Emily Kuzneski Johnson

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Academic Appointments

Visiting Assistant Professor (2018 to present)
Games and Interactive Media, Nicholson School of Communication and Media, University of Central Florida

Postdoctoral Research Associate (2016 to 2018)
Digital Media, School of Visual Arts and Design, University of Central Florida
Coordinator, Games Research Lab

Education

PHD, Texts & Technology (Fall 2015). University of Central Florida, Orlando, FL.

Advisor: Rudy McDaniel

MA, Reading Education (Fall 2007). University of South Florida, Tampa, FL.

BA, English (Spring 2003). Dickinson College, Carlisle, PA.

Grants

External
AISL Grant, **National Science Foundation.** BeadED Adventures: Participatory Design of Educational Interactive Narratives with Underrepresented Tween/Teen Youth. PI: E.K. Johnson. 10/01/2019-09/30/2021. **$300,000.** Role: **PI. (Pending)**

Research Grant, Didactics, **Calouste Gulbenkian Foundation.** *ELLE the EndLess LEarner for Mobile Devices.* 07/01/2019-06/30/2020. PI: E.K. Johnson. **$48,487.00.** Role: **PI. (Pending)**

Internal
Quality Enhancement Grant, **University of Central Florida**. *ELLE* the EndLess LEarner: A Second Language Acquisition Videogame. PI: **E. Johnson.** 07/2018-07/2019. **$3,500.** Role: **PI.**

PLANT Grant, **University of Central Florida**. Instrumented interface for prosthetic training games. PI: P. Smith. 12/2016-12/2017. **$30,000**. Role: **Co-PI.**

Publications

Peer Reviewed Journal Articles

Johnson, E.K. (2018). Waves: Scaffolding self-regulated learning to teach science in a whole-body educational game. *Journal of Science Education and Technology.* Springer. doi:10.1007/s10956-018-9753-1

Lindgren, R., Tscholl, M., Wang, S., & **Johnson, E**. (2016). Enhancing learning and engagement through embodied interaction within a mixed reality simulation. *Computers & Education, 95*, 174-187. https://www.researchgate.net/profile/Michael_Tscholl/publication/287572672_Enacted_misconceptions_Using_embodied_interactive_simulations_to_examine_emerging_understandings_of_science_concepts/links/56f30b1808ae38d7109a54be.pdf
Citations: 65 (Google Scholar, July 23)

Sabbath, R., Hanson, K., **Johnson, E**., Giroux, A. L., Billings, D., Garber, Z., and Zaas, P. (2017). The potential of digital media in teaching Biblical and Jewish Studies. *Mentalities/Mentalités*, *30,* 5.

Peer Reviewed Book Chapter

Johnson, E. & McDaniel, R. (in press). Using procedural rhetoric to analyze patient education games: *Re-Mission.* In Hubbell, G. (Ed.) *Critical Definitions of Games: Essays in Game Criticism.* McFarland.

Peer Reviewed Conference Proceedings

Johnson, E. and Sullivan, A. (2018). *BeadED Adventures:* Using tangible game artifacts to assist STEM Learning. *International Academic Conference on Meaningful Play Proceedings,* East Lansing, Michigan, October 12, 2018. ETC Press.

Johnson, E. and Sullivan, A. (2018). Facilitating Undergraduate Experimental Game Design: A Pilot Study with *Celestial Harmony. Communications in Computer and Information Science (CCIS) conference proceedings series* from Immersive Learning Research Network Conference, Missoula, Montana, June 24-29, 2018. Springer. https://link.springer.com/chapter/10.1007/978-3-319-93596-6_12

Johnson, E., Giroux, A. L., and Merritt, D. *ELLE the EndLess LEarner*: A Second Language Acquisition Virtual Reality Game. Demonstration. (2018). In Beck et al. (Eds.). Proceedings from fourth *Immersive Learning Research Network Conference,* Missoula, Montana, June 24-29, 2018. 136-141. University Graz University of Technology Press. https://repositorioaberto.uab.pt/bitstream/10400.2/7539/1/ilrn_2018_montana.pdf

