Seyedahmad Rahimi

College of Lifetime Learning
Georgia Institute of Technology
Atlanta, GA

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Last Updated: October 24, 2026

Education

2020 — Ph.D. in Instructional Systems & Learning Technologies.
Advised by Dr. Valerie Shute.
Inspire, instruct, or both? Game-based assessment and support of creativity.
Florida State University, Tallahassee, FL, USA.

2019 — M.S. in Educational Measurement & Statistics[1].
Advised by Dr. Russell Almond.
Florida State University, Tallahassee, FL, USA.

2011 — M.A. in Multimedia (e-learning technologies)
Advised by Dr. Helena Song.
Multimedia University, Cyberjaya, Malaysia.

2007 — B.S. in Computer Engineering (Software).
Azad University (South Tehran Branch), Tehran, Iran.

2003 — A.S. in Computer Science (Software).
Mashhad Institute of Technology (Montazeri), Mashhad, Iran.

Professional Appointments

2026-Present — *Associate Professor of Learning Sciences and AI in Education*
Institution: College of Lifetime Learning, Georgia Tech, Atlanta, GA, USA.
Distinction: First tenure-track faculty member in the College of Lifetime Learning.
Research leadership: Director, CLASS Lab (Creative Learning through AI and Stealth Assessment for STEM).

2021-2026 — *Assistant Professor of Educational Technology*
Institution: School of Teaching and Learning & Institute for Advanced Learning Technologies, College of Education, University of Florida, Gainesville, FL, USA.

2020-2021 — *Post-doctoral Researcher*
Advisor: Dr. Valerie Shute.

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[1] *Dual-enrolled in the M.S. program and the Ph.D. program.*

	Institution: Instructional Systems & Learning Technologies program, College of Education, Florida State University. Tallahassee, FL.
2017 – 2020	*Graduate Research Assistant* *Institution*: Instructional Systems & Learning Technologies program, College of Education, Florida State University. *Project*: Exploring Adaptive Cognitive and Affective Learning Support for Next-generation STEM Learning Games *Agency*: Institute of Education Sciences (IES). *PI*: Dr. Valerie Shute. *Co-PIs*: Dr. Sidney D'Mello, and Dr. Ryan Baker.
2016 – 2020	*Graduate Research Assistant (shared time with the IES project)* *Institution*: Instructional Systems & Learning Technologies program, College of Education, Florida State University. *Project*: Game-based assessment and support of STEM-related competencies *Agency*: National Science Foundation (NSF). *PI*: Dr. Valerie Shute. *Co-PIs*: Dr. Fengfeng Ke, and Dr. Russell Almond.
2018 – 2019	*Assessment Consultant* *Institution:* Program of International Student Assessment (PISA) *Project*: PISA 2021's Creative Thinking Assessment *Agency*: OECD *Supervisors*: Dr. Valerie Shute, and Mario Piacentini
2016 (May-July)	*Instructional designer* *Institution:* Center for Distance Learning (CDL), Tallahassee Community College, Tallahassee, FL.
2016 (January-May)	*Graduate Assistant* *Institution:* Office of Distance Learning (ODL), Florida State University, Tallahassee, FL.
2014 (January) – 2016 (December)	*Instructor of Record* *Institution*: Instructional Systems & Learning Technologies program, College of Education, Florida State University. *Course*: Introduction to Educational Technologies (EME 2040). *Supervisor*: Dr. Vanessa Dennen
2014-2015	*Research Assistant* *Institution*: Educational Leadership & Policy Studies department, Florida State University, Tallahassee, FL. *Project*: University presidency research project *Supervisor*: Dean Marcy Driscoll.
2015 (May – August)	*Research Assistant* *Institution:* Instructional Systems & Learning Technologies program, College of Education, Florida State University.

*Note: * Rahimi's students*

	Project: ACT project about assessing collaboration and conscientiousness *Advisor*: Dr. Valerie Shute.
2015 (May – August)	*Research Assistant* *Institution:* Instructional Systems & Learning Technologies program, College of Education, Florida State University. *Project:* Art history game project led by University of North Texas *Advisor*: Dr. Valerie Shute.
2015 (January-June)	*Instructional designer* *Institution:* Center for Distance Learning (CDL), Tallahassee Community College, Tallahassee, FL.
2014 (May-August)	*Graduate Assistant* *Institution*: Educational Leadership & Policy Studies department, Florida State University, Tallahassee, FL. *Supervisor*: Dr. Peter Easton.
2013 (May-Oct.)	*Research Assistant* *Institution*: College of Education, University of Malaya (UM), Kuala Lumpur, Malaysia.
2012 - 2013	*Senior Instructor* *Institution*: Multimedia Department, Kuala Lumpur Metropolitan University College (KLMU), KL, Malaysia.
2009 - 2012	*Instructor* *Institution*: Multimedia Department, Kuala Lumpur Metropolitan University College (KLMU), KL, Malaysia.
2005 - 2008	*Multimedia Specialist* *Institution*: Deed Film Co., Tehran, Iran.
2003 - 2005	*Multimedia Specialist* *Institution*: Niknam Advertising Co., Tehran, Iran.

Research and Community Impact

1. Research translation: Led ProductiveMath's development and classroom research involving 248 students across 20 classes in grades 2–12, supporting teachers' design and implementation of productive failure mathematics tasks.

2. Educator and public engagement: Designed teacher professional development and delivered invited talks on AI, productive failure, creativity, and stealth assessment for audiences in the United States, Iran, and Brazil.

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3. Research mentoring: Directs CLASS Lab and chairs doctoral committees, with student collaborators contributing to peer-reviewed publications, conference presentations, and award-winning research.

Research Funding

External Research Grants

1. **NSF CAREER: ACT-GenAI: Advancing Creative Thinking, Physics Learning, and AI Literacy through *Little c*, a Generative AI Coach in a Sandbox Learning Environment**
   PI: Seyedahmad Rahimi
   Sponsor: National Science Foundation (NSF)
   Award amount: $1,665,900
   Period: Fall 2026 – Fall 2031

2. **ProductiveMath: AI-Enabled Small Group Math Learning**
   PI: Seyedahmad Rahimi
   Sponsor: Gates Foundation
   Award amount: $499,498
   Anticipated period: October 2026 – October 2027

3. **PRODUCTIVE: AI Math Problem-Solving Platform for Productive Failure**
   PI: Seyedahmad Rahimi
   Co-PI: Anthony Botelho
   Co-PI: Avery Closser
   Sponsor: Gates Foundation
   Award amount: $451,563
   Period: October 2024 – September 2025

4. **Next Generation Learning Games (subaward)**
   Agency: Institute of Education Sciences (IES), U.S. Department of Education (Award #R305A170376)
   Current PI: Russell Almond; Former PI: Valerie Shute
   Co-PIs: Sidney D'Mello and Ryan Baker
   Total award amount: $1,399,996
   Subaward PI: Seyedahmad Rahimi
   Subaward amount: $58,825
   Period: 2022–2023

5. **Engaging high school students in computer science with co-creative learning companions (subaward)**
   Agency: National Science Foundation (Award #1813740)
   PI (University of Florida): Kristy Boyer
   PI (Georgia Tech): Brian Magerko; Co-PI (Georgia Tech): Jason Freeman
   Total award amount: $2,982,294
   Subaward PI: Seyedahmad Rahimi
   Subaward amount: $108,715
   Period: 2022–2023

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Internal Research and Seed Funding

1. **Storiza (an AI-based app to improve reading skills of students with disabilities)**
   PI: Walter Leite
   Co-PI: Seyedahmad Rahimi
   Sponsor: University of Florida 2024 Research Opportunity Seed Fund (ROSF)
   Amount: $97,600
   Period: Fall 2024 – Summer 2026

2. **Let's Fail Together: Supporting Teachers to Prepare for Productive Failure Using an AI-powered Math Problem Generator**
   PI: Seyedahmad Rahimi
   Co-PI: Anthony Botelho
   Sponsor: STL / IDC Award, University of Florida
   Amount: $9,980
   Period: Summer & Fall 2024

3. **creAtIve: Using Generative AI to Assess Human Creativity and Examine AI Creativity in Physics Playground**
   PI: Seyedahmad Rahimi
   Sponsor: STL / IDC Award, University of Florida
   Amount: $5,000
   Period: Summer and Fall 2024

4. **The Next Generation of AI-Powered Educational Games: A Constellation Intelligent Games**
   PI: Seyedahmad Rahimi
   Sponsor: STL / IDC Award, University of Florida
   Amount: $5,000
   Period: Summer 2023

5. ***Dissertation Research Grant:*** **Inspire, instruct, or both? Game-based assessment and support of creativity**
   Agency: Florida State University
   PI: Seyedahmad Rahimi
   Amount: $1,000
   Period: May–August 2020

Awards, Fellowships, and Nominations

1. NSF Faculty Early Career Development Program (CAREER) Award (2026). National Science Foundation. $1,665,900 for ACT-GenAI.

2. B. O. Smith Professorship award (2025–2026). College of Education. University of Florida. $20,000 for two years in support of research.

3. Best Poster Award, Florida Educational Research Association (FERA) Annual Meeting (2025): Ercan*, D., Rahimi, S., Esmaeiligoujar*, S., Babaee*, M., & Gao*, R. Designing an AI-powered platform to support teachers in creating algebra problems for productive failure teaching in K–12 classes.

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4. Best Paper Nomination at the International Conference on Artificial Intelligence in Education. Late Breaking Results (July 2025): Rahimi, S., Ercan*, D., Gao*, R., Esmaeiligoujar*, S., Babaee*, M., Li, H., Zhang, S., Lee, S., Closser, A., & Botelho, A. (2025, July). ProductiveMath: A Generative-AI-Powered App to Support Productive Failure Teaching. In International Conference on Artificial Intelligence in Education (pp. 344-351). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-99264-3_43
5. Best Paper Runner-Up Award. University of Florida College of Education Research Symposium: Ercan*, D., Rahimi, S., Esmaeiligoujar*, S., Babaee*, M., & Gao*, R. (2025). Fail forward: Designing a platform to support productive failure in the classroom. Paper presented at the University of Florida College of Education Research Symposium, Gainesville, FL, United States.
6. College of Education's International Educator of the Year (2024). University of Florida.
7. Diane E. Haines Teaching Excellence Award (2024), College of Education, University of Florida. $1,000.
8. Selected as one of the "rising stars of creativity research" and invited to contribute to a Creativity Research Journal special issue. Contribution published online in 2023 and in the final 2025 issue.
9. Reviewer Excellence Award (2023). Educational Technology Research & Development (ETR&D) Journal.
10. NSF VITAL Prize Challenge Semifinalist Team (2023), Storiza. National Science Foundation. $20,000 team award.
11. Selected as one of the participants in the year-round, 2021 Learning Analytics in STEM Education Research (LASER) Institute funded by NSF, $1,500, June 14-15, 2021.
12. Top 3 best papers, the Robert M. Gagné Research Award, College of Education, Florida State University (2020). Paper: Rahimi, S., Shute, V., Zhang, Q. (2020) Can Game Difficulty Indices Predict Students' Persistence in a Learning Game? CORE conference, College of Education, Florida State University. March 18, 2020.
13. Top 10 Finalist, 3-Minute-Thesis (3MT) Competition, Florida State University (2019), $100.
14. Ruby Diamond Future Professor Award (2018), Instructional Systems & Learning Technology program, Florida State University, $500 to travel to attend a conference.
15. Finalist for the Liliana Muhlman Masoner Outstanding International Doctoral Student Award, (2018), Instructional Systems & Learning Technology program, Florida State University.
16. Recognized as one of the External Award winners in the Celebration of Graduate Student Excellence, Florida State University, April 10, 2018. The external award from the Program of International Students Assessment (PISA), OECD (January to April 2018), $8,000.

