at AECT International Convention 2020, Jacksonville, FL.

Alshammari, A. (2019, March 7). *Games in the age of thinking machines: Leveraging AI to enhance game-based learning*. UNESCO-Mobile Learning Week on Artificial Intelligence for Sustainable Development, Parise, France.

Alshammari, A. (2019, February 27). *Serious Game Design and Development*. Global Educational Supplies & Solutions, Dubai, UAE.

Alshammari, A. (2019, February 20). *New Trends in Higher Education*. University of Tabuk, Tabuk, Saudi Arabia.

Alshammari, A. (2019, February 18). *Higher Education Pedagogy*. University of Tabuk, Tabuk, Saudi Arabia.

Alshammari, A. (2018, October 23). Serious Game Design and Development. Submitted to AECT International Convention 2018, Kanas City, MO.

Alshammari, A. (2017, November 7). *Serious Game Design and Development*. Workshop at AECT International Convention 2017, Jacksonville, FL.

Alshammari, A. (2017, November 7). *Serious Game Design and Development*. Workshop at AECT International Convention 2017, Jacksonville, FL.

Alshammari, A. (2017, September 19). *Game Design Studio*. A Month-Long Workshop at Purdue University, West Lafayette, IN.

	Alshammari, A. (2017, September 19). *Coding and Robotics*. A Month-Long Workshop at Purdue University, West Lafayette, IN. Alshammari, A. (2017, October 1). *Educational Game Design*. Workshop at Purdue University, West Lafayette, IN. Alshammari, A. (2016, October 17). *Serious Game Design and Development*. Workshop at AECT International Convention 2016, Las Vegas, NV.
POSITIONS	❖ Consultant of eSports at Saudi Esports Federation (2022- Present) ❖ Consultant of e-Learning at Prince Norah University (2021-2022) ❖ Executive Managing Director at NEOM Academy- (2020 – 2021) ❖ Dean of E-learning and Distance Education at University of Tabuk (2019-Present). ❖ Director of the Curricula and Study Plans Administration at University of Tabuk (2019-Present). ❖ Vice-Dean of E-learning and Distance Education (2018-2019). ❖ Supervisor of the Academic Affairs Unit at Faculty of Education and Arts– University of Tabuk (2018-2019). ❖ Consultant to Vice Rector for Academic Affairs– University of Tabuk (2018-2019).
COMMITTEES	Member of the following committees: ❖ College of Tourism and Hospitality at University of Tabuk ❖ College of Design and Arts at University of Tabuk ❖ Curricula and Study Plans at University of Tabuk ❖ Expenditure Efficiency at University of Tabuk ❖ Electronic Transactions at University of Tabuk ❖ Academic Affairs at University of Tabuk ❖ Internship and Practical Training at University of Tabuk ❖ The E-Learning and Distance Education Deans in Saudi Arabia

EMPLOYMENT	❖ Consultant of e-Learning & Distance Education **(2018 – Present)**
	    o **Location:** Prince Norah University.
	    o **Tasks:** Consultant for the establishment of Norah Academy
	❖ Executive Managing Director **(2018 – Present)**
	    o **Location:** NEOM Academy.
	    o **Tasks:** Conducting Need Assessment, Developing the strategic plan, developing academic policies, building business model, and more.
	❖ Assistant Professor **(2018 – Present)**

- **Location:** Department of Curriculum and Instruction at Faculty of Education and Arts at University of Tabuk.
- **Tasks:** Instructing future computer science teachers by providing them with preparation, guidance, and support.
- **Responsibilities**
  - Dean of E-learning and Distance Education for Academic Development
  - Director of the Curricula and Study Plans Administration
  - Supervisor of the Academic Affairs Unit at Faculty of Education and Arts
  - Consultant to Vice Rector for Academic Affairs.
  - Member of the University's Website Enhancement Committee.
  - Member of the Faculty of Design and Arts Committee
  - Teaching the following Courses:
    - Research Methods
    - Communication Skills
    - Educational Software Design
    - Technology Integration in the Classroom
    - Thesis/Applied Project Adviser.

❖ **Graduate Research Assistant (2016 – 2017)**
- **Location:** Department of Computer Graphics Technology at Purdue Polytechnic Institute at Purdue University.
- **Tasks:** A computer programmer and a video game designer/developer.
- **Responsibilities**
  - Level Design.
  - Computer programming.
  - Usability Testing.
  - Game Design.
  - Game Development.
  - Instructional Design.
  - Version Control.