Merritt, D. F., **Johnson, E.K**., Giroux, A. L. (2017). *ELLE* the EndLess LEarner: Exploring Second Language Acquisition Through an Endless Runner-style Video Game. Proceedings from *Digital Humanities 2017* in Montreal, Canada, August 8-11, 2017. ADHO.org. https://dh2017.adho.org/program/abstracts/

Johnson, E.K., Smith, P.A., Dombrowski, M., Buyssens, R. (2017) SuperJam: Participatory design for accessible games. In Lackey, S., & Chen, J. (Eds.). (2017). Proceedings from *Virtual, Augmented and Mixed Reality: 9th International Conference, VAMR 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017,* (Vol. 10280). Springer. https://books.google.com/books?hl=en&lr=&id=KgUqDwAAQBAJ&oi=fnd&pg=PR9&dq=superjam&ots=EE75_iRl3I&sig=7GxmV1C5AOGnoikGMdH6Mgo9Ov8#v=onepage&q=superjam&f=false

Tscholl, M., Lindgren, R., & **Johnson, E**. (2013). Enacting orbits: refining the design of a full-body learning simulation. In *Proceedings of the 12th International Conference on Interaction Design and Children* (pp. 451-454). ACM.

Online Publications

Johnson, E. (2017). There's a Games Research Lab? *FCTL Faculty Focus* (Fall 2017). http://www.fctl.ucf.edu/publications/facultyfocus/content/2017/2017_november.pdf

Johnson, E. (2016). Gamify your writing group. *The Chronicle of Higher Education Blog.* http://www.chronicle.com/blogs/profhacker/gamify-your-writing-group/62656

Johnson, E. (2015). What is T&T? *Texts and Technology Blog.* http://tandt-blog.cah.ucf.edu/2015/10/13/what-is-tt/

Conferences and Talks

Peer Reviewed Conference Presentations – International

Johnson, E.K. and Sullivan, A. (2018). *BeadED Adventures*: Using Tangible Game Artifacts to Assist STEM Learning. Presented by E.K. Johnson at *International Academic Conference on Meaningful Play,* East Lansing, Michigan, October 12, 2018.

Johnson, E.K. and Sullivan, A. (2018). Facilitating Undergraduate Experimental Game Design: A Pilot Study with *Celestial Harmony.* Presented by E.K. Johnson at *Immersive Learning Research Network Conference,* Missoula, Montana, June 24-29, 2018.

Johnson, E. and McDaniel, R. (2017). Illuminating Serious Games through Procedural Rhetoric: *Re-Mission.* Presented by both authors at *Humanities Arts Science Technology Alliance Consortium (HASTAC)*, Orlando, Florida, November 2-4, 2017.

Hanson, K. and **Johnson, E.** (2017). Making the Case for Online Video Instruction: Innovating the Educational Future. Presented by both authors at *Humanities Arts Science Technology Alliance Consortium (HASTAC)*, Orlando, Florida, November 2-4, 2017.

Giroux, A.L., **Johnson, E.K.**, Merritt, D., Vitanova, G., Sousa, S. (2017). *ELLE*, The EndLess LEarner Videogame: An interdisciplinary digital humanities collaboration. Presented by all authors at *Humanities Arts Science Technology Alliance Consortium (HASTAC)*, Orlando, Florida, November 2-4, 2017.

Hawthorne, T., Underberg-Goode, N., and **Johnson, E**. (2017). Connecting Participatory Research and Design to the Digital Humanities. Presented by all authors at *Humanities Arts Science Technology Alliance Consortium (HASTAC)*, Orlando, Florida, November 2-4, 2017.

Merritt, D. F., **Johnson, E.K**., Giroux, A. L. (2017). *ELLE* the EndLess LEarner: Exploring Second Language Acquisition Through an Endless Runner-style Video Game. Paper presented by A. Giroux at *Digital Humanities 2017* in Montreal, Canada, August 9, 2017.

Johnson, E.K., Smith, P.A., Dombrowski, M., Buyssens, R. (2017). SuperJam: Participatory design for accessible games. Paper presented by R. Buyssens at *Human-Computer Interaction International (HCII) Conference,* Vancouver, Canada, July 12, 2017.

Smith, P.A., **Johnson, E.K**. (2017). Prosthetic training games for children. Presented by P. Smith in Locating the child in digital games research, J. Manova & B. Nansen (workshop chairs), *Digital Games Research Association Conference (DiGRA)*, Melbourne, Australia, July 3, 2017.

