

Daisyane Barreto

601 South College Road
Wilmington, NC 28403

EDUCATION

The University of Georgia

Ph.D. Learning, Design, and Technology August 2015
Dissertation: “Playing and Learning: A Case Study of Children’s Experiences with Games in a Virtual World,” under the direction of Michael Orey.

Interdisciplinary Qualitative Studies Certificate August 2015

M.Ed Instructional Design & Development August 2008

Universidade Federal do Ceará, Brazil

B.A. in Elementary Education August 2004

HONORS, SCHOLARSHIPS & AWARDS

International Scientific Conference AI-driven pedagogics: May 2026
Building Competence, Creativity, and Critical

(Invited Keynote speaker for an international educational technology conference in Kyiv, Ukraine)

UNCW Graduate Faculty Mentor Award 2026

CAA Academic Alliance AI Technologies Champion Network Selection 2026
(Selected as a representative member for UNCW)

IX Congresso sobre Tecnologias na Educação (Ctrl+E 2025) 2025
(Invited Keynote speaker for an international educational technology conference in Fortaleza, Ceará, Brazil)

UNCW DEeL Excellence in Online Education 2025

UNCW Chancellor’s Teaching of Excellence 2021

WCE Assessment Fellow 2021-2022

UNCW WCE Most Journal Article Publications 2019

UNCW CTE NextUp Fellow	2018-2019
III Congresso sobre Tecnologias na Educação (Ctrl+E 2018) (Invited Keynote speaker for an international educational technology conference in Fortaleza, Ceará, Brazil)	2018
USC Educational Technology Showcase (Invited Keynote speaker for the Educational Technology Showcase conference at the University of South Carolina - Columbia)	2018
AECT Early Career Symposium (Awarded annually by AECT to outstanding individuals with research potential in educational technology and in the broader field of Instructional Technology)	2017
AECT Cochran Leadership Award (Awarded annually by AECT to outstanding individuals with leadership potential in educational technology and in the broader field of Instructional Technology)	2016
2nd Annual Grant Writing Bootcamp (Awarded annually by UNCW SPARC to attend a grant writing workshop)	2016
AECT GSA Three Minute Thesis (3MT™) Winner	2014
AECT GSA Three Minute Thesis (3MT™) People's Choice	2014
Saeeda Peermahomed Award (Awarded annually by University of Georgia to international students in recognition of outstanding scholarship, leadership and service in the field of international education)	2014
UGA Introduction to Phenomenological Research Workshop Scholarship (Awarded annually by University of Georgia College of Education Research Office to advanced doctoral students to attend the workshop)	2014
Graduate School Emerging Leader Certificate (Awarded annually by University of Georgia Graduate School to advanced doctoral students with leadership potential)	2013
UGA Meta-Analysis Workshop Scholarship (Awarded annually by University of Georgia College of Education Research Office to advanced doctoral students to attend the workshop)	2012
Runner UP winner of the Health Games Challenge Award (Awarded by the International Game Developers Association and The Games for Health Project to a group of innovators to develop engaging healthy applications and games)	2010

U.S.-Brazil Student Exchange Program Scholarship 2005
(Awarded by FIPSE/CAPES organizations to undergraduate students to promote cross-national education)

Programa de Educação Tutorial – Brazilian Scholarship 2001- 2004
(Awarded by the Brazilian Federal Government to undergraduate students to promote research, teaching and service in higher education)

PROFESSIONAL EXPERIENCE

University of North Carolina Wilmington (Wilmington, NC)

Program coordinator	2020-present
Associate Professor of Instructional Technology	2020-present
Assistant Professor of Instructional Technology	2015-2020

The University of Georgia (Athens, GA)

Graduate Assistant	2014-2015
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J.W. Fanning Institute

Design and develop educational materials (e.g., videos, animations, print-based modules) to support leadership development programs.

Teaching Assistant	2013-2014
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Department of Career and Information Studies

Developed and taught an undergraduate course in instructional technology. Developed and administered tools to assess student progress. Mentored students as requested.

Graduate Assistant	2013-2014
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Portuguese Flagship Program

Developed graphic design and web development materials for UGA Portuguese Flagship Program.

Graduate Assistant	Summer 2013
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USDA Forest Service

Assisted in a professional development for K-12 teachers to support USDA Natural Inquirer materials.

Portuguese Tutor	Spring 2013
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Rankin Smith Student Athlete Academic Center

Taught UGA student-athletes to improve Portuguese language skills.

Graduate Assistant	2011- 2013
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MoWerks Learning, LLC (Athens, GA); Disney Connected Learning

Collaborated with UGA professors to design learning games for Disney's Club Penguin.

Graduate Assistant 2009 – 2011
Department of Educational Psychology and Instructional Technology
Coordinated an exchange program between the U.S. and Brazil.
Assisted students in the development of a course to train teachers to use open educational resources.

Instructional Technology Tutor Spring 2008
Rankin Smith Student Athlete Academic Center
Assisted UGA student-athletes to create a professional website.

Multimedia Developer 2007-2009
Center for Teaching and Learning
Developed multimedia materials (e.g., animations and videos) to enhance higher education courses.

Graduate Assistant 2006 – 2007
Department of Educational Psychology and Instructional Technology
Coordinated an exchange program between the U.S. and Brazil.
Assisted students in the development of project-based lesson plans to integrate technology and multicultural education in Clarke Middle School, Athens GA.

Curriculum Developer 2005 – 2006
PROATIVA – Research & Development of Learning Objects, Universidade Federal do Ceará, (Fortaleza,CE- Brazil)
Designed and supervised academic content of learning objects before their implementation in public schools in Brazil.

Technology Coordinator/Teacher 2004 -2005
EAPE Middle School (Fortaleza,CE- Brazil)
Designed and developed lesson plans to integrate technology in the classroom. Taught basic computer programs and software for middle school students using a project-based approach.

TEACHING

University of North Carolina Wilmington

EDN 303: Instructional Technology (face-to-face/online).

MIT 510: Design & Development of Instructional Technology (hybrid/online).

MIT 511: Multimedia Design/Development (hybrid/online).

MIT 512: Integrating Technology into Teaching & Learning (online).

MIT 513: Computer Based Instruction (online).

MIT 514: Foundations of Distance Education (online).

MIT 515: Web Teaching: Design & Development (hybrid/online).

MIT 516: Instructional Video Design & Production (online).

MIT 518: Managing Learning Management System (hybrid/online).

MIT 598: Design & Development Research Project (capstone).

University of Georgia

EDIT 2000: Introduction to computer for teachers (online) [Co-Instructor]. Summer 2014, University of Georgia.

EDIT 2000: Introduction to computer for teachers (face-to-face) [Instructor]. Spring 2014, University of Georgia.

EDIT 2000: Introduction to computer for teachers (face-to-face) [Instructor]. Fall 2013, University of Georgia.

EDIT 9990: Real-world problem solving (face-to-face) [Co-Instructor]. Spring 2013, University of Georgia.

EDIT 6400: Emerging Perspectives on Learning, Teaching, and Technology (online) [Co-Instructor]. Summer 2012, University of Georgia.