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17. Nominated for delivering a talk at TEDx FSU (2018).
18. Featured graduate student in the Torch Magazine (2017), College of Education, Florida State University (see https://issuu.com/fsu_education/docs/torch_2017_-_2018/14).
19. Outstanding Teaching Assistant Award (2016-2017), Florida State University, $750.
20. William A. Kerr Fellowship, $11,000, Florida State University (2014-2015).
21. Best Photographer of Parvaz Magazine (2013), Malaysia.

Publications

Manuscripts in Preparation

1. **Rahimi, S.**, Abdoli, S., Mehrvarz, M., & McLaren, B. M. (in preparation). How to integrate learning supports in educational games to maximize learning without sacrificing the fun: A systematic review of the literature.

Manuscripts Under Review, In Press, and Preprints

1. **Rahimi, S.** (2026). *SSAIL: A design framework for safe and sound AI for learning*. EdArXiv. https://osf.io/preprints/edarxiv/xg6e3 (Under review; preprint available).
2. **Rahimi, S.**, Esmaeiligoujar*, S., Ercan*, D., & Shute, V. J. (2026). *Stealth assessments in technology-rich learning environments: A systematic review of implementation, modeling, and psychometric quality*. PsyArXiv. https://osf.io/preprints/psyarxiv/cm96z (Under review; preprint available).
3. **Rahimi, S.**, Esmaeiligoujar*, S., Ercan*, D., and Gao*, R. (under review). ProductiveMath: A generative AI platform to support productive failure task design through a human-in-the-loop validation framework. *Submitted to Computers & Education*.
4. Weiss, S., Beaty, R. E., Acar, S., Baas, M., Barbot, B., Doebler, P., Dumas, D., Goecke, B., Green, A. E., Jaggy, A.-K., Kenett, Y. N., Kyllonen, P. C., Lebuda, I., Miroshnik, K. G., Organisciak, P., Rafner, J., **Rahimi, S.**, Reiter-Palmon, R., Salvi, C., Saretzki, J., Sherson, J., Silvia, P. J., Steger, D., Stella, M., Urban, K., Urban, M., Viskontas, I., Volle, E., Wilhelm, O., & Benedek, M. (in press). COCA 2026: Consensus on creativity assessment. *Nature Reviews Psychology*.
5. **Rahimi, S.**, Esmaeiligoujar*, S., Ercan*, D., Gao*, R., Keawphonkrang*, S. (under review). Promoting growth mindset game-based learning: A systematic review of the literature. *Under review at Simulation & Gaming*.
6. Esmaeiligoujar*, S., & **Rahimi, S.** (under review). Digital games' impact on K–12 students' 21st-century skills: A systematic review. Under review at *Simulation & Gaming*.

Refereed Journal Articles

1. **Rahimi, S.**, Li, H., Esmaeiligoujar*, S., Ercan*, D., & Botelho, A. (2026). A rubric-guided multimodal approach using high-capacity LLMs provides psychometrically sound

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creativity assessment in learning games. *Creativity Research Journal*. Advance online publication. https://doi.org/10.1080/10400419.2026.2638384

2. Yang, X., & Rahimi, S. (2026). Prompting self-explanation in different gameplay contexts: Effects on response quality and content learning. *Educational Technology Research and Development*. Advance online publication. https://doi.org/10.1007/s11423-026-10672-5

3. **Rahimi, S.**, Shute, V. J., & Almond, R. G. (2026). Stealth assessments in digital learning environments: Current trends, new directions, and ethical considerations. *Journal of Research on Technology in Education, 58*(1), 1–10. https://doi.org/10.1080/15391523.2025.2587551

4. **Rahimi, S.**, Smith, J. B., Truesdell, E. J. K., Vinay, A., Boyer, K. E., Magerko, B., Freeman, J., & Mcklin, T. (2026). An automated, unobtrusive, formative assessment of creativity in a computer science and music remixing learning environment. *Psychology of Aesthetics, Creativity, and the Arts*, *20*(1), 77–94. https://doi.org/10.1037/aca0000683

5. Toofaninejad, E., Bagheri, S., Kalantarion, M., & **Rahimi, S.** (2025). Unlocking knowledge or trapped in distraction? Use of escape room to enhance medical education. *Journal of Taibah University Medical Sciences*, *20*(3), 332-334. https://doi.org/10.1016/j.jtumed.2025.05.001

6. **Rahimi, S.** (2025). Going beyond the brick: Assessing and supporting creativity using AI-powered digital games. *Creativity Research Journal*, *37*(2), 275–283. https://doi.org/10.1080/10400419.2023.2241779

7. **Rahimi, S.**, Almond, R. G., Ramírez-Salgado*, A., Wusylko*, C., Weisberg*, L., Song*, Y., Lu*, J., Myers*, T., Wang*, B., Wang*, X., Francois*, M., Moses*, J., & Wright*, E. (2024). Competency model development: The backbone of successful stealth assessments. *Journal of Computer Assisted Learning, 40*(6), 2772–2789. https://doi.org/10.1111/jcal.13025

8. Habibi, A., Toofaninejad, E., **Rahimi, S.**, & Kalantarion, M. (2024). The Transformative Impact of Stealth Assessment on Medical Education. *Journal of Advances in Medical Education & Professionalism*, *12*(3), 208-210. https://doi.org/10.30476/jamp.2024.101479.1931

9. **Rahimi, S.**, & Shute, V. J. (2024). Stealth assessment: A theoretically grounded and psychometrically sound method to assess, support, and investigate learning in technology-rich environments. *Educational Technology Research and Development, 72*(5), 2417–2441. https://doi.org/10.1007/s11423-023-10232-1

10. **Rahimi, S.**, Walker, J., Lin, L., & Shin, J. (2024). Toward defining and assessing creativity in sandbox games. *Creativity Research Journal*, *36*(2), 194–212. https://doi.org/10.1080/10400419.2022.2156477

11. Rafner, J., Wang, Q. J., Gadjacz, M., Badts, T., Baker, B., Bergenholtz, C., Biskjaer, M. M., Bui, T., Carugati, A., de Cibeins, M., Noy, L., **Rahimi, S.**, Tylén, K., Zana, B., Beaty, R. E., & Sherson, J. (2023). Towards game-based assessment of creative thinking. *Creativity Research Journal*, *35*(4), 763–782. https://doi.org/10.1080/10400419.2023.2198845

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12. **Rahimi, S.**, Shute, V., Fulwider, C., Bainbridge, K., Kuba, R., Yang, X., Smith, G., Baker, R., & D'Mello, S. (2022). Timing of learning supports in educational games can impact students' outcomes. *Computers & Education*, *190*, Article 104600. https://doi.org/10.1016/j.compedu.2022.104600

13. Yang, X., **Rahimi, S.**, Fulwider, C., Smith, G., & Shute, V. (2022). Exploring students' behavioral patterns when playing educational games with learning supports at different timings. *Educational Technology Research and Development*, *70*(4), 1441–1471. https://doi.org/10.1007/s11423-022-10125-9

14. Bainbridge, K., Shute, V. J., **Rahimi, S.**, Liu, Z., Slater, S., Baker, R. S., & D'Mello, S. (2022). Does embedding learning supports enhance transfer during game-based learning? A case study with Physics Playground. *Learning and Instruction*, *77*, Article 101547. https://doi.org/10.1016/j.learninstruc.2021.101547

15. Rafner, J., Biskjær, M. M., Zana, B., Langsford, S., Bergenholtz, C., **Rahimi, S.**, Carugati, A., Noy, L., & Sherson, J. (2022). Digital games for creativity assessment: Strengths, weaknesses and opportunities. *Creativity Research Journal*, *34*(1), 28–54. https://doi.org/10.1080/10400419.2021.1971447

16. **Rahimi, S.**, & Shute, V. J. (2021). First inspire, then instruct to improve students' creativity. *Computers & Education*, *174*, Article 104312. https://doi.org/10.1016/j.compedu.2021.104312

17. Kuba, R., **Rahimi, S.**, Smith, G., Shute, V., & Dai, C.-P. (2021). Using the first principles of instruction and multimedia learning principles to design and develop in-game learning support videos. *Educational Technology Research and Development*, *69*(2), 1201–1220. https://doi.org/10.1007/s11423-021-09994-3

18. **Rahimi, S.**, Shute, V. J., Kuba, R., Dai, C.-P., Yang, X., Smith, G., & Alonso Fernández, C. (2021). The use and effects of incentive systems on learning and performance in educational games. *Computers & Education*, *165*, Article 104135. https://doi.org/10.1016/j.compedu.2021.104135

19. **Rahimi, S.**, Shute, V. J., & Zhang, Q. (2021). The effect of game difficulty and conceptual difficulty on student persistence in a learning game: a hierarchical linear modeling approach. *International Journal of Technology in Education & Science*. *5*(2), 141-165. doi: https://doi.org/10.46328/ijtes.118

20. Yang, X., **Rahimi, S.**, Shute, V., Kuba, R., Smith, G., & Alonso Fernández, C. (2021). The relationship among prior knowledge, accessing learning supports, learning outcomes, and game performance in educational games. *Educational Technology Research and Development*, *69*(2), 1055–1075. https://doi.org/10.1007/s11423-021-09974-7

21. Shute, V. J., & **Rahimi, S.** (2021). Stealth assessment of creativity in a physics video game. *Computers in Human Behavior*, *116*, Article 106647. https://doi.org/10.1016/j.chb.2020.106647

22. Shute, V. J., **Rahimi, S.**, Smith, G., Ke, F., Almond, R., Dai, C.-P., Kuba, R., Liu, Z., Yang, X., & Sun, C. (2021). Maximizing learning without sacrificing the fun: Stealth

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assessment, adaptivity and learning supports in educational games. *Journal of Computer Assisted Learning*, *37*(1), 127–141. https://doi.org/10.1111/jcal.12473

23. Shute, V. J., Smith, G., Kuba, R., Dai, C.-P., **Rahimi, S.**, Liu, Z., & Almond, R. G. (2021). The design, development, and testing of learning supports for the Physics Playground game. *International Journal of Artificial Intelligence in Education*, *31*(3), 357–379. https://doi.org/10.1007/s40593-020-00196-1

24. Spann, C., Shute, V. J., **Rahimi, S.**, & D'Mello, S. (2019). The productive role of cognitive reappraisal to regulate frustration during game-based learning. *Computers in Human Behavior*. *100*, 358-369. doi: https://doi.org/10.1016/j.chb.2019.03.002

25. Shute, V. J., & **Rahimi, S.** (2017). Review of computer-based assessment for learning in elementary and secondary education. *Journal of Computer Assisted Learning*, *33* (1), 1-19. doi: https://doi.org/10.1111/jcal.12172

26. Binti Mat Sin N., Ab Aziz A., Othman H., **Rahimi S.**, Woods P. (2011). E-learning Islamic studies to form four students. *Journal of Computer Technology and Application*, 2, 439–448.

Invited Book Chapters

1. **Rahimi, S.**, Gao*, R., & Ercan*, D. (2027, forthcoming). Game-based classroom assessments for learning: Connecting play, learning, and evidence. In J. H. McMillan & D. Zapata-Rivera (Eds.), *Second handbook of research on classroom assessment*. Routledge.