Johnson, E. (2016). Outcome-focused design for health education games: Understanding the playing techniques and values reinforced by a game's procedural rhetoric, Poster presented by E. Johnson at the Serious Games and Health (SeGAH) Conference, Orlando, Florida, May 13, 2016.

Tscholl, M., Lindgren, R., & **Johnson, E**. (2013). Enacting orbits: refining the design of a full-body learning simulation. Presented by M. Tscholl at the ACM 12th International Conference on Interaction Design and Children (IDC '13) in New York, New York. June 24-27, 2013.

Johnson, E., Bolling, A., and Lindgren, R. (2012). Picture-Based Science Attitudes Assessment. Poster presented by R. Lindgren at the International Conference of the Learning Sciences, Sydney, Australia, July 2-6, 2012.

Peer Reviewed Conference Presentations – National

Johnson, E.K., Hanson, K., Smith, P.A. (2017). Dig Deeper: A Unity-based Biblical Archaeology Game. Paper presented by E. Johnson and K. Hanson at *Digital Media and Learning (DML)*, Irvine, CA, October 4-6, 2017.

Salter, A., Stanfill, M., **Johnson, E.**, and Wisniewski, P. (2017). Participatory design for research on technologically-mediated youth sexuality: Ethical and privacy implications, extended abstract presented by M. Stanfill at the Workshop on Privacy Ethics at *the 2017 ACM Conference on Computer Supported Cooperative Work (CSCW 2017)*, Portland, Oregon, February 25, 2017.

Smith, E., **Johnson, E.**, Norton, H., and Lanman, B. (2014). I'm a what? Metaphor-based interactions as pathways to learning. Paper presented by all authors at the Association of Science-Technology Centers Conference, Raleigh, North Carolina, October 19, 2014.

Rogak, R., **Johnson, E**., McDaniel, R., Lindgren, R., and Friskics, J. (2012). Adventures in Emerging Media: An Updated Look at Engagement Methods in Online Courses. Paper presented by E. Johnson at The Association for Educational Communications and Technology International Convention, Louisville, Kentucky, November 2, 2012.

Johnson, E., McDaniel, R., Friskics, J., and Lindgren, R. (2012). Student Perceptions of a Game-Based Achievement System in an Online Undergraduate Course. Poster presented by E. Johnson at Games+Learning+Society Conference, Madison, Wisconsin, June 13, 2012.

Johnson, E., Lindgren, R., Tscholl, M., & Wang, S. (2014). Metacognitive Scaffolding Effects on Conceptual Learning in a Whole-Body Interactive Simulation Environment, Panel presented by R. Lindgren in the panel discussion "Scaffolding Self-Directed Learning in Technology-Enhanced Environments" at the American Educational Research Association Conference in Philadelphia, Pennsylvania, April 4, 2014.

Lindgren, R., Tscholl, M., **Johnson, E**., Glasshoff, C., & Moshell, J. M. (2014). Learning and engagement effects of embodied interactions within an immersive science simulation. Presented at the Annual Meeting of the National Association for Research on Science Teaching, Pittsburgh, PA, March 30-April 2, 2014.

Johnson, E., Lindgren, R., McDaniel, R., and Friskics, J. (2011). Student attitudes toward choice-driven content delivery in an online course. Paper presented by E. Johnson at Information Fluency Conference, University of Central Florida, Orlando, Florida, March 15, 2011.

Campus Talks

Johnson, E.K. (2016). Milestone session: Dissertation/Prospectus. Panel presented at Texts & Technology Fall 2016 Workshop Series, University of Central Florida, Orlando, Florida, November 1, 2016.

Johnson, E. (2015). Making waves: Self-regulated learning in a whole-body educational game. Poster presented by E. Johnson at the UCF Graduate Research Forum, Orlando, Florida, March 31, 2015.

Johnson, E. (2012). Our Histories: A community literacy project, Digital project and poster presented at the Service Learning Conference, University of Central Florida, Orlando, Florida, April 17, 2012.