❖ **Teaching Assistant\Lecturer (2010 – Present)**
- **Location:** Department of Curriculum and Instruction at Faculty of Education and Arts at University of Tabuk.
- **Tasks:** Instructing future computer science teachers by providing them with preparation, guidance, and support.
- **Responsibilities**
  - Member of Faculty Affairs Unit.
  - Member of Academic Accreditation Unit.

	- Webmaster for Faculty of Education and Arts.
	- Member of the Internship in Education Committee.
	- Representative of the University in the International Exhibition and Conference of the Higher Education – 2010
	- Representative of the faculty of Education and Arts in the University's Exhibition 2010
	- Teaching the following Courses:
	    ▪ Computer Teaching Strategies
	    ▪ Teaching Practicum
	    ▪ School Administration
	    ▪ Introduction to Computer Science
	❖ **Computer Operator (2009- 2010)**
	  o **Location:** Municipality of Tabuk.
	  o **Responsibilities:**
	    - Contacting clients and arranging meetings.
	    - Office Administration.
	    - Operating devices such as: computers, fax machine and copier machine.

TRAINING	❖ **English as a Second Language (6 months)**
	  o **Location:** WESL at Western Illinois University
	  o **Achievement:** Completed the entire program in 6 months, earning an A in all classes.
	❖ **3D Graphics Design (3 days)**
	  o **Location:** The National Center for E-Learning and Distance Learning
	  o **Achievement:** Completed the regular training and achieving all the objectives.
	❖ **Using Web 2.0 Technologies in the Classroom (3 days)**
	  o **Location:** The National Center for E-Learning and Distance Learning
	  o **Achievement:** Completed the regular training and achieving all the objectives.

EXTERNAL LEADERSHIP	❖ Project Manager- NEOM and University of Tabuk Scholarship Preparation Program (Fall 2019). ❖ Project Manager- NEOM and University of Tabuk English Summer program (Summer 2019). ❖ Founder and CEO at DynamicX [an indie team] (2009- Present). ❖ Group Admin at Mubtath (مبتعث) [social media account for international students] (2018- Present).

	❖ VP of Marketing Design at Purdue Association of Learning Design and Technology (2015- 2016).
	❖ Webmaster at Purdue Golden Key [International Honor Society] (2015- 2016).
	❖ VP of Marketing at Purdue Arab Society- (2015- 2016).

RESEARCH COMMITTEES & MEMBERSHIPS	❖ Reviewer for the Association for Educational Communications and Technology (AECT):
	   o Systems Thinking & Change
	   o Research & Theory
	   o Emerging Learning Technologies
	   o Culture, Learning and Technology
	   o Design and Development
	   o Design and Development Showcase
	   o Emerging Technology Showcase
	
	❖ Committee member at the 3MT competition- Association for Educational Communications and Technology (2018).
	❖ Member at the Research on Women and Education (RWE) SIG of the American Educational Research Association.
	❖ Member at the Association for Educational Communications and Technology (AECT).
	❖ Member at the Games Innovation Laboratory [Research Team] (2014- Present).
	❖ Member at the Serious Games Center [Research Team] (2014- Present).
	❖ Member at the American Educational Research Association (AERA).

CONFERENCES	❖ World Conference on Blended Learning. Dubai, UAE-2019 ❖ UNESCO-Mobile Learning Week on Artificial Intelligence for Sustainable Development —2019 ❖ Global Educational Supplies & Solutions, Dubai, UAE — 2019 ❖ Association for Educational Communications and Technology (AECT) — 2018. ❖ The International Conference on Education Evaluation—2018 ❖ The 43rd Annual Research on Women in Education Conference—2017. ❖ American Educational Research Association (AERA) — 2017.

	❖ Association for Educational Communications and Technology (AECT) — 2017.
	❖ Association for Educational Communications and Technology (AECT)— 2016.
	❖ Association for Educational Communications and Technology (AECT) — 2015.
	❖ The World's Largest Modeling, Simulation, & Training Conference (I/ITSEC)—2014.

GENERAL SKILLS	❖ **Languages:**
	    o English- Second Language
	    o Arabic – First Language

TEACHING AND RESEARCH INTERESTS	Virtual Reality – Augmented Reality – Computer Programming – Robotics – Game Design and Development – Curriculum Design – Learning Design and Technology – Women Education
OTHERS	Nominated to the UNESCO King Hamad Bin Isa Al-Khalifa Prize for the Use of ICT in Education- 2022
PERSONAL INTERESTS	Reading –Social Activities – Traveling – Wrestling- Acting– Cooking

CONTACT INFORMATION	▪ **Email:**
	    o aalshammari@ut.edu.sa
	    o dynx.ali@gmail.com
	
	▪ **Phone:** +966507624606
	
	▪ **Website:** http://www.alialshammari.com