Noah Glaser, PhD

Postdoctoral Researcher
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Education

2020	Doctor of Philosophy, Educational Studies Area of Concentration: Instructional Design & Technology University of Cincinnati Dissertation: The Development and Evaluation of a Virtual Reality Intervention for Adults with Autism: A Design-based Research Study *Awarded the 2021 Garvin Distinguished Dissertation Award.*
2016	Master of Arts, Educational Studies Area of Concentration: Education for Social Change University of Cincinnati
2015	University of Cincinnati Master of Education, Curriculum & Instruction Area of Concentration: Instructional Design & Technology
2013	University of Cincinnati Bachelor of Science, Information Technology Area of Concentration: Software and Digital Media Development

Professional Experience

2020-Current Postdoctoral Research Fellow for the Department of Educational Psychology at the University of Connecticut

- Work on a multidisciplinary collaborative team funded by the NIH Science Education Partnership Program
- Conduct classroom based educational research that uses innovative, portable brain technologies
- Assist with research activities including co-designing curriculum with teachers, developing content for online and in-person professional development, conducting classroom-based educational research, authoring publications, developing new research grants, and managing research teams
- Collaborate on research related to the development of adaptive educational technologies including virtual reality classrooms, and brain-computer interface software to promote computational thinking

2020-2020 Instructional Designer for the University of North Carolina in Chapel Hill

- Provided consultation with faculty subject matter experts and

production resources to develop online instructional content in alignment with course objectives and outcomes
- Worked one-on-one with faculty to identify student learning needs and assist in developing exercises, activities and other course content
- Provided training and technical assistance to instructors

2019-2020 Research Associate for the Immersive Learning Research Network: State of XR and Immersive Learning
- Output: State of XR and Immersive Learning Report
- Derive evidence-based design knowledge and principles from literature in the field.
- Compile and report on exemplars that demonstrate how design knowledge can be operationalized.
- Research and contribute to a state of XR report

2016-2019 National Institute of Health Graduate Research Assistant for the Behavioral Medicine and Clinical Psychology Program at Cincinnati Children's Hospital
- Developer of web-based interventions for adolescents with epilepsy and executive functioning deficits
- Developer of mobile learning interventions related to epilepsy and adherence
- Usability and user experience research

2017- 2019 Graduate Teaching Position: College of Education at the University of Cincinnati
- Created course materials related to the design, development, and implementation of various educational technologies
- Taught face-to-face in both undergraduate and graduate level courses
- Assessed student performance and provided feedback

2016-2019 Graduate Research Assistant: College of Education at the University of Cincinnati
- Research and Development of Virtuoso: A Virtual Reality Intervention to Promote Adaptive Skills for Individuals with Autism Spectrum Disorder
- Developed multiple intervention software including a spherical video-based virtual reality mobile application and a fully immersive desktop-based platform
- Assisted with, designed, and conducted multiple research studies

2016-2017 Graduate Research Assistant: Arlitt Center at the University of Cincinnati
- Assisted with qualitative data analysis related to play-based learning in an outdoor playscape
- Managed the website for the Arlitt Center's journal

2015-2016 Instructional Design Graduate Assistant: College of Education at the

University of Cincinnati

- Designed and developed courses across the degree programs within the College of Education
- Created Blackboard course shells for instructors to implement
- Applied Quality Matters guidelines to existing courses
- Created instructional materials including assignments, interactive multimedia, audio and video lessons, and course syllabi

2008-2016 Freelance Gaming Journalist

- Managed and operated independent gaming journalism company
- Commissioned by Nintendo of America for marketing expertise
- Managed social media following of 120,000+

2005-2015 Web and Digital Media Developer

- Managed the development and marketing needs of web-based clients around the world.
- Developed web-based solutions for clients including websites, eCommerce solutions, mobile applications, and custom programming.
- Implemented online marketing strategies including social media management, newsletter outreach, and search engine optimization.