Creative Activity

Demonstrations – International

Johnson, E., Giroux, A. L., and Merritt, D. (2018). *ELLE the EndLess LEarner*:
A Second Language Acquisition Virtual Reality Game. Demonstration presented by E. Johnson at *Immersive Learning Research Network Conference,* Missoula, Montana, June 24-29, 2018.

Dombrowski, M. **Johnson, E.** Smith, P. and Buyssens, R*.* (2017). Prosthetic Limb Training Game Demo. *Humanities Arts Science Technology Alliance Consortium (HASTAC)*, Orlando, Florida, November 2-4, 2017.

Demonstrations – Campus

Johnson, E.K. and Sullivan, A. (2018). BeadED Adventures: An Origin Story. Games and Interactive Media Research Group Meeting, University of Central Florida. August 10, 2018.

Games Designed

Johnson, E.K. and Sullivan, A. (2018). BeadED Adventures. (Twine). Players string beads to progress through the narrative-based game designed to encourage positive attitudes toward STEM subjects, especially populations underrepresented in the field. www.tinyurl.com/beadedadventures

Johnson, E.K. (2018). Augmented Reality STEM Learning Game. (Unreal). Players learn about the solar system using a mobile device and augmented reality. Android and iOS.

Johnson, E.K. (2017). Critical Mysteries. (Unity). Critical thinking game like *Clue*, with additional mini-games and data capture.

Merritt, D., **Johnson, E.K.**, Giroux, A.L., Vitanova, G., and Sousa, S. (2017). *ELLE the EndLess LEarner*. (Unreal). Endless runner game designed for second language acquisition. Virtual Reality, PC, Mobile, and Augmented Reality versions.

Johnson, E.K., Hanson, K., and Smith, P.A. (2017) Sherlock's Riddles in Biblical Archaeology. (Unity). Players collect artifacts by viewing documentary-style videos, then sort artifacts as supporting, refuting, or irrelevant to the historicity of biblical events.

Teaching and Advising

Game Development Supervision, University of Central Florida

Johnson, E.K., Giroux, A., Merritt, D., Vitanova, G., and Sousa, S. (2018). Interdisciplinary Project Supervisors, *ELLE Ultimate.* Computer Science Capstone Project, Fall 2018-Spring 2019. Computer Science student development team: Thompson, P., Rodbournew, C., Jackon-Tate, K., Sewnath, J., and Lucino, E.

Johnson, E.K., Giroux, A., Merritt, D., Vitanova, G., and Sousa, S. (2018). Interdisciplinary Project Supervisors, *ELLE VR 2.0.* Computer Science Capstone Project, Spring 2018- Fall 2018. Computer Science student development team: Behler, M., Da Silva, P., Holdeman, I., Perez, S.A.

Johnson, E.K. (2018). Interdisciplinary Project Supervisor. *Augmented Reality Learning Game.* Computer Science Capstone Project, Spring 2018- Fall 2018. Computer Science student development team: Jones, K. et al.

Johnson, E.K., Giroux, A., Merritt, D., Vitanova, G., and Sousa, S. (2018). Interdisciplinary Project Supervisors, *ELLE Mobile: A Language Acquisition Videogame for Apple and Android.* Computer Science Capstone Project, Spring 2018- Summer 2018. Computer Science student development team: Acostu, C., Hendricks, K., Jachcinski, J., Moore, M., and Ruma, D.

Johnson, E.K. (2018). Interdisciplinary Project Supervisor, *Critical Mysteries: A Critical Thinking Videogame.* Computer Science Capstone Project, Fall 2017-Spring 2018. Computer Science student development team: Garrett, T., Gieger, H., Herold, J. and Johnson, D.

Johnson, E.K., Giroux, A., Merritt, D., Vitanova, G., and Sousa, S. (2017). Interdisciplinary Project Supervisors, *ELLE the EndLess Learner: A VR Language Acquisition Videogame.* Computer Science Capstone Project, Spring 2017- Fall 2017. Computer Science student development team: Anemogiannis, G., Butt, E., Chauhan, T., and Chipman, M.

Johnson, E.K. and McDaniel, R. (2017). Interdisciplinary Project Supervisors, *Cultural VR Experience.* Computer Science Capstone Project, Fall 2016-Summer 2017. Co-Sponsor R. McDaniel. Computer Science student development team: Maysonet, N., Dingman, A., Taylor, K., and Ally, I.

