

D. Michelle Hinn

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Education

Doctorate of Philosophy [ABD]: University of Illinois at Urbana-Champaign, Educational Psychology

- Specializations in cognitive science and multimedia usability and design
- Dissertation research on informal collaborative learning in multiplayer video game play with undergraduate students
- National Science Foundation Graduate Fellow

Masters of Arts [May 1996]: Virginia Tech, Instructional Systems Design

- Specializations in multimedia programming and audio in multimedia

Bachelor of Science [August 1993]: Virginia Tech, Psychology

- Minor in English Literature

Bachelor of Arts [May 1993]: Virginia Tech, Music Performance

Employment

University of Illinois at Urbana-Champaign [August 1996 - Present]:

Graduate Teaching Assistant:

- Taught two discussion sections of EdPsy/Psy 430, a course on adolescent developmental psychology. [January 2005 – Present]
- Developed highly interactive multimedia course materials for several online graduate degree programs in the College of Education and the College of Engineering, including a course-long online role-playing simulation game for a graduate-level research methods course. [January 1998 – Present]
- Co-taught an online, graduate-level course on the Evaluation of Information Technologies. [August 1998 – December 1998]

Graduate Research Assistant:

- Academic coordinator for the Women in Math, Science, and Engineering Living/Learning community at the University of Illinois [August 2004-Present]
- Designed and maintained instructional and promotional websites for several campus units including the Anderson Laboratory for Global Education in Engineering, the College of Education, the Department of Educational Psychology, and the Office of Instructional Resources.
- Evaluated, as part of the Center for Instructional Reform and Curriculum Evaluation (CIRCE), the effectiveness of several computer-based training modules used at the United States Veterans Benefits Administration's Compensation and Pension Service.
- Conducted a year-long series of usability studies focused on the accessibility for people with disabilities of several courseware software packages developed at the University of Illinois, including Cyberprof, Mallard, and the Virtual Classroom Interface.

Employment (Continued)

National Center for Supercomputing Applications, Champaign, IL [May 1998 – Present]:

Graduate Research Assistant:

- Consultant with the Knowledge and Learning Systems Group (KLSG). [January 2004 – Present]
- Video ethnographer and graduate research assistant for the final phase of the VR Savvy Project, an after school program that provided middle school girls with the opportunity to collaborate with each other and their teachers in science, art, and technology to design and create their own virtual worlds in the CAVE (Cave Automated Virtual Environment). [March 2003 – December 2003]
- Conducted research and evaluation studies on collaborative virtual environments including the CAVE (Cave Automated Virtual Environment) and TILE (Towards an Integrated Learning Environment) as part of the Technology Research Group and developed new methods for effectively using these tools. [May 1998 – May 2001]

Microsoft Corporation, Redmond, WA [May 2001 – October 2001]: Usability Engineering Intern

- Conducted play tests and usability tests with consumers for Xbox games in development.
- Researched and piloted methods for conducting multiplayer usability tests.
- Authored internal report on gender and video games.

Computer Sciences Corporation, Fairview Park, VA [June 1997 - May 1999]: Member of the Technical Staff

- Developed, piloted and deployed corporate-wide Lotus Notes applications as part of a three-person performance architecture team, tasked to integrate traditional personnel requisition processes with computer-based, paperless architectures in response to the ID/IQ (Indefinite-Delivery, Indefinite-Quantity) federal contracting environment.

University of Nevada at Reno [June 1996 - August 1996]: Multimedia Intern

- Developed instructional and promotional materials for the university Web site, for an historical archive project called Portraits of Nevada, and for the Geographic Alliance in Nevada.
- Designed Web-based instructional materials and served as the teaching assistant for a graduate-level course, Teaching and the Internet.

Virginia Tech, Blacksburg, VA [August 1995 - May 1996]: Graduate Research Assistant

- Designed and maintained Web site for the Department of Music.
- Developed the online version of the Virginia Music Educators Association journal, Notes, the first online academic music journal.
- Served as a lab consultant/technician for an educational technology lab containing multimedia production stations for Macintosh, PC and Unix platforms.

