

CURRICULUM VITAE

Brian J. Arnold

Assistant Prof. / Program Director 310.425.5822
Film Arts barnold@nu.edu
National University [Faculty Page](#)
Thousand Oaks, California www.phdbri.com

Short Biography: MFA from USC film school in 1996 and PhD in Educational Technology expected in 2019, five years with Nickelodeon Animation Studios as an editor, higher education since 2002, research interests include play, motivation and online learning.

EDUCATION

2019 **PhD - Educational Psychology & Educational Technology**
Michigan State University
1996 **Master of Fine Arts: Film:** University of Southern California
1994 **Bachelor of Arts: Literature:** Lee College

PROFESSIONAL EXPERIENCE

2015 – PRESENT **Assistant Professor/Lead Faculty:** Film Arts:
School of Journalism, Film and Entertainment Arts: National University

2012 – 2015 **Assistant Professor/Lead Faculties:** Digital Media Design:
School of Engineering: National University

2010 – 2012 **Core Adjunct Faculty:** BA Digital Media Design, Masters in
Game Design: National University School of Media and
Communications: National University

2002 - 2010 **Academic Director, Online Advocate, Consultant, Dean of
Academic Affairs, Faculty Development Coordinator, On
Ground Faculty, Online Instructor:** Advertising,
Animation, Design Management, Game Design, Graphic
Design, Game Programming
EDMC

2001 - 2004 **Cofounder:** Visual Culture: Academic resources independent contractors

1997 - 2001 **Editor:** Nickelodeon Animation Studios Burbank California

TEACHING

Some onsite, some online / * = course design or significant revision

Undergraduate Courses Taught

BRO305 - Media Storytelling
C130 - History of Animation
C132 - Survey of Animation*
C211 - Storyboard Rendering for Animation
C330 - Pre-Production Team
C424 - Pre-portfolio Presentation for Animation
C430 - Presentation for Animation
CC478 - Special Topics
CJA470 - Criminal Justice Capstone
DM1420 - Introduction to Design Management*
EGR440 - Project Management Fundamentals
FLM300 - Film Foundations Practicum*
FLM305 - Narrative Film History
FLM320 - Screenplay Writing
FLM460 - Crowdsourcing Production Team*
FLM470 - Internship*
FLM480 - Capstone I*
FLM490 - Capstone II*
FS239 - Career Development
FS487 - Portfolio I and II
GA1121 - Survey of the Game Industry*
GAD101 - Introduction to Game Development
GAD212 - Digital Storytelling*
GAD213 - Game Production Pipeline *
GAD414 - Advanced Game Prototyping
GAD421 - Game Production Team
GAD431 - Interactive Game Prototyping
MAA101 - Language of Animation & Film
MA1131 - Conceptual Storytelling*
MA2202 - Storyboarding for Animation*
MA2214 - Audio for Animation
MUL300 - Convergent Media
MUL315 - Video Game Design*
MUL365 - Digital Video Editing
MUL370 - Digital Interactivity
MUL399 - Emerging Technologies
MUL420 - Portfolio project
MUL430 - Advanced Design Project
MUL445 - Digital Project Management
MUL462 - Digital Audio Creation
MUL471 - Advanced Digital Interactive Project
PA095 - Portfolio Foundations

Masters Courses Taught

MDC695 - Thesis Qualification
MGP650 - Video Game Production
MGP688 - Game Testing
MGP689 - The Business of Games SCR650 –
Script Coverage and Analysis
SCR682 - Advanced Screenwriting Workshop SCR691 –
Thesis Qualification and Review

BRO = Broadcast // C = Animation // FLM = Film // EGR = Engineering // MDC = Masters in Digital Cinema // MGP = Masters in Game Programming // SCR = Masters in Professional Screenwriting //

PUBLICATIONS

Book Chapter

Arnold, Brian. (2017). Sustaining Immersive Game Based Learning (GBL) Environments. In Y. Baek (Ed.), *Game-Based Learning: Theory, Strategies and Performance Outcomes* (pp. 123-140). Hauppauge, New York: Nova Science Publishers.

Journal Article

Koehler, M.J., Arnold, B., Greenhalgh, S.P., Boltz, L.O., & Burdell, G.P. (2017). [A taxonomy approach to studying how gamers review games](#). *Simulation & Gaming*. doi: 10.1177/1046878117703680.

Animation

Arnold, B. (Writer). (2011). Invisible hero [Video file]. Retrieved from <https://vimeo.com/15170240>

Winner of <i>Merit in Accolade Festival</i> Winner of Best Animation in <i>Los Angeles Cinema Festival of Hollywood</i> Hon Mention for an Animated Film at the <i>Short. Sweet. Film Fest Ohio</i> Winner of Audience favorite and Best Director at <i>First Glance Film Festival Hollywood</i> Screened at <i>Savannah International Film Festival</i> Screened at <i>Geneva Film Festival Illinois</i> Screened IFS <i>Independent Film Showcase Los Angeles</i>

Books

Arnold, B., & Eddy, B. (2008). *Behind the design*. Clifton Park, NY: Thomson Delmar Learning.

