

Barbara Z. Johnson

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EDUCATION

University of Minnesota – Duluth, Duluth, Minnesota

Ed.D. – Teaching and Learning – presently enrolled
Advisor: Dr. Mary Hermes

University of Wisconsin – Madison, Madison, Wisconsin

Doctoral Credits in Curriculum and Instruction (Education and Communication
Technology concentration)- 2006

University of Minnesota – Duluth, Duluth, Minnesota

Master of Education – 2005

Concentration in Adult and Distance Education

Thesis: Web Course Delivery Workshop: A Curriculum to Develop Faculty
Skills in Online Teaching (with Bruce D. Reeves)

Bachelor of Science, Computer Science, *cum laude* – 1992

Minor in Mathematics

Received Departmental Award for Outstanding Service

St. Olaf College – Northfield, Minnesota

Bachelor of Arts, Philosophy – 1982

Professional Development

- AERA 2007, 2008, 2009
- Second Life Community Convention 2007, 2008
- Games, Learning, and Society 2006, 2007, 2008
- Adult Education Principles, Capella University
- EDUCAUSE 2003
- Effective Team Leadership
- Creative Training Techniques
- How to Manage Multiple Projects, Meet Deadlines and Achieve Objectives
- Training the Trainer
- Positive Employee Relations Practices Program

PROFESSIONAL EXPERIENCE

UNIVERSITY OF MINNESOTA – DULUTH, Duluth, Minnesota

Graduate Teaching Assistant – Master of Education Program

2008 – present

Project Assistant – Science Inquiry Teaching K-12 grant

2008 - present

Academic Technologist – Education Department

2008 - present

- Project Assistant – Center for Rural Policy Development grant** 2008 – 2009
- Teach Introduction to Research Methods (Master's level)
 - Program evaluation assistance including data gathering, data analysis, and report writing
 - Research assistance including field data gathering, data analysis, and report writing
 - Develop and maintain departmental website
 - Assist faculty in integrating technology tools with effective pedagogy both in the classroom and in online courses

UNIVERSITY OF WISCONSIN - MADISON, Madison, Wisconsin

Project Assistant – Tech Savvy Girls Program 2006 – 2009

Project Assistant – MMOs 2006 – 2007

- Research on IT Fluency skills gained by middle and high school girls through use, content creation and modification of commercial games and virtual worlds such as Second Life
- Research on computational literacy gained through playing and modification of multiplayer online games such as World of Warcraft

UNIVERSITY OF MINNESOTA – DULUTH, Duluth, Minnesota

Consultant, CEHSP 2005 - 2006

- Taught Academic Writing (Independent Study)
- Wrote grants for expansion of the Education Department's Native American teaching cohorts
- Consulted on revision of Continuing Education's Website
- Edited professional papers for Education faculty members

Guest Lecturer, Education and Communications Departments 2000- 2006

- Using Second Life in Formal and Informal Learning Environments
- Dreamweaver Quickstart for Daycare Providers
- Recording Classroom Observations with FileMaker Pro Database
- The Internet and its Impact on Communications
- Graduate Teaching Assistant Teach-back Sessions
- Academic Writing (Undergraduate and Graduate)
- Technology in Research (Graduate)
 - E-Databases, e-journals, RefWorks, using Word's "Track Changes" feature
- Gekinoo'imaagejig
 - Preparation for PPST examinations in Writing and Mathematics

Information Technology Developer 2000 - 2005

- Team Leader of Faculty Technology Team
- Project manager on eGradebook program development
- Researched and consulted on adoption and use of emerging technologies for educational use
- Developed and conducted workshops and wrote online tutorials for software packages
- Worked with teams to create software solutions to support educational

- objectives
- Developed custom programs for faculty to support learning objectives
- Developed and conducted workshops on effective use of educational technology
- Tech Camp and Advanced Tech Camp: intensive “boot-camp” style workshops lasting 5 to 7 days, offered between semesters
 - Consulted with faculty to develop technology-enhanced class as their workshop project
 - Mentored faculty in acquiring skills necessary to create and implement technology-enhanced courses
 - Developed and presented workshop modules on software programs and teaching methods to take creative advantage of available software
- Technophytes: a one-on-one mentoring program that included occasional group sessions and mini-training opportunities selected by the faculty learners
 - Consulted with faculty to develop and implement technology-enhanced class as their workshop project. Mentoring relationships lasted for at least one year
 - Mentored faculty in acquiring skills necessary to create and implement technology-enhanced courses
 - Developed and presented short training sessions regarding emerging and established devices and programs of use in the lab or classroom
- Educational Technology Special Interest Group
 - Weekly drop-in sessions held in a computer lab to encourage faculty to network with one another and seek help in adopting new software or computational devices for educational purposes
- Developed and Conducted Faculty Professional Development Workshops:
 - Copyright (online faculty workshop)
 - Contribute
 - Dreamweaver Basics
 - eGradebook
 - Faculty Web Tools
 - Gradekeeper
 - iPAQ Impact (with LeAnne Rutherford)
 - PageMill
 - PowerPoint (Beginning and Intermediate)
 - Web Accessibility (online course with Laura Carlson and Bruce Reeves)
 - Web Course Delivery Workshop
 - Web Crossing