Research

Publications

Schmidt, M., & **Glaser, N.** (2021). Investigating the usability and learner experience of a virtual reality adaptive skills intervention for adults with autism spectrum disorder. *Educational Technology Research and Development*. https://doi.org/10.1007/s11423-021-10005-8

Schmidt, M. M., & **Glaser, N.** (2021). Piloting an adaptive skills virtual reality intervention for adults with autism: Findings from user-centered formative design and evaluation. *Journal of Enabling Technologies*, *ahead-of-print*(ahead-of-print). https://doi.org/10.1108/JET-09-2020-0037

Schmidt, M., Newbutt, N., Schmidt, C., & **Glaser, N.** (2021). A Process-Model for Minimizing Adverse Effects when Using Head Mounted Display-Based Virtual Reality for Individuals with Autism. *Frontiers in Virtual Reality*, *2*. https://doi.org/10.3389/frvir.2021.611740

Modi, A., C., Mara, C. A., Schmidt, M., Smith, A. W., Turnier, L., **Glaser, N.**, & Wade, S. L. (2019). Epilepsy Journey: A proof of concept trial of a Web‐based executive functioning intervention for adolescents with epilepsy. *Epilepsia*, epi.16317. https://doi.org/10.1111/epi.16317

Schmidt, M., Schmidt, C., **Glaser, N.**, Beck, D., Lim, M., & Palmer, H. (2019). Evaluation of a spherical video-based virtual reality intervention designed to teach adaptive skills for

adults with autism: A preliminary report. *Interactive Learning Environments*, 1–20. https://doi.org/10.1080/10494820.2019.1579236

Glaser, N. J., & Schmidt, M. (2018). Usage considerations of 3D collaborative virtual learning environments to promote development and transfer of knowledge and skills for individuals with autism. *Technology, Knowledge and Learning*, 1-8.

Glaser, N. J., Schmidt, M., Wade, S. L., Smith, A., Turnier, L., & Modi, A. C. (2017). The formative design of Epilepsy Journey: A web-based executive functioning intervention for adolescents with epilepsy. *Journal of Formative Design in Learning*. https://doi.org/10.1007/s41686-017-0011-3

Rector-Aranda, A., Raider-Roth, M., **Glaser, N.**, & Behrman, M. (2017). "I had to live, breathe, and write my character": Character selection and student engagement in an online role-play simulation. *Journal of Jewish Education*, *83*(4), 280–309. https://doi.org/10.1080/15244113.2017.1378566

Modi, A. C., Schmidt, M., Smith, A. W., Turnier, L., **Glaser, N**., & Wade, S. L. (2017). Development of a web-based executive functioning intervention for adolescents with epilepsy: The Epilepsy Journey. *Epilepsy & Behavior*, *72*, 114–121. https://doi.org/10.1016/j.yebeh.2017.04.009

Manuscripts under Development/Review

Glaser, N., Schmidt, M. (In Press) Systematic Literature Review of Virtual Reality Intervention Design Patterns for Individuals with Autism Spectrum Disorders.

Under review with the International Journal of Human-Computer Interaction

Glaser, N., Schmidt, M. (Under Review) The nature of user experience of individuals with autism and virtual reality head-mounted displays.

Under review with IEEE Transactions in Learning Technologies

Glaser, N., Newbutt, N., Palmer, H., Schmidt, M. (Under Review) Not perfect, but good enough: Mobile-based immersive technologies for individuals with autism.

Under review with Technology, Knowledge, & Learning

Davidesco, I., **Glaser, N.**, Dagan, O. (Under Development) Predicting Students' Engagement and Attention in Online Learning With Real-Time EEG and Behavior Metrics

Schmidt, M., **Glaser, N**., Reidy, T., Teresa, C., Lu, J., Cheng, L., Modi, A. (Under Development) Patient-centered design of a mobile epileptic adherence intervention: epilepsy Adherence

in Children and Technology

Book Chapters

Glaser, N., Schmidt, M., Schmidt, C., Palmer, H., & Beck, D. (2021). The Centrality of Interdisciplinarity for Overcoming Design and Development Constraints of a Multi-user Virtual Reality Intervention for Adults with Autism: A Design Case. In B. Hokanson, M. Exter, A. Grincewicz, M. Schmidt, & A. A. Tawfik (Eds.), *Intersections Across Disciplines: Interdisciplinarity and learning* (pp. 157–171). Springer International Publishing. https://doi.org/10.1007/978-3-030-53875-0_13

Schmidt, M., **Glaser, N.**, Schmidt, C., Beck, D., Palmer, H., & Lim, M. (2020). Promoting Acquisition and Generalization of Skills for Individuals Severely Impacted by Autism Using Immersive Technologies. In B. Hokanson, G. Clinton, A. A. Tawfik, A. Grincewicz, & M. Schmidt (Eds.), *Educational Technology Beyond Content* (pp. 71–84). Springer International Publishing. https://doi.org/10.1007/978-3-030-37254-5_6

