Hillary Gould

hgould@missouri.edu

EDUCATION

PhD in Information Science & Learning Technologies   **Expected 2025**
Graduate Certificate in Serious Games & Simulation Design   **2022**
University of Missouri | Columbia, Missouri

Master of Science in Learning Technologies & Design: Online Education   **2021**
Graduate Certificate in College Teaching
University of Missouri | Columbia, Missouri

Bachelor of Science in Industrial Engineering   **2012**
Emphasis: Logistics
University of Arkansas | Fayetteville, Arkansas

PUBLICATIONS

Gould, H., von Gillern, S., Korona, M., & Haywood, A. (under review). ELA and Social Studies Teachers' Perspectives on the Importance of Media Literacy for Student Learning. *Journal of Media Literacy Education.*

von Gillern, S., Korona, M., Wright, W., **Gould, H.**, & Haskey-Valerius, B. (under review). Media Literacy, Digital Citizenship and Their Relationship: Perspectives of Preservice Teachers. *Teaching and Teacher Education.*

von Gillern, S., **Gould, H.**, Gannon, M., & Haskey-Valerius, B. (under review). Digital Citizenship and Its Relevance for Literacy Education: Perspectives of Preservice Teachers. *Australian Journal of Language and Literacy*.

Oprean, D., **Gould, H.**, Riedel, N., & Larsen, S. (2023). Collect that Coin: Efficacy Testing of Platformer Game Mechanics with Adult Learners. In *European Conference on Games Based Learning* (Vol. 17, No. 1, pp. 459-466). Enschede, Netherlands. https://doi.org/10.34190/ecgbl.17.1.1589

Gould, H., Mahapatra, S., & von Gillern, S. (2023). Pre-service Teacher's Perspectives on the Importance of Media Literacy. In *Society for Information Technology & Teacher Education International Conference* (pp. 1509-1516). New Orleans, LA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/p/222024/

von Gillern, S., LaMear, R., LaMear, P., & **Gould, H.** (2023). The Literacy Practices of Elementary Students Creating Video Game Reviews. In *Society for Information Technology & Teacher Education International Conference* (pp. 574-580). New

Orleans, LA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/p/221912/

von Gillern, S., Decker, J., & **Gould, H.** (2023). Preservice Elementary Teachers and Digital Citizenship: A Survey of Their Activities and Perspectives. In *Society for Information Technology & Teacher Education International Conference* (pp. 1493-1500). New Orleans, LA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/p/222022/

von Gillern, S., **Gould, H.**, & Urban, A. (2023). Video games in the elementary English language arts classroom: An examination of how gaming activities can support learning. In Gibson, D.C. & Ochoa, M.N. (Ed.) *Research Highlights in Technology and Teacher Education 2022* (pp. 41-46). AACE2022. https://www.learntechlib.org/p/221749/.

von Gillern, S., Stufft, C., & **Gould, H.** (2023). An examination of preservice teachers' attitudes on game-based learning. In Gibson, D.C. & Ochoa, M.N. (Ed.) *Research Highlights in Technology and Teacher Education 2022* (pp. 47-54). AACE2022. https://www.learntechlib.org/p/221749/.

von Gillern, S., Nash, B., Stufft, C, & **Gould, H.** (2022). Literacy Educators' Attitudes on Video Games and Learning. In *European Conference on Games Based Learning 16*(1), 793-802. https://doi.org/10.34190/ecgbl.16.1.860

Gould, H. & von Gillern, S. (2022). Video Games in the English Language Arts Classroom: Strengths and Concerns According to Preservice Teachers. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 514-519). San Diego, CA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/220771/

Haskey-Valerius, B., **Gould, H.** & von Gillern, S. (2022). Preservice Teachers' Conceptualizations of Media Literacy, Digital Citizenship, and their Relationship. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 1378-1383). San Diego, CA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/220897/

von Gillern, S., **Gould, H.** & Haskey-Valerius, B. (2022). Preservice Teachers' Perspectives on Digital Citizenship and its Relevance for English Language Arts Education. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 1391-1395). San Diego, CA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/220898/

von Gillern, S., **Gould, H.** & Urban, A. (2022). Video Games in the Elementary English Language Arts Classroom: An Examination of How Gaming Activities Can Support Learning. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 545-550). San Diego, CA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/220776/

von Gillern, S., Stufft, C. & **Gould, H.** (2022). An Examination of Preservice Teachers' Attitudes on Game-based Learning. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 533-538). San Diego, CA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/220774/

von Gillern, S., Xu, X., Stufft, C. & **Gould, H.** (2022). Preservice Teachers' Experiences with and Attitudes about Video Games. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 539-544). San Diego, CA, United States: Association for the Advancement of Computing in Education (AACE). https://www.learntechlib.org/primary/p/220775/

PRESENTATIONS

Gould, H., Santos, D., Kohlburn, J. & Oprean, D. (2023, October 16-19). *Getting to the <3 of Things: How Game Feedback Enables Failure for Learning* [Conference presentation]. Association for Educational Communications and Technology 2023 Conference, Orlando, FL, United States.