EDIT 9990: Information Design (hybrid) [Co-Instructor]. Spring 2012, University of Georgia.

EDIT 9990: Serious Games and Learning (face-to-face) [Co-Instructor]. Fall 2011, University of Georgia.

EDIT 2000: Introduction to computer for teachers (face-to-face) [Co-Instructor]. Spring 2007, University of Georgia.

EDIT 2000: Introduction to computer for teachers (face-to-face) [Sub-Instructor]. Fall 2006, University of Georgia.

Doctoral Committees

1. *Doctoral committee member*. McKinley, E. (2027, Spring*). Inquiry Dissertation for Impact: Rebuild Brunswick CC's ACA 122 course (College Transfer Success) through a lens of joy
2. *Doctoral committee member*. Ess, A. (2027, Spring*). How college composition instructors are adapting to AI in their courses. Ed.D. in Curriculum and Instruction, University of North Carolina Wilmington.
3. *External, Doctoral committee member*. Valencia, R. A.. (2025, Spring). Lessons In Game Use: Examining Engagement And Content Knowledge With The Use Of Digital Game-Based

Learning Lessons In Biology. Ed.D. in Educational Practice and Innovation, University of South Carolina-Columbia.

4. **Co-chair.** Archer, K. (2024, Fall). Teacher Facilitation of Collaborative Game-Based Learning in Title 1 Middle School Science Classrooms. Ed.D. in Curriculum and Instruction, University of North Carolina Wilmington.
5. **External, Doctoral committee member.** da Silva, C. M. R. (2019, Fall). Tecnologias digitais e língua portuguesa: O uso da internet como ferramenta para produção textual na escola. Ed.D. in Curriculum and Instruction, Universidade Federal do Ceará.

Master Committees

1. **External, Master committee member.** Da Silva, M. (2026, Spring). Formação continuada de professores de Inglês como a abordagem STEAM: reflexões sobre o ensino de língua inglesa na educação básica da rede pública.
2. **External, Master committee member.** Texeira, P. I. S. (2024, Spring). A educação STEAM sob a perspectiva do multiletramento.

M.S. in Instructional Technology, UNCW

1. **Chair,** Capstone. Caciado, L. (Spring 2026*). Tactical Operator Screener U.S. Coast Guard Special Missions Training Center.
2. **Chair,** Capstone. Ludwick, J. (Spring 2026*).
3. **Chair,** Capstone. Martins, F. (Spring 2026*). Redesign of “It’s Our Water” Course.
4. **Chair,** Capstone. Prewett, M. (Spring 2026*). Scholarship Committee Performance Support.
5. **Member,** Capstone. Wharton, A. (Fall 2025). Creating and Implementing an Internal Microcredential Training System for Makerspace.
6. **Member,** Capstone. Nolson, N. (Fall 2025). CliftonStrengths Onboarding: Designing a Strengths-Based Training Experience for New Corporate Employees at Krispy Kreme.
7. **Member,** Capstone. Holt, J. (Fall 2025). Watson College of Education, Masters in Instructional Technology Accelerated Program Orientation Course
8. **Chair,** Capstone. Theis, J. (Spring 2025). Using Digital Resources Training Designed and Developed for DoDEA Instructional Technology, Foundations & Secondary Education.
9. **Chair,** Capstone. Cashwell, M. (Spring 2025). Preparing for An Online Environment Training: Moodle and Student Expectations.
10. **Chair,** Capstone. Proper, P. (Spring 2025). Comprehensible Input Training: Visuals and Gestures.
11. **Chair,** Capstone. Ventimiglia, R. (Spring 2025). AI Integration at UNCW: Assessing Faculty and Staff Competencies and Perceptions.
12. **Chair,** Capstone. Tart, S. (Spring 2025). CEMS Technology Resource Training Designed and Developed for Coats-Erwin Middle School.
13. **Member,** Capstone. Buchberger, N. (Spring 2025). Instructor Onboarding Course via the Moodle LMS Designed and Developed for the Marine Corps Engineer School.
14. **Chair,** Thesis. Boucher, B. (2024, Fall). From Interaction To Impact: Exploring Faculty Views On Virtual Office Hours And Student Performance.

15. **Chair**, Capstone. Urbanski, S. (2024, Fall). Workforce Learning and Development: Online Orientation
16. **Chair**, Capstone. Harris, A. (2024, Fall). Course Copy Preparation Guide
17. **Chair**, Capstone. Martin, R. (2024, Fall). Gen AI Implementation in the Classroom Training for Secondary Teachers Designed and Developed for New Hanover County Schools
18. **Chair**, Capstone. Conte, B. (2024, Fall). Effectively Aligning Instruction Training for the Master of Healthcare Administration Program at the University of North Carolina Wilmington
19. **Member**, Capstone. Harmon, D. (2024, Fall). Leading the Way: Carolina Dunes Mentor Training Program
20. **Member**, Capstone. Simon, A. (2024, Fall). ELERA® Fundamentals Training Module
21. **Chair**, Capstone. Watson, M. (2024, Spring). Building Technology Training and Implementation: An Orientation Solution for Onboarding New Clients
22. **Member**, Capstone. Mereyde, M. (2024, Spring). Digital Marketing Course for Business Owners
23. **Chair**, Capstone. Ham, A. (2023, Fall). Integrating STEAM and English in the Brazilian Public School System: Online Professional Development Modules for Pre-Service and In-Service Secondary Education Teachers
24. **Chair**, Capstone. Merlock, C. (2023, Fall). Promethean ActivPanel Training in CMS Designed and Developed for Charlotte Mecklenburg Schools via Promethean, Inc.
25. **Chair**, Capstone. Lewis, L. (2023, Fall). Behavior System: SIS Portal
26. **Member**, Capstone. McSwain, L. (2023, Fall). Next Generation Learning with Generative AI Tools Asynchronous Professional Certificate Course at UNCC
27. **Member**, Capstone. Wells, R. (2023, Fall). Increasing Access to Project-Based Learning Opportunities in ECPS
28. **Member**, Capstone. Peck, J. (2023, Fall). Training for CRHS leadership and supervisors
29. **Chair**, Capstone. Sullivan, M. (2023, Spring). Faculty Training: What do I do with my migrated content?
30. **Chair**, Capstone. Moench, D. (2023, Spring). Turning the Page: Asynchronous Virtual Library Instruction in Higher Education
31. **Chair**, Capstone. Baker, K. (2023, Spring). Participate Learning: Design & Development of Taking Global Action Coursework
32. **Chair**, Capstone. Loeber, K. (2023, Spring). Training for Pre-service Healthcare Professionals across CHHS disciplines
33. **Member**, Capstone. Jordan, L. (2023, Spring). Workbridge: Acculturating Skilled Workers to the U.S. Workplace
34. **Member**, Capstone. Williams, S. (2023, Spring). Blended: Effectively Implementing Technology with Traditional Face-to-Face Instruction in K-5 Classroom Designed and Developed for Pine Valley Elementary.
35. **Chair**, Capstone. Ulrich, J. (2022, Fall). Professional Development: Gamification in the Classroom
36. **Chair**, Capstone. Kroushl, N. (2022, Fall). A Training Course for the UNCW Academic Advising Council.
37. **Chair**, Capstone. Carter, L. (2022, Fall). Claim, Evidence, Reasoning Initiative: Fort Mill School District Science Education