2. **Rahimi, S.**, Babaee*, M., Esmaeiligoujar*, S., & Dede, C. (in press). Using generative AI in K–12 classrooms to assess and support students' creativity: A scoping review. In R. Beghetto (Ed.), *Oxford handbook of human creativity × generative AI in education*. https://osf.io/preprints/psyarxiv/npd9f

3. Shute, V. J., & **Rahimi, S.** (in press). Evidence-centered foundations of stealth assessment. In *Robert Mislevy tribute*. Study Group. https://myweb.fsu.edu/vshute/pdf/saecdpreprint.pdf

4. **Rahimi, S.**, Dede, C., Esmaeiligoujar*, S., & Babaee*, M. (2026). Augmenting human creativity with responsible and ethical use of generative AI. In M. Worwood & J. C. Kaufman (Eds.), *Generative artificial intelligence and creativity* (pp. 87–99). Academic Press. https://doi.org/10.1016/B978-0-443-34073-4.00010-1

5. **Rahimi, S.**, & Shute, V. J. (*2025*). Personalized learning in educational games using stealth assessment. In M. L. Bernacki, C. Walkington, A. Emery, & L. Zhang (Eds.), *Handbook of personalized learning*. Routledge. https://doi.org/10.4324/9781032719467-7

6. **Rahimi, S.**, Almond, R., Shute, V., & Sun, C. (2023). Getting the first and second decimals right: Psychometrics of stealth assessment. In M. P. McCreery & S. K. Krach (Eds.), *Games as stealth assessments* (pp. 125–153). IGI Global. https://doi.org/10.4018/979-8-3693-0568-3.ch006

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7. **Rahimi, S.**, Almond, R., & Shute, V. (2023). Stealth assessment's technical architecture. In M. P. McCreery & S. K. Krach (Eds.), *Games as stealth assessments* (pp. 61–80). IGI Global. https://doi.org/10.4018/979-8-3693-0568-3.ch003

8. Smith, G., Shute, V. J., **Rahimi, S.**, Kuba, R., & Dai, C.-P. (2023). Stealth assessment and digital learning game design. In M. P. McCreery & S. K. Krach (Eds.), *Games as stealth assessments* (pp. 81–100). IGI Global. https://doi.org/10.4018/979-8-3693-0568-3.ch004

9. **Rahimi, S.**, & Shute, V. J. (2021). Learning analytics dashboards in educational games. In M. Sahin & D. Ifenthaler (Eds.), *Visualizations and dashboards for learning analytics* (pp. 527–546). Springer. https://doi.org/10.1007/978-3-030-81222-5_24

10. **Rahimi, S.**, & Shute, V. (2021). The effects of video games on creativity. In S. Russ, J. Hoffmann, & J. Kaufman (Eds.), *The Cambridge handbook of lifespan development of creativity* (pp. 368–392). Cambridge University Press. https://doi.org/10.1017/9781108755726.021

11. Almond, R. G., Shute, V. J., Tingir, S., & **Rahimi, S.** (2020). Identifying observable outcomes in game-based assessments. In R. Lissitz and H. Jiao (Ed.), *Applications of artificial intelligence to assessment* (35 pages). Information Age Publishing.

12. Shute, V. J., Ke, F., Almond, R. G., **Rahimi, S.**, Smith, G., & Lu, X. (2019). How to increase learning while not decreasing the fun in educational games. In Robert Feldman (Ed.), *Learning Science: Theory, Research, and Practice* (40 pages). McGraw-Hill.

13. Shute, V. J., **Rahimi, S.**, & Smith, G. (2019). Game-based learning analytics in Physics Playground. In M. Chang, & A. Tlili (Eds.), *Data analytics approaches in educational games and gamification systems* (26 pages). Springer.

14. Shute, V. J., **Rahimi, S.**, & Lu, X. (2019). Supporting learning in educational games: Promises and challenges. In P. Díaz, A. Ioannou, K. K. Bhagat, & J. M. Spector (Eds.), *Learning in a Digital World - Perspective on Interactive Technologies for Formal and Informal Education* (41 pages). Springer.

15. Shute, V. J., **Rahimi, S.**, & Emihovich, B. (2018). Assessment for learning in immersive environments. In D. Lui, C. Dede, R. Huang, & J. Richards (Eds.), *Virtual, augmented, and mixed realities in education* (38 pages). Springer.

16. Shute, V. J., **Rahimi, S.**, & Sun, C. (2017). *Measuring and supporting learning in educational games*. In M. F. Young, & S. T. Slota (Eds.), *Exploding the castle: Rethinking how video games & game mechanics can shape the future of education*. Information Age Publishing, Inc.

Invited Encyclopedia Entries

1. Shute, V. J., Fulwider, G. C., Liu, Z., & **Rahimi, S.** (2023). Machine Learning. In R. Tierney, F. Rizvi, & K. Ercikan (Eds.), *International encyclopedia of education (4th Edition)* (pp. 83-91). Oxford, UK: Elsevier Publishers. https://doi.org/10.1016/B978-0-12-818630-5.14013-8

2. Shute, V. J., Lu, X., & **Rahimi, S.** (2021). Stealth assessment. In J. M. Spector (Ed.), *The Routledge Encyclopedia of Education* (pp. 1-9). London, UK: Taylor & Francis group.

*Note: * Rahimi's students*

3. **Rahimi, S.** (2020). Virtual Reality in education. *The Iranian encyclopedia of curriculum and instruction* (9 pages). Talaei, E. (Ed.). Tehran, Iran. www.daneshnamehicsa.ir.

Refereed Proceedings

1. Sherson, J., Rafner, J., Reiter-Palmon, R., Lebuda, I., Brosbøl Kjeldsen, F., Söllner, M., Kenett, Y. N., Emruli, B., Rindle, M., Weiss, S., Goecke, B., Vinchon, F., Mao, Y., Dellermann, D., **Rahimi, S.**, Marler, J. H., Nguyen, A., Bjerring, J. C., & DiPaola, S. (2026). Ensuring human authorship in the age of generative AI: The FERC framework for governed human–AI collaboration. In *Adjunct proceedings of the 14th Nordic Conference on Human-Computer Interaction* (Article 96, pp. 1–11). Association for Computing Machinery. https://doi.org/10.1145/3821402.3830141

2. Leite, W. L., Kumar, K. S., Magnan, J., Hammerschmidt-Snidarich, S., **Rahimi, S.**, & Liu, Z. (2026). Automated scoring of oral reading fluency: An examination of validity evidence. In Proceedings of the Artificial Intelligence in Measurement and Education Conference (AIME-Con): Full Papers (pp. 472–482). National Council on Measurement in Education (NCME). https://aclanthology.org/2026.aimecon-main.53/

3. **Rahimi, S.**, Mehrvarz, M., Abdoli, S., Esmaeiligoujar*, S., & McLaren, B. M. (2026). Maximize learning and fun: How to integrate in-game learning supports into digital learning games. In B. K. Litts, D. DeLiema, C. Lee, S. Krist, A. Mawasi, L. Martin, & K. Kumpulainen (Eds.), *Proceedings of the 20th International Conference of the Learning Sciences (ICLS 2026)* (pp. 1213–1217). International Society of the Learning Sciences. https://doi.org/10.22318/icls2026.100521

4. **Rahimi, S.**, Esmaeiligoujar*, S., Ercan*, D., Babaee*, M., & Gao*, R. (2026). Small vs. large language models: Comparing language models in generating productive failure math problems. In B. K. Litts, D. DeLiema, C. Lee, S. Krist, A. Mawasi, L. Martin, & K. Kumpulainen (Eds.), *Proceedings of the 20th International Conference of the Learning Sciences (ICLS 2026)* (pp. 1223–1227). International Society of the Learning Sciences. https://doi.org/10.22318/icls2026.113185

5. **Rahimi, S.**, Babaee*, M., Esmaeiligoujar*, S., & Dede, C. (2026). Generative AI for creative learning in K–12 education: Insights from a systematic scoping review. In B. K. Litts, D. DeLiema, C. Lee, S. Krist, A. Mawasi, L. Martin, & K. Kumpulainen (Eds.), *Proceedings of the 20th International Conference of the Learning Sciences (ICLS 2026)* (pp. 1253–1257). International Society of the Learning Sciences. https://doi.org/10.22318/icls2026.109766

6. **Rahimi, S.**, Li, H., Esmaeiligoujar*, S., & Ercan*, D. (2026). Rubric-guided generative AI for scalable creativity assessment in educational games. In B. K. Litts, D. DeLiema, C. Lee, S. Krist, A. Mawasi, L. Martin, & K. Kumpulainen (Eds.), *Proceedings of the 20th International Conference of the Learning Sciences (ICLS 2026)* (pp. 2828–2830). International Society of the Learning Sciences. https://doi.org/10.22318/icls2026.756846

7. Ercan*, D., & **Rahimi, S.** (2026). How generative AI is used in learning games: A systematic scoping review in K–12 settings. In B. K. Litts, D. DeLiema, C. Lee, S. Krist, A. Mawasi, L. Martin, & K. Kumpulainen (Eds.), *Proceedings of the 20th International Conference of the Learning Sciences (ICLS 2026)* (pp. 2935–2937). International Society of the Learning Sciences. https://doi.org/10.22318/icls2026.107684

*Note: * Rahimi's students*

8. **Rahimi, S.**, Ercan*, D., Gao*, R., Esmaeiligoujar*, S., Babaee*, M., Li, H., Zhang, S., Lee, S., Closser, A., & Botelho, A. (2025, July). *ProductiveMath*: A Generative-AI-Powered App to Support Productive Failure Teaching. In *International Conference on Artificial Intelligence in Education* (pp. 344-351). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-99264-3_43 *[Nominated for the Best Paper in the LBR Track]*

9. **Rahimi, S.**, Esmaeiligoujar*, S., Gao*, R., Ercan*, D., & Keawphonkrang*, S. (2025). The Effects of Digital Games on Pre-K-12 Students' Growth Mindset: A Systematic Review. In Rajala, A., Cortez, A., Hofmann, R., Jornet, A., Lotz-Sisitka, H., & Markauskaite, L. (Eds.), *Proceedings of the 19th International Conference of the Learning Sciences* - ICLS 2025 (pp. 476-483). International Society of the Learning Sciences. https://repository.isls.org//handle/1/11768

10. Leite, W. L., Hammerschmidt-Snidarich, S., Huggins-Manley, A. C., Karakis, H. K., Lane, H., **Rahimi, S.**, Shen, Q., Tai, X., & Schmidt, M. (2025). Storiza: A Platform to Support Children's Oral Reading Fluency Development With Generative Ai. In Rajala, A., Cortez, A., Hofmann, R., Jornet, A., Lotz-Sisitka, H., & Markauskaite, L. (Eds.), *Proceedings of the 19th International Conference of the Learning Sciences* - ICLS 2025 (pp. 1574-1578). International Society of the Learning Sciences. https://repository.isls.org//handle/1/11320

11. Walker, J. T., **Rahimi, S.**, Barany, A., & Lin-Lipsmeyer, L. (2025). Generative Inquiry: Creativity Assessments of Youth Epistemic Agency and in a Computational Data Science Workshop. In Rajala, A., Cortez, A., Hofmann, R., Jornet, A., Lotz-Sisitka, H., & Markauskaite, L. (Eds.), *Proceedings of the 19th International Conference of the Learning Sciences* - ICLS 2025 (pp. 538-546). International Society of the Learning Sciences. https://repository.isls.org//handle/1/11775

12. Ercan, D., Esmaeiligoujar, S., & **Rahimi, S.** (2025). Improving Pre-K–12 Students' Executive Functions Using Digital Games: A Systematic Review. In Rajala, A., Cortez, A., Hofmann, R., Jornet, A., Lotz-Sisitka, H., & Markauskaite, L. (Eds.), *Proceedings of the 19th International Conference of the Learning Sciences* - ICLS 2025 (pp. 826-834). International Society of the Learning Sciences. https://repository.isls.org//handle/1/11810

13. Mehrvarz, M., Abdoli, S., Kahveci, E. N., **Rahimi, S.**, & McLaren, B. M. (2025). The Impact of Hint Modality in Digital Game-Based Learning: A Systematic Literature Review. In Rajala, A., Cortez, A., Hofmann, R., Jornet, A., Lotz-Sisitka, H., & Markauskaite, L. (Eds.), *Proceedings of the 19th International Conference of the Learning Sciences* - ICLS 2025 (pp. 2939-2941). International Society of the Learning Sciences. https://repository.isls.org//handle/1/11646

14. Babaee*, M., **Rahimi, S.**, & Esmaeiligoujar*, S. (2024). Fostering K-12 Students' Computational Thinking Skills Using Collaborative Technology-rich Learning Environments: A Systematic Review. In Lindgren, R., Asino, T. I., Kyza, E. A., Looi, C. K., Keifert, D. T., & Suárez, E. (Eds.), Proceedings of the 18th International Conference of the Learning Sciences - ICLS 2024 (pp. 786-792). International Society of the Learning Sciences. https://repository.isls.org//handle/1/11170

*Note: * Rahimi's students*

15. Esmaeiligoujar*, S., **Rahimi, S.**, & Babaee*, M. (2024). Using Digital Games to Enhance 21st-Century Skills Development in K-12 Education: A Systematic Review. In Lindgren, R., Asino, T. I., Kyza, E. A., Looi, C. K., Keifert, D. T., & Suárez, E. (Eds.), *Proceedings of the 18th International Conference of the Learning Sciences* - ICLS 2024 (pp. 2197-2198). *International Society of the Learning Sciences*. https://repository.isls.org//handle/1/10933

16. **Rahimi, S.**, Smith, J. B., Truesdell, E. J.K., Vinay, A., Boyer, K. E., Magerko, B., Freeman, J., & Mcklin, T. (2023). Validity and Fairness of an Automated Assessment of Creativity in Computational Music Remixing. *CEUR Workshop Proceedings at AI in Education 2023 Conference: Automated Assessment and Guidance of Project Workshop*.