Book Chapters under Development/Review

Glaser, N., Davidesco, I., Pérez-Cuesta, L., Carter, S., Gupta, M., Ferreira, A., Nunez, V., & Suzuki, W., (In Development). Adapting a neuroscience high school curriculum to support inclusive online learning

Reports & Whitepapers

Title	Role	Publication Date
2021 State of XR & Immersive Learning Outlook Report	Project Leadership Team	05/2021

Grants

Grant Name	Agency	Role	Amount
Investigating Student Engagement through a Virtual Reality Classroom and controlled environmental stimuli	UCONN's Office of the Vice President for Research (OVPR) Research Excellence Program	Co-PI	$50,000
Fostering Computational Thinking Through Neural Engineering Activities in High School Biology	National Science Foundation's Discovery Research preK-12 (DRK-12)	Essential Staff	$1,451,850

Classes

2019 Globe Grant: *Digital Playscape*	People's Liberty	PI	$15000
Digital Playscape to Promote Computational Thinking Skills and STEAM Learning	CECH 2019 Instructional Research and Development Technology Grant	PI	$1930
Enhancing the User Experience of Virtuoso: A Prototype VR Learning Environment for Adults with Autism to Learn Adaptive Skills	CECH 2019 Instructional Research and Development Technology Grant	Co-PI	$2000
Innovative Technologies to Enhance the Visual Fidelity and Learner Experience of Virtuoso: A Prototype Immersive, 3D Collaborative Virtual Learning Environment for Individuals with Autism to Learn Social, Life, and Vocational Skills	CECH 2018 Instructional Research and Development Technology Grant	PI	$2000
Virtuoso: A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills	CECH 2017 Instructional Research and Development Technology Grant	Co-PI	$2000
Development of an Image Recognition Application to Provide Instant Video Game Assistance: GameSnap	2013 Undergraduate Student and Faculty Research Mentoring Program Grant by the Department of Information Technology	PI	$1000
Collaborative Design of a mobile-based Online Booking System in PHP and SQL	2012 Undergraduate Student and Faculty Research Mentoring Program Grant by the Department of Information Technology	PI	$1000

Grants Under Review

Grant Name	Agency	Role	Amount
EEG Synchrony in Playful Learning	University of Connecticut's Dean's Research Incentive Award	Co-PI	$10,000

Grants In Development

Grant Name	Agency	Role	Deadline
Brain Healthy: Engaging Students in Citizen Science Brain Health and Wellness Investigations to Promote Data Science Literacy.	National Institutes of Health: Science Education Partnership Award	Co-PI	July 2021
Utilizing Neurophysiological Measures to Better Understand and Improve Engagement and Learning with Intelligent Tutoring Systems	National Science Foundation: Science of Learning and Augmented Intelligence	Essential Staff	July 2021

Non-funded Grants

Grant Name	Role	Amount
2018 *Virtuoso: A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills* University of Cincinnati Research and Development Professional Practice Board Graduate Student and Faculty Mentoring	Co-PI	$1000
2017 *Virtuoso: A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills* University of Cincinnati Research and Development Professional Practice Board Graduate Student and Faculty Mentoring	PI	$1000

Conference Presentations

Glaser, N., & Davidesco, I., (2021). *Integrating a 3D Collaborative Virtual Learning Environment Into a Middle/High School Science Curriculum.* Presented at the 2021

New York City Department of Education Making STEM Connections: Thriving in a Digital World event!. Virtual.

Glaser, N., Davidesco, I., & Zion Golumbic, E. (2021). *Investigating Student Engagement through a Virtual Reality Classroom*. Presented at the 2021 International Society of the Learning Sciences. Virtual.

Davidesco, I., **Glaser, N.** (2021). *Adapting a Neuroscience High School Curriculum to Support Inclusive Online Learning.* Presented at the 2021 National Institute of Health Science Education Conference.

Glaser, N., & Davidesco, I. (2021). *Integrating a 3D Collaborative Virtual Learning Environment Into a Middle/High School Science Curriculum.* Presented at the 2021 National Institute of Health Science Education Conference.

Glaser, N., Schmidt, M., Schmidt, C., Palmer, H., & Beck, D. (2020). *Designing Virtuoso: A Case Study on the Interdisciplinary Development of a Multi-User Virtual Reality Intervention for Individuals with Autism*. Presented at the 2020 International Convention of the Association for Educational Communications and Technology. Virtual.

