

CURRICULUM VITAE

Brian J. Arnold

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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 **Associate 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
FLM405 - Narrative Film Contemporary
FLM320 - Screenplay Writing
FLM460 - Crowdsourced 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 Business of Games
SCR650 Script Coverage and Analysis
SCR682 Advanced Screenwriting Workshop
SCR671 Character and Dialogue
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>



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

Boltz, L.O., & **Arnold, B.** (2018, October). [These Games are Made for Walkin': Walking Sims Step Up & Fill In](#). Paper presented at Meaningful Play 2018, East Lansing, MI.

Boltz, L.O., Arnold, B., Mehta, R., (2017) "[Three Simple Tricks You Didn't Know You Needed in Order to Use Listicles in Your Classroom](#)" Presented at the *Society for Information Technology & Teacher Education International Conference Round Table 2016*. Austin, TX: Association for the Advancement of Computing in Education (AACE).

*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

2014 – 2016 MSU InSITE research group: features of video game enjoyment and 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

2017 - 2019	Undergraduate Council Academic Affairs Committee (Chair) Presidential Scholar Selection Committee BA Film Arts Faculty Selection Committee (Chair) Online and Educational Technology Committee Research Council
2014 - 2017	Pilot member of OTPD training program NU Chair Academic Affairs Committee Member Undergraduate Council Persistence Committee (Chair) School of Engineering School Assessment Committee (Chair) Senate Online and Educational Technology Committee
2011 - 2014	University Academic Assessment Committee General Education Committee School of Engineering Dean's Advisory Committee MS in Educational Information Technology Advisory Board member School Assessment Committee Data Analytics Search Committee School of Engineering Dossier Club Committee
Pre 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