

CURRICULUM VITA

JACOB ENFIELD

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EDUCATION

Indiana University, Bloomington IN
PhD in Instructional Systems Technology
Minor: Interactive Media
Completed August 2012

California State University, Fullerton CA
MS in Educational Technology
Completed May 2007

Kansas State University, Manhattan KS
BS in Secondary Education
Focus areas: Mathematics and Computer Science
Completed May 2000

PROFESSIONAL EXPERIENCE

July 2019 – present	Associate Professor of Research George Mason University Department of Game Design; Fairfax VA campus Virginia Serious Game Institute; Manassas VA campus
July 2018 – June 2019	Computer Science Teacher Edmund Burke School, Washington DC
Aug 2017 – May 2018	Computer Science Teacher El Camino Real Charter High School, Woodland Hills CA
Aug 2012 – June 2017 <i>On leave of absence for 2017-18 academic year</i>	Assistant Professor of Multimedia Production Option Head 2014 – 2017, Promoted to Associate Professor in 2017 Department of Cinema and Television Arts California State University, Northridge CA
Jan 2008 – June 2012	Associate Instructor, Graduate Assistant Indiana University, Bloomington IN
Jan 2010 – Jan 2012	Instructional Designer, Programmer Edutainment Systems LLC
Jan 2009 - June 2009	Adjunct Instructor Ivy Tech Community College, Bloomington IN
Aug 2006 - July 2007	High School Mathematics Instructor Capistrano Valley USD, Mission Viejo CA
Feb 2002 - July 2006	Middle School Mathematics & Computer Science Instructor Newport-Mesa USD, Costa Mesa CA
July 2000 - Aug 2001	High School Computer Science Instructor Blue Valley USD, Stillwell KS

BOOK PUBLICATIONS

Enfield, J. (2016). *Mathematics of Game Development, A Collection of Applied Lessons*. CRC Press.

PEER-REVIEWED RESEARCH PUBLICATIONS

Enfield, J. (2016). The value of using an E-text in a flipped course. *Tech Trends*, 60(5), 449-455.

Enfield, J. (2015). Using an E-Text as the Instructional Resources of a Flipped Classroom: A Case Study. In *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2015* (pp. 1758-1764). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Enfield, J. & Dutta, P. (2015). Learning Algebra through Gaming: Vision and Early Prototype of a Game Suite that Supports Customized Learning. In *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2015* (pp. 577-580). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Enfield, J. (2013). Looking at the impact of the flipped classroom model of instruction on undergraduate multimedia students at CSUN. *Tech Trends*, 57(6) 14-27.

Kwon, S., Lara, M., & Enfield, J. (2013). Design and Evaluation of a Prompting Instrument to Support Learning within the DIFFUSION SIMULATION GAME. *Journal of Educational Technology Systems*. 41(3).

Enfield, J. (2012). Designing an Educational Game with Ten Steps to Complex Learning. (Doctoral Dissertation). Retrieved from ProQuest Dissertations and Theses. (Accession Order No. AAT 11808)

Enfield, J., Myers, R., Lara, M., & Frick, T. (2012). Innovation Diffusion: Assessment of strategies within the Diffusion Simulation Game. *Simulation & Gaming Journal*. 43(2), 188-214.

Ke, F., Yildirim, N., & Enfield, J. (2012) Exploring the design of game enjoyment through the perspectives of novice game developers. *International Journal of Gaming and Computer-Mediated Simulation*, 4 (4).

CREATIVE WORK

Creative Portfolio. jacobenfield.com

- Series of E-Texts
 - Enfield, J. (2019). 3D Game Development with Unity and C#.
 - Enfield, J. (2017). Web Development with HTML and CSS.
 - Enfield, J. (2015). An Introduction to Web-based Game Development with JS.

- Web-based interface for educational game suite
 - Enfield, J. (2019). Mental Math. » arithmetic.
 - Enfield, J. (2015). Song of Cibola. » solving equations.
 - Enfield, J. (2014). Pirate's Life. » plotting points on a coordinate plane
 - Enfield, J. (2013). Zombie Line Defense. » graphing lines on a coordinate plane

CONFERENCE PRESENTATIONS

Kane, S. & Enfield, J. (2024). *Serious Games & Applied Research Using Games*. Hashtag Con, Hashtag Gaming Arena, Herndon VA.