17. **Rahimi, S.**, Shute, V., Khodabandelou, R., Kuba, R., Babaee*, M., & Esmaeiligoujar*, S. (2023). Stealth assessment: A systematic review of the literature. In Blikstein, P., Van Aalst, J., Kizito, R., & Brennan, K. (Eds.), *Proceedings of the 17th International Conference of the Learning Sciences - ICLS 2023* (pp. 1977-1978). International Society of the Learning Sciences. Montreal, Canada. https://repository.isls.org//handle/1/10118

18. **Rahimi, S.**, Walker, J., Lin, L., & Shin, J.(2022). In pursuit of creativity in Minecraft: A mixed-method approach. In C., Chinn, E., Tan, C., Chan, & Kali, Y. (Eds.), *International Collaboration toward Educational Innovation for All: Overarching Research, Development, and Practices—the ICLS proceedings* (pp. 1397-1400). Online.

19. **Rahimi, S.**, Fulwider, C., Jiang, S. & Shute, V. J. (2022). Predicting learning gains in an educational game using feature engineering and machine learning. In C., Chinn, E., Tan, C., Chan, & Kali, Y. (Eds.), *International Collaboration toward Educational Innovation for All: Overarching Research, Development, and Practices—the ICLS proceedings* (pp. 2124-2125). Online.

20. Karumbaiah, S., **Rahimi, S.**, Baker, R. S., Shute, V. J., & D'Mello, S. (2018). Is student frustration in learning games more associated with game mechanics or conceptual understanding? In J. Kay, R. Luckin, M. Mavrikis, & K. Porayska-Pomsta (Eds.), *International Conference of Learning Sciences* (pp. 1-2). London, UK.

21. **Rahimi, S.**, Shute V. J. (2016). *Designing the Class as a Game to Promote Active Learning in K-12 Education*. In AECT Proceedings (pp. 109-117). November 2016, Las Vegas.

22. **Rahimi, S.**, Song H., & Agharazidermani M. (2011). *Perception and experiences of undergraduate students on using second life as a learning tool.* In *EDULEARN11 Proceedings* (pp. 6181-6190). IATED. July 2011, Barcelona, Spain.

23. Agharazidermani, M., Song, H., & **Rahimi, S.** (2011). *Microblogging as an educational tool to advance learning: case studies and recent reports.* In *EDULEARN11 Proceedings* (pp. 6181-6190). IATED. July 2011, Barcelona, Spain.

Other Refereed Publications

1. **Rahimi, S.**, Esmaeiligoujar*, S. (2024). UF's AI in Education Workshop: A Perspective from Academia and Learning Industry. Digital Promise and the International Society of the Learning Sciences, pp. 1-20. https://repository.isls.org//handle/1/11209

*Note: * Rahimi's students*

2. Shute, V. J. & **Rahimi, S.** (2022). Stealth assessment: A Primer. *Rapid Community Report Series*. Digital Promise and the International Society of the Learning Sciences, pp. 1-11. https://repository.isls.org//handle/1/7671

Professional Publications and Public Scholarship

1. **Rahimi, S.** (2026). Don't just assemble an interdisciplinary research team, design one. *Times Higher Education*. https://www.timeshighereducation.com/campus/dont-just-assemble-interdisciplinary-research-team-design-one

White Papers

1. Friis Sherson, J., Rafner, J., Broberg Bang, J., Berditchevskaia, A., Bjerring, J. C., Chompunuch, S., ... **Rahimi, S.**, … & Molina-Abril, G. (2026). The hybrid intelligence manifesto: a multi-level socio-technical framework for keeping human judgement economically valuable. https://opus.bibliothek.uni-augsburg.de/opus4/frontdoor/index/index/docId/132745

2. **Rahimi, S.**, Esmaeiligoujar, S. (2024). UF's Artificial Intelligence in Education Workshop: A State-of-the-Art Perspective from Academia and Industry. *Institute for Advanced Learning Technologies (IALT), University of Florida*. https://ialt.education.ufl.edu/ai-in-education-workshop/

Invited Posts on Educational Blogs

1. **Rahimi, S.** (2023, November 3). I decide to be creative and study it creatively [Blog post]. *Messier Website's Blog Posts on Creativity*. https://www.messier.co/post/i-decide-to-be-creative-and-study-it-creatively

2. **Rahimi, S.** (2020, June 22). The inspirational silver lining for learning in Iran [Blog post]. *Silver Lining for Learning Initiative Blog*. https://silverliningforlearning.org/the-inspirational-silver-lining-for-learning-in-iran/

Presentations

Invited Presentations

1. **Rahimi, S.** (2026, October 26–28). *Safe and sound AI for learning: A design and evidence framework for protecting and advancing human competencies* [Conference presentation]. Lifetime Learning Symposium, Georgia Institute of Technology, Atlanta, GA, United States. https://lifetimelearning.gatech.edu/symposium-2026-agenda

2. **Rahimi, S.** (2026, October). *Stealth assessment and support of creativity using BNs and LLMs*. Creativity Assessment and Methods Course by Dr. Molly Holinger. Buffalo State University, Center for Applied Imagination.

3. **Rahimi, S.** (2026, March). *Assessment and Analytics in Games: Stealth Assessment for Learning in Technology-Rich Learning Environments*. Dr. Mamta Shah's course: EDUC 5152 Video Games and Virtual Worlds as Sites for Learning and Engagement in Spring 2026. University of Pennsylvania (UPENN) (Online).

*Note: * Rahimi's students*

4. **Rahimi, S.** (2026, March). *Toward ecologically valid assessments of creativity by stealth assessment and large language models in STEM learning environments*. In S. Weiss & R. E. Beaty (Chairs), Advances in creativity assessment[Symposium presentation]. *APA Division 10 Conference on Creativity*, Omaha, NE.

5. **Rahimi, S.** (2025, October). *AI-Powered & Stealth assessment and support of creativity*. Creativity Assessment and Methods Course by Dr. Molly Holinger. Buffalo State University, Creativity and Change Leadership Department, Buffalo, New York (Online).

6. **Rahimi, S.** (2025, October). *AI in General and in Education from CLASS Lab's Perspective*. Emerging Learning Technologies Class Taught by Dr. Lazarevic. University of Florida. Gainesville, FL.

7. **Rahimi, S.** (2025, October). *Creativity & How to Assess and Support it Using Stealth Assessment.* Graduate Seminar Class Taught by Dr. Shiyi Chen. University of Idaho, Moscow, Idaho.

8. **Rahimi, S.** (2025, September). *CLASS Lab's Research Directions*. Foundations in the Field of Educational Technology Taught by Dr. Albert Ritzhoupt. University of Florida. Gainesville, FL.

9. **Rahimi, S.** (2025, April). *Creative Learning through AI and Stealth Assessment in STEM (CLASS) lab's AI direction*. Higher Education, EdD students. Invited by Dr. Lindsay Byron. Gainesville, FL.

10. **Rahimi, S.** (2025, April). *Stealth Assessment of Competencies in Technology-rich Learning Environments*. Emerging Technologies in Education Taught by Dr. Bertrand Schneider. Harvard Graduate School of Education, Cambridge, MA (Online).

11. **Rahimi, S.** (2025, March). *Failing Forward: Learning from Failure*. College of Education Stakeholder's Day.

12. **Rahimi, S.** (2025, February). *Creativity is a Decision*. Graduate Class on Project Management Taught by Dr. Rui Tammy Huang. University of Florida. Gainesville, FL.

13. **Rahimi, S.** (2025, January). *Gamification and Stealth Assessment*. Center for Undergraduate Research Class Taught by Dr. Walter Leite. University of Florida. Gainesville, FL.

14. **Rahimi, S.** (2024, December). *Stealth Assessment for Learning in Technology-Rich Learning Environments*. Sultan Qaboos University. Oman. Online.

15. **Rahimi, S.** (2024, November). *Stealth Assessment of Creativity*. *Research trends in STEM class* taught by Dr. Justice Toshiba Walker. The University of Texas at El Paso. (Online).

16. **Rahimi, S.** (2024, November). *Creative Learning through AI and Stealth Assessment in STEM (CLASS) lab's AI direction*. Emerging Learning Technologies Class Taught by Dr. Lazarevic. University of Florida. Gainesville, FL.

17. **Rahimi, S.** (2024, October). *ProductiveMath: Enabling Productive Failure Using Gen AI*. University of Florida's AI Days. Lightning Talk.

*Note: * Rahimi's students*

18. **Rahimi, S.** (2024, October). *ProductiveMath: Enabling Productive Failure Using Gen AI*. University of Florida's AI Days. Demonstration.

19. **Rahimi, S.** (2024, October). *creative: Using Gen AI to Assess Human Creativity in Physics Playground*. University of Florida's AI Days. Demonstration.

20. **Rahimi, S.** (2024, October). *ProductiveMath: An AI-Powered Web-based Application to Support Math Learning Through Productive Failure*. University of Florida. School of Teaching & Learning.

21. **Rahimi, S.** (2024, October). *Research & Creativity Panel Discussion*. Timothy Murray's Course for STEM Undergraduate Students across University of Florida.

22. **Rahimi, S.** (2024, September). *AI-Powered & Stealth assessment and support of creativity*. Creativity Assessment and Methods Course by Dr. Molly Holinger. Buffalo State University, Creativity and Change Leadership Department, Buffalo, New York (Online).

23. **Rahimi, S.** (2024, August). *Stealth Assessment of Creativity and Physics Understanding*. The 1st National Conference of AI in Education in Iran. Tehran, Iran.

24. **Rahimi, S.** (2024, August). *Looking at the Present and the Future of the Field of Education Technology in the Era of Artificial Intelligence*. House of Iranian Thinkers. Tehran, Iran.

25. **Rahimi, S.** (2024, July). *Stealth Assessment of Learning in Medical Education*. Shahid Beheshti University. Tehran, Iran.

26. **Rahimi, S.** (2024, May). *What is Stealth Assessment and how to Assess Creativity and Physics Understanding in Game-Based and Non-Game-Based Learning Environments?* Gozinieye 2 Webinar series. Iran. (Online).

