

Matthew Gaydos

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Education

- Ph.D.** in Curriculum and Instruction, Dec 2013
University of Wisconsin – Madison, WI, USA
“Design-Based Research and Video Game Based Learning: Developing the Educational Video Game *Citizen Science*”
- Masters** in Educational Psychology, December 2010
University of Wisconsin – Madison, WI, USA
“Rhythm Games and Learning: An interdisciplinary approach”
- B.S.** in Psychology with Honors, May 2007
Pennsylvania State University, University Park, PA.
“Analyzing Preparatory Actions in a Continuous Movement Task”
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Refereed Journal Publications

- Gaydos, M. (2015). Seriously Considering Design in Educational Games. *Educational Researcher* December 2015 44: 478-483.
- Corredor, J., Gaydos, M., Squire, K. (2013). Seeing Change in Time: Video Games to Teach about Temporal Change in Scientific Phenomena. *Journal of Science Education and Technology*, 1-20.
- Squire, K. and Gaydos, M. (2013). From Egypt to Wisconsin: Tactical Innovation with Digital Media. *Critical Studies in Education*. 54 (1). 57-71.
- Gaydos M.J. & Squire, K (2012). Role Playing Games for Scientific Citizenship. *Cultural Studies of Science Education*. pp. 1-24. Retrieved 7/29/12 from <<http://www.springerlink.com/content/a745105674046670/>>.
- Rosenbaum, D.A. & Gaydos, M.J. (2008). A Method for Obtaining Psychophysical Estimates of Movement Costs. *Journal of Motor Behavior*. 40(1) 11-17.
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Refereed Conference Proceedings, Presentations, & Posters

- Gaydos M. (2016). Developing a Geography Game for Singapore Classrooms. To be published in the *Proceedings of the 12th International Conference for the Learning Sciences*, Singapore.
- Gaydos, M. (2016). On the design of an educational card game for middle school geography education. Poster presented at the *American Education Research Association Conference*, Washington, D.C.
- Gaydos, M., Neo, W. L., & Jan, M. F. (2016). Re-conceptualizing teacher professional development: Game-based learning for 21st century competencies. Poster presented at the *American Education Research Association Conference*, Washington, D.C.
- Gaydos, M. & Jan, M.F. (2015). Design in Game-Based Learning. *Proceedings of the 11th International Conference on Computer Supported Collaborative Learning*. Gothenburg, Sweden.
- Jan, M. F. & Gaydos, M. (2015). Understanding Collaborative Problem Solving Skills with a Card Game. *The Seventh IAFOR Asian Conference on Education*. Kobe, Japan.
- Gaydos, M., Neo, W. L., & Jan, M. F. (2015). From content to context mastery: Developing a professional development model for game-based learning of 21st century competencies.
- Jan, M.F. & Gaydos, M. (2015). Understanding Collaborative Problem Solving Skills with a Card Game. Presented at the Asian Conference on Society, Education, and Technology.
- Gaydos M. & Barany, A.M., Squire, K. (2013). Interest in Citizen Science. Presented at Games Learning & Society Conference, Madison, WI
- Barany, A.M., & Gaydos, M., (2012). Interest in the Game Citizen Science. Presented at Meaningful Play, East Lansing, MI.