Glaser, N., Schmidt, M., & Schmidt, C., (2020). *Fear and Loathing in VR: Cybersickness Evidence in Headset-based VR Training for Adults with Autism*. Presented at the 2020 International Convention of the Association for Educational Communications and Technology. Virtual.

Schmidt, M., Newbutt, N., Schmidt, C., & **Glaser, N.,** (2020). *A process-model for minimizing adverse effects when using head mounted display-based virtual reality for individuals with autism.* Presented at the 2020 International Convention of the Association for Educational Communications and Technology. Virtual.

Glaser, N., Center, M., & Lester, A., (2020). *Responding to Community Needs in the Design of the Digital Playscape: A Free STEAM Makerspace*. Presented at the 2020 International Convention of the Association for Educational Communications and Technology. Virtual.

Schmidt, C., Schmidt, M., **Glaser, N.**, & Beck, D. (2019). *Virtuoso: A Virtual Reality Intervention for Transition-Aged Adults with Autism*. Presented at the 2020 International Conference on Autism, Intellectual Disability, and Developmental Disabilities. Sarasota, FL.

Schmidt, M., Mara, C., Smith, A., Turner, L., **Glaser, N**., Wade, S., & Modi, A. (2019). *Efficacy of an Online Executive Function Intervention for Individuals with Epilepsy*. Presented at the 2019 International Convention of the Association for Educational Communications and Technology. Las Vegas, NV.

Schmidt, M., Beck, D., **Glaser, N.**, & Schmidt, C. (2019). *Formative Design and Evaluation of*

an Immersive Learning Intervention for Adults with Autism: Implications for Research and Practice. Presented at the 2019 International Convention of the Association for Educational Communications and Technology. Las Vegas, NV.

Glaser, N. (2019). *Spherical video-based virtual reality learning environments: Considerations to promote transfer of skills for individuals with autism*. Presented at the 2019 International Convention of the Association for Educational Communications and Technology. Las Vegas, NV.

Schmidt, M., Beck, D., **Glaser, N.**, & Schmidt, C. (2019). Virtuoso: A virtual reality adaptive skills intervention for adults with autism spectrum disorder. Presented at iLRN 2019. London, UK.

Palmer, H., **Glaser, N.,** Schmidt, M., Schmidt, C. (2019). *Designing and Evaluating a Virtual Reality Learning Environment for Adults with Autism.* Presented at the 2019 Ohio Educational Technology Conference, Columbus, OH.

Glaser, N., & Schmidt, M. (2018). *3D collaborative virtual learning environments: Considerations to promote transfer of skills for individuals with autism*. Presented at the 2018 International Convention of the Association for Educational Communications and Technology, Kansas City, MO.

Schmidt, M., Beck, D., Schmidt, C., **Glaser, N.,** & *Abdeen, F*. (2018). *Creating Virtuoso: The formative design and evaluation of a prototype 3D collaborative virtual learning environment for adults with autism spectrum disorders.* Presented at the 2018 International Convention of the Association for Educational Communications and Technology, Kansas City, MO.

Schmidt, M., **Glaser, N**. (2018). *Design principles promoting embodied skills development for individuals severely impacted by autism in a 3D collaborative virtual learning environment*. Presented at the 2018 Association of Educational and Communications Technology Summer Symposium, Bloomington, IN.

Beck, D., Schmidt, M, Abdeen, F., & **Glaser, N**., Schmidt, C., & Palmer, H. (2018). *Creating Virtuoso: The formative design and evaluation of a prototype 3D collaborative virtual learning environment for adults with autism spectrum disorders.* Presented at the 2018 Immersive Learning Research Network, Missoula, MT.

Glaser, N., Schmidt, M., & Palmer, H. (2017). *Virtuoso: A prototype 3D collaborative virtual learning environment for adults with autism to learn social and life skills.* Presented at the 2018 Spring Research Conference, Louisville, KY.

Schmidt, M., *Beck, D.,* Schmidt, C., **Glaser, N.,** & Abdeen, F. (2017). *A prototype immersive, multi-user 3D virtual learning environment for individuals with autism to learn social and life skills: A Virtuoso update*. Presented at the 2017 International Convention of the

Association of Educational and Communications Technology, Jacksonville, FL.