38. **Chair**, Capstone. Thomas, P. (2022, Fall). Training on accurate carb counting for diabetes self-management.
39. **Chair**, Capstone. Sensabaugh, A. (2022, Spring). Original Glazed® Soft Serve Training Designed and Developed for Krispy Kreme, Inc.
40. **Chair**, Capstone. Lynch, P. (2022, Spring). Craven Community College Digital Learning Orientation
41. **Chair**, Capstone. Pleasant, A. (2022, Spring). Onboarding program for MGCS.
42. **Chair**, Capstone. Barratt, K. (2022, Spring). Onboarding Overview eLearning Course for Linux Foundation.
43. **Member**, Capstone. VanDaley, L. (2022, Spring). AVID Schoolwide Implementation.
44. **Chair**, Capstone. Norris, M. (2021, Fall). Onboarding program for the Retail Payments Office of the Federal Bank Reserve.
45. **Chair**, Capstone. Summers, T. (2021, Fall). Micro-Learning Modules Designed and Developed for subject matter experts at the Center for Workforce and Development on creating a course in Canvas.
46. **Member**, Capstone. Fitzpatrick, G. (2021, Fall). Health living: a course for health and wellness coaches.
47. **Member**, Capstone. Weaver, M. (2021, Fall). Generating Increased Learner Interest In Exploration of STEM Careers.
48. **Member**, Capstone. Blinn, M. (2021, Fall). Advancing Learning Directives at Berry Global: Finance for Non-Finance Professionals.
49. **Member**, Capstone. Daniels, N. (2021, Fall). Visual Design Training for ASQ.
50. **Chair**, Capstone. Medlin, A. (2021, Spring). Design and development of an online course for Walters State Community College.
51. **Chair**, Capstone. Solis, K. (2021, Spring). The Gamification of Classroom Management & Content Delivery to Increase Student Engagement, Create a Positive Learning Environment, and Increase Achievement.
52. **Member**, Capstone. Baynes, T. (2021, Spring). A Guide for Parents with Children with Down Syndrome: How to Facilitate Remote Learning at Home
53. **Member**, Capstone. Ronan, J. (2021, Spring). Transitioning from Blackboard Original to Blackboard Ultra At Blue Ocean Community College.
54. **Chair**, Capstone. Vural, E. (2020, Fall). Game on: Online professional development modules designed and developed for K-12 teachers on games and gamification.
55. **Member**, Capstone. Mills, K. (2020, Fall). SIOP: Enhancing student engagement a professional learning opportunity offered by the NCDPI EL support team.
56. **Chair**, Capstone. Abston, E. (2020, Spring). Using digital tools to enhance higher order thinking.
57. **Chair**, Capstone. Gramlisch, K. H. (2020, Spring). Product training for new hires at Biogen patient services.
58. **Member**, Capstone. Wright, C. (2020, Spring). Student orientation proposal for the instructional technology program.
59. **Chair**, Capstone. Spangler, A. (2019, Fall). From program to portfolio: Translating program competencies into professional portfolios as a graduation requirement for the masters of

instructional technology program.

60. **Chair**, Capstone. Anim, S. (2019, Fall). Web Accessibility for faculty.
61. **Chair**, Capstone. Muellenbach, C. (2019, Summer). Duke network services: Onboarding training.
62. **Chair**, Capstone. Sipe, C. (2018, Fall). Enhancing achievement: Computer based instruction for 5th grade science.
63. **Chair**, Capstone. Nixon, E. (2018, Fall). e-Learning cultural awareness module for pre-service teachers working with emergent bilinguals.
64. **Chair**, Capstone. Younts, T. (2018, Fall). An active learning approach for teacher training on interactive flat panels.
65. **Member**, Capstone. Stephenson, H. (2018, Spring). Mindfulness: A learning design framework grounded in a holistic conceptualization.
66. **Member**, Capstone. Griffin, S. (2018, Spring). APA and you: Information literacy and student success.
67. **Member**, Capstone. Williams, J. (2018, Spring). National alliance on mental illness: Facilitation skills training for family support group meetings.
68. **Member**, Capstone. Reed, K. (2018, Spring). Design principles for undergraduate ePortfolios.
69. **Member**, Capstone. Thomas, P. (2018, Spring). Learning to print business continuity access downtime reports: Applying multimedia design principles to computer-based instruction.
70. **Member**, Capstone. Allen, K. (2017, Fall). ePortfolios in higher education.
71. **Chair**, Capstone. Harrison, D. (2017, Summer). Increasing the effectiveness of online course design through instruction.
72. **Chair**, Capstone. Daniel, L. (2017, Summer). Effective methods for motivating teachers through development.
73. **Member**, Capstone. King, P. (2017, Spring). Redesigning of an online course to improve instructor social presence at a local community college.
74. **Member**, Capstone. Wood, S. (2017, Spring). Using online problem based learning to support motivation and self-regulation.
75. **Member**, Capstone. Wierum, A. (2016, Fall). Implementing darwin information typing architecture in a corporate training department: A case study.
76. **Member**, Capstone. Igoe, E. (2016, Fall). Utilizing computer-based scaffolds to support problem-based learning in distance education.
77. **Member**, Capstone. Hayes, R. (2016, Spring). The utilization of synchronous tools to enhance online asynchronous courses.
78. **Member**, Capstone. Godwin, C. (2016, Spring). The impact of instructional design principles on the effectiveness of online learning.
79. **Member**, Capstone. Griffiths, C. (2016, Spring). Assessment of the quality of online courses at a local community college.
80. **Member**, Capstone. Leitheiser, J. (2015, Fall). Supporting faculty e-learning skills development: Template-based articulate storyline 2 interactions to increase student engagement.
81. **Member**, Capstone. Taper, C. (2015, Fall). Using ARCS-V model to analyze motivation aspects of army courses.

Honors Projects

1. **Member**, Honors. Christine, K. (2020). Social Emotional Learning Skills in Young Children: Relations of Teacher Behavior and Classroom Practices
2. **Member**, Honors. Novicki, B. (2020). Development of an application to change the way minorities are perceived in STEM fields.

PUBLICATIONS

In progress

1. Richardson, E., Gordon, J., Jones, M., **Barreto, D.**, Conklin, S., Downs, L., Candy, V., & Smith, E. (under review). Part I: Closing the loop in program evaluation and assessment. *Journal of Health Administration Education*.
2. Alberto, L., & **Barreto, D.** (in preparation). Bridging the Gap: Cultivating Supportive Partnerships for New Faculty in Higher Education.