Oprean, D., Santos, D., **Gould, H.**, Speir, E., du Plessis, R., & Jacquet, S. (2023, October 16-19). *It's All in the Design – the Learning Design: Comparing Active Learning Affordances within VLEs* [Conference presentation]. Association for Educational Communications and Technology 2023 Conference, Orlando, FL, United States.

Oprean, D., **Gould, H.**, Riedel, N., & Larsen, S. (2023, October 5-6). *Collect that Coin: Efficacy Testing of Platformer Game Mechanics with Adult Learners* [Conference presentation]. European Conference on Games-Based Learning, Enschede, Netherlands.

Gould, H., Mahapatra, S.C., & von Gillern, S. (2023, March 13-16). *Preservice Teachers' Perspectives on the Importance of Media Literacy* [Conference presentation]. Society for Information Technology in Teacher Education 2023 Conference, New Orleans, LA, United States.

von Gillern, S., LaMear, R., LaMear, P., & **Gould, H.** (2023, March 13-16). *The Literacy Practices of Elementary Students Creating Video Game Reviews* [Conference presentation]. Society for Information Technology in Teacher Education 2023 Conference, New Orleans, LA, United States.

von Gillern, S., Decker, J. & **Gould, H.** (2023, March 13-16). *Preservice elementary teachers and digital citizenship: A survey of their activities and perspectives* [Conference presentation]. Society for Information Technology in Teacher Education 2023 Conference, New Orleans, LA, United States.

von Gillern, S., **Gould, H.,** & Haskey-Valerius, B. (2022, November 29-December 3). *Digital citizenship and its relevance for English language arts education: Perspectives of preservice teachers* [Conference presentation]. Literacy Research Association 2022 Conference, Phoenix, AZ, United States.

von Gillern, S. & **Gould, H.** (2022, October 6-7). *A Systematic Review of Video Game Research in Literacy Journals* [Conference presentation]. 2022 European Conference on Game-Based Learning, Lisbon, Portugal.

von Gillern, S., Nash, B., Stufft, C, & **Gould, H.** (2022, October 6-7). *Literacy Educators' Attitudes on Video Games and Learning* [Conference presentation]. 2022 European Conference on Game-Based Learning, Lisbon, Portugal.

von Gillern, S., **Gould, H.**, & Nash, B. (2022, July 14-17). *Video games in literacy journals: A systematic review* [Conference presentation]. The 2022 European Conference on Education, London, England.

von Gillern, S. Nash, B., & **Gould, H.** (2022, July 4-6). *A Systematic Review of Research on Video Games in Literacy Journals* [Conference presentation]. 2022 European Conference on Literacy, Dublin, Ireland.

von Gillern, S., Haskey-Valerius, B., & **Gould, H.** (2022, July 4-6). *Digital Citizenship and Literacy Education: Perspectives of Preservice Teachers* [Conference presentation]. 2022 European Conference on Literacy, Dublin, Ireland.

von Gillern, S., Stufft, C., & **Gould, H.** (2022, April 11-15). *An examination of preservice teachers' attitudes on game-based learning* [Conference presentation]. Society for Information Technology in Teacher Education 2022 Conference, San Diego, CA, United States.

Gould, H. & von Gillern, S. (2022, April 11-15). *Video Games in the English language arts classroom: Strengths and concerns according to preservice teachers* [Conference presentation]. Society for Information Technology in Teacher Education 2022 Conference, San Diego, CA, United States.

von Gillern, S. Xu, X., Stufft, C., and **Gould, H.** (2022, April 11-15). *Preservice teachers' experiences with and attitudes about video games* [Conference presentation]. Society for Information Technology in Teacher Education 2022 Conference, San Diego, CA, United States.

Haskey-Valerius, B., **Gould, H.**, & von Gillern, S. (2022, April 11-15). *Preservice teachers' conceptualizations of media literacy, digital citizenship, and their relationship* [Conference presentation]. Society for Information Technology in Teacher Education 2022 Conference, San Diego, CA, United States.

von Gillern, S., **Gould, H.**, & Urban, A. (2022, April 11-15). *Video games in the elementary English language arts classroom: An examination of how gaming activities can support learning* [Conference presentation]. Society for Information Technology in Teacher Education 2022 Conference, San Diego, CA, United States.

von Gillern, S., **Gould, H.**, & Haskey-Valerius, B. (2022, April 11-15). *Preservice teachers' perspectives on digital citizenship & its relevance for English language arts education* [Conference presentation]. Society for Information Technology in Teacher Education 2022 Conference, San Diego, CA, United States.