27. **Rahimi, S.**, Smith, J. B., Truesdell, E. J.K., Vinay, A., Boyer, K. E., Magerko, B., Freeman, J., & Mcklin, T. (2024, March). *A Validation Study of an Automated, Formative Assessment of Creativity in a Computational Music Remixing Learning Environment*. Division 10, Psychology of Aesthetics, Creativity, and the Arts (PACA) conference. *Symposium: Machines Learn to Judge Creativity: AI Advances in Automated Assessment.* Denton, TX. (International).

28. **Rahimi, S.** (2024, March). *Motivational architecture & stealth assessment in technology-rich learning environments*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA (Online).

29. **Rahimi, S.** (2024, February). *Looking into the future from the cutting edge of AI in Education*. Presented at the 7th International Conference of School Psychology. Tehran, Iran. (Virtual).

30. **Rahimi, S.** (2024, February). *Using learning experience design and generative AI to enhance students with disabilities' reading*. Presented at the International Conference of Teaching and Learning for Students with Special Needs. Tehran, Iran. (Virtual).

*Note: * Rahimi's students*

31. **Rahimi, S.** (2023, November). *Creativity & How to Assess and Support it Using Stealth Assessment.* Graduate Seminar Class Taught by Dr. Shiyi Chen. University of Idaho, Moscow, Idaho.

32. **Rahimi, S.** (2023, November). Synergy of creativity and STEM: Stealth Assessment of Creativity in STEM Contexts. Let's Go Beyond the Brick: Innovative Assessments of Creativity. A Symposium at the International Society of the Study of Creativity and Innovation (ISSCI) (Virtual).

33. **Rahimi, S.** (2023, November). *GAME lab's AI direction*. Emerging Learning Technologies Class Taught by Dr. Lazarevic. University of Florida. Gainesville, FL.

34. **Rahimi, S.** (2023, November). *Stealth assessment: An ongoing, unobtrusive, assessment for learning*. Harnessing AI Workshop for UF Faculty Members. University of Florida.

35. **Rahimi, S.** (2023, September). *Stealth assessment of physics understanding in Physics Playground*. ED Games Expo 2023. Washington D.C.

36. **Rahimi, S.** (2023, June). *Stealth assessment as a computer science education research method*. EdD Students' CS Ed. Cohort. University of Florida.

37. **Rahimi, S.** (2023, April). *Game-based, stealth assessment and support of creativity*. Creativity Assessment and Methods Course by Dr. Molly Holinger. Buffalo State University, Creativity and Change Leadership Department, Buffalo, New York (Online).

38. **Rahimi, S.** (2023, March). *Physics Playground's motivational architecture & stealth assessment*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA (Online).

39. **Rahimi, S.** (2022, November). Stealth assessment of hard-to-measure constructs. *Research trends in STEM class* taught by Dr. Justice Toshiba Walker. The University of Texas at El Paso. (Online).

40. **Rahimi, S.** (2022, August). *Stealth assessment of creativity in Physics Playground*. American Psychological Association (APA) conference (Division 10). Minneapolis. MN.

41. **Rahimi, S.**, Fulwider, C., Jiang, S. & Shute, V. J. (2022, May). *Predicting learning gains in Physics Playground using feature engineering and machine learning*. Poster presented at the Mini-AI Symposium. College of Education, University of Florida.

42. **Rahimi, S.** (2022, March). *Physics Playground's Motivational Architecture & Stealth Assessment*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.

43. **Rahimi, S.** (2021, December). *What is Creativity and how to Create a Creativity-welcoming class environment*. The House of Innovation in Education. Tehran, Iran. (Online).

44. **Rahimi, S.** (2021, December). *Feature Engineering and Machine Learning to Refine the Validity of a Stealth Assessment of Physics Understanding in an Educational Physics Game*. The Interservice/Industry Training, Simulation and Education Conference (I/ITSEC). Orlando, FL.

*Note: * Rahimi's students*

45. **Rahimi, S.** (2021, November). *Assessing and Supporting Creativity.* Graduate seminar class taught by Dr. Shiyi Chen. University of Idaho, Moscow, Idaho.

46. **Rahimi, S.** (2021, October). *Stealth Assessment of physics understanding.* Graduate seminar class taught by Dr. Robert Moore. University of Florida, Gainesville, FL.

47. **Rahimi, S.** (2021, June). *Stealth Assessment of Physics Understanding in Physics Playground*. The Annual conference of the eMadrid network. Madrid, Spain. (virtual). See details here: https://www.emadridnet.org/index.php/es/28-eventos-y-seminarios/1319-evaluacion-sigilosa-de-la-comprension-de-la-fisica-en-physics-playground

48. **Rahimi, S.**, Shute, V. (2021, June). *Stealth assessment of creativity in Physics Playground*. The CREA consortium. Aarhus University of Denmark. (virtual).

49. **Rahimi, S.** (2021, May). *Stealth assessment of physics understanding in immersive learning environments*. The 7th International Conference of the Immersive Learning Research Network (iLRN 2021). Panel discussion on assessment in immersive, technology-rich environments with James Lester, Madeleine Keehner, & Diego Zapata-Rivera. (virtual).

50. **Rahimi, S.** (2021, March). *Stealth assessment of physics understanding*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.

51. **Rahimi, S.** (2020, April). *PISA 2021: creative thinking assessment*. Large Scale Assessment Class, Ebrahim Talaei, Tarbiat Modarress University, Tehran, Iran.

52. **Rahimi, S.** (2020, March). *Stealth Assessment of Physics Understanding in Physics Playground*. ECOLearn Research Group led by Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.

53. **Rahimi, S.** (2020, March). *Physics Playground experience: Design your own levels*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.

54. **Rahimi, S.** (2020, March). *Inspire, instruct, or both? Game-based support of creativity*. ECOLearn Research Group led by Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.

55. **Rahimi, S.** (2020, February). *Physics Playground and Stealth Assessment*. Dr. Barry Fishman's class on game-based learning. University of Michigan, Ann Arbor, MI.

56. **Rahimi, S.**, Shute, V.J. (presented 2019, October). *The Architecture of Physics Playground—A learning game with stealth assessment & adaptive content.* Demo presentation at the Education Technology and Computational Psychometrics Symposium 2019 (ETCPS 2019), Iowa City, IA (International).

57. Almond, R. G., Shute, V. J., **Rahimi, S.**, & Tingir, S. (presented 2018, October). *Identifying observable outcomes in game-based assessments*. Paper presented at Maryland Assessment Research Conference, University of Maryland, College Park, MD. (International).

*Note: * Rahimi's students*

58. Shute, V. J., Ke, F., Almond, R., Sun, C., **Rahimi, S.**, & Lu, X. (presented 2018, April). *Promoting formal knowledge and skills acquisition in Physics Playground*. Paper presented at the American Educational Research Association, AERA, NYC, NY. (International).

59. Shute, V. J., **Rahimi, S.**, & Emihovich, B. (presented 2017, January). *Assessment for learning in immersive environments*. In C. Dede & J. Richards (Chair), VR and Immersive Learning. Presentation at the meeting of Harvard University and Beijing Normal University, Cambridge, MA. (International).

Refereed Presentations at Conferences

1. Esmaeiligoujar*, S., & **Rahimi, S.** (2026, April 18). *Enhancing law students' critical thinking through AI-supported IRAC-based case learning* [Paper presentation]. 20th F3S Conference of the Social Sciences, Gainesville, FL, United States.

2. **Rahimi, S.**, Babaee*, M., Esmaeiligoujar*, S., & Dede, C. (2026, June 15–19). Generative AI for creative learning in K–12 education: Insights from a systematic scoping review [Paper presentation]. International Conference of the Learning Sciences, Irvine, CA, United States.

3. **Rahimi, S.**, Babaee*, M., Esmaeiligoujar*, S., Ercan*, D., & Gao*, R. (2026, June 15–19). ProductiveMath: A research-driven, AI-powered platform for teacher-generated productive failure problems [Demonstration]. International Conference of the Learning Sciences, Irvine, CA, United States.

4. **Rahimi, S.**, Mehrvarz, M., Abdoli, S., Esmaeiligoujar*, S., & McLaren, B. M. (2026, June 15–19). *Maximize learning and fun: How to integrate in-game learning supports into digital learning games* [Paper presentation]. International Society of the Learning Sciences Annual Meeting (ICLS Program), Irvine, CA, United States.

5. **Rahimi, S.**, Esmaeiligoujar*, S., Ercan*, D., Babaee*, M., & Gao*, R. (2026, June 15–19). *Small vs. large language models: Comparing language models in generating productive failure math problems* [Paper presentation]. International Society of the Learning Sciences Annual Meeting (ICLS Program), Irvine, CA, United States.

6. **Rahimi, S.**, Li, H., Esmaeiligoujar*, S., & Ercan*, D. (2026, June 15–19). *Rubric-guided generative AI for scalable creativity assessment in educational games* [Poster presentation]. International Society of the Learning Sciences Annual Meeting (ICLS Program), Irvine, CA, United States.

7. Ercan*, D., & **Rahimi, S.** (2026, June 15–19). *How generative AI is used in learning games: A systematic scoping review in K-12 settings* [Poster presentation]. International Society of the Learning Sciences Annual Meeting (ICLS Program), Irvine, CA, United States.

8. Ercan*, D., & **Rahimi, S.** (2026, April 2). *Mapping the role of generative AI in STEM learning games: A systematic scoping review* [Roundtable presentation]. University of Florida College of Education Research Symposium, Gainesville, FL, United States.

*Note: * Rahimi's students*

9. Ercan*, D., & **Rahimi, S.** (2026, April 7). *Mapping the role of generative AI in STEM learning games: A systematic scoping review* [Poster presentation]. University of Florida Graduate Student Research Day, Gainesville, FL, United States.

10. Esmaeiligoujar*, S., & **Rahimi, S.** (2026). *Designing a rubric to assess students' critical thinking through AI-supported IRAC-based case learning* [Roundtable presentation]. College of Education Research Symposium, University of Florida, Gainesville, FL.

11. Esmaeiligoujar*, S., & **Rahimi, S.** (2026, April 7). *Enhancing law students' critical thinking through AI-supported IRAC-based case learning* [Poster presentation]. Graduate Student Research Day, University of Florida, Gainesville, FL.

12. Esmaeiligoujar*, S., Tanvir, S. H., Bennett, A., Abrakhmanova, A., & **Rahimi, S.** (2026, April 28). *Clues in the news: A stealth assessment of critical thinking skills* [Poster presentation]. UF Interface Teaching, University of Florida, Gainesville, FL.

13. **Rahimi, S.**, Dede, C., Esmaeiligoujar*, S., & Babaee*, M. (2026, March). *Responsible and ethical use of AI for human creativity augmentation* [Poster presentation]. *APA Division 10 Conference on Creativity*, Omaha, NE.

14. **Rahimi, S.**, Esmaeiligoujar*, S., Babaee*, M., & Dede, C. (2026, March). *Generative AI and creativity: A systematic scoping review in K–12 education* [Conference presentation]. *APA Division 10 Conference on Creativity*, Omaha, NE.

15. Ercan*, D., **Rahimi, S.**, Esmaeiligoujar*, S., Babaee*, M., & Gao*, R. (2025, November 19–21). *Designing an AI-powered platform to support teachers in creating algebra problems for productive failure teaching in K-12 classes* [Poster presentation]. 69th Annual Meeting of the Florida Educational Research Association (FERA), Fort Myers, FL, US. **[Best Poster Award]**

16. **Rahimi, S.**, Esmaeiligoujar*, S., Babaee*, M., Ercan*, D., & Gao*, R. (2025, November 19–21). *ProductiveMath*: A Human-in-the-Loop AI Web-based Application to Support Teachers When in Productive Failure Teaching in Algebra [Conference presentation]. *69th Annual Meeting of the Florida Educational Research Association (FERA)*, Fort Myers, FL, United States.