Submitted

1. Gordon, J. Richardson, E., **Barreto, D.**, Borgert, E., Downs, L., Oetjen, D., Oetjen, R., Nissen, E. CommQuest: An AI-Enhanced Gamified Journey - Strengthening Communication and Conflict Competencies in Future Healthcare Leaders. *The Journal of Health Administration Education*
2. Richardson, E., Gordon, J., Downs, L., Borgert, E., **Barreto, D.**, Oetjen, R., Oetjen, D., Nissen, E. Leadership Quest: AI-Enhanced Gamified Simulation for Developing Future Healthcare Administrators. *The Journal of Health Administration Education*.
3. Yan, J., & **Barreto, D.** Challenges, Risks, and Accountability Dilemmas in Online Teaching and Learning in the Era of AI.
4. Vasconcelos, V., **Barreto, D.**, & Egan, A. What 's the CATCH? A Critical and Culturally Relevant Framework for Generative AI in Teacher Education. JTATE.

Accepted

1. **Barreto, D.**, & Vasconcelos, L. Inteligência Artificial Generativa na Educação: Potenciais, Desmistificações e Caminhos para uma Integração Ética. *Revista Interfaces Científicas – Educação*.
2. **Barreto, D.**, Lynch, J. A., Reid-Griffin, A. R., Moody, A., Townsend, C., & Perrone, A. E. Exploring Pre-Service Teachers' Perceptions of a Game Design Experience. *CITE journal*.

Peer-reviewed Journal

1. Conklin, S. L. A., Oyarzun, B., Kim, S., & **Barreto, D.** (2026). The Development of Instructor Social Connectedness Instrument to Predict Student Satisfaction, Motivation, and Perceived Learning in Online Courses. *OJDLA*, 29 (2).
2. Vasconcelos, L., Castro Filho, J. A., **Barreto, D.**, Castro, J. B., Souza, M. F. C., Cardoso, L. A.

- B., & Maia, D. (2025). Design guidelines for integrating artificial intelligence into preservice teacher EFL and STEAM education. *Journal of Technology and Teacher Education*, 33(4), 753-784.
3. Conklin, S. L. A., **Barreto, D.**, Cochran, R. A., & Richardson, E. L. (2025). What Matters? Graduate Students' Perspectives of Engagement and Learning Based on the QM Rubric. *The Online Journal of Distance Learning Administration*, 14(4).
 4. **Barreto D.** & Conklin, S. (2025). Mapping AECT Standards Framework: Implications for Instructional Technology programs. *Impacting Education: Journal on Transforming Professional Practice*.
 5. Conklin, S. L. A., Kim, S., Oyarzun, B., & **Barreto, D.** (2024). The development and validation of an instructor social connectedness instrument. *Quarterly Review of Distance Education*, 25(4), 17-31.
 6. Conklin, S., Dorgan, T., & **Barreto, D.** (2024). Is AI the new course creator? *Discover Education*, 3(1), 285.
 7. Richardson, E., Gordon, J, Conklin, S., **Barreto, D.**, & Ginnetti, R., (2024). Artificial intelligence in higher education: Faculty perceptions of integration and other considerations. *UNC System Learning and Technology Journal*, 2 (1).
 8. Conklin, S., & **Barreto, D.** (2023). Student perceptions of Quality Matters standards on engagement and learning, *American Journal of Distance Education*. DOI: 10.1080/08923647.2023.2242734
 9. **Barreto, D.**, Oyarzun, B., & Conklin, S. (2022). Integration of cooperative learning strategies in online settings. *E-Learning and Digital Media*, 19(6), 1-21.
<https://doi.org/10.1177/20427530221104187>
 10. Aldermir, J., Moody, A., Reid-Griffin, A., **Barreto, D.**, Sidbury, C. (2021). Robotics Professional Development. *i-manager's Journal on School Educational Technology*, 16 (4).
 11. Conklin, S., **Barreto, D.**, & Dorgan, T. (2019). The Impact of Social Media on Social Presence. *Australian Education Computing*, 34 (1).
 12. Aldemir, J., **Barreto, D.**, & Kermani, H. (2019). Mobile technology integration with early childhood preservice teachers. *i-manager's Journal of Educational Technology*, 16 (3).
 13. **Barreto, D.**, & Lynn, C. A. (2018). Gamificação: uma estratégia emergente para sua caixa de ferramentas em cursos a distância. *Revista Tecnologias na Educação – Ano 10 – Número/Vol.26. Edição Temática VIII – III Congresso sobre Tecnologias na Educação (Ctrl+E 2018)*
<https://tecedu.pro.br/wp-content/uploads/2018/09/Art5-vol.26-EdicaoTematicaVIII-Setembro2018.pdf>
 14. Oyarzun, B., **Barreto, D.**, & Conklin, S. (2018). Instructor Social Presence Effects on Learner Social Presence, Achievement, and Satisfaction. *TechTrends*, 62(2).
 15. **Barreto, D.**, Vasconcelos, L., & Orey, M. (2017). How many coins did you get? Motivation & learning through playing educational video games. *Malaysian Journal of Learning & Instruction*, 14 (2). <https://files.eric.ed.gov/fulltext/EJ1166723.pdf>
 16. Conklin, S., Oyarzun, B., **Barreto, D.**, (2017). Blended Synchronous Learning Environment: Student Perspectives. *Research on Education and Media*, 9(1), 17-23.

Peer-reviewed Book Chapters

1. **Barreto, D.,** & Colon, A. (2026). Generative AI in Education: Practical and Ethical Teaching Approaches. In *Pedagogies for Critical Engagement in the AI Era*, IGI Global Scientific Publishing.
2. **Barreto, D.,** & Jensen, L. (2020). Using Cultural Representations in Video Games to Confront Stereotypes and Misconceptions About Brazil: Favelas, Futebol, and Brasilidade. *Handbook on Promoting Social Justice in Education*. Retrieved from https://link.springer.com/content/pdf/10.1007/978-3-030-14625-2_138.pdf
3. **Barreto, D.,** Conklin, S., & Dorgan, T. (2017). Applied Learning in the Redesign of Online Courses for Faculty Members. In S. Rabidoux, S. Conklin, E. Gray, S. Harsha, & B. Oyarzun (Eds.), *Applied Learning in Higher Education*. The University of North Carolina, Wilmington. Retrieved from <http://libres.uncg.edu/ir/uncw/f/rabidoux2017-1.pdf>
4. Oyarzun, B., Conklin, S., & **Barreto, D.** (2017). Instructor Presence. In P. Vu, S. Fredrickson & C. Moore (Eds.), *Handbook of Research on Innovative Pedagogies and Technologies for Online Learning in Higher Education*. IGI Global.

