

## Brian J. Arnold

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310.425.5822

### Executive Summary

Media Arts Educator turned Educational Technology Administrator. Decades of upscaling and upskilling training systems from conception to conclusion. Experience identifying improvement, curating initiatives, driving evidence based change while fostering DEI and SEL.

### Education

2021 PhD Educational Psychology & Educational Technology | Michigan State University  
1996 MFA Film | University of Southern California  
1994 BA Literature | University of Judaism

### Experience

#### National University

2011 - Present

Building responsive teams, enhancing workflows, fostering cultures of accountability, SEL values and standards alignment. Migrated programs eCollege to Blackboard to Brightspace. Rolled out GoReact video mentor tool and Packback discussion boards.

#### Academic Program Director

MS Designing Educational and Instructional Technology	2019 - 2021
BA Film Arts	2017 - 2019
BA Digital Media Design	2011 - 2017

#### Art Institutes Colleges

2002 - 2010

Doubling enrollments in media arts programs and colleges. Developing stakeholders. Graduating students currently active in the mainstream games, film, animation and design.

#### Dean of Academic Affairs

Academic oversight (Hollywood location): Advertising, Animation, Design Management, Fashion, Design, and Stagecraft	2008-2010
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#### Academic Department Director

BA Video Game Programming and Design	2005-2008
BA Advertising and Marketing	2003-2004

#### Online Advocate

Coordinator / developer for initial online courses	2002-2003
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#### Nickelodeon Animation Studios

1997-2001

Sheet Timer and Audio Engineer	2000 - 2001
Animatic Editor Spongebob Squarepants, Hey Arnold! Invader Zim, etc.	1997 - 2000

## Program Design

Lead 2 University programs from competitive analysis through development and deployment  
Leveled up 4 programs to keep current with industry demands and innovations in teaching

## GRANTS

\$5M Grant Director 2021 CA DOE Engaged Workforce Computer Science *TBD*  
\$3M Co-PI Game Based learning 2015-2018 NSF STEM grant *highly competitive*

## Publications

### Books

Smith, A., Arnold, B., Hall, M., & Piowski, L. (2021). *The CalTPA Handbook: Unpacking Equitable Practices in the California Teaching Performance Assessment* (1st ed.). Dubuque, IA: Great River Learning.

Sanford Education Social Emotional Learning Resource Bank (2020) for K12 teachers  
(Participating / Lead author)

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. (Chapter)

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.

## Additional

63 different online and onsite courses (43 undergrad and 20 graduate) taught  
16 conference proceedings published  
5 run research groups  
Peer-reviewed journal article co-written  
25 committees served  
Award winning festival film written and produced