17. **Rahimi, S.**, Esmaeiligoujar*, S., Ercan*, D., Babaee*, M., & Gao*, R. (2025, November 19–21). Small vs. large language models: Comparing language models in generating productive failure math problems [Conference presentation]. *69th Annual Meeting of the Florida Educational Research Association (FERA)*, Fort Myers, FL, United States.

18. Babaee*, M., **Rahimi, S.**, Ercan*, D., Esmaeiligoujar*, S., & Gao*, R. (2025, November 19–21). *Designing a professional development workshop on productive failure for math teachers based on learning experience design* [Poster presentation]. 69th Annual Meeting of the Florida Educational Research Association (FERA), Fort Myers, FL, US.

19. Esmaeiligoujar*, S., **Rahimi, S.**, Ercan*, D., Gao*, R., & Babaee*, M. (2025, November 19–21). *Quality matters: Designing a rubric for assessing the quality of productive failure*

problems in algebra [Poster presentation]. Florida Educational Research Association (FERA) Annual Conference. Fort Myers, FL, US.

20. Babaee*, M., **Rahimi, S.** (2025, October). From Surface to Depth: A systematic review of assessing computational thinking in K-12 digital learning environments. *Paper presented at Association for Educational Communications & Technology (AECT) 2025*. Las Vegas, Nevada (International).

21. Leite, W., Liu, Z., Gauger, L. M., Huggins-Manley, A. C., **Rahimi, S.,** Snidarich, S., Karakis, H. K., Shen, Q., Tai, X., & Schmidt, M. (2025, October). *Stealth assessment of oral reading fluency.* Paper presented at the Artificial Intelligence in Measurement and Education Conference (AIME-Con), Pittsburgh, PA, United States.

22. **Rahimi, S.**, Ercan*, D., Gao*, R., Esmaeiligoujar*, S., Babaee*, M., Li, H., Zhang, S., Lee, S., Closser, A., & Botelho, A. (July, 2025). *ProductiveMath*: A Generative-AI Web-based Application to Support Productive Failure Teaching. *AIED Conference. Italy. Palermo*.

23. **Rahimi, S.**, Gao*, R., Celik*, D., Esmaeiligoujar*, S., (June 2025). Effects of Digital Games on K-12 Students' Growth Mindset. *The 19th International Conference of the Learning Sciences* - ICLS 2025. Helsinki, Finland.

24. Leite, W. L., Hammerschmidt-Snidarich, S., Huggins-Manley, A. C., Karakis, H. K., Lane, H., **Rahimi, S.**, Shen, Q., Tai, X., & Schmidt, M. (2025). Storiza: A Platform to Support Children's Oral Reading Fluency Development With Generative Ai. *The 19th International Conference of the Learning Sciences* - ICLS 2025. Helsinki, Finland.

25. Mehrvarz, M., Abdoli, S., Kahveci, E. N., **Rahimi, S.**, & McLaren, B. M. (2025). The Impact of Hint Modality in Digital Game-Based Learning: A Systematic Literature Review. *The 19th International Conference of the Learning Sciences* - ICLS 2025. Helsinki, Finland.

26. Walker, J. T., **Rahimi, S.**, Barany, A., & Lin-Lipsmeyer, L. (2025). Generative Inquiry: Creativity Assessments of Youth Epistemic Agency and in a Computational Data Science Workshop. *The 19th International Conference of the Learning Sciences* - ICLS 2025. Helsinki, Finland.

27. Ercan*, D., Esmaeiligoujar*, S., & **Rahimi, S.** (2025). Improving Pre-K–12 Students' Executive Functions Using Digital Games: A Systematic Review. *The 19th International Conference of the Learning Sciences* - ICLS 2025. Helsinki, Finland.

28. **Rahimi, S.**, Esmaeiligoujar*, S., Gao*, R., Celik*, D., Li, H. C. & Botelho, A. (April 2025). Supporting Teachers to Prepare for Productive Failure Using an AI-powered Algebra Problem Generator. *American Educational Research Association Annual Meeting, AERA*. Denver, Colorado. USA.

29. **Rahimi, S.**, Celik*, D., Gao*, R., Esmaeiligoujar*, S., Li, H. C. & Botelho, A. (April 2025). Using Generative AI for Automated Human-Creativity Assessment and Machine Creativity in a Sandbox Game. *American Educational Research Association Annual Meeting, AERA*. Denver, Colorado. United States.

*Note: * Rahimi's students*

30. Walker, J. T., **Rahimi, S.**, Barany, A., & Lipsmeyer, L. L (April 2025). Exploring Youth Epistemic Agency and Creativity in a Sandbox Computational Data Mining Workshop. *American Educational Research Association Annual Meeting, AERA*. Denver, Colorado. United States.

31. Mehrvarz, M. Kahveci, E. N., Abdoli, S., **Rahimi, S.** & McLaren, B. M. (April 2025). The Impact of Hint Modality in Digital Game-Based Learning: A Systematic Literature Review. *American Educational Research Association Annual Meeting, AERA*. Denver, Colorado. United States.

32. Esmaeiligoujar*, S., **Rahimi, S.**, Gao*, R., Ercan*, D., & Babaee*, M. (2025, April). *Towards better failure: developing a rubric for algebra problem design* [Poster presentation]. University of Florida Graduate Student Research Day, Gainesville, FL, United States

33. Babaee*, M., & **Rahimi, S.** (2025, April 8). *Digging deeper: Systematic review of computational thinking assessment in K–12 digital learning* [Poster presentation]. University of Florida Graduate Student Research Day, Gainesville, FL, United States.

34. Babaee*, M., **Rahimi, S.**, Ercan*, D., Esmaeiligoujar*, S., & Gao*, R. (2025, April 8). *From struggle to success: A professional development on productive failure for math educators* [Poster presentation]. University of Florida Graduate Student Research Day, Gainesville, FL, United States.

35. Ercan*, D., **Rahimi, S.**, Esmaeiligoujar*, S., Babaee*, M., & Gao*, R. (2025, April 8). *Designing and prototyping an AI-powered web-based platform to support teachers in the productive failure method* [Poster presentation]. University of Florida Graduate Student Research Day, Gainesville, FL, United States.

36. Babaee*, M., **Rahimi, S.**, Ercan*, D., Esmaeiligoujar*, S. (2025, March). *From Struggle to Success: A Professional Development on Productive Failure For Math Educators*. Paper presented at the University of Florida College of Education Research Symposium, Gainesville, FL, United States.

37. Ercan*, D., **Rahimi, S.**, Esmaeiligoujar*, S., Babaee*, M., & Gao*, R. (2025, March). *Fail forward: Designing a platform to support productive failure in the classroom*. Paper presented at the University of Florida College of Education Research Symposium, Gainesville, FL, United States.

38. Esmaeiligoujar*, S., **Rahimi, S.**, Gao*, R., Ercan*, D., & Babaee*, M. (2025, March). *Designing a rubric for assessing productive failure problems in algebra*. Paper presented at the University of Florida College of Education Research Symposium, Gainesville, FL, United States.

39. **Rahimi, S.**, Celik*, D., Gao*, R., Esmaeiligoujar*, S., Li, H. C. & Botelho, A. (2025, March). An Automated Human-Creativity Assessment and Machine Creativity in a Sandbox Game Using Generative AI. *Society for Psychology of Aesthetics, Creativity, and the Arts, 2025 Annual Conference*. New Haven, CT, USA.

*Note: * Rahimi's students*

40. Gao*, R., Li*, X., Liu*, M., & **Rahimi, S.** (2024, October). *A stealth assessment of basic interpersonal communication skills in a digital language learning game.* Paper accepted at the annual meeting of the Association for Educational Communications and Technology (AECT), Kansas City, MO, United States.

41. Esmaeiligoujar*, S., Tanvir*, S. H., Bennett*, A., Abdrakhmanova*, A., & **Rahimi, S.** (2024, October). *Clues in the news: Designing a stealth assessment of critical thinking.* Paper accepted at the annual meeting of the Association for Educational Communications and Technology (AECT), Kansas City, MO, United States.

42. Esmaeiligoujar*, S., **Rahimi, S.**, Babaee*, M. (2024, June). Digital Games' Impact on K-12 Students' 21st-Century Skills: A Systematic Review. *Poster presented at the International Society of Learning Sciences (ISLS) 2024,* Buffalo, NY, June 10–14. (International).

43. Babaee*, M., **Rahimi, S.**, Esmaeiligoujar*, S. (2024, June). Fostering K-12 Students' Computational Thinking Skills Using Collaborative Technology-Rich Learning Environments: A Systematic Review. *Paper presented at the International Society of Learning Sciences (ISLS) 2024,* Buffalo, NY, June 10–14. (International).

44. Esmaeiligoujar*, S., **Rahimi, S.**, Babaee*, M. (2024, April). 21st-Century Skills Development Through Educational Digital Games: A Systematic Review. *Poster presented at the American Educational Research Association Annual Meeting, AERA*, 2024, Philadelphia, PA, April 10–14. (International).

45. Babaee*, M., **Rahimi, S.**, Esmaeiligoujar*, S. (2024, April). Exploring the Effects of Collaboration in Technology-Infused Settings on K–12 Students' Computational Thinking: A Systematic Review. *Paper presented at the American Educational Research Association Annual Meeting, AERA*, 2024, Philadelphia, PA, April 10–14. (International).

46. **Rahimi, S.**, Shute, V. J., Babaee*, M., Esmaeiligoujar*, S. (2023, October). A Systematic Review of Stealth Assessment Studies from 2004-2022. *Paper presented at Association for Educational Communications & Technology (AECT) 2023*. Orlando, FL (International).

47. **Rahimi, S.**, Walker, J., Lin-Lipsmeyer, L. (2023, October). Assessing creativity in Minecraft. *Paper presented at Association for Educational Communications & Technology (AECT) 2023*. Orlando, FL (International).

48. Esmaeiligoujar*, S., **Rahimi, S.**, Babaee*, M. (2023, October). Improving K-12 Students' 21st-Century skills using digital games: A systematic review. *Paper presented at Association for Educational Communications & Technology (AECT) 2023*. Orlando, FL (International).

49. Babaee*, M., **Rahimi, S.**, Esmaeiligoujar*, S. (2023, October). The effects of collaboration in technology-rich environments on K-12 Students' computational thinking skills: A systematic review. *Paper presented at Association for Educational Communications & Technology (AECT) 2023*. Orlando, FL (International).

50. **Rahimi, S.**, Smith, J. B., Truesdell, E. J.K., Vinay, A., Boyer, K. E., Magerko, B., Freeman, J., & Mcklin, T. (2023, July). Validity and fairness of an automated assessment of

creativity in computational music remixing. *AI in Education 2023 Conference: Automated Assessment and Guidance of Project Workshop*. July 03-07, 2023, Tokyo, Japan.

51. **Rahimi, S.** (2023, June). Stealth assessment: A theory-driven, evidence-based, top-down approach to assess and support learners' knowledge and skills in real-time. *Jean Piaget Society Conference*, 1—3, June 2023, Spain, (International).

52. **Rahimi, S.**, Shute, V., Khodabandehlu, R., Kuba, R., Babaee*, M., Esmaeiligoujar*, S. (2023, June). *Stealth assessment: A systematic review of the literature*. International Society of Learning Sciences conference (ISLS), 10 – 15 June 2023, Canada, (International).

53. **Rahimi, S.** (2023, April). *Improve students' creativity using inspirational and instructional supports.* Poster presented at the American Educational Research Association Annual Meeting, AERA, 2023, Chicago, April 13–16. (International).

54. **Rahimi, S.**, Shute, V., D'Mello, S. (2023, April). *Is it better to provide embedded learning supports in educational games before or after attempting game levels?* Paper presented at the American Educational Research Association Annual Meeting, AERA, 2023, April 13–16. (International).