Schmidt, M., *Beck, D.,* Schmidt, C., **Glaser, N.,** & Abdeen, F. (2018). *Virtuoso: A Virtual Reality Intervention for Transition-Aged Adults with Autism.* Presented at the 2018 Ohio Educational Technology Conference, Columbus, OH.

Wade, S., Schmidt, M., Smith, A., **Glaser, N**., Turner, L., Combs, A., Hater, Brooke., & Modi, A. (2018). *Epilepsy Journey: A Web-based Executive Functioning Intervention for Adolescents with Epilepsy*. Presented at the 2018 Society of Pediatric Psychology Annual Conference, Orlando, FL.

Combs, A., Hater, B., Roemisch, E., Schmidt, M., Smith, A. W., **Glaser, N.**, Turnier, L., Wade, S. L., & Modi, A. (2018). Land of Nod: Improving Sleep in Teens with Epilepsy. 2018 Society of Pediatric Psychology Annual Conference, Orlando, FL.

Wade, S., Schmidt, M., Smith, A., **Glaser, N**., Turner, L., Combs, A., Hater, Brooke., & Modi, A. (2018). *Epilepsy Journey: An e-health intervention to improve executive functioning in adolescents with epilepsy*. Presented at the 2018 International Neuropsychological Society, Washington D.C..

Glaser, N., Schmidt, M., Modi, A., Smith, A., Turner, L., & Wade, S. (2017). *The Epilepsy Journey: A web-based executive functioning intervention for adolescents with epilepsy*. Presented at the 2017 International Convention of the Association of Educational and Communications Technology, Jacksonville, FL.

Schmidt, M., *Beck, D.,* Schmidt, C., **Glaser, *N.*,** & Abdeen, F. (2017). *A prototype immersive, multi-user 3D virtual learning environment for individuals with autism to learn social and life skills: A Virtuoso update*. Presented at the 2017 International Convention of the Association of Educational and Communications Technology, Jacksonville, FL.

Schmidt, M, Beck, D., **Glaser, N**., & Schmidt, C. (2017). *A prototype immersive, multi-user 3D virtual learning environment for individuals with autism to learn social and life skills: A virtuoso DBR update.* Presented at the 2017 Immersive Learning Research Network, Coimbra, Portugal.

Glaser, N., Schmidt, M., Modi, A., Wade, S., Smith, A., & Turner, L. (2017). *The formative design of Epilepsy Journey: A web-based executive functioning intervention for adolescents with epilepsy*. Presented at the 2017 Association of Educational and Communications Technology Summer Journal Symposium, Jacksonville, FL.

Glaser, N., Schmidt, M., Modi, A., Wade, S., Smith, A., & Turner, L. (2017). *Design and development of the Epilepsy Journey: A web-based intervention for adolescents with epilepsy*. Presented at the 2017 Spring Research Conference, Cincinnati, OH.

Raider-Roth, M., Rector-Aranda, A., & **Glaser, N**. (2016). *"I had to live, breathe, and write my*

character": Character choice and student engagement in an online role-play simulation. Presented at the Network for Research in Jewish Education, Townson, MD.

Glaser, N. (2016). *Gender engagement within JCAT, an online role-playing learning environment.* Presented at the 2016 Spring Research Conference, Lexington, KY.

Conference Presentations Under Review or Pending

Glaser, N., Davidesco, I., Zion Golumbic, E., & Thompson, K. (Under Review). *The Virtual Reality Classroom: A Prototype Environment to Measure Student Engagement through Eye Tracking and Portable Electroencephalography Technology*. Under review at the 2021 International Convention of the Association for Educational Communications and Technology. Columbus, OH.

Glaser, N., Davidesco, I., Zion Golumbic, E., & Thompson, K. (Under Review). *Investigating Student Engagement through a Virtual Reality Classroom that Utilizes Eye Tracking and Portable Electroencephalography Technology*. Under review at the 2021 International Convention of the Association for Educational Communications and Technology. Columbus, OH.

Glaser, N., & Schmidt, M. (Accepted). *System Designs of Virtual Reality Interventions for Individuals with Autism: A Systematic Literature Review*. Under review at the 2021 International Convention of the Association for Educational Communications and Technology. Columbus, OH.

Glaser, N., & Center, M. (Under Review). *Co-creating Inclusion: Shifting the Narrative and Use of Collaborative Virtual Environments for Neurodivergent People*. Under review at the 2021 International Convention of the Association for Educational Communications and Technology. Columbus, OH.