TEACHING EXPERIENCE

Construct 3 Presentation   **2023**
University of Missouri | Columbia, Missouri
- Presentation on adding scoring using Construct 3 in the context of Designing Games for Learning Course with Q&A for students

Decode & Conquer II: MAXQDA   **2023**
Teaching for Learning Center | University of Missouri | Columbia, Missouri
- Participants were guided through the process of using MAXQDA for their qualitative data coding needs.

Interactive Storytelling Using Twine   **2023**
Teaching for Learning Center | University of Missouri | Columbia, Missouri
- Participants were guided through the process of creating a short digital narrative game using Twine, a popular interactive digital storytelling tool. Participants learned about the benefits of interactive storytelling and how to initiate the creation of a digital narrative game through the tutorial. They also brainstormed ways to incorporate interactive digital storytelling into their courses, including how AI can assist in the creation of the digital narrative.

Are You Game? Integrating Digital Game-Based Learning into Your Courses   **2023**
Teaching for Learning Center | University of Missouri | Columbia, Missouri
- Workshop Description: Digital game-based learning is not as intimidating as it seems. In this session, we will equip you with the tools to design your own digital narrative or platformer game! We'll also give a short overview of other tools you may wish to utilize for other types of digital games.

Construct 3 Presentation   **2022**
University of Missouri | Columbia, Missouri

- Presentation on adding scoring using Construct 3 in the context of Designing Games for Learning Course with Q&A for students

Course Redesign   2022
University of Missouri | Columbia, Missouri
- Redesign of existing graduate summer course module on utilizing virtual reality learning environments (VRLE)

Foundations of Heartfelt Leadership   2020 – 2021
AHA University | Remote
- Mastered aspects of Instructional Design for Online Learning and Teaching Online courses including Capstone Project for AHA University creating an online course from scratch for fourth-year medical students

Excel Tips and Tricks Workshop   2020
University of Missouri | Columbia, Missouri
- Presented workshop over Zoom for a large number of participants during the 2020 Refresh & Reconnect Staff Development Seminars

RESEARCH EXPERIENCE

Research Assistant   2023 - 2024
Adroit Studios | Columbia, MO
- Managing the development of a digital serious game for an undergraduate American Government course, conducting user testing on current Adroit Studio demos, and researching implementation of serious games in classrooms

Research Assistant   2022 - 2023
Adroit Studios & Dr. Tori Mondelli | Columbia, MO
- Implementing game-based learning in the undergraduate American Government course, designing a digital serious game for the course, and conducting events at the Teaching for Learning Center to support University of Missouri educators

Research Assistant   2021 - 2023
Dr. Sam von Gillern | Columbia, MO
- Researching current representation of digital games for learning outcomes in literacy education conferences and literacy education journals as well as preservice teacher perspectives on digital citizenship, media literacy, and utilizing digital games for learning in their future classrooms

Research Assistant   2021 - 2022
Dr. Xinhao Xu | Columbia, MO
- Researching potential applications of virtual reality learning environments (VRLE) across various educational opportunities

SERVICE

SITE – The Society for Information Technology & Teacher Education   **2023 - 2025**
SITE | AACE | Waynesville, North Carolina
- Co-Chair for Serious Games & Simulations Special Interest Group (SIG)

Missouri Chapter Association for Information Science & Technology   **2022 - 2023**
SISLT | CEHD | University of Missouri | Columbia, Missouri
- President of the student chapter of ASIS&T serving the graduate students of the School of Information Science and Learning Technologies within the College of Education & Human Development by hosting colloquium & social events
- The Association for Information Science and Technology (ASIS&T) is a professional organization that advances the information sciences and similar applications of information technology

Penny University Student Organization   **2022 - 2023**
SISLT | CEHD | University of Missouri | Columbia, Missouri
- Vice President of student organization serving the graduate students of the School of Information Science and Learning Technologies within the College of Education & Human Development by hosting colloquium & social events
- Penny University's purpose is to provide a space for SISLT doctoral student formal and informal interaction in both virtual and physical environments

Graduate Student Advisory Council   **2020 - 2022**
CEHD | University of Missouri | Columbia, Missouri
- Representative serving the graduate students of the School of Information Science and Learning Technologies within the College of Education & Human Development to bring forth any concerns or challenges

PROFESSIONAL MEMBERSHIPS

Association for Educational Communications and Technology
Society for Information Technology and Teacher Education
The International Academic Forum

TECHNICAL SKILLS

- Microsoft Office (Word, Excel, PowerPoint, Access), Visual Basic
- Canvas LMS, VRLE design using OpenSim & Mozilla Hubs
- Educational Game Design & Development using G Develop, Unity, Twine, & Construct 3
- MAXQDA and NVivo qualitative data analysis software