Eddie Bauer, R-167, Alexandria, VA [August 1992 - May 1993]: Operations Manager

Publications

Books:

Hinn, D. M., & Westin, T. (In Preparation). **Accessibility and Usability in Game Design.**

Benson, A. P., Hinn, D. M., & Lloyd, C. (Eds.) (2001). **Visions of Quality: How Evaluators Define, Understand, and Represent Program Quality.** New York: Elsevier Science.

Book Chapters:

Hinn, D. M., Leander, K., & Bruce, B. C. (2003). **Case Studies of a Virtual School.** In B. C. Bruce (Ed.), *Literacy in the information age: inquiries into meaning making with new technologies.* Newark, DE: International Reading Association.

Editorships:

Associate Editor [September 1998 - 2003]: *International Journal of Educational Technology*

Editorial Boards:

Editorial Board Member [January 2004 - Present]: *ACM Computers in Entertainment Magazine.*

Journal Articles:

Hinn, M., Leander, K., & Bruce, B. C. (2001, October). **Case studies of a virtual school.** *Journal of Adolescent and Adult Literacy*, 45(2).

Wang, X. C., Hinn, D. M., & Kanfer, A. G. (2001, Fall). **Potential of Computer Supported Collaborative Learning (CSCL) for Learners with Different Learning Styles.** *Journal of Research on Technology in Education*, 34(1).

Wang, X. C., Kanfer, A. G., & Hinn, D. M. (2001, June). **Stretching the Boundaries: Using ALN to Reach On-Campus Students during an Off-Campus Summer Session.** *Journal of Asynchronous Learning Networks*, 5(1).

Hinn, D. M. (1999). **Access Issues in Web Page Design: Easy Steps to Improved Design.** *TechTrends*, 43(4), 19-22.

Reprinted Articles:

Hinn, D. M. (2000). **The Impact of Visual Information in Web-Based Instruction on Students with Disabilities.** California Association on Postsecondary Education and Disability (CAPED) Communique.

Hinn, D. M. (1999). **Access Issues in Web Page Design: Easy Steps to Improved Design.** In Moore, D. M., Lockee, B. B., & Moore, D. R. (Eds.), *Technology in Education: Foundations and Critical Issues*, 245-248. Bloomington, IN: Phi Delta Kappa International.

Technical Reports:

Hinn, D. M., Twidale, M. B., & Wang, X. C. (2004). **Collaborative Learning of Computer Applications in the Contexts of Work, Learning and Play.** GSLIS Technical Report. ISRN UIUCLIS--2004/2+CSCW. Accepted at ICALT 2004.

Publications: Technical Reports (Continued)

Twidale, M. B., Wang, X. C., & Hinn, D. M. (2004). **CSC*: Computer Supported Cooperative Work, Learning, and Play**. GSLIS Technical Report. ISRN UIUCLIS--2004/3+CSCW. Submitted to CSCW'04

Hinn, D. M. (1999). **Evaluation of the TILE (Toward an Integrated Learning Environment) Initiative at the National Center for Supercomputing Applications**. Champaign, IL: National Center for Supercomputing Applications.

Hinn, D. M. (1999). **Development and Description of the Training**. In R. Davis, R. Stake, K. E. Ryan, D. Heck, D. M. Hinn, and S. Guynn, Evaluation of the VBA Appeals Training Module: Certify a Case to the Board of Veterans Appeals (pp. 3.1 - 3.17). Champaign, IL: Center for Instructional Reform and Curriculum Evaluation.

Hinn, D. M. (1998). **Evaluation of the Cyberprof Software Package with Regard to Accessibility for Persons with Disabilities**. Unpublished manuscript, University of Illinois at Urbana-Champaign.

Hinn, D. M. (1998). **Evaluation of the Mallard Software Package with Regard to Accessibility for Persons with Disabilities**. Unpublished manuscript, University of Illinois at Urbana-Champaign.

Hinn, D. M. (1998). **Evaluation of the Virtual Classroom Interface Software Package with Regard to Accessibility for Persons with Disabilities**. Unpublished manuscript, University of Illinois at Urbana-Champaign.

Hinn, D. M. (1997). **Evaluation of the Educational Psychology 390 Web Site with Regard to Accessibility for Persons with Disabilities**. Unpublished manuscript, University of Illinois at Urbana-Champaign.