Glaser, N., Schmidt, M., Riedy, T., Rietta, C., Wagner, J., Smith, G., Gutierrez-Colina, A., Wetter, S., Patel, A., Huszti, H., & Modi, A. (Accepted). *Learning Experience Design and Evaluation of an mHealth Intervention for Parents of Children with Epilepsy*. Under review at the 2021 International Convention of the Association for Educational Communications and Technology. Columbus, OH.

Glaser, N., Palmer, H., Newbutt, N, Al Zoubi, D. (Under Review). *Designing, developing and implementing immersive technologies in response to Covid-19 for autistic individuals.* Under review at the 2021 International Convention of the Association for Educational Communications and Technology. Columbus, OH.

Glaser, N., Earnshaw, Y., Griffin, J., & Al Zoubi, D. (Accepted). *Navigating the Job Market: Applying to Academic and Non-Academic Positions.* Under review at the 2021 International Convention of the Association for Educational Communications and Technology. Columbus, OH.

Invited Lectures and Presentations

Glaser, N. (2021). *Systematic Literature Review of Virtual Reality Intervention Design Patterns for Individuals with Autism Spectrum Disorders.* iLRN Pie & Coffee social, Immersive Learning Research Network, Virtual.

Glaser, N. (2021). *Integrating theory and practicality in the design and deployment of educational virtual reality.* Neag School of Education, EPSY 5530: Theories of Learning, Cognition and Instruction Course Guest Lecture, University of Connecticut, Storrs, CT.

Glaser, N. (2021). *Activity theory and human-computer interaction: Implications for learning.* Neag School of Education, EPSY 5530: Theories of Learning, Cognition and Instruction Course Guest Lecture, University of Connecticut, Storrs, CT.

Glaser, N. (2020). *Navigating the Job Market.* College of Education, Criminal Justice and Human Services' Job Market Panel, University of Cincinnati, Cincinnati, OH.

Glaser, N. (2020). *Technology theory, integration, and personal philosophy for learning.* Neag School of Education, Learning Science Panel Discussion and Q&A, University of Connecticut, Storrs, CT.

Glaser, N. (2020). *Affordances of virtual reality learning environments and potential for providing adaptive and individualized approaches.* Neag School of Education, Learning: Its Implications for Education Course Guest Lecture, University of Connecticut, Storrs, CT.

Glaser, N. (2020). *Designing Virtuoso: A Case Study on the Development and Implementation of a Multi-User Virtual Reality Intervention for Individuals with Autism*. College of Education AR/VR in Education Course Guest Lecture, University of Cincinnati, Cincinnati, OH.

Beck, D., Schmidt, M., Schmidt, C., & **Glaser, N.** (2019). *Conceção e avaliação formativas de uma intervenção imersiva de aprendizagem para adultos com autism.* Institute for Systems and Computer Engineering, Technology and Science (INESC TEC), Porto, Portugal.

Glaser, N., Schmidt, M., Schmidt, C., & Beck, D. (2019). *Designing Virtuoso: A virtual reality intervention for adults with autism*. Regional Autism Advisory Council, Cincinnati, OH.

Glaser, N., Lester, A. (2019) *The Digital Playscape: An immersive technology and computational thinking learning space.* US2020, Cincinnati, OH.

Glaser, N., Schmidt, M., & Schmidt, C. (2019). *The collaborative and formative design of*

Virtuoso: A virtual reality intervention for adults with autism in the Impact Innovations program. College of Education, Criminal Justice and Human Services' Diversity Day, University of Cincinnati, Cincinnati, OH.

Glaser, N. (2018). *Formative design and development of a web-based intervention for adolescents with epilepsy: The Epilepsy Journey*. School of Education's Power Friday, University of Cincinnati, Cincinnati, OH.

Refereed Conference Proceedings

Schmidt, M., Beck, D., **Glaser, N.**, Schmidt, C., & Abdeen, F. (2019). Formative design and evaluation of an immersive learning intervention for adults with autism: Design and research implications. In D. Beck, A. Peña-Rios, T. Ogle, D. Economou, M. Mentzelopoulos, L. Morgado, … M. Gardner (Eds.), Immersive Learning Research Network (pp. 71–85). Springer International Publishing.

Schmidt, M., Beck, D., **Glaser, N.**, & Schmidt, C. (2017). A Prototype Immersive, Multi-user 3D Virtual Learning Environment for Individuals with Autism to Learn Social and Life Skills: A Virtuoso DBR Update . *Proceedings of iLRN, 2016*. Santa Barbara, CA.