55. Nolte, N., **Rahimi, S.**, Shute, V. J., & Leutner, D. (2023). *Erprobung eines Videospieltrainings für räumliche Fähigkeiten im Ingenieursstudium (Poster)* [Evaluating a video game training for spatial skills in engineering studies (Poster)]. GEBF 2023, Essen.

56. **Rahimi, S.** (2022, November). *Stealth Assessment: Theory, design, and practice*. Presented at Florida Educational Research Association, FERA. (Regional). Daytona Beach, FL.

57. **Rahimi, S.** (presented 2021, November). *Inspire, instruct, or both? Assessing and supporting students' creativity*. Paper presented at Florida Educational Research Association, FERA. Tampa, FL. (National).

58. **Rahimi, S.**, Shute, V. J., Kuba, R., Dai, C-P, Yang. X., Smith, G., & Alonso Fernández, C., (presented April 2021). *Maximizing Learning and Performance Using Incentive Systems in Educational Game*. American Educational Research Association Annual Meeting, AERA, 2021, April 9–12, Virtual. (International)

59. Shute, V. J., **Rahimi, S.**, & Smith, G. (presented April 2021). *Stealth assessment, adaptivity, and learning supports in educational games*. Paper presented at American Educational Research Association, AERA 2021, April 9–12, Virtual. (International)

60. Kuba, R., Shute, V. J., **Rahimi, S.**, (presented April 2021). *Students' perceived competence and extrinsic and intrinsic motivation in a physics educational game*. American Educational Research Association Annual Meeting, AERA 2021, April 9–12, Virtual. (International)

61. Almond, R., Li, J., Liu, Z., **Rahimi, S.**, Tingir, S., Sun, C. (presented April 2021). *Reliability and Validity of Physics Playground*. American Educational Research Association Annual Meeting, AERA 2021, April 9–12, Virtual. (International)

*Note: * Rahimi's students*

62. **Rahimi, S.**, & Shute, V. J. (presented 2020, November). *Maximizing learning and performance using incentive systems in educational games*. Paper presented at Florida Educational Research Association, FERA, Virtual. (National)

63. Kuba, R., Smith, G., Shute, V. J., Dai, C-P., & **Rahimi, S.** (presented 2020, November). *Applying multimedia principles in the design and development of learning support videos in game-based learning*. Paper presented at Association for Educational Communications & Technology, AECT, Virtual. (International)

64. Dai, C-P., Shute, V. J., Smith, G., Liu, Z., Kuba, R., & **Rahimi, S.** (presented 2020, November). *Fostering game-based physics learning through game design features*. Paper presented at Association for Educational Communications & Technology, AECT, Virtual. (International)

65. Smith, G., Fulwider, C., Liu, Z., Li, J., Lu, X., Shute, V. J., & **Rahimi, S.** (presented 2020, November). *The impact of student perceived competence and gender on learning and performance in a physics-based learning game*. Paper presented at Association for Educational Communications & Technology, AECT, Virtual. (International)

66. **Rahimi, S.**, Shute, V. J. & Zhang, Q. (2020, Apr 17 - 21) *The Effect of Game Difficulty and Conceptual Difficulty on Student Persistence in a Learning Game: A Hierarchical Linear Modeling Approach* [Paper Session]. AERA Annual Meeting San Francisco, CA, USA. http://tinyurl.com/um4g6xx (International; Conference Canceled)

67. Shute, V. J., **Rahimi, S.** & Almond, R. (2020, Apr 17 - 21) *Stealth Assessment and Adaptive Learning in Physics Playground* [Paper Session]. AERA Annual Meeting San Francisco, CA, USA. http://tinyurl.com/v3kxo4s (International; Conference Canceled)

68. **Rahimi, S.**, Shute, V. J., & Zhang, Q. (2020, April 18–19). *The effect of game difficulty and conceptual difficulty on student persistence in a learning game: A hierarchical linear modeling approach*. 2020 National Consortium for Instruction and Cognition Annual Research Program, San Francisco, CA, United States. http://ncichome.weebly.com/uploads/3/0/0/2/30025445/ncic_bulletin_2020-_sf_final[1].pdf (Conference canceled)

69. **Rahimi, S.**, Shute, V.J. (presented 2020, January). *Physics Playground Adaptivity Architecture.* Demo and presentation done at the Annual IES PI meeting, Washington, D.C. (National).

70. **Rahimi, S.**, Shute, V. J., & Zhang, Q. (Nov 2019). *The effects of game difficulty & conceptual difficulty on students' persistence*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)

71. **Rahimi, S.**, & Shute, V. J. (presented 2019, July). *Game-based assessment and support of creativity*. Paper presented at International Creativity Conference at Southern Oregon University, 2019, Ashland, OR, USA. (International)

*Note: * Rahimi's students*

72. **Rahimi, S.**, & Shute, V. J. (presented 2019, July). *Assessment and support of creativity in games*. Poster presented at International Creativity Conference at Southern Oregon University, 2019, Ashland, OR, USA. (International)

73. **Rahimi, S.**, Shute, V. J., & Almond R. (presented 2019, Jun). *Technical underpinnings of Physics Playground*. Paper presented at International Association for Computerized Adaptive Testing, IACAT 2019, Minneapolis, MN, USA. (International)

74. Shute, V. J., **Rahimi, S.**, & Lu, X. (presented 2019, April). *Supporting learning in educational games: Promises and challenges*. Paper presented at the American Educational Research Association, AERA 2019, Toronto, Canada. (International)

75. **Rahimi, S.**, Almond, R. G., & Shute, V. J. (presented 2019, April). *Technical underpinnings of Physics Playground*. Paper presented at the American Educational Research Association, AERA 2019, Toronto, Canada. (International)

76. **Rahimi, S.**, Shute, V. J., & Almond, R. G. (presented 2019, March). *Technical underpinnings of Physics Playground*. Paper presented at Council on Research in Education (CORE) Conference, College of Education, FSU, Tallahassee, FL. (Local)

77. **Rahimi, S.**, Shute, V. J., & Almond, R. G. (presented 2018, November). *Technical underpinnings of Physics Playground*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)

78. **Rahimi, S.**, & Shute, V. J. (presented 2018, November). *How to include learning supports in learning games without sacrificing the fun: A review of the literature*. Paper presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)

79. Ke, F., Shute, V. J., Smith, G., Lui, Z., **Rahimi, S.**, & Kamikabeya, R. (presented 2018, November). *In-game learning supports design & testing*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)

80. Lui, Z., Smith, G., Shute, V. J., Ke, F., Lu, X., **Rahimi, S.**, & Sun, C. (presented 2018, November). *Designing Game-based Learning Experience: Game Level Design and Testing in Physics Playground*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)

81. Smith, G., Shute, V. J., Lui, Z., **Rahimi, S.**, Lu, X. & Charles, J. (presented 2018, November). *Building a better playground: Three usability studies and two tests*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)

82. Karumbaiah, S., **Rahimi, S.**, Baker, R., Shute, V. J., & D'Mello, S. (presented 2018, February). *Is student frustration in learning games more associated with game mechanics or conceptual understanding?* Paper presented at International Conference on Learning Sciences, ICLS, London, UK. (International)

83. **Rahimi, S.**, & Becker, B. (presented 2018, April). *The effectiveness of digital games on problem-solving skills in elementary and secondary education: A meta-analysis*. Paper

presented at the American Educational Research Association, AERA, NYC, NY. (International).

84. **Rahimi, S.**, & Becker, B. (presented 2018, April). *The effectiveness of digital games on problem-solving skills in elementary and secondary education: A meta-analysis*. Paper presented at Council on Research in Education (CORE) Conference, College of Education, FSU, Tallahassee, FL.

85. Shute, V. J., Ke, F., Almond, R., Sun, C., **Rahimi, S.**, & Lu, X. (presented 2018, April). *Promoting formal knowledge and skills acquisition in Physics Playground*. Paper presented at the American Educational Research Association, AERA, NYC, NY. (International)

86. **Rahimi, S.** (presented 2017, November). *The effectiveness of digital games on problem-solving skills in elementary and secondary education: A meta-analysis*. Paper presented at Association for Educational Communications and Technology, AECT, Jacksonville, FL. (International)

87. **Rahimi, S.** (presented 2017, November). *Stealth Assessment Instructional Program*. Instructional program presented at Association for Educational Communications and Technology, AECT, Jacksonville, FL. (International)

88. Almond, R. G., Tingir, S., Lu, X., Sun, C., & **Rahimi, S.** (presented 2017, August). A Validation Tool for Conditional Probability Tables (CPT) for Physics Playground. In John-Mark Agosta and Tomas Singlair (Chair), *Bayesian Modeling Application Workshop 2017*. Symposium conducted at the meeting of Association for Uncertainty in Artificial Intelligence, Sydney, Australia. (International) Retrieved from http://bmaw2017.azurewebsites.net/

89. **Rahimi, S.**, & Shute, V. J. (presented 2017, April). *Designing the class as a game to promote active learning in K-12 education: A literature review.* Presented at CORE conference, COE, Florida State University.

90. **Rahimi, S.**, Shute V. (2016). *Designing the Class as a Game to Promote Active Learning in K-12 Education*. Presented in AECT Conference, Las Vegas, 2016.

91. Driscoll, M. P., Anglade, M., Murji, S., Parnell, A., Peruche, M., **Rahimi, S.**, Watkins, S., Sampson, J., Schwartz, R. (2015). *How do university presidents prepare for the job?* National Consortium for Instruction and Cognition (NCIC) Annual Meeting. Washington, D.C.

92. **Rahimi, S.**, Song H., & Agharazidermani, M. (presented 2011, July). *Perception and experiences of undergraduate students on using second life as a learning tool.* Presented at EDULEARN11 conference. Barcelona, Spain. (International).

93. Agharazidermani, M., Song, H., & **Rahimi, S.** (presented 2011, July). *Microblogging as an educational tool to advance learning: case studies and recent reports.* Presented at EDULEARN11 conference. Barcelona, Spain. (International)

*Note: * Rahimi's students*

94. Hasmiza, S. A., **Rahimi, S.**, & Nazirah, M. (2010). *The Effectiveness of Islamic Studies e-learning for Form 4 Students*. Regional Conference on Knowledge Integration in ICT. Kuala Lumpur.

Refereed Symposia at Conferences

1. **Rahimi, S.** (2023, November). *Let's Go Beyond the Brick: Innovative Assessments of Creativity*. A Symposium at the International Society of the Study of Creativity and Innovation (ISSCI) (Online).

2. **Rahimi, S.** (2022). *Stealth Assessment Course*. Symposium presented four projects from the stealth assessment class in 2022. Presented at Florida Educational Research Association, FERA. (National). Daytona Beach, FL.

Invited Talks, Podcasts, and Public Engagement

1. **Rahimi, S.**, & Maeda, H. (2026, October 9). *Why educational measurement matters in the age of AI* [Organizer/moderator, public webinar panel]. NCME Communications Committee, National Council on Measurement in Education. Panelists: Andrew Ho, Kristen DiCerbo, and Alyssa Wise.

2. **Rahimi, S.** (2026–present). *The Teapot* [Podcast]. Co-host.

3. **Rahimi, S.** (2026, September). *Stealth assessment, creativity, & the future of learning* [Podcast interview]. *Azadeh and Guy on AI*. https://guyonai.substack.com/p/stealth-assessment-creativity-and

4. **Rahimi, S.** (2025, April). *Stealth Assessment*. What's my Impact Factor? Exploring Meaningful Research Applications. APA's Division 10 Career Panel on the Power of Research. (Online)

5. **Rahimi, S.** (2024, November). How to Integrate Creativity in Education. *Florida Educational Research Association, FERA*. (Regional). Orlando. FL. United States.