Edited Book

1. Oyarzun, B., **Barreto, D.,** & Conklin, S. (2025) (Eds). Exploring Effective Online Teaching and Learning Strategies. Ed Tech books. Retrieved at: https://edtechbooks.org/online_tl_strategies
2. **Barreto, D.,** Rottmann, A. & Rabidoux, S. (2020) (Eds). Learning management systems: Choosing the right path for your organization. Ed Tech books. Retrieved at: https://edtechbooks.org/learning_management_systems

Non Peer-reviewed Book Chapters

1. **Barreto D.,** & Ertzberger, J. (2025). Game on! How to Incorporate Games and Gamification in Education. In Api, S. A. T. (Ed.), *Gamify Your College Classroom: Strategies to Foster Critical Thinking and Life Skills Across Disciplines*. Routledge
2. **Barreto, D.,** Rottmann, A. & Rabidoux, S. (2020). Types of LMS Deployment & Common Features. In D. Barreto, A. Rottmann & S. Rabidoux (Eds.), Learning management systems: Choosing the right path for your organization. Ed Tech books. Retrieved at: https://edtechbooks.org/learning_management_systems
3. Rottmann, A., **Barreto, D.** & Rabidoux, S. (2020). What in the World is a Learning Management System? In D. Barreto, A. Rottmann & S. Rabidoux (Eds.), Learning management systems: Choosing the right path for your organization. Ed Tech books. Retrieved at: https://edtechbooks.org/learning_management_systems
4. **Barreto, D.** & Durrington, V. A. (2017). Social Media for Personal Learning Networks: An Alternative to Blogs. In T. C. Ahern (Ed.), *Social Media: Practices, Uses and Global Impact*. Nova Science Publishers: Hauppauge, NY.
5. Jensen, L., **Barreto, D.,** Valentine, K. (2016). Toward broader definitions of ‘video games:’ Shifts in narrative, player goals, subject matter, and digital play environments. In L. Jensen & K. Valentine (Eds.), *Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives*. IGI Global.
6. **Barreto, D.** (2015). Definitions, motivations and learning practices in games and virtual worlds for children. In M. Orey, S. A. Jones, & R. Branch (Eds.), *Educational Media and Technology Yearbook*. New York: Springer.
7. **Barreto, D.,** & Orey, M. (2014). Introduction: Trends and issues in learning, design and

technology. In M. Orey, S. A. Jones, & R. Branch (Eds.), *Educational Media and Technology Yearbook* (Vol. 38). New York: Springer.

8. **Barreto, D.**, & Orey, M. (2013). Trends and issues in learning, design and technology. In M. Orey, S. A. Jones, & R. M. Branch (Eds.). *Educational Media and Technology Yearbook* (Vol. 37). New York: Springer.

Peer- reviewed Conference Proceedings

1. **Barreto, D.**, Reid-Griffin, A. R., Lynch, J., Moody, A., Perrone, A., & Townsend, C. (May 2026). Exploring Pre-Service Teachers' Perceptions in Game Design Experience. Society for Information Technology and Teacher Education.
2. Castro, J. B., **Barreto, D.**, & Vasconcelos, L. (May 2026). Design and Development of Instructional Materials for Teacher Preparation on STEAM, ESL, and Artificial Intelligence in Brazilian public schools. Society for Information Technology and Teacher Education.
3. Lynch, J. A., Reid-Griffin, A. R., **Barreto, D.**, Moody, A. K., & Perrone, A. E. (May 2026). Game-Based Module for STE(A)M Literacy: Preparing Teacher Candidates Through Interdisciplinary Instructional Design. Society for Information Technology and Teacher Education.
4. Moody, A. K., Reid-Griffin, A. R., **Barreto, D.**, Lynch, J. A., & Perrone, A. E. (May 2026). An interdisciplinary approach to the Design and Implementation of Game-Based Learning: Perceptions of research to practice gaps by computer science and educational researchers. Society for Information Technology and Teacher Education.
5. Vasconcelos, L., **Barreto, D.**, & Colon, A. (2026). Educando com inteligência: Explorando práticas pedagógicas com IA generativa. In Castro-Filho (Ed.), 2025: Anais do IX Congresso sobre Tecnologias na Educação (pp. 527-531).
<https://sol.sbc.org.br/index.php/ctrl/article/view/40528/40297>
6. Vasconcelos, L., Castro Fillho, J. A., **Barreto, D.**, Castro, J., de Souza, M. d. F., Cardoso, L., & Maia, D. (May 2025). In Jake Cohen (Ed.), Artificial Intelligence Literacy and STEAM Education: A Framework for EFL Preservice Teacher Preparation (pp. 1526-1534). Waynesville, NC: Association for the Advancement of Computing in Education.
7. Reid-Griffin, A. R., & **Barreto, D.** (May 2025). Integrating Personal Learning Networks in educational courses to promote collaboration among pre-service teachers. In Jake Cohen (Ed.), Society for Information Technology & Teacher Education International Conference 2025 (Mar 17, 2025) pp. 333–336.
8. **Barreto, D.**, Colon, A. F., & Ertzberger, J. G. (May 2025). AI Prompt Creation Bootcamp: Empowering Teachers with Strategies for Effective Usage of AI Tools. In Jake Cohen (Ed.), Proceedings of Society for Information Technology & Teacher Education International Conference (pp. 3490-3493). Waynesville, NC: Association for the Advancement of Computing in Education.
9. **Barreto, D.** & Ertzberger, J. (2024). Teachers' perceptions on an online gamification professional development. In J. Cohen & G. Solano (Eds.), Proceedings of Society for Information Technology & Teacher Education International Conference (pp. 2343-2345). Las Vegas, Nevada, United States: Association for the Advancement of Computing in Education (AACE). Retrieved August 16, 2024 from <https://www.learntechlib.org/primary/p/224306/>.
10. **Barreto, D.**, & Ertzberger, J. (2022). Implementing and Evaluating an Online Professional Development on Gamification for K-12 teachers. In E. Langran (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 1776-1780). San Diego, CA, United States: Association for the Advancement of Computing in Education (AACE). Retrieved May 12, 2022 from <https://www.learntechlib.org/primary/p/220949/>.
11. **Barreto, D.** (2016). Children's experiences with a math game in a virtual gaming environment.

- Society for Information Technology & Teacher Education International Conference 2016.*
12. **Barreto, D.**, Vasconcelos, L., & Orey, M. (2015). Children's motivation while playing games in a virtual world: How many coins did you get? In M. Simonson (Ed.), *38th Annual Proceedings: Selected Research & Development Papers Presented at the 2015 Annual Convention of the Association for Educational Communications and Technology*. Indianapolis, IN: AECT.
 13. **Barreto, D.**, Dousay, T.A., Park, S.W., Chien, S.Y., Gay, M., Kim, S.M., Chang, Y., & Branch, R. (2012). Exploring active learning as a strategy for teaching research methods in a socio-constructivism environment. In *Proceedings of the Annual Meeting of the American Educational Research Association*. Vancouver, BC.
 14. Lima, L., Vasconcelos, L., **Barreto, D.**, Fernandes, A. & Castro Filho, J. (2011). Interações multiculturais mediadas por computador: as percepções de dois participantes sobre o projeto Nossos Lugares no Mundo. In *Proceedings of XXII Simpósio Brasileiro de Informática na Educação*. Aracaju, SE - Brasil.
 15. Orey, M., **Barreto, D.**, Almassi, P., Amiel, T., Morceli, G. & Melaré, D. (2007). A Model for Service-Learning for Technology Integration: Implications for Schools and Colleges of Education. In R. Carlsen et al. (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2007* (pp. 1807-1812). Chesapeake, VA: AACE.
 16. **Barreto, D.**, Barreto, J. & Castro-filho, J. (2005). The use of computer in the Brazilian northeastern public schools: A case study. In C. Crawford et al. (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2005* (pp. 1290-1291). Chesapeake, VA: AACE.
 17. **Barreto, D.**, Mendes, J., Rocha, B., Lira, A. & Castro-filho, J. (2005). The Difference between the Roles of Teachers and Researchers in an Educational Experience. In C. Crawford et al. (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2005* (pp. 2988-2989). Chesapeake, VA: AACE.