Awards and Nominations

Glaser, N., (2021) Garvin Distinguished Dissertation Award. Prize amount $2500

Glaser, N., (2021). Community for Advancing the Development of Research in Education (CADRE) Postdoc Professional Growth Opportunity.

Glaser, N. (2019). Graduate Incentive Award; University of Cincinnati

Schmidt, M., Modi, A. C., **Glaser, N**., Rietta, C., Neely, Tina., & Guiterrez-Colina, Ana. (2019). 2nd Place: Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project *eACT: Epilepsy Adherence in Children and Technology;* Association of Educational Communications and Technology, Division of Distance Learning.

Schmidt, M., **Glaser, N.**, Beck, D., & Schmidt, C. (2019). Immersive Learning Research Network 2019 Best Paper Award 1st Place for *Formative design and evaluation of an immersive learning intervention for adults with autism: Design and research implications.*

Glaser, N., (2019). Early Career Symposium; The Research & Theory Division of AECT Convention, Las Vegas, Nevada.

2018 Special Jury Prize *Virtuoso;* University of Cincinnati Digital Media Collaborative, Third Annual Cinematic Arts and Media Showcase.

Glaser, N., Schmidt, M., Wade, S. L., Modi, A. C., Smith, A. W., & Turnier, L. (2017). Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project *Epilepsy Journey;* Association of Educational Communications and Technology, Division of Distance Learning.

Glaser, N. (2019). Scholarship Award; College of Education, Criminal Justice, and Human, University of Cincinnati

Glaser, N. (2014). Graduate Incentive Award; University of Cincinnati

Courses Taught

University of Cincinnati

Course Number	Course Name	Semester
IDT 7170/IDT 4170	Mobile Learning (3 credits)	Spring 2019
IDT 7150*	Educational Game Design (3 credits)	Fall 2018
CI 1001	Educational Technology (3 credits)	Fall 2018
CI 1001	Educational Technology (3 credits)	Spring 2018
CI 1001	Educational Technology (3 credits)	Fall 2017

***** Teacher's Assistant

Turpin High School

Remedial	Intro to Geometry	Spring 2015

Curriculum Development

2020-2021 Neurolearning and STEM Curriculum BrainWaves

- Assisted with transitioning face-to-face curriculum to remote in response to COVID-19
- Developed a 3D virtual learning environment that works on desktop and mobile devices for students to participate in an end of year science fair experience

2018-2019 STEAM Curriculum: Digital Playscape

- Developed a play-centered STEAM curriculum for technology playscape that was funded through a grant I won from People's Liberty.
- Implemented gamification techniques to draw visitors in and to facilitate engagement across the different stations of the playscape.
- Included programming activities, makerspaces, virtual reality labs,

game-based learning, and other immersive learning opportunities.

2015 ECE 3015 Children's Literature: University of Cincinnati
- Developed a new curriculum that aligned instructional materials and assessments with the stated educational outcomes.
- Repositioned the course within the frame of a community of practice and designed assignments that were more authentic to the needs and experiences of the learners.

Courseware, Computer Software, and Digital Production

VR Classroom [Computer software]. © 2021, Educational Psychology Department, University of Connecticut

Epilepsy Adherence in Children and Technology (eACT) [eHealth courseware]. © 2018, Cincinnati Children's Hospital Medical Center.
This software was awarded the 2019 2nd place standing for the Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project from the Association of Educational and Communications Technology.

BEAT [eHealth courseware]. © 2019, Cincinnati Children's Hospital Medical Center.

Schmidt, M., **Glaser, N.,** & Palmer, H. *Virtuoso, An Immersive, Digital Game-based Learning Environment for Teaching Life Skills to Young Adults with Autism Spectrum Disorders* [Computer software]. © 2017, GNU General Public License v. 2.0.

Modi, A. C., Schmidt, M., Smith, A. W., Turnier, L., **Glaser, N.** & Wade, S. L. *Epilepsy Journey, A Problem-Solving Journey to Mastering Executive Functioning* [eHealth courseware]. © 2016, Cincinnati Children's Hospital Medical Center.
https://epilepsy-journey.org

This software was awarded the Crystal Award recognizing the innovative and outstanding multimedia-based distance learning project from the Association of Educational and Communications Technology. It was also honored by being showcased at the Design & Development Showcase of the 2017 International Convention of the Association of Educational and Communications Technology.