6. **Rahimi, S.** (2024, September). Assessment and Student Credentials. *Panel discussion on the Digital Education Dialogues*. See the episode here: https://youtu.be/BxGWHOocTyg?si=40UYuLhJnfk1U-Sz

7. **Rahimi, S.** (2024, August). Looking to the future. *Silver lining for Learning*. Panel discussion on the Live YouTube show. See the episode here: https://youtu.be/FdvsGW8AzZg?si=Z5b9EFEmPDDO_qzw

8. **Rahimi, S.** (2024, March). *AI in Education Panel*. Future of Florida Summit. University of Florida, Gainesville.

9. **Rahimi, S.** (2023, September). *So, you want to be a learning game developer?* ED Games Expo, IES, Washington D.C.

10. **Rahimi, S.** (2023, June). *Discussion about the ISLS 2023 conference*. Students Association of Educational Technology, Allameh Tabatabaei University. Online. Tehran, Iran.

*Note: * Rahimi's students*

11. **Rahimi, S.** (2023, May). *What happened at the AERA 2023?* Students Association of Educational Technology, Allameh Tabatabaei University. Online. Tehran, Iran.

12. **Rahimi, S.** (2023, February). *Educational Technology and the future of education*. Chaharsoogh Conference in Iran. Online. Tehran, Iran.

13. **Rahimi, S.** (2022, October). *Learning Supports and Stealth Assessment in Educational Games*. Online via Escribo's YouTube channel. For the Brazilian audience. See the talk here: https://youtu.be/FHDLhKSckno

14. **Rahimi, S.** (2021, April). *Advances in assessment in online-learning environments: stealth assessment*. Florida Distance Learning. University of Florida, FL.

15. **Rahimi, S.** (2021, March). *Emergency teaching in Iran during COVID-19*. Chaharsoogh Conference in Iran. Online via Skyroom. Tehran, Iran.

16. **Rahimi, S.** (2020, September). How to measure creativity. *FSU-UF Combined Measurement & Statistics Colloquia*. Online via Zoom. Tallahassee, FL.

17. **Rahimi, S.** (2020, August). Simulations and Stealth Assessment. *Silver lining for Learning*. Live YouTube show during COVID-19's pandemic. See the episode here: https://youtu.be/10MPlBeAlH8

18. **Rahimi, S.** (2020, June). *How did educational systems around the world keep education going during COVID-19's pandemic*? (Online, remote presentation) Innovation House Education in Iran, Mohammad Azin, Tehran, Iran.

19. **Rahimi, S.** (2017, Jan). The total solar eclipse 2017, stress, and motivation are related. *PIE conference*, *Florida State University*. See the talk here: https://youtu.be/y6IDGqdHznE

Invited Discussant at Symposiums

1. **Rahimi, S.** (2024, April). Innovations in the measurement of 21st-century skills. Chair: Alina A. von Davier. Presenters: Weiner., J., Bakken, S., Hao, J., Lansing-Stoeffler, K., Shin, H. J. *NCME Conference*. Philadelphia, PA, USA. (International).

Workshops Designed and Conducted

1. **Rahimi, S.** (2024). *Application of AI in Education for K-12 Teachers*. Tadris Yaran group. A 4-hour, online workshop for K-12 Teachers.

2. **Rahimi, S.** (2023). *Productive Failure*. Tadris Yaran group. A 2-hour, virtual workshop designed and implemented for Iranian teachers.

3. **Rahimi, S.** (2023). *AI in Education*. An online workshop hosted at the University of Florida which included top scientists in the field from three NSF AI institutes and three popular learning companies. https://ialt.education.ufl.edu/ai-in-education-workshop/

4. **Rahimi, S.** (2020 – 2021). *How to increase students' motivation to learn* (1 day). Tadris Yaran group. One day workshop which occurred several times between 2020 and 2021 virtually in Iran for K-12 teachers.

5. **Rahimi, S.** (2016). *Instructional Systems Design and Evaluation of Training* (2 days). Payam Nour University, Tehran, Iran.

*Note: * Rahimi's students*

6. **Rahimi, S.** (2015). *Focus on Formative Feedback*. Ghaf Learning Institution, Tehran, Iran.
7. **Rahimi, S.** (2015). *Students' engagement, motivation, and interaction in an online course* (online-2 weeks). TCC Online center, Tallahassee, FL, USA.
8. **Rahimi, S.** (2010). *Multimedia Authoring in Adobe Flash Workshop*. KLMU, Kuala Lumpur, Malaysia.
9. **Rahimi, S.** (2010). *Animation in Adobe Flash Work*. KLMU, Kuala Lumpur, Malaysia.

Courses Taught

1- EME 7938 - Seminar in Educational Media, UF (Spring 2026)

2- EME 6651 - Learning Analytics Concepts, UF (Spring 2026)

3- EME 6609 – Advanced Instructional Design (Learning Experience Design), UF (2025—2026)

4- EME6156 - Games and Simulations (online), UF (2024—2026)

5- EME6638– Theory, Design, and Development of Stealth Assessment for Learning, UF (2022—2026)

6- EME 6609 – Instructional Design (online), UF (2023—2026)

7- EME 6609 – Advanced Instructional Design (Learning Experience Design; online), UF (2024)

8- EME 3044 – Issues and Trends in Educational Technology (online), UF (2021—2026)

9- EME 2040 – Introduction to Educational Technology, FSU

10- Virtual Reality, KLMU

11- Multimedia Authoring, KLMU

12- Animation Techniques, KLMU

13- 2D Animation, KLMU

14- 3D Animation, KLMU

15- Digital effects and compositing, KLMU

16- Multimedia Project Management, KLMU

17- Script Writing and Storyboarding, KLMU

Course Development (D) & Redesign (R)

*Note: * Rahimi's students*

1- CLL 4803 – Learning Experience Design, Georgia Tech (D; scheduled Spring 2027)

2- EME6638 - Theory, Design, and Development of Stealth Assessment for Learning, UF (D)

3- EME 6609 - Advanced Instructional Design (Learning Experience Design), UF (R)

4- EME 3044 – Issues and Trends in Educational Technology (online), UF (R)

Doctoral Committee (Chair & co-Chair)

2- Salah Esmaeiligoujar – PhD (Chair)

3- Ran Gao – PhD (Chair)

4- Deniz Ercan – PhD (Former Chair, 2023–2026)

5- Alexandra Oliva – EdD (2025, Summer; Chair)

6- Rachel Medrano – EdD (2025, Fall; Chair)

Doctoral Committee Member (Internal)

1- Devon Singh – EdD (2026, Summer)

2- Javier Duenas – EdD (2026, Spring)

3- Kim Copeland – EdD (2025, Fall)

4- Yukyeong Song – PhD (2025, Summer)

5- Ethen Hood – EdD (2025, Summer)

6- Eric Brown – EdD (2025, Spring)

7- Lisa Scavone – EdD (2023, Fall)

8- Lisa Sedlock – EdD (2023, Fall)

Doctoral Committee Member (External)

1- Bowen Wang – PhD (2025), Research Evaluation, and Methodology

2- Amanda Griffith – PhD (2025), Computer Science

Master's Committee Member (Chair & Internal)

1- Hassani, Reza (Internal; 2025)

*Note: * Rahimi's students*

2- Supharoek, Keawphonkrang (Chair; 2024)

3- Najafi, Zahra (Internal; 2023)

Information and Communication Technology
Computer Software Development

1- *ProductiveMath (2024–present).* AI-supported web-based software for productive failure task design. Role: Principal investigator and research lead; developed with the ProductiveMath research and development team. Project overview: https://www.viablelab.org/products/productive-math/

2- Shute, V. J., Almond, R. G., & **Rahimi, S.** (2019). *Physics Playground* (v 1.3) [Computer software]. Tallahassee, FL: FSU: Public Domain. Retrieved from https://pluto.coe.fsu.edu/ppteam/pp-links/

3- Shute, V. J., Zhao, W., & **Rahimi, S.** (2017). *Physics Playground* (v 1.2) [Computer software]. FSU: Public Domain. Retrieved from https://pluto.coe.fsu.edu/ppteam/pp-links/

Internet Web Site Development

4- Shute, V. J., & **Rahimi, S.** (2017). *Physics Playground*. Retrieved from Florida State University: https://pluto.coe.fsu.edu/ppteam/

Audio/Visual Projects

5- **Rahimi, S.** (2021, December). *Physics Playground [mini film]*. Tallahassee, FL. See the short film here: https://youtu.be/DxBskY7AHDU

6- **Rahimi, S.** (2018, December). *Physics Playground [short film]*. Tallahassee, FL. See the short film here: https://youtu.be/HqIY9x5dUf0

7- Garbarino, D., Shute, V. J., & **Rahimi, S.** (scriptwriting, editing, supplies). (2017, August). ISLT Master's student recruitment video [original video]. FSU. See the video here: https://youtu.be/Pr8Wt64VRuY

8- **Rahimi, S.,** Agharazidermani, M. (2017, July). Interview with John Keller - The beautiful mind behind the ARCS model of motivation [original video]. Tallahassee, FL. See the interview here: https://youtu.be/VSEAOtX8e04

Institutional Service

2026 – Present	Member - GT's College of Lifetime Learning Faculty Advisory Committee
2025 – 2026	Member - UF's AI Student Engagement and Experiential Learning, AI^2 Center, UF

*Note: * Rahimi's students*

2025 – 2026	Reviewer - UF's Research opportunity Seed Fund (ROSF), UF
2024 – 2026	Division Chair, External Partnerships, Institute for Advanced Learning Technologies, UF
2024 – 2026	Committee member, School of Teaching & Learning's Research Advisory Committee, UF
2022 – 2024	Committee member, School of Teaching & Learning's Merit & Promotion Committee, UF
2023 – 2024	Committee chair, College of Education's Long Range Planning Committee, UF
2022 – 2023	Committee member, College of Education's Long Range Planning Committee, UF
2018 – 2019	Committee member, Instructional Systems Students Association (ISSA), FSU
2017 – 2018	Committee member, head of the reporting committee, ISSA, FSU
2016 – 2017	Committee member, head of the reporting committee, ISSA, FSU

Professional Organizational Service

2026 – present	Chair, Communications Committee, National Council on Measurement in Education (NCME)
2024 – 2026	Member, Communications Committee, National Council on Measurement in Education (NCME)
2024	Distinguished Paper Award Committee for FERA 2024

Editorial Service

2024 – present	Associate Editor, Creativity Research Journal
2024 – present	Guest Editor, Special Issue on Stealth Assessment, Journal of Research on Technology in Education

Reviewer for Refereed Journals

1- Educational Technology Research & Development (ETR&D)

2- Psychology of Aesthetics, Creativity, and the Arts (PACA)

3- Journal of Research on Technology in Education (JRTE)

4- British Journal of Educational Technology (BJET)

5- Computers & Education

6- Computers in Human Behavior (CHB)

7- Journal of Computer Assisted Learning (JCAL)

8- Journal of Computing in Higher Education (JCHE)

*Note: * Rahimi's students*

9- The international journal of Technology, Instruction, Cognition, and Learning (TICL)

10- The Internet and Higher Education (INTHIG)

11- Computer Science Education (CSE)

12- Data Science Education in K-12 Conference (DSE-K12)

13- Journal of Science Education and Technology

14- Frontiers in Psychology

Invited Grant Proposals Reviewer

- ITEST Panel Reviewer (NSF)
- RITEL Panel Reviewer (NSF)

Membership in Professional Organizations

4. National Council on Measurement in Education (NCME)
5. American Psychological Association (APA)
6. International Society of Learning Sciences (ISLS)
7. American Educational Research Association (AERA)
8. International Society for the Study of Creativity and Innovation (ISSCI)
9. National Consortium for Instruction and Cognition (NCIC)
10. Association for Educational Communications and Technology (AECT)
11. Society for Learning Analytics Research (SOLAR)

Certificates

1- Human Subjects Research, CITI Program.

2- Independent Applying the QM Rubric (APPQMR).

*Note: * Rahimi's students*