M.A. Thesis:

Hinn, D. M. (1996). **The Effect of the Major and Minor Mode in Music as a Mood Induction Procedure**. Unpublished master's thesis, Virginia Polytechnic Institute and State University, Blacksburg.

Presentations

Hinn, D. M., Bierre, K., Westin, T., Ludi, S., Ellis, B., & Chetwynd, J. (Accepted). **Game Not Over: Accessibility Issues in Video Games**. Paper presentation at the 11th International Conference on Human-Computer Interaction, July 22-27, 2005, Las Vegas, NV.

Twidale, M. B., Wang, X. C., & Hinn, D. M. (Accepted). **CSC*: Computer Supported Collaborative Work, Learning, and Play**. Paper accepted to the Computer Supported Collaborative Learning (CSCL) conference, May 30-June 4, 2005, Taipei, Taiwan.

Hinn, D. M. (2005). **Games Accessibility: Where Does the Industry Stand?** Presentation at the Game Developers Conference, March 7-11, 2005, San Francisco, CA.

Downey, S., Wadsworth, A. J., Hinn, D. M., & Wentling, T. L. (Submitted). **NCSA Knowledge Center: Facilitating Knowledge Sharing and Collaboration**. Workshop presentation submission to the International Conference on Knowledge Sharing and Collaborative Engineering (KSCE), November 22-24, 2004, St. Thomas, USVI.

Presentations (Continued):

Hinn, D. M., Wang, X. C., & Twidale, M. B. (2004, August). **Collaborative Learning of Computer Applications in the Contexts of Work, Learning and Play**. Paper presentation at the 4th Annual IEEE International Conference on Advanced Learning Technologies, Joensuu, Finland.

Hinn, D. M., Twidale, M. B., & Wang, X. C. (2004, April). **Computer-supported collaborative learning: Learning the work of play**. Invited panelists at the Social Learning and Gaming Workshop at CHI 2004, The Conference on Human Factors in Computing Systems, Vienna, Austria.

Wang, X. C., Hinn, D. M., & Twidale, M. B. (2004, April). **Spontaneous collaboration: Perspectives from computer supported learning, play, and work**. Paper presented at the annual meeting of American Educational Research Association, San Diego, CA.

Thakkar, U., Hinn, D. M., Van Walleghen, P., Erlinger, K., Cooper, R. (2003, November). **Becoming VR Savvy: An approach to developing fluency with information technology for middle school girls**. Presented at the Educating with Virtual Experience (EVE 2003) Workshop, National University of Ireland Maynooth.

Hinn, D. M., & Kaminski, K. (2001, November). **Babes and Grrrls: The Visual Presentation and the Representation of Women in the Video Game Industry**. Presentation at the International Visual Literacy Annual Conference, Eskilstuna, Sweden.

Hinn, D. M., Bruce, B. C., & Leander, K. M. (2000, November). **Evaluating Wildwood Junior High School: Using Online Simulations in the Teaching of Evaluation**. Presentation at the American Evaluation Association Annual Conference, Honolulu, HI.

Hinn, D. M., Kanfer, A., Wang, X. C. (2000, November). **Evaluating Online Learning Initiatives from Multiple Perspectives**. Presentation at the American Evaluation Association Annual Conference, Honolulu, HI.

Hinn, D. M., Downey, S., Sova, B., Hacker, R., & Levin, J. (2000, April). **Using Web-Based Annotation for Review in an Online Academic Journal: Challenges and Realities**. Presentation at the American Educational Research Association Annual Conference, New Orleans, LA.

Hinn, D. M., Lockee, B., Daniels, H. L., & Moore, D. R. (2000, April). **Serving Learners with Disabilities in Web-Based Learning Environments: Insights through Multiple Perspectives**. Presentation at the American Educational Research Association Annual Conference, New Orleans, LA.

Hinn, D. M., Bruce, B. C., & Leander, K. M. (2000, February). **Learning the Art of Evaluation: Case Studies of a Virtual School**. Presentation at the Association for Educational Communications and Technology Annual Conference, Long Beach, CA.

Hinn, D. M. (1999, October). **The Visual Web: A Conversation about Online Visual Literacy Resources**. Presentation at the International Visual Literacy Annual Conference, Jackson Hole, WY.

