L. Jeannie Justice

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Education

- Ed. D., Curriculum & Instruction (emphasis in Educational Technology), University of Florida, December, 2012.

- M.S., Wildlife Ecology and Conservation, University of Florida, 1997.

- M.S., Biology, Georgia Southern University, 1994.

- B.S., Biology, Georgia Southern University, 1993.

- Clinical Educator Training (Diagnosis of Professional Performance and Feedback), Indian River State College, 2013

- Florida Teaching Certificate classes, Florida Atlantic University, August 2000.

Experience

Teaching Experience:

- **Assistant Professor of Educational Technology** (2013-Present) Foundational & Graduate Studies in Education, [Morehead State University, Morehead](), Kentucky. I teach graduate (Masters & Doctoral) course in Educational Technology and advise both Masters and Doctoral students.

- **GED and GED-Prep (ABE) Instructor** (2011-2013)
  Adult Education, [Indian River State College](#), Ft. Pierce, Florida. I have taught several levels of GED and GED-prep math, English, and language classes for IRSC's Adult education programs.

- **Online Education Developer and Instructor** (2006-2013)
  Adult Education, [Indian River State College](#), Ft. Pierce, Florida. I improved and applied online curriculum for IRSC's Adult education programs. Additionally, I have offered training and best practices for other online instructors.

- **Science Curriculum Developer and Instructor** (2006-2013)
  Adult Education, [Indian River State College](#), Ft. Pierce, Florida. I improved and applied science curriculum for IRSC's Adult education programs. The Adult High School's science classes include: Biology 1A & 1B, Chemistry 1A & 1B, Earth Science 1A & 1B, Environmental Science 1A & 1B, and Physical Science 1A & 1B.

- **Adjunct Science Instructor** (1999-2013)
  Department of Arts & Sciences, [Indian River State College](#), Ft. Pierce, Florida. I developed and implemented curriculum for undergraduate Biology I and II courses, Ecology, Life Sciences, and Oceanography courses including group projects designed to introduce students to professional biology.

- **Secondary Science Teacher** (1998-2005)
  St. Lucie West Centennial High School, Port St. Lucie, Florida. I innovated curriculum and lead instruction of biology courses (General, Honors I and II, and Environmental) and Earth-space Science. Also, I founded a student Environmental Club, including developing community projects, mentoring students, recycling newspapers, and organizing fundraisers and field trips.

- **SAT-prep Instructor** (1998)
  Kaplan, Jacksonville Branch, Jacksonville, Florida. Instructed students in preparation of taking standardized tests such as the SAT.

- **Research Biologist** (1994-1997)
  University of Florida, Gainesville, Florida. I designed and conducted a study on the use of managed and unmanaged habitat by the rufous-sided towhee in North Central Florida.

- **Teaching Assistant** (1994-1997)
  University of Florida, Gainesville, Florida. I managed all aspects of the Wildlife department's largest undergraduate course (1800 students per year), coauthored instructional text, wrote and evaluated exams, conducted background research for lectures, and counseled students.

- **Science Lab Instructor** (1993-1994)
  Georgia Southern University, Statesboro, Georgia. I designed and directed laboratory undergraduate coursework for biology (general and majors), anatomy and physiology classes.

Consulting:

- **Texas Education Agency (TEA)** through **SAFAL Partners** (2017)
  - I was selected to serve as a subject matter expert for the TEA to assist and support the Career and Technical Resource Integration Project in the evaluation of 10,000+ educational resources against quality benchmarks.

- **Center for Occupational Research and Development (CORD) Professional Development Workshops Presenter** (2011-Present)
  - I create and facilitate a workshop about incorporating technology into educational practices at every annual NCPN (National Career Pathways Network) Conference.
  - I created and have administered four basic workshops (An Introduction to Flipped Instruction; Incorporating Games and Simulations into Your Curriculum for Academic Success – Why and How; The Creative Class and 21st Century Skills; and, Incorporating Technology in Education) to educators throughout the nation on multiple occasions.