- Gaydos, M., & Squire, K., & Devane, B., (2012). Citizen Science. Presented at the American Education Researchers Association Conference. Vancouver, BC.
- Vee, A. D., Roberts, S., Squire, K., Gaydos, M. (2011). Cheeseheads Rise up!: Social Media and/as Resistance in Wisconsin. Presented at the Association of Internet Researchers, Seattle, WA
- Gaydos M., & Squire, K., (2011, April). Validating Embedded Assessment Strategies in Game-Based Learning Environments: An Expert-Novice Study. Paper presented at the American Education Researchers Association, New Orleans, LA.
- Gaydos M., Harris K., Martinez R., (2011, June). Game jams: Designing design spaces. Paper presented at the Games Learning & Society conference, Madison, WI.
- Patterson N., Corredor J., Gaydos M., (2011, June). Virulent! – Bringing Content from Experts to Players. Paper presented at the Games Learning & Society conference, Madison, WI.
- Martinez R., Gaydos M. (2011, June) Shooting at Myself: Cultural Representations in FPS Games and Societal Implications. Poster presented at the Games Learning & Society conference, Madison, WI.
- Gaydos M., Chapin J., (2011, June). From No Russians to Gold Rush: Making Sense of the Shooter. Poster presented at the Games Learning & Society conference, Madison, WI.
- Gaydos M., Squire K., (2011). Critical Game Design. Poster presentation at the Games Learning & Society conference, Madison, WI.
- Devane B., Harris K., Gaydos M., Patterson N., Carroll M., Squire K. (2011). How to Scrum Workshop: Using agile development for learning games. Presentation at the Games Learning & Society conference, Madison, WI.
- Gaydos M.J. & Squire K., (2010) Citizen Science. Presentation in the symposium Games Research 2.0: Assessing Learning in and Around Educational Games and Virtual Worlds. American Education Research Association. Denver, CO.
- Gaydos M.J. (2010). Rhythm Games and Learning. *Proceedings of the International Conference of the Learning Sciences*. Vol. 2. 451-452. Chicago, IL.
- Gaydos M.J. (2009). Pro or Noob: An expert novice study of *World of Warcraft* players. Roundtable presentation at the American Education Research Association Conference, San Diego, CA.
- Malaby, T., Wolfenstein, M., Norton, D., Polin, L., Lawley, L., Koester, J., & Gaydos, M.J., (2009). The Academic Guild: The Interdisciplinary Value of Ongoing Pwnage. Panel presentation at the Games Learning and Society Conference 5.0, Madison, WI.
- Harris, K., Gaydos, M., Martinez, R. (2009). “Rapid Game Prototyping”. Games Learning and Society Educator Symposium. Madison, WI.
- Nardi, B., Gaydos, M.J., Polin, L., & Malaby, T. (2009). A Conversation About Gender and Culture in World of Warcraft. Panel presentation at the Games Learning and Society Conference 5.0, Madison, WI.
- Peters, V., Slotta, J., Forte, A., Bruckman, A., Lee, J., Gaydos, M.J., Hoadley, C., Clarke, J. (2008). Learning and Research in the Web 2 Era: New Opportunities for Research. *Proceedings of the International Conference of the Learning Sciences*, Utrecht, NL.
- Duncan, S., Gaydos M.J. (2008). What It Means to Rock: A cognitive analysis of expertise in *Guitar Hero II*. Presentation at the Games Learning and Society Conference 4.0, Madison WI.

Non-refereed Book Chapters, Publications, and Presentations

- Gaydos, M., Squire, K. & Harris, S. (2016). Assessing Game Experiences. To be published in an *Educational Technology Special Issue*.
- Jan, M. F., & Gaydos, M. (2016). What is game-based learning? Past, Present and Future. To be published in an *Educational Technology Special Issue*.
- Squire, K., Gaydos, M., & Devane, B. (eds.) (2016). Educational Technology Special Issue on Games + Learning + Society.
- Corredor, J. & Gaydos, M. (2014). Language game: How Gaming Communities Shape Second-Language Literacy. In Gerber, H. & Abrams S. (Eds). *Bridging Literacies with Videogames*. Sense Publishers.

- Gaydos, M. (2014). Educational Video Games: Two Tools for Research and Development. Learning by Playing: Video Gaming in Education. In Blumberg, F. (Ed.) *Learning by playing: Video Gaming in Education*. Oxford University Press: Oxford, UK.
- Groff, J., Chisholm, A., Squire, K., Norton, D., Lynch, K., & Gaydos, M., (2012). "How do you know what you know?": An Assessment Working Group for learning games. Presented at Meaningful Play, East Lansing, MI.
- Gaydos, M. and Bauman, E.B. (2012). Assessing and Evaluating Learning and Teaching Effectiveness: Games, Sims, and Starcraft 2. In Bauman, E.B. (Ed) *Game-based Teaching and Simulation in Nursing & Healthcare*. New York, NY: Springer Publishing Company.
- Gaydos M.J. (2012) Celebrating Digital Learning Day. *Office of Science and Technology Policy Blog*. Retrieved 6/1/2012 from <http://www.whitehouse.gov/blog/2012/02/02/celebrating-digital-learning-day>
- Gaydos M.J. (2012) Using Video Games to Solve Problems, *Office of Science and Technology Policy Blog*. Retrieved 6/1/2012 from <http://www.whitehouse.gov/blog/2012/04/15/using-video-games-solve-problems>
- Gaydos M.J. & Squire, K (2010). Citizen Science: Designing a game for the 21st century. In *Interdisciplinary Models and Tools for Serious Games: Emerging Concepts and Future Directions*, Richard Van Eck, Editor. Hershey, PA: IGI Global.
- Mai M.T., Gaydos M.J., Thomas M. (2010). Asian Stereotyping in Video Games. Panel Presentation at GeekKon, Madison, WI.
- Gaydos, M.J., Harris, K., & Martinez, R. (2010). Game Jams: Designing Design Spaces. Teachers College Education Technology Conference, New York, NY.
- Harris, K., Gaydos, M.J., Martinez, R., Williams, C. (2010). Identity Development through Game Design. Teachers College Education Technology Conference, New York, NY.
- Martinez, R., Harris, K., & Gaydos, M.J. (2010). Precious Moments in the Global Game Jam. Teachers College Education Technology Conference, New York, NY.
- Gaydos M.J. (2006). Artificial Intelligence, Learning Science, and Video Games. Paper presented in partial fulfillment of the Summer Education Research Program, Madison WI.