Mentorship, University of Central Florida

Johnson, E.K. (Fall 2018). Supervisor, GTA Manager of Games Research Lab: Cox, D.

Johnson, E.K. (Fall 2018). Supervisor, GTA, Digital Cultures and Narratives: Moeller, L.

Internship Supervision, University of Central Florida

Johnson, E.K. (2018-2019). Federal Work Study Supervisor, Art for *ELLE*. Student developer: Distel, J.

Johnson, E.K. (2017-2019). Federal Work Study Supervisor, rhythm-based game. Student developer: Walker, W.

Johnson, E.K. (2018). Quality Enhancement Program Funded Supervisor, Art for *ELLE 2.0.* Student artist: Nghi, L.

Johnson, E.K. (2017). Federal Work Study Supervisor, Animation and art for VR Middle Passage Experience. Student developer: Truong, P.

Johnson, E.K. (2017). Federal Work Study Supervisor, Art and animation for *ELLE* and *Sherlock's Riddles*. Student developer: Ward, C.

Smith, P.A., Dombrowski, M., Buyssens, R., **Johnson, E.K.,** and Bowers, C. (2017). UCF Plant Grant-funded Game Development Supervisor, Magical Savior of Friends: An alternatively controlled game for accessibility. Student developer: Nghi, L.

Smith, P.A., Dombrowski, M., Buyssens, R., **Johnson, E.K.,** and Bowers, C. (2017). UCF Plant Grant-funded Game Development Supervisor, Magical Savior of Friends: An alternatively controlled game for accessibility. Student developer: Rodriguez, A.

Graduate Course, University of Central Florida
Information Architecture (Exploration of the process of formal design of interactive processes, examining the theories of usability and object oriented design). Spring 2019, traditional.

Undergraduate Courses, University of Central Florida
Digital Media Production I (Project management in interactive media industries). Spring 2019, Online; Fall 2018, mixed mode, Games and Interactive Media.

Digital Cultures and Narratives (Twine & interactive narratives). Fall 2018, Online, Games and Interactive Media.

Creative Industries (Business practices and forces influencing interactive media industries). Fall 2018, traditional, Games and Interactive Media.

Social Platforms. (Introduction to social media as platforms, considering the affordances of contemporary platforms and platform-specific content production.) Spring 2019, Traditional, Games and Interactive Media.

Grammar and Advanced Prose Style. (Build on fundamental principles of grammatical correctness by learning and practicing the techniques that today's expert writers use to increase sentence clarity and elegance) Spring 2012, Traditional, English.

Service

Profession
Review Committee, 14th International Conference on Computer Supported Collaborative Learning (CSCL 2019). **Submission Reviewer.**

Reviewer, *Journal of Educational Computing Research*. 2018. **Submission Reviewer**.

Review Committee, International Academic Conference on Meaningful Play. 2018. **Submission Reviewer.**

Review Committee, 13th International Conference on Computer Supported Collaborative Learning (CSCL 2018). **Submission Reviewer.**

Review Committee, Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC) 2017 Conference. **Submission Reviewer.**

Review Committee, 12th International Conference on Computer Supported Collaborative Learning (CSCL 2017). **Submission Reviewer.**

Review Committee, 2012 Information Fluency Conference. **Submission Reviewer.**

University
Mixed Reality Program Committee. Fall 2018-Spring 2019. Chair: Paul Varcholik. **Member.**

Search Committee, Technology and Mental Health Cluster Hire. Spring 2018-Fall 2018. Chair: Clint Bowers. **Member.**

Committee, UCF Celebrates the Arts, Fall 2017- Spring 2018. Chair: Debi Starr Leitch. **Member**.

Other Skills & Certifications

Technical Skills
Proficient:
· Twine
· SPSS
· Microsoft Office Suite

Intermediate:
· JavaScript
· HTML
· CSS
· PHP
· MySQL

Certifications
· Researcher Experience Development Initiative (Writing large multi-disciplinary proposals). University of Central Florida, 2018.

· Online Course Development Certification (IDL 6543; ADL 5000), University of Central Florida, 2018.

· Certificate in Grant Writing and Nonprofit management (9.6 CEUs), University of Central Florida, 2016.