- **Northern Kentucky University's Center for Educator Excellence** (2014)
  - We, I and two colleagues, evaluated data from the Collaborative for Inquiry-Based Instruction (CIBI) project. We compiled and analyzed their data (both quantitative and qualitative) to write a report of the project's findings.

Publications

Journal Articles & Reports:

- **Justice, L. J.**, & Ritzhaupt, A. D. (2015). Identifying the barriers to games and simulations in education: Creating a valid and reliable survey. *Journal of Educational Technology Systems*, *44*(1): 86-125.

- Steadman, D.W., and **Justice, L. J.** (1998). Prehistoric Exploitation of Birds on Mangareva, Gambier Islands, French Polynesia. *Man and Culture in Oceania*, 14: 81-98.

- **Justice, L. J.,** and Moulton, M. P. (1995).Conservation biology of a potential indicator species (Rufous-sided Towhee) at Camp Blanding Training Site. Project No. 402. Final Draft Report.

Book Chapters:

- **Justice, L. J.** (in press). Community of Practice: The Missing Piece of Teacher Education and Professional Development. In *Handbook of Research on Innovative Practices in Teacher Preparation and Graduate-Level Teacher Education Programs*. Hershey, PA: IGI Global.

- **Justice, L. J.,** & Hooker, S. D. (2016). Creating Digital Safe Spaces for Gender Expression and Sexual Diversity. In *Teacher Education for Ethical Professional Practice in the 21st Century* (pp. 260-288). Hershey, PA: IGI Global.

- Proctor, D. A., & **Justice, L. J.** (2015). A Future Focus of Gaming in the Classroom: Soft Skills. In *Handbook of Research on Gaming Trends in P-12 Education* (pp. 566-585). Hershey, PA: IGI Global.

- Pimm, S., M. P. Moulton, and **Justice, L. J.** (1994). Bird extinction in the central Pacific. *Bird Extinctions*. Oxford University Press.

Conference Proceedings:

- **Justice, L. J.** (2016). Creative solutions for preventing cyberbullying: Everyone deserves to feel safe in school. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 39*(2): 237-241.

- **Justice, L. J.,** & Hooker, S. D. (2016). Creating ways to include LGBTQ students: Everyone deserves an education. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 39*(2): 242-245.

- Ensmann, S., & **Justice, L. J.** (2016). Children have rights too: Using creative games and simulations to teach children's rights. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 39*(2): 204-212.

- Proctor, D. L., & **Justice, L. J.** (2016). A creative way to build confidence and preparedness for face-to-face interviews: An online interview simulation. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 39*(1): 102-108.

- **Justice, L. J.** (2015). Learning to Lose: Using Gaming Concepts to Teach Failure as Part of the Learning Process. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 38*(2): 238-241.

- **Justice, L. J.** (2015). Using a Backchannel to Build a Community of Practice in a Professional Development. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 38*(2): 234-237.

- Proctor, D. L. & **Justice, L. J.** (2015). Games and simulations: A potential future for assessment. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 38*(2): 302-303.

- Proctor, D. L. & **Justice, L. J.** (2014). Teaching soft skills with games and simulations. *Proceedings of the Annual Meeting of the Association for Educational Communications and Technology, 37*(2): 372-375.

Conference Presentations

International:

- **Justice, L. J.** (2016). Creative solutions for preventing cyberbullying: Everyone deserves to feel safe in school. AECT (Association for Educational Communications & Technology) International Conference 2016. Las Vegas, NV.

- **Justice, L. J.,** & Hooker, S. D. (2016). Creative ways to include LGBTQ students: Everyone deserves an education. AECT (Association for Educational Communications & Technology) International Conference 2016. Las Vegas, NV.

- Ensmann, S. Y., & **Justice, L. J.** (2016). Children have rights too: Using creative games and simulations to teach children's rights. AECT (Association for Educational Communications & Technology) International Conference 2016. Las Vegas, NV.

- Proctor, D. L., & **Justice, L. J.** (2016). A creative way to build confidence and preparedness for face-to-face interviews: An online interview simulation. AECT (Association for Educational Communications & Technology) International Conference 2016. Las Vegas, NV.