Enfield, J. (2016). *The Ins and Outs of Integrating Student Showcases into Production Curriculum*. Broadcast Education Association, Las Vegas NV.

Enfield, J. (2015). *Using an E-Text as the instructional resources of a flipped classroom: A case study*. Association for the Advancement of Computing in Education World Conference on E-Learning, Kona HI.

Enfield, J. & Dutta, P. (2015). *Learning Algebra through gaming: Vision and early prototype of a game suite that supports customized learning*. Association for the Advancement of Computing in Education World Conference on E-Learning, Kona HI.

Enfield, J. (2011). *Application of the 4C/ID Model to the Re-design of the Diffusion Simulation Game*. The Annual Meeting of the Association for the Educational Communications and Technology, Jacksonville FL.

Enfield, J., Myers, R., Wu, T., Kwon, S., & Frick, T. (2011). *Approaches to studying online games for learning*. The Annual Meeting of the Association for the Educational Communications and Technology, Jacksonville FL.

Yildirim, N., Enfield, J., & Ke, F. (2011). *Exploring the Key Factors of Game Design Process: Player Enjoyment*. Games, Learning, & Society Conference, Madison WI.

Lara, M., Enfield, J., Myers, R., & Frick, T. (2011). *Learning Assessment in the Diffusion Simulation Game*. The Annual Meeting of the American Educational Research Association, New Orleans LA.

Kwon, S., Lara, M., & Enfield, J. (2011). *Learning Assessment in the Diffusion Simulation Game*. The Annual Meeting of the American Educational Research Association, New Orleans LA.

Dutta, P. & Enfield, J. (2011). *Design Jams for Instructional Designers*. Instructional Systems Technology Conference, Bloomington IN.

Enfield, J. (2010). *Developing games for free: A case study*. The Annual Meeting of the Association for the Educational Communications and Technology, Anaheim CA.

Lara, M., Enfield, J., Myers, R., & Frick, T. (2010). *Assessing learning in online simulations: A case study of the Diffusion Simulation Game*. The Annual Meeting of the Association for the Educational Communications and Technology, Anaheim CA.

Myers, R., Enfield, J., Lara, M., & Frick, T. (2010). *Analyzing gameplay data to improve the design of a simulation game*. The Annual Meeting of the Association for the Educational Communications and Technology, Anaheim CA.

Enfield, J. & Myers, R. (2010). *Assessment of strategies within the Diffusion Simulation Game*. Games, Learning, & Society Conference, Madison WI.

Enfield, J. (2010). *Developing games for free: A case study*. Association for the Advancement of Computing in Education Global Learn Conference, Penang Malaysia.

Enfield, J., Dutta, P., Jordan, E., & Tan, C. (2010). *Smuthie.com: create, blend, and share: An experiment in social collaboration through art, music, and animation*. Instructional Systems Technology Conference, Bloomington IN.

TEACHING ACTIVITIES

George Mason University, Fairfax VA (*July 2019-present*)

Associate Professor of Research

- Teaching Game Design
- Teaching Game Programming

California State University, Northridge CA (*July 2019-present*)

Adjunct Professor for MA in Educational Technology

- Developing Design and Development of Serious Games course
- Expected launch date: Jan 2020

Edmund Burke School, Washington DC (*July 2018-June 2019*)

Computer Science Teacher

- Taught 3D Game Development
- Taught Web Design (Photoshop, HTML, CSS, JavaScript, PHP, and MySQL)
- Taught Intro to Computer Science
- Developed the CS department with a mastery-based structure

El Camino Real Charter High School (LAUSD), Woodland Hills CA (*August 2017-May 2018*)

Computer Science Teacher

- Taught AP Computer Science A (Java programming)
- Taught Web Design (Photoshop, HTML, CSS, JavaScript, PHP, and MySQL)
- Taught Video game development (Unity and C#)
- Taught Intro to Computers (Windows OS, typing, and Microsoft Office)

California State University, Northridge CA (*August 2012-present*)

Department of Cinema and Television Arts (CTVA); Multimedia Option

Assistant Professor of Multimedia Production; Option Head since 2014

- Taught Design of the Media Message
- Taught Virtual Reality Production with Maya, Unity, and C#
- Taught Web design and development with Adobe Photoshop, HTML, CSS
- Taught Vector art and 2D animation with Adobe Illustrator and Adobe Flash
- Taught Web-based game development with JavaScript