Hinn, D. M. (1999, February). **Evaluating the Accessibility of Web-Based Instruction: Lessons from the Field**. Presentation at the Association for Educational Communications and Technology Annual Conference, Houston, TX.

Hinn, D. M., & Lockee, B. (1999, February). **Designing Web-Based Instruction for Visually Impaired Learners: New Necessities for Faculty Development**. Presentation at the Association for Educational Communications and Technology Annual Conference, Houston, TX.

Bullock, C. D., & Hinn, D. M. (1998, November). **Access Issues from Three Different Perspectives**. Presentation at the Asynchronous Learning Networks Annual Conference, New York, NY.

Hinn, D. M. (1998, November). **Evaluating access issues for Web-based instruction faced by students with disabilities: Maximizing evaluation utility.** Presentation at the American Evaluation Association Annual Conference, Chicago, IL. **Presentation was awarded the 1998 AEA Graduate Student Award.**

Knott, T., Bardini, M., Hawkes, M., Hinn, D. M., & Kershstein, R. (1998, November). **Identifying and Clarifying the Major Criteria Used to Determine the Value of a Technology-Based Educational Endeavor.** Invited panelist at the American Evaluation Association Annual Conference, Chicago, IL.

Hinn, D. M. (1998, October). **The Impact of Graphical Information in Web-Based Instruction on Students with Disabilities.** Presentation at the International Visual Literacy Association Annual Conference, Athens, GA. **Conference paper was awarded the 1999 Editor's Choice Award.**

Erskine, L., Carter-Tod, D., Burton, J., Hinn, D. M., Lee, D., & Croft, R. (1997, February). **Scenario-Based Design and Evaluation of User Interfaces for the World Wide Web.** Presentation at the Association for Educational Communications and Technology Annual Conference, Albuquerque, NM.

Wenrich, J., Vaccare, C., Crowder, J., Hinn, D. M., & Swann, T. (1997, February). **Isolating Hardware and Software Standards for Instructional Technology.** Presentation at the Association for Educational Communications and Technology Annual Conference, Albuquerque, NM.

Hinn, D. M. (1996, April). **VMEA "Notes" Online: Virginia's Past Preserved for the Future.** Presentation at the Music Educators National Conference National Biennial In-Service Conference, Kansas City, KS.

Burton, J. K., Erskine, L., Croft, R., Farmer, S., & Hinn, D. M. (1996, February). **Scenario-Based Design of WWW Portfolios.** Presentation at the Eastern Educational Research Association, Cambridge, MA.

Hinn, D. M. (1996, February). **The Effect of Music Mode on Recall.** Presentation at the Eastern Educational Research Association, Cambridge, MA.

Hinn, D. M. (1995, November). **The Next Fifty Years of "Notes": Establishing a Journal for the Future.** Presentation at the Virginia Music Educators Association Annual In-Service Conference, Hot Springs, VA.

Affiliations

- **American Educational Research Association** [April 2000 - Present]
- **American Evaluation Association** [October 1997 - Present]
- **Association for Computing Machinery** [August 1996 - Present]
- **ACM SIGCHI** [January 2001 - Present]
- **ACM SIGGRAPH** [January 2000 - Present]
- **Association for Educational Communications and Technology** [August 1995 - Present]
- **Digital Games Research Association** [March 2005 – Present]
- **Institute of Electrical and Electronics Engineers** [April 1999 - Present]
- **IEEE Computer Society** [September 2000 - Present]
- **International Game Developers Association** [January 2001 - Present]
- **International Society of the Learning Sciences** [August 2004 – Present]
- **International Visual Literacy Association** [October 1995 - Present]
- **Usability Professionals' Association** [June 2001 - Present]

Computer Skills

- Fluent in Web coding and scripting languages, such as HTML/DHTML, JavaScript, XML
- Past programming experience in C, C++ for CAVE Virtual Reality applications
- Expert in use of Authorware, Director, Dreamweaver, Fireworks, Flash, Illustrator, InDesign, PageMaker, Photoshop
- Extensive experience with MacOS, Windows (95/98/2000/NT/XP), and Unix (IRIX)

Service

- **Chair** [May 2004 – Present]: Game Accessibility Special Interest Group of the International Game Developers Association
- **Volunteer Reader** [October 2000 – May 2002]: Illinois Radio Reader, a news service for the visually impaired