Others

1. Vasconcelos, L., **Barreto, D.**, Egan, A., Margerum-Leys, J., Asim, S. What's the CATCH? In Cherner, T., Trust, T., & the National Technology Leadership Summit genAI Strand Members. (2026). Editorial: Picturing the theory of genAI: Frameworks for teaching and learning in the age of artificial intelligence. *Contemporary Issues in Technology and Teacher Education*, 26(1). <https://citejournal.org/volume-26/issue-1-26/editorial/picturing-the-theory-of-genai-frameworks-for-teaching-and-learning-in-the-age-of-artificial-intelligence>
2. Souza, M. F., **Barreto, D.**, Barreto, N., Castro-Filho, J., & Pequeno, M. (2006). Stairways Architecture: A learning Objects as a tool for developing concepts of similar triangles, ratios, proportions and Thales theorem. *Scientia* (Unisinos) (Vol. 17).
3. Amiel, T., McClendon, V. J., Veira, V., **Barreto, D.**, & de Abreu Leite, M. (2005). Brazilian educational technologies and policies: Case studies from São Paulo and Ceará. In M. Orey, T. Amiel, & J. McClendon (Eds.), *The World Almanac of Educational Technologies*.

PRESENTATIONS

1. **Barreto, D.**, Reid-Griffin, A. R., Lynch, J., Moody, A., Perrone, A., & Townsend, C. (March 2026). Exploring Pre-Service Teachers' Perceptions in Game Design Experience. SITE, Philadelphia, PA.
2. Castro, J. B., **Barreto, D.**, & Vasconcelos, L. (March 2026). Design and Development of Instructional Materials for Teacher Preparation on STEAM, ESL, and Artificial Intelligence in Brazilian public schools. SITE, Philadelphia, PA.

3. Lynch, J. A., Reid-Griffin, A. R., **Barreto, D.**, Moody, A. K., & Perrone, A. E. (March 2026). Game-Based Module for STE(A)M Literacy: Preparing Teacher Candidates Through Interdisciplinary Instructional Design. SITE, Philadelphia, PA.
4. Moody, A. K., Reid-Griffin, A. R., **Barreto, D.**, Lynch, J. A., & Perrone, A. E. (March 2026). An interdisciplinary approach to the Design and Implementation of Game-Based Learning: Perceptions of research to practice gaps by computer science and educational researchers. SITE, Philadelphia, PA.
5. Colon, A. F., & **Barreto, D.** (March 2026). Level Up Learning: Gamification and AI Tools for Smarter Classrooms. NCTIES, Raleigh, NC.
6. Lynch, J., Reid-Griffin, A., **Barreto, D.**, Perrone, A. (October 2025). An Interdisciplinary Teaching Framework for Implementing Game-Based STEAM Literacy Modules in Teacher Education. WCE Research Speaks Showcase, Wilmington, NC.
7. Pena, T. M., **Barreto, D.**, & Conklin, S. (October 2025). Assessing the Need and Viability of a "Trends and Ethics in Disruptive Technologies" Certification for WCE. WCE Research Speaks Showcase, Wilmington, NC.
8. Conklin, S. L. A., Kim, S., Oyarzun, B., & **Barreto, D.** (October 2025). Instructor Social Connectedness in Online Learning: Validating the FORCES Framework. AECT, Las Vegas, NV.
9. Gordon, J., Richardson, E., **Barreto, D.**, & Conklin, S. L. A. (June 2025). Generative AI at UNC, "Connect, Collaborate, Create: Leveraging AI for Accessible and Engaging Learning Environments," University of North Carolina Chapel Hill, Chapel Hill, NC.
10. Colon, A. F., & **Barreto, D.** (May 2025). AI Prompt Creation Bootcamp for Teachers. 2025 WCE Mini-Conference, Virtual.
11. **Barreto, D.** (April 2025). AI Course Integration: Enhancing Teaching and Learning. UNCW Spring 2025 Celebration of Teaching and Impact Showcase, Wilmington, NC.
12. **Barreto, D.**, & Colon, A. (March 2025). AI Prompt Creation Bootcamp for Teachers. NCTIES, Raleigh, NC.
13. **Barreto, D.**, Colon, A., & Ertzberger, J. G. (March 2025). AI Prompt Creation Bootcamp: Empowering Teachers with Strategies for Effective Usage of AI Tools. SITE, Orlando, FL.
14. Reid-Griffin, A. R., & **Barreto, D.** (March 2025). Integrating Personal Learning Networks in educational courses to promote collaboration among pre-service teachers. SITE, Orlando, FL.
15. Ousley-Exum, D. M., **Barreto, D.**, & Colon, A. (March 2025). Using AI to Help Secondary Preservice Teachers Add Visuals to Instruction. SITE, Orlando, FL.
16. Conklin, S. L. A., & **Barreto, D.** (February 2025). What Matters? Student Perceptions of the QM Rubric. QM Research Online Conference, virtual.
17. **Barreto, D.**, Pena, T. M., & Moody, A. K. (October 2024). Assessing the Need and Viability of a Trends and Ethics in Disruptive Technologies Certification for WCE. WCE Research Speaks Showcase, Wilmington, NC.
18. **Barreto, D.**, Conklin, S., Richardson, E., Gordon, J., & Ginnetti, R., & (2024, October). Power and Challenges of AI in Higher Education: Faculty Perspectives on Integration and Ethical Considerations. AECT. Kansas City, MO.
19. Conklin, S., **Barreto, D.**, Richardson, E., & Cochran, R. (2024, October). Student Perspectives of the Quality Matters Rubric 7th Edition. AECT. Kansas City, MO.
20. Conklin, S., **Barreto, D.**, Richardson, E., & Cochran, R. (2024, February). Graduate Students' Perceptions of the QM 7th Edition Rubric on Learning and Engagement. UNC System QM Council Annual Summit. Greenville, NC.