Glaser, N. *Layton vs Wright Pokemon Spoof | Professor Layton vs. Phoenix Wright: Ace Attorney* [Promotional Content Commissioned by Nintendo of America]. © 2014, Nintendo of America.
https://www.youtube.com/watch?v=SdkMz0AwwDc

Glaser, N. *GameSnap: Image Recognition Videogame Walkthrough Software* [Android Application]. 2013.

Memberships

International Society of the Learning Sciences	2021-Current
Association for Educational Communication and Technology	2017-Current
Student Organization for Action Research (SOAR)	2015-2017
The Graduate Association for Teaching Enhancement (GATE)	2015-2017

Professional Development

Community for Advancing the Development of Research in Education Postdoc Professional Growth Opportunity	2021
IBM Applied Artificial Intelligence Professional Certificate	2021
AI Foundations for Everyone Specialization	2021
Unity Learn: Artificial Intelligence for Beginners	2020
University of Connecticut: Grant Writing Webinar – Essentials of Competitive Proposals	2020
AECT Workshop: A primer on the application of meta-analysis to educational technology research: Examples using open-source software	2020
AECT Workshop: User Experience Methods for Evaluating and Improving Learning Experience with Technologies	2020
AECT's Research and Theory Division Early Career Symposium	2019
Applying the Quality Matters Rubric Workshop at the University of Cincinnati	2015

Service

Service to the Profession

2021	Grant Reviewer	National Science Foundation: Research on Emerging Technologies for Teaching and Learning
2021	Reviewer	*Educational Technology Research and Development*
2021	Conference Proposal Reviewer	Association for Educational and Communications Technology: Design and Development, Distance Learning, Organizational Training & Performance,

		Research & Theory, & Design and Development Showcase
2020-2021	Board Associate	Association for Educational and Communications Technology: Design and Development Division
2021	Reviewer	Provided peer review for the Editorial Assistant of Education Routledge for a proposed book on Instructional Design
2020	Mentor	Association for Educational and Communications Technology: Mentor Program
2020	Volunteer	Association for Educational and Communications Technology
2020	Reviewer	*Journal of Enabling Technologies*
2020	Conference Proposal Reviewer	*EAI ArtsIT 2020* Virtual Conference
2020-Current	Reviewer	*Virtual Reality*
2017-Current	Reviewer	*Journal of Formative Design in Learning*
2020	Conference Proposal Reviewer	Association for Educational and Communications Technology: Summer Research Symposium
2020	Conference Proposal Reviewer	Association for Educational and Communications Technology: Design and Development, Distance Learning, & Design and Development Showcase
2020	Conference Proposal Reviewer	Immersive Learning Research Network
2019-2020	Chair Member of the	Immersive Learning Research Network's Inclusion, Diversity, Equity, Access and Social justice house
2019-2020	Social Media Contributor	AECT Graduate Student Association
2019	Contributed to	AECT Summer Research Panel
2019	Facilitated	AECT Intern Program Panel
2019	Conference Proposal Reviewer	Association for Educational and Communications Technology: Design and Development & Systems

		Thinking and Change
2018	Reviewer	Designers for Learning Modules Evaluation
2018	Reviewer	*Journal of Educational Computing Research*
2018	Speaker	University of Cincinnati (CECH) Power Friday
2018	Conference Proposal Reviewer	Association for Educational and Communications Technology, Division of Emerging Learning Technologies (DELT)

Service to the University

2020	Moderator	Curriculum & Instruction Masters Project Presentations in University of Cincinnati School of Education
2019-2020	Mentor	Graduate Student Mentor Program for the University of Cincinnati School of Education
2019	Presenter	Instructional Design and Technology Red and Black TIE Event
2017	Presenter	Instructional Design and Technology Red and Black TIE Event
2016	Presenter	Instructional Design and Technology Red and Black TIE Event
2016	Moderator	Curriculum & Instruction Masters Project Presentations in University of Cincinnati School of Education

Community Service

2018	Campus Promoter	Staring Slavery in the Face: In Libya & Beyond
2017	Activity Planner and Volunteer	Breakthrough Cincinnati Library STEAM Event
2016-2017	Mentor	Cincinnati Youth Collaborative
	Curriculum Designer	Breakthrough Cincinnati

2016	and STEM Assistant	
2015	Volunteer	Price Hill Children's Health Fair
2014	Volunteer	Faces Without Places
2014	Managed an online fundraising program	Canines for Kids