

*Brian J. Arnold*

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310.425.5822

## Executive Summary

Media Arts and 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

2022 PhD Michigan State University | Educational Psychology & Educational Technology  
1996 MFA University of Southern California | Film  
1994 BA University of Judaism | Literature

## Career Experience

### National University

2010 - 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
Faculty	2010 - 2011

### Art Institutes

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 for all design programs: 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  
Worked on SpongeBob SquarePants, Hey Arnold! Invader Zim and other studio shows.

Sheet Timer and Audio Engineer 2000 – 2001  
Animation preproduction and postproduction to align with writers and director’s vision.

Animatic Editor 1997 – 2000  
Created video visualization of storyboards to confirm timing and pacing.

## Academic Administrative Experience

This section details project management, team building, culture curation and mission alignment.

### 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 *competitive*  
\$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.

### PhD Dissertation

Arnold, B. J. (2022). *The Relationship between Reasons for Participation and Achievement* (Doctoral dissertation, Michigan State University). ProQuest Dissertations Publishing.

### Additional Academia

Online and onsite courses taught, 43 undergrad + 20 graduate	#
Conference proceedings published	63
Research groups led	16
Peer-reviewed journal article co-written	05
Committees served	01
Award winning festival film written and produced	25+
	01