- **Justice, L. J.** (2015). Losing is learning: Using gaming concepts to teach failure as part of the learning process. AECT (Association for Educational Communications & Technology) International Conference 2015. Indianapolis, IN.

- **Justice, L. J.** (2015). Using a backchannel to build a community of practice in a professional development. AECT (Association for Educational Communications & Technology) International Conference 2015. Indianapolis, IN

- Miller, K., & **Justice, L. J.** (2015). Faculty online professional development barriers and motivations. AECT (Association for Educational Communications & Technology) International Conference 2015. Indianapolis, IN.

- Proctor, D. A., & **Justice, L. J.** (2015). Games and simulations: A potential future for assessment. AECT (Association for Educational Communications & Technology) International Conference 2015. Indianapolis, IN.

- Ziaee, Y., Betrus, A. K., Schneider, E. F., **Justice, L. J.,** Warren, S. J., & Smith, G. G. (2015). Community of open source, the cheap: Free/Inexpensive alternatives open source video games. AECT (Association for Educational Communications & Technology) International Conference 2015. Indianapolis, IN.

- Hale, V. P. & **Justice, L. J.** (2014). Educational technologies working in today's classrooms: Tech tools and apps for teaching in the real world. AECT (Association for Educational Communications & Technology) International Conference 2014. Jacksonville, FL.

- Miller, C. T., Betrus, A., **Justice, L. J.**, and Ensmann, S. (2014). State of the union of games: A panel discussion of current trends and issues of games in education. AECT (Association for Educational Communications & Technology) International Conference 2014. Jacksonville, FL.

- Proctor, D. L. & **Justice, L. J.** (2014). Teaching soft skills with games and simulations. AECT (Association for Educational Communications & Technology) International Conference 2014. Jacksonville, FL.

- **Justice, L. J.**, and Ritzhaupt, A. (2012). Identifying the barriers to using games and simulations in education: Creating a reliable and valid survey instrument. Association for Educational Communications and Technology (AECT) International Conference 2012. Louisville, KY.

National:

- **Justice, L. J.** (2016). The other side of flipped instruction: Creating interaction inside the classroom. NCPN (National Career Pathways Network) Annual Conference. Indianapolis, IN: National Career Pathways Network.

- **Justice, L. J.** (2016). Why schools and wearable technologies go together like peanut butter and chocolate. NCPN (National Career Pathways Network) Annual Conference. Indianapolis, IN: National Career Pathways Network.

- **Justice, L. J.** (2015). To flip or not to flip, that is the question. NCPN (National Career Pathways Network) Annual Conference. Dallas, TX: National Career Pathways Network.

- **Justice, L. J.** (2015). Backchanneling to build a community of practice. NCPN (National Career Pathways Network) Annual Conference. Dallas, TX: National Career Pathways Network.

- **Justice, L. J.** (2014). Learning to fail: Using games to teach that failure is NOT an ending. NCPN (National Career Pathways Network) Annual Conference. Orlando, FL: National Career Pathways Network.

- **Justice, L. J.** (2014). Using a backchannel to facilitate professional development. NCPN (National Career Pathways Network) Annual Conference. Orlando, FL: National Career Pathways Network.

- **Justice, L. J.** (2013). Playing games with career pathways: Incorporating games/simulations into instruction and career pathways. NCPN (National Career Pathways Network) Annual Conference. San Antonio, TX: National Career Pathways Network.

- **Justice, L. J.** (2012). Playing games with education: Incorporating games and simulations into curriculum. NCPN (National Career Pathways Network) Annual Conference. Richmond, VA: National Career Pathways Network.

- **Justice, L. J.** (2011). Incorporating games and simulations into your curriculum: Why & how. NCPN (National Career Pathways Network) Annual Conference. Orlando, FL: National Career Pathways Network.

- **Justice, L. J.** (2010). Round Table Discussion – Incorporating games and simulations into your curriculum: Why & how. NCPN (National Career Pathways Network) Annual Conference. Dallas, TX: National Career Pathways Network.

State and Regional:

- **Justice, L. J.** (2017). Digital badges: Heroes or villains? You decide! KySTE (Kentucky Society for Technology in Education) Annual Conference. Louisville, KY: Kentucky Society for Technology in Education.