21. Colon, A., & **Barreto, D.** (2024, March). Make Teaching Coding Easy Peasy Lemon Squeezy. Presentation presented at the 2023 NCTIES Conference. Raleigh, NC.
22. **Barreto, D.** & Ertzberger, J., (2023, October). Designing and developing online professional development on gamification for K-12 teachers. AECT. Orlando, FL.
23. Conklin, S. & **Barreto, D.** (2023, October). Student Perspectives of the QM Rubric on Learning and Engagement. AECT. Orlando, FL.
24. Conklin, S. & **Barreto, D.** (2023, October). Curriculum mapping and alignment process with AECT Standards. AECT. Orlando, FL.
25. Ertzberger, J., & **Barreto, D.** (2023, March). Game based learning for any teacher. Presentation presented at the 2023 NCTIES Conference. Raleigh, NC.
26. **Barreto, D.** (November, 2022). Preparação de Professores na educação STEAM. Invited presentation session at the Symposium on Integrating STEAM & English in the Brazilian Public School System.
27. **Barreto, D.** (November, 2022). Alignment in Action: The Process of Achieving Course Alignment. Invited presentation session at UNCW Distance Education and eLearning's Professional Development Workshop.
28. Conklin, S., & **Barreto, D.** (October 2022). Curriculum mapping and alignment with AECT Standards Program Alignment to AECT Standards. Poster to be presented at 2022 Association for Educational Communication and Technology (AECT) International Conference. Las Vegas, NV
29. **Barreto, D.** & Ertzberger, J. (October 2022). Tips and strategies learned from implementing a gamification professional development for teachers. Poster to be presented at 2022 Association for Educational Communication and Technology (AECT) International Conference. Las Vegas, NV
30. **Barreto, D.**, Ertzberger, J., & Ulrich, J. (April 2022). Implementing and Evaluating an Online Professional Development on Gamification for K-12 teachers. Asynchronous brief session presented at the 2022 SITE Conference.
31. **Barreto, D.**, Ertzberger, J. & Ulrich, J. (March 2022). Tips and Strategies learned from implementing a gamification professional development. Poster presented at the 2022 NCTIES Conference. Raleigh, NC.
32. **Barreto, D.**, Ertzberger, J., & Ulrich, J. (September 2021). Game on: Designing and developing online professional development on gamification for K-12 teachers. Session presented at 2021 Online Learning Consortium (OLC) Innovate Virtual Conference.
33. **Barreto, D.**, Ertzberger, J., Vural, E., & Solis, K. (November, 2020). Game on: Designing and developing online professional development on gamification for K-12 teachers. Session presented at 2020 Online Learning Consortium (OLC) Innovate Virtual Conference.
34. Jensen, L. & **Barreto, D.** (November, 2020). Favelas, Futebol, and Brasilidade Confronting Stereotypes and Misconceptions about Brazil in Video Games. Roundtable presented at 2020 Association for Educational Communication and Technology (AECT) International Conference.
35. **Barreto, D.**, & Vasconcelos, L. (April, 2020). International Relations Between Brazil and the United States: Integrating Technologies in schools with a cultural overhang. Presented virtually at UFC Programa de Apoio e Acompanhamento Pedagógico (PAAP). Fortaleza, CE, Brazil.
36. Jensen, L. J. & **Barreto, D.** (2020, Apr 17 - 21) Favelas, Futebol, and Brasilidade: Confronting Stereotypes and Misconceptions About Brazil in Video Games [Roundtable Session]. AERA

- Annual Meeting San Francisco, CA <http://tinyurl.com/slm2wqi> (Conference Canceled).
37. **Barreto, D.**, & Conklin, S. (March, 2020). Application of cooperative learning components in digital learning. Poster presented at the 2020 NCTIES Conference. Raleigh, NC.
 38. Conklin, S., **Barreto, D.**, Oyarzun, B., (October, 2019). Impact of Quality Matters on Course Design and Student Perception. Paper presented to 2019 Association for Educational Communication and Technology (AECT).
 39. Vasconcelos, L., Neumann, K., & **Barreto, D.** (October, 2019). How to Answer Common Job Interview Questions. Presented at 2019 Association for Educational Communication and Technology (AECT) International Conference, Las Vegas, NV.
 40. **Barreto, D.** (May, 2019). Innovating with Emerging Technologies in Motivation and Student Learning. Presented at Esino-Aprendizagem da Língua Inglesa por Meios de Novas Tecnologias. Fortaleza, CE.
 41. **Barreto, D.**, Oyarzun, B., Conklin, S. (October, 2018). Online students' attitudes towards cooperative learning in a long-term group project. Proposal submitted to 2018 Association for Educational Communication and Technology (AECT) International Conference.
 42. **Barreto, D.**, Lynn, C. (June, 2018). Gamificação: uma ferramenta emergente para sua caixa de ferramentas em cursos a distância. Keynote presented at 2018 Cultura Maker na Escola: fazendo uma nova educação com tecnologias digitais, Fortaleza, CE - Brazil
 43. **Barreto, D.** (May, 2018). Gamifying your lesson: strategies and tools to engage students. WCE Educational Technology Mini-Conference. Wilmington, NC.
 44. **Barreto, D.** (April, 2018). Embracing innovation: Harnessing the power of emerging technologies to engage learners. Keynote presented at 2018 Educational Technology Showcase Conference at the University of South Carolina - Columbia
 45. **Barreto, D.**, Chen, S-J. (March, 2018). An applied learning experience: Creating a makerspace to foster student creative problem-solving skills. Paper session presented at the Conference on Applied Learning in Higher Education, Wilmington, NC.
 46. Oyarzun, B., **Barreto, D.**, Conklin, S. (February, 2018). Instructor Social Presence Effects on Learner Social Presence, Achievement, and Satisfaction. Paper session presented at The Technological Innovation in Digital Education Symposium (TIDE), Durham, NC.
 47. **Barreto, D.**, Earnshaw, Y., Kidder, L., Stauffer, E., Laer, S. V. (November, 2017). A Population Analysis of AECT Convention Participants: 2017 AECT Intern Project Using Data to Lead Change. Presidential paper session presented at 2017 Association for Educational Communication and Technology (AECT) International Conference.
 48. Oyarzun, B., **Barreto, D.**, & Conklin, S. (November, 2017). Instructor Social Presence Effects on Learner Social Presence, Achievement, and Satisfaction. Paper session presented at 2017 Association for Educational Communication and Technology (AECT) International Conference.
 49. **Barreto, D.**, Earnshaw, Y., Kidder, L., Stauffer, E., Laer, S. V. (November, 2017). The AECT Internship Experience. Panel session presented at 2017 Association for Educational Communication and Technology (AECT) International Conference.
 50. **Barreto, D.**, Conklin, S., Dorgan, T. (October, 2016). Applied learning in the redesign of online courses for faculty members. Paper accepted to 2016 Association for Educational Communication and Technology (AECT) International Conference, Las Vegas, NV.
 51. Sarsar, F., **Barreto, D.**, Conklin, S. (October, 2016). Community of Inquiry Model in Action: a Facebook supported learning environment. Paper accepted to 2016 Association for Educational