Research Projects

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| 2015 – Present | Collaborator on “Signature Programmes in Humanities: The Historian’s Lab & Sustainability Learning Lab” (NRF2015 EDU001 IHL12; approx. 290,000 USD) |
| 2015 – Present | P.I. on “Game Development for Education” (OER MG 4/15; approx. 70,000 USD) |
| 2015 – 2016 | P.I. on “How do experienced learning designers differ from novice learning designers when they design for game-based learning?” (OER JMF 3/14; approx. 70,000 USD) |
| 2008-2013 | Lead graduate researcher on the <i>Citizen Science</i> project, responsible for game design, research, and publications |

Teaching and Professional Experience

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| 2013 | <i>Teaching Assistant</i> – Curriculum & Instruction 277 Video Games and Learning |
| 2013 | <i>Instructor</i> – Educational Psychology 301 Human Abilities & Learning |
| 2012-2013 | <i>Teaching Assistant</i> – Educational Psychology 795/796 Introduction to Learning Sciences |
| 2008-present | <i>Researcher</i> – Lead graduate researcher on the <i>Citizen Science</i> project, responsible for game design, research, and publications |
| 2012 | <i>Supervisor</i> – Hired and coordinated the work of five undergraduates and one graduate student as lab research assistants |
| 2012 | <i>Entrepreneur</i> – Wisconsin Entrepreneurial Boot Camp attendee, and co-founder of <i>Mu</i> , an educational video game company |

2012	<i>Policy Intern</i> – Office of Science and Technology Policy, Executive Office of the President of the United States of America; 1/12-4/12
2010	<i>Instructor</i> – Taught 3 week Video Game Design-Science course to under-served college-bound high school students
2010	<i>Teaching Assistant</i> - Educational Psychology 301, Human Abilities and Learning; 6/2010 – 7/2010

Game Production Experience

2013	<i>Breathe Daily</i> – A mindfulness meditation app. Consultant on design. (Apple & Android)
2011	<i>Progenitor X</i> – An educational game about stem cell science. Consultant on research/design.
2011	<i>Virulent</i> – An educational game about viruses. Contributor to music, sound and research. (Apple)
2009–present	<i>Citizen Science</i> –An educational game about Madison Wisconsin Lake Science. Lead Designer/Graduate Project Assistant; made in conjunction with Filament Games
2007	<i>Cosmos Chaos</i> – Un-credited; content editor

Professional Activities & Awards

2010-present	<i>Games Learning & Society</i> – Conference submission reviewer
2010	<i>Foundations of Digital Games</i> – Conference submission reviewer
2007–2011	<i>Games Learning & Society</i> – Facilities and technology conference committee member
2008–2010	<i>Mad Designers</i> – Co-founded a weekly game design group emphasizing rapid prototyping. With others, organize and run Madison’s Global Game Design Jam in 2009 and 2010
2010	<i>Scholar</i> - Fordham University’s Academic Lessons from Video Games Conference
2009	<i>Scholar</i> - New York Law School Graduate Student Symposium
2008	<i>Scholar</i> - International Game Developer’s Association <i>Game Developer’s Conference</i>

Analysis

M plus, R, Matlab, Excel

References

Available upon request