FIRST UNITARIAN CHURCH, Duluth, Minnesota

1998 – 2000

Director of Religious Education

- Recruited, trained, and supervised teachers
- Supervised the Sunday nursery

- Weekly children's chapel

BANKERS SYSTEMS, INC., St. Cloud, Minnesota 1994 – 1997

Business Analyst & Team Leader

Customer Specialist - Training

- Led programming and design team of seven people
- Trained software instructors and customer support specialists
- Led beta-testing teams on-site and in-house
- Trained users of proprietary banking software on-site and in-house

AMERICAN LINEN SUPPLY, St. Cloud, Minnesota 1994

Computer Specialist

- Conducted beta testing of customer and order processing database
- System administrator for Novell network

SIMPLIFIED SOFTWARE SYSTEMS, St. Cloud, Minnesota 1993

Software Trainer

- Provided telephone support for a variety of software packages
- Designed, wrote and conducted courses on a variety of software packages

MAN-GILL CHEMICAL, St. Paul, Minnesota 1987

Customer Service Manager

- Managed national in-bound order and customer support department

ECONOMIC LABORATORY, St. Paul, Minnesota 1984 - 1986

Customer Service Representative

- Subject matter expert in development, testing and implementation of computerized order processing and tracking program

ST. OLAF COLLEGE, Northfield, Minnesota 1980 – 1982

Undergraduate Teaching Assistant, Classics and Philosophy Departments

- Gave lectures, conducted practice sessions and graded tests for freshman Ancient Greek courses
- Graded papers for introductory philosophy courses

SERVICE ACTIVITIES

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|---|------------------|
| Member, Student Behavior Judiciary Council, UMD | 2008 - 2009 |
| Member, Board of Directors, Duluth Festival Opera | 2008 - 2009 |
| Reviewer, AERA Annual Meeting | 2008, 2009 |
| Columnist, Joystick 101.org | 2007 – 2008 |
| Webmaster, Tech Savvy Girls | 2007 – 2008 |
| Conference Committee, Games, Learning and Society Conference | 2007 |
| Columnist, Metaverse Messenger (Second Life) | 2005 |
| Webmaster, Hartley Nature Center | 2005 |
| Professional Staff Committee (University of Minnesota – Duluth) | 2004 – 2005 |
| Co-Chair, TECHFEST (University of Minnesota – Duluth) | 2003, 2004, 2005 |
| Career Mentoring, St. Olaf College | 1986 |

REFEREED JOURNAL ARTICLES

Steinkuehler, C., & Johnson, B. Z. (2009). Computational literacy in online games: The social life of a mod. *International Journal of Gaming & Computer Mediated Simulations*, 1(1).

CONFERENCE PAPERS AND PRESENTATIONS

Johnson, B. Z. (2009). *Virtual Economies as Financial Literacy Sandboxes: Case Studies in Second Life and Gaia Online*. Paper presented at the AERA Annual Meeting.

Hayes, E., Johnson, B. Z., Lammers, J. C., & Lee, Y. (2009). *Taking the SIMS Seriously: Play, Identity, and Girls' IT Learning*. Paper presented at the AERA Annual Meeting.

King, E., Hayes, E., & Johnson, B. Z. (2008). *The Sims Resource: Women developing IT skills in a most unlikely place*. Paper presented at the 27th Midwest Research to Practice Conference.

Johnson, B. Z., King, E., & Yucel, I. (2008). *User-Created Content And Program-Modification In Video Games And Virtual Worlds*. Presentation at Meaningful Play 2008, E. Lansing, MI.

Johnson, B. Z., King, E., & Hayes, E. (2008, September 5 - 7). *Sims to Teen Second Life: Transition of the SimSavvy Girls to Tech Savvy Isle*. Paper presented at the Second Life Education Community Convention, Tampa, FL.

Hayes, E., King, E., & Johnson, B. Z. (2008). *The Sims as a Starting Point for Girls' IT Fluency* Paper presented at the AERA Annual Meeting.

Johnson, B. Z., & King, E. (2007). *Tech Savvy Girls Afterschool Program*. Paper presented at the Second Life Community Convention.

Hayes, E., King, E., & Johnson, B. Z. (2007). *SimSavvy Girls: Not Just Playing with Dolls*. Presentation at the Games+Learning+Society 3.0, Madison, WI

Lawley, E., Lawley, L., Johnson, B. Z., & Johnson, A. (2007). *Families Who Game Together ...* Presentation at the Games+Learning+Society 3.0., Madison, WI.

Steinkuehler, C., Duncan, S., Simkins, D., Johnson, B. Z., & King, E. (2007). *Science Literacy in Virtual Worlds*. Paper presented at the Games+Learning+Society 3.0, Madison, WI.

LEADERSHIP IN MMOGs

Brotherhood of the Stag Guild, *World of Warcraft*
Blue Group and Jedi Council, *Temple of the Jedi*

2006 – present
2000 - present

AWARDS

Fellowship – UMD Education Department

2007 – 2008

Outstanding Service Award, University of Minnesota Duluth

2002

MEMBERSHIPS

American Educational Research Association

American Society for Training and Development

Association for Computing Machinery

References Furnished Upon Request