- **Justice, L. J.** (2017). Discovery agents: Location-based gaming designed by educators. KySTE (Kentucky Society for Technology in Education) Annual Conference. Louisville, KY: Kentucky Society for Technology in Education.

- **Justice, L. J.** (2016). Why schools need wearable technologies. KySTE (Kentucky Society for Technology in Education) Annual Conference. Louisville, KY: Kentucky Society for Technology in Education.

- **Justice, L. J.,** Lynam, K., & Blackwell, R. (2015). Flipped instruction: A guide to create, collaborate, and engage. Pedagogicon Annual Conference. Richmond, KY: Pedagogicon.

- **Justice, L. J.** (2015). Facilitating professional development: Using the backchannel. KACTE (Kentucky Association for Career and Technical Education) Annual Conference. Louisville, KY: Kentucky Association for Career and Technical Education. **[Invited Presentation]**

- **Justice, L. J.** (2015). Failure as part of the learning process. KACTE (Kentucky Association for Career and Technical Education) Annual Conference. Louisville, KY: Kentucky Association for Career and Technical Education. **[Invited Presentation]**

- Lynam, K., **Justice, L. J. &** Blackwell, R. (2015). Flipped instruction: A how to guide. KySTE (Kentucky Society for Technology in Education) Annual Conference. Louisville, KY: Kentucky Society for Technology in Education.

- **Justice, L. J.,** Blackwell, R., & Lynam, K., (2015). Flipped instruction: Pro's & con's. KySTE (Kentucky Society for Technology in Education) Annual Conference. Louisville, KY: Kentucky Society for Technology in Education.

- Blackwell, R., Lynam, K., & **Justice, L. J.** (2015). Flipped instruction: Apps & websites. KySTE (Kentucky Society for Technology in Education) Annual Conference. Louisville, KY: Kentucky Society for Technology in Education.

- Hale, V. P., and **Justice, L. J.** (2014). Tech tools and apps for teaching in the real world: An introduction to educational technologies that are working for kentucky's teachers. KySTE (Kentucky Society for Technology in Education) Annual Conference. Louisville, KY: Kentucky Society for Technology in Education.

- **Justice, L. J.** (2011). The creative class and 21st Century skills. FCPN (Florida Career Pathways Network) Annual Conference. Orlando, FL: Florida Career Pathways Network.

- **Justice, L. J.** (2010). The creative class and 21st Century skills. FCPN (Florida Career Pathways Network) Annual Conference. Orlando, FL: Florida Career Pathways Network.

Courses Taught

Morehead State University:

Course Number	Title	Program	Status
SSE 399	Research Methods (MSUTeach course co-taught with T. Pannuti)	MSUTeach	Adapted
EDTC 628	Technology, Education, & Culture	Ed Tech	Adapted
EDTC 645	Advanced Multimedia Design	Ed Tech	Adapted
EDTC 650	Social Media in Education	Ed Tech	Proposed & Designed
EDTC 683	Creativity in 21st Century Education	Ed Tech	Adapted
EDTC 684	Blended Learning	Ed Tech	Proposed & Designed
EDTC 686A	Designing the Online Learning Environment	Ed Tech	Adapted

Course Number	Title	Program	Status
EDTC 688	Educational Games and Simulations	Ed Tech	Re-wrote existing course
EDTL 690	Teacher Leader Capstone	Teacher Leader	Adapted
EDD 800	Doctoral Seminar	Doctoral	Re-wrote existing course
EDD 804	Analysis & Synthesis: Problem Framing & Problem Solving	Doctoral	Adapted
EDD 806	Educational Change	Doctoral	Re-wrote existing course
EDD 810	Understanding and Conducting Research	Doctoral	Re-wrote existing course
EDD 811	An Introduction to Action Research and Grant Writing for Educators	Doctoral	Re-wrote existing course
EDD 876	Directed Doctoral Study	Doctoral	Adapted
EDD 899A	Doctoral Capstone 1	Doctoral	Adapted
EDD 899B	Doctoral Capstone 2	Doctoral	Adapted

Indian River State College:

Course Number	Title	Program	Status
BSC 1005	Life Sciences	Science	Re-wrote existing course

BSC 1010	General Biology I	Science	Re-wrote existing course
BSC 1011	General Biology II	Science	Re-wrote existing course
BSC 1501	Introduction to Ecology	Science	Re-wrote existing course
OCE 2001	Introduction to Oceanography	Science	Re-wrote existing course

Grants, Honors, and Awards

Grants:

- Collaborated with a student on a Grant Award of $20,000 (2016), 2016-2017 Grassroots Organizing for Social Change cycle A, Ben and Jerry's Foundation. (Note – Grant was not funded.)

- Collaborated on a Grant Award of $100,000 (2009 – 2011), Transition Program for Adult Learners into Postsecondary Education grant from FLDOE, Indian River State College, Ft. Pierce, FL. (Note – I collaborated on the writing, implementation, and deliverables of $4,000 to introduce epistemic games and simulations to students with the intent of introducing potential careers).

- Collaborated on a Grant Award of $93,500 (2009 – 2010), Workforce Education Funding Opportunities / Adult Education Family & Literacy Grant from FLDOE (specifically the Martin County Geographic Area), Indian River State College, Ft. Pierce, FL. (Note – I collaborated on the writing, implementation, and deliverables of $5,637 to incorporate educational games and simulations into the classroom with the intent of addressing learning styles, engagement, and motivation).

Academic Awards:

- Nominated for Faculty of the Year 2016-2017, but ineligible since only tenured faculty can win.

- Nominated for the SGA Faculty of the Year 2016-2017

- Celebration of Student Scholarship 2017, Mentor Recognition for Donell Murray who won the Exceptional Merit Award

- Celebration of Student Scholarship 2016, Mentor Recognition for Brandon Combs who won the Exceptional Merit Award

- Celebration of Student Scholarship 2016, Mentor Recognition for Leah Simpson who won the People's Choice and Merit Awards

- Celebration of Student Scholarship 2015, Mentor Recognition for Leah Simpson who won the Exceptional Merit Award

- Celebration of Student Scholarship 2014, Mentor Recognition for DeAnna Proctor who won the Exceptional Merit Award

- Celebration of Student Scholarship 2014, Mentor Recognition for Brandon Combs who won the Merit Award

- 2011 Florida Career Pathways Best Practice Award (October 2011), National Career Pathways Network (NCPN), "Incorporating Games and Simulations into Your Curriculum: Why and How. The Creative Class and 21st Century Skills," NCPN National Conference, Orlando, FL.

- 2010 Florida Career Pathways Best Practice Award (October 2010), Florida Career Pathways Network (FCPN), "The Creative Class and 21st Century Skills," FCPN State Conference, Naples, FL.

- Innovators Exemplary Practice Second Place Award. (2007). Career and Professional Employees Commission committee of the Florida Association of Community Colleges.

Service & Advising

Professional Associations:

- AECT – Association of Education and Communication Technology

- DEI – Delta Epsilon Iota, Academic Honor Society

- ISTE – International Society for Technology in Education

- KySTE – Kentucky Society for Technology in Education

- NASAGA – North American Simulation and Gaming Association

- NCPN – National Career Pathways Network

Professional Associations Service:

- AECT (Association of Education and Communication Technology) Proposal Reviewer, 2017 AECT Annual conference

- AECT (Association of Education and Communication Technology) Proposal Reviewer, 2016 AECT Annual conference

- AECT (Association of Education and Communication Technology) Awards committee member (2014-present)

- National Career Pathways Network newsletter columnist: "Technology Corner" column on potential uses of technology for educators
    - "Why Schools Should Consider Wearable Technologies for their Students"
    - "Flipping Instruction (*NOT* Classrooms)"
    - "Using a Backchannel to Build a Community of Practice in a Professional Development" (parts 1 & 2)
    - "A Drive in the Clouds"
    - "Difficulty Using or Understanding Common Core? There's an APP for That!

