

CURRICULUM VITAE

Brian J. Arnold

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Film Arts [Faculty Page](#)
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Short Biography: MFA from USC film school in 1996 and PhD in Educational Technology expected in 2021, five years with Nickelodeon Animation Studios as an editor, higher education since 2002, research interests include participation, technology & learning.

EDUCATION

2021 **PhD - Educational Psychology & Educational Technology**
Michigan State University
1996 **Master of Fine Arts: Film:** University of Southern California
1994 **Bachelor of Arts: Literature:** University of Judaism

PROFESSIONAL EXPERIENCE

2019 – PRESENT **Associate Professor/Director** of Video Mentor Training, USP Hiring Coordinator
Sanford College of Education: National University

2015 – 2019 **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	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

EDT632	Educational Technology & Leadership
EDT607	Media Based Learning Objects
MDC695	Thesis Qualification
MGP650	Video Game Production
MGP688	Game Testing
MGP689	Business of Games
SCR650	Script Coverage and Analysis
SCR682	Advanced Screenwriting Workshop
SCR650	Script Reaching and Coverage
SCR671	Character and Dialogue
SCR682	Advanced Screenwriting Workshop
SCR683	Adaptation Screenwriting
SCR691	Thesis Qualification and Review

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

PUBLICATIONS

Book Chapter

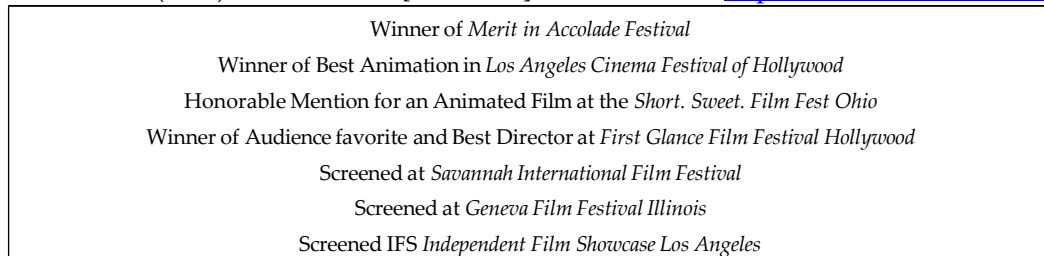
Arnold, Brian. (2017). Sustaining Immersive Game Based Learning (GBL) Environments. In Y. Baek (Ed.), *Game-Based Learning: Theory, Strategies and Performance Outcomes* (pp. 123-140). Hauppauge, New York: Nova Science Publishers.

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. 123). 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 Groups

- 2019 – Present Video Mentoring in Preservice Teachers research group (lead)
- 2019 – Present MSU Empathy in Game Based Learning research group (lead)
- 2014 – 2016 MSU InSITE research group: features of video game enjoyment and robotic collaborative group dynamics (member)

Reviewer for Sage Publications Games and Culture journal

- 2017 – Present Several articles reviewed annually, most recent; "Using Video Games for Learning: Developing a Metalanguage for Digital Play."

GRANT APPLICATIONS

Participated on Educator Workforce Investment Grant Program: Computer Science Professional Learning Grant (20m) *pending*.

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 – Present 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

SPECIAL PROJECTS

2020 Sanford Education Social Emotional Learning resource bank for K12 teachers
(participating lead author)