Indiana University, Bloomington IN (*August 2007-July 2011*)

Distance Education Graduate Assistant

- Supported IST Faculty in Distance Course Management; Updated IST Department Website

Associate Instructor

- Taught Impact of Games & Simulations in Instruction; Taught Lab for Technology in Instruction class

Ivy Tech Community College, Bloomington IN (*January 2009-June 2009*)

Adjunct Instructor

- Taught PHP and Adobe Flash/ActionScript

Capistrano Valley USD, Mission Viejo CA (*August 2006-July 2007*)

Mathematics Instructor

- Taught Algebra 1 and accelerated Algebra 2/Trigonometry

Newport-Mesa USD, Costa Mesa CA (*February 2002-July 2006*)

Mathematics & Computer Science Instructor

- Taught 7th grade skills, pre-Algebra, and Algebra, ELD 1 Algebra
- Taught 7th and 8th grade Computer Applications and journalism class
- Coached 7th and 8th grade boys and girls basketball

Blue Valley USD, Stillwell KS (*July 2000-August 2001*)

Computer Science Instructor

- Taught Visual Basic, Advanced Visual Basic, C++, Advanced C++, and Technology Literacy

SERVICE ACTIVITIES

Member of Computer Game Design Program's AdHoc Curriculum Committee, 2022 - 2024

Organize campus-wide virtual and augmented reality faculty exploration (VARx) and student completion (VARJAM), 2016- 2017

Organize Multimedia Showcase, 2014 - 2017

» 2016 and 2017 showcase submissions online at multimediashowcase.net

Regularly review manuscript submissions for *TechTrends*, 2013 - present

Chair of the Interactive Media and Emerging Technologies (IMET) division, Broadcast Education Association (BEA), 2015- present

Member of CSUN Electronic Assessment System (EAS) pilot, 2016 - 2017

CTVA Scholarship and Awards Committee, 2012 - 2014, Committee Chair 2016 - 2017

CTVA Living Learning Community Committee, 2014 - 2017

CTVA Assessment Committee, 2014 - 2017

Tech Tutor for New Faculty Orientation, 2013 - 2017

Judge for the California State University Media Arts Festival, 2015

Judge for the California State University Northridge APPJAM, 2015

Judge for the California State University Northridge Creative Media Studio competition, 2015

Vice Chair of the Interactive Media and Emerging Technologies (IMET) division, Broadcast Education Association (BEA), 2013 - 2015.

CTVA Web Committee, 2012 - 2014

Conference Associate, 2009, 2010, Game Developers Conference, San Francisco CA.
Volunteered at the Game Developers Conference (GDC).

Director of Bell & Beyond, 2007 - 2009, Bloomington IN.

Coordinated and facilitated after school program dedicated to the improvement of students' technology skills in local elementary schools. Managed IU staff, Big Brothers/Big Sisters, and other volunteers. Collaborated with partners at Steering Committee meetings. Showcased student work to community.

AWARDS

Recipient of 2016/2017 Exceptional Levels of Service to Students Award.

Recipient of 2016/2017 Judge Julian Beck Learner-Centered Instructional Projects Award. Faculty Development at California State University Northridge.

Recipient of 2015/2016 Exceptional Levels of Service to Students Award.

Recipient of 2013/2014 Grant Application Support Program. Office of Research and Graduate Studies at California State University Northridge.

Recipient of a 2013/2014 CSUN Competition for Research, Scholarship and Creative Activities Award for a proposal titled *Serious Games to Promote Learning of Algebra*.

Venture Capital Award for Miami University 2011 Global Game Jam; Miami University, Oxford OH

» *Growth & Decay*.

Winner of 2010 MultiVisions Communications Conference Media Showcase, Open Game Project category; Indiana University, Bloomington IN

» *Bodyguard: A Medical Action Game*.

Finalist in 2010 PlayExpo, multiple categories; University of Wisconsin, Whitewater WI

» *Smuthie.com: Create, Blend, Share*. » *Bodyguard: A Medical Action Game*.

Finalist in 2010 Johnson Center for Entrepreneurship and Innovation IDEA Competition; Indiana University, Bloomington IN

» *Smuthie.com: Create, Blend, and Share: An Experiment in Social Collaboration through Art, Music, and Animation*.