- ○ "NCPN 2013 Re-cap: The Technology-Infused Classroom Preconference Workshop"
  - ○ "Android versus Apple"

- KySTE (Kentucky Society for Technology in Education): volunteered at the 2015 KySTE conference (registration desk and information)

- KySTE (Kentucky Society for Technology in Education): volunteered at the 2014 KySTE conference (registration desk and advocacy booth)

Doctoral Student Advisees:

- Bailey, Sean. (2017). TriviaPrep®: The Design and Development of a Competitive Academic Trivia Application. Morehead State University (Chair).

- Ensmann, Suzanne (2017). Empowering Students with Games-For-Change. Morehead State University (Chair).

- Murray, Donell. (2017). The Design and Implementation of a Peer Mentoring Program for International Students at Morehead State University. Morehead State University (Chair).

- Burnett, Sheri. (2016). Needs Analysis for Social Media at a Southern University. Morehead State University (Chair).

- Combs, Brandon (2016). Distance Education in Law Enforcement: Exploring Kentucky's Barriers. Morehead State University (Chair).

- Proctor, DeAnna (2016). Games and Simulations in Soft Skills Training. Morehead State University (Chair).

- Shannon, Jeff. (2016). Design, Development, and Implications for a New CTE Portal Focused on Career Readiness. Morehead State University (Committee Member).

- Simpson, Leah. (2016). Perception of EXAMSOFT Feedback Reports as Autonomy-Support for Learners. Morehead State University (Chair).

- Hall, Amber. (2015). Technological, Pedagogical, and Content Knowledge (TPACK) for Web 2.0 Tools. Morehead State University (Chair).

- Miller, Kathryn. (2015). Motivating Factors and Barriers to Online Faculty Professional Development. Morehead State University (Chair).

- Chiara, Nancy. (2014). Transforming a High School Media Center into a Library Learning Commons. Morehead State University (Committee Member).

Department (FGSE, Foundational & Graduate Studies in Education) Service:

- Educational Technology Program Coordinator (2015-present)

- Graduate Curriculum Committee member (2015-present)

- Social Committee for the FGSE Department, chair (2014-present)

- Ad Hoc Department Handbook Committee member (2015)

- Counseling Search Committee for the FGSE Department (member, 2014)

- ADS Search Committee for the FGSE Department (member, 2014)

- Educational Technology Search Committee for the FGSE Department (member, 2013)

College Service:

- Official Representative of the College of Education at the Graduate School Online Open House (2016)

- Scholarship Committee (member, 2016 & 2015)

- College of Education Awards Committee (member, 2015 & 2014)

- WKYT/MSU Teacher of the Month/Year Committee (member, 2013)

- Official Representative of the College of Education at a Kappa Delta Pi meeting (2013)

University Service:

- Official Representative of the University Recruiting at a KySTE booth (2017, 2016, & 2015 conferences)

- Center for Leadership & Professional Development Ambassador (2016 - present)

- Craft Academy Interviews, assisted as an interviewer (2016 & 2017)

- MSUTeach Steering Committee (2016)

- Teacher Education Council Committee (member, 2015-present)
    - By-Laws sub-committee, chair (2016-present)

- Student Disciplinary Committee (member, 2015-present)

- Dreams Mentoring program, mentoring of a first generation college student (2015-2016)

- Official Representative of Morehead State University at Camargo Elementary School Career Day (2015)

- Ad Hoc Craft Academy Faculty Committee for Curriculum Development (member, 2014)

Workshop Facilitation:

- Annual Educational Doctorate Graduate Reception (2017 & 2016)

- College and Career Readiness, facilitated the Teachers session (2016)

- New Faculty Orientation, facilitated a workshop: "Teaching with Technology" (2016)

- MSU Annual Regional Bus Tour, assistant (2015)

- Flipping Your Instruction, co-facilitation of faculty workshop series (2015)
    - Increasing Interaction During Class – March 11th
    - Designing Student Projects – February 24th
    - Recording Instructor Lectures – February 10th

- New Faculty Orientation, panel presentation (2014)

- Flipped Instruction for New Faculty, co-facilitation of faculty workshop (2014)

- Creating a Gateway to Engagement with Flipped Instruction Professional Development, co-facilitation of faculty workshop (2014)