Arnold, B., & Eddy, B. (2007). *Exploring visual storytelling*. Clifton Park, NY: Thomson Delmar Learning.

(Peer reviewed) Conference Presentations & Proceedings

* Conference proceedings

*Arnold, B., Koehler, M., & Greenhalgh, S. (2016). [Design Principles for Creating and Maintaining Immersive Experiences in Educational Games](#). Paper presented at the 2016 annual Society for Information Technology and Teacher Education (SITE) conference. Savannah, GA.

Arnold, B. (2015). Immersion Disruptors: A Lens for Choosing Educational Video Games. Paper presented at the 2015 National University Fall Assembly. San Diego, CA.

*Mehta, R., Rosen, J., Russo, T., ... Arnold, B. (2015) A survey of social media use and the effects of a social media initiative on graduate student engagement. (pp. TBD). Indianapolis, Indiana: Association for Educational Communications and Technology (AECT).

Boltz, L. O. (2015). Players, features, and enjoyment: Entertainment games as models for educational games. In D. Slykhuis & G. Marks (Eds.), *Proceedings of Society for Information Technology &*

Teacher Education International Conference 2015 (pp. 822–829). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

- *Boltz, L. O., Arnold, B. & Greenhalgh, S. (2015). Players, features, and enjoyment: entertainment games as models for educational games. In *Proceedings of Society for Information Technology & Teacher Education International Conference 2015* (pp. 822-829). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).
- Peterson, A., Arnold, B. (2015). *Social presence in synchronous hybrid settings: Being there*. Presented at the 2015 annual Society for Information Technology and Teacher Education (SITE) conference. Las Vegas, NV.
- Arnold, B. (2014). *Gamification in education*. Paper presented at the 2014 annual American Society of Business and Behavioral Sciences (ASBBS) conference. Las Vegas, NV.
- *Arnold, B. (2014). Gamification in education. In *Proceedings of American Society of Business and Behavioral Sciences Conference 2014* (pp. 32-39). San Diego, CA. American Society of Business and Behavioral Sciences (ASBBS).
- Arnold, B. (2014). *Translating best practices for student engagement to online STEAM courses*. Paper presented at the 2014 annual American Society for Engineering Education (ASEE) conference. Long Beach, CA.
- *Arnold, B. (2014). Translating best practices for student engagement to online STEAM courses. In *Proceedings of American Society for Engineering Education Conference 2014* (pp. 32-43). Long Beach, CA. American Society for Engineering Education (ASEE)

Invited Presentation

Arnold, B. (2015, March). Players, features and enjoyment. Invited webinar presentation MSU MAET The Bridge <http://bridge.educ.msu.edu/>. March, 2015.

Film Adaptation Script

Arnold, B. (Adapter). (2008). *Waltz with Bashir* [Motion picture on DVD]. USA: Sony Pictures Classics. Adaptation Script for Hebrew to English Dub Track

Arnold, B. (Adapter). (2008). *The Class* [Motion picture on DVD]. USA: Sony Pictures Classics. Adaptation Script for French to English Dub Track

Research Group Memberships

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|-------------|---|
| 2014 – 2016 | MSU InSITE research group: features of video game enjoyment |
| 2014 – 2015 | MSU SLaTE research groups: robotic collaborative group dynamics |

GRANT APPLICATIONS

Nadolny, L. (PI), Kahn, S. (Co-PI: West Chester University), Gilbert, S. (Co-PI: Iowa State University), Winer, E. (Co-PI: Iowa State University), & Woolfrey, J. (Co-PI: West

Chester University) Arnold, B., (Games Consultant, National University). *Assessment of ethical decision-making and STEM skills in an informal game*. This project was submitted to the NSF AISL grant in November, 2015 for \$2,735,036. [NSF Panel Rating: Highly Competitive]

SERVICE

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| 2015 - 2017 | Pilot member of OTPD training program NU
Chair Academic Affairs Committee
Member Undergraduate Council |
| 2014 - 2015 | PCah Persistence Committee (Chair)
School of Engineering School Assessment Committee (Chair)
Senate Online and Educational Technology Committee |
| 2013 - 2014 | University Academic Assessment Committee
General Education Committee
School of Engineering Dean's Advisory Committee
MS in Educational Information Technology Advisory Board member |
| 2011 - 2012 | School Assessment Committee
Data Analytics Search Committee
School of Engineering Dossier Club Committee |
| 2010 - 2011 | Digital Media Design name change committee
Technology Committee (Chair)
Advisors Committee Curriculum Committee
Institutional Effectiveness Committee
Image Committee
Portfolio Committee
Leadership Committee
Marketing Steering Committee
Student Success Committee
Student Newspaper Desk
IGDA national chapter Advisory Committee |