- Communication and Technology (AECT) International Conference, Las Vegas, NV.
52. Conklin, S., Oyarzun, B., & **Barreto, D.** (October, 2016). Blended Synchronous Classes and Students' Perspectives. Paper accepted to 2016 Association for Educational Communication and Technology (AECT) International Conference, Las Vegas, NV.
 53. **Barreto, D.**, & Walker, B. (October, 2016). Merging Perspectives in Instructional Design: Lessons Learned from Students, Faculty, and Clients. Paper accepted to 2016 Association for Educational Communication and Technology (AECT) International Conference, Las Vegas, NV.
 54. **Barreto, D.** (March, 2016). Children's experiences with a math game in a virtual gaming environment. Paper presented at 2016 Society for Information Technology & Teacher Education. Savannah, GA.
 55. **Barreto, D.**, Vasconcelos, L., Orey, M. (November 2015). Children's motivation while playing games in a Virtual World: How many coins did you get? Paper presented at the 2015 Association for Educational Communication and Technology (AECT) International Conference. Indianapolis, IN,
 56. Walker, B., **Barreto, D.**, Branch, R. (November 2015). What is your perspective on leadership? An interactive workshop and presentation of a study in leadership development. Paper presentation at the 2015 Association for Educational Communication and Technology (AECT) International Conference. Indianapolis, IN,
 57. Jensen, L., & **Barreto, D.** (August 2015). Video Games as Digital Play Environments: Surveying the New Landscape of Gaming from Sandboxes to Emergence to Interactive Fiction. Paper presented at the IDD@UGA Conference. Athens, GA.
 58. **Barreto, D.**, & Walker, B. (2015, February). Balancing client and designer perspectives: A case study of designing and developing a youth leadership curriculum. Paper presented at 2015 Eastern Educational Research Association Annual Conference. Sarasota, FL.
 59. Walker, B., & **Barreto, D.** (2015, February). Fairytale vs. Reality: Bridging the gap between novice production teams and client demands in multimedia projects. Paper presented at 2015 Eastern Educational Research Association Annual Conference. Sarasota, FL.
 60. Vasconcelos, L., & **Barreto, D.** (2015, February). Using project-based learning to motivate students to construct a meaningful learning experience. Paper to be presented at 2015 Conference on Higher Education Pedagogy. Blacksburg, VA.
 61. **Barreto, D.**, & Orey, M. (2014, November). Learning with games? A case study of a child's experiences playing games in a Virtual World. Paper presented at the 2014 Association for Educational Communication and Technology (AECT) International Conference. Jacksonville, FL.
 62. Jensen, L., & **Barreto, D.** (2014, November). Fostering 21st Century Skills, Creativity, and Motivation in a Video Game Design and Development Summer Camp. Paper presented at the 2014 Association for Educational Communication and Technology (AECT) International Conference. Jacksonville, FL.
 63. Jensen, L., **Barreto, D.**, & Valentine, K. (2014, November). Toward a new definition of "video games:" shifts in narrative and player goals in digital play environments. Paper presented at the 2014 Association for Educational Communication and Technology (AECT) International Conference. Jacksonville, FL.
 64. **Barreto, D.**, & Jensen, L. (2014, August). Children as Designers: a Video Game Design and Development Summer Camp. Paper presented at the IDD@UGA Conference. Gwinnett, GA.
 65. Jensen, L., **Barreto, D.**, & Valentine, K. (2014, August). Toward New Definitions of "Video Games": Shifts in Narrative, Player Goals, Subject Matter, and Digital Play Environments. Paper presented at the IDD@UGA Conference. Gwinnett, GA.
 66. Lee, E., **Barreto, D.**, & Ramirez Phillips, L. P. (2014, April). 20% Project: Creating a

- meaningful learning experience by connecting college students' passion with course content. Paper presented at the University System of Georgia Teaching and Learning Conference: Best Practices for Promoting Engaged Student Learning, Athens, GA.
67. **Barreto, D.**, & Jensen, L. (2014, February). Learning by Design at a Video Game Summer Camp. Paper presented at the Eastern Educational Research Association Annual Conference. Jacksonville, FL.
 68. **Barreto, D.**, & Vasconcelos, L. (2014, February). The use of technology to create culturally-sensitive learning materials for a foreign language course. Paper presented at the Eastern Educational Research Association Annual Conference. Jacksonville, FL.
 69. **Barreto, D.**, & Jensen, L. (2013, October). Fostering 21st Century Skills in a Video Game Design and Development Summer Camp. Paper presented at the 2013 Association for Educational Communication and Technology (AECT) International Conference. Anaheim, CA
 70. Jensen, L., & **Barreto, D.** (2013, October). Motivating Learners Using Four Values of Web 2.0 and Social Media. Paper presented at the 2013 Association for Educational Communication and Technology (AECT) International Conference. Anaheim, CA
 71. Jensen, L., **Barreto, D.**, & Dousay, T.A. (2013, February). GameWerks: Fostering 21st Century Skills in a Video Game Design Apprenticeship. Paper presented at the Eastern Educational Research Association Annual Conference. Sarasota, FL.
 72. **Barreto, D.**, Dousay, T.A., & Jensen, L. (2012, November). Strategies to foster creative thinking using technologies. Paper presented at the Association for Educational Communications & Technology Annual Convention. Louisville, KY.
 73. **Barreto, D.** (2012, November). Playing and learning: An exploratory study of children's experiences in a virtual gaming environment. Paper presented at the Association for Educational Communications & Technology Annual Convention. Louisville, KY.
 74. **Barreto, D.**, & Orey, M. (2012, February). A virtual playground: Children's experiences playing online games. Paper presented at the Eastern Educational Research Association, Hilton Head, SC.
 75. Er, E., Afacan, G., **Barreto, D.**, & Orey, M. (2012, February). Children's experiences in an online gaming space: An analysis of game elements. Paper presented at the Eastern Educational Research Association, Hilton Head, SC.
 76. **Barreto, D.**, Dousay, T.A., Park, S. W., Chien, S.Y., Gay, M., Kim, S. M., Chang, Y., & Branch, R.M. (2012, April). Exploring active learning as a strategy for teaching research methods in a socio-constructivism environment. Paper presented at the American Educational Research Association Annual Meeting. Vancouver, British Columbia.
 77. **Barreto, D.** & Orey, M. (2011, April). It's a penguin world!": what can we learn from children's game play. Paper presented at the 1st. International Symposium on Open Educational Resource: Issues for Globalization and Localization. Logan, UT.
 78. **Barreto, D.** (2010, November). Preparing Brazilian Students for an American Culture Immersion: how can online technologies offer support? Paper presentation at the 2010 Association for Educational Communication and Technology (AECT) International Conference. Anaheim, CA.
 79. Igoche, D., **Barreto, D.**, & Branch, R. (2010, November). Incorporating Cultural Values into the ADDIE Approach. Paper presented at the 2010 Association for Educational Communication and Technology (AECT) International Conference. Anaheim, CA.
 80. **Barreto, D.** & Logan, R. (2010, March). Modeling Healthy Choices Through Interactive Technology. Poster presented at the 2010 Graduate Student Association 10th Annual Interdisciplinary Conference, Athens, GA.
 81. Tsao, J., & **Barreto, D.** (2010, February). US and Mexico Online Cross-cultural Interaction.

- Paper presented at Eastern Educational Research Association, 2010. Savannah, GA.
82. Nelson, W., & **Barreto, D.** (2010, February). Design and design-based research. Paper presented at Eastern Educational Research Association, 2010. Savannah, GA.
 83. Estes, M., Bishop, C., **Barreto, D.** (2008, November). As I Lay Dying In Second Life: Lessons Learned. Paper presented at the Annual Convention of the International Association for Educational Communications & Technology (AECT), Orlando, FL.

GRANT ACTIVITIES

External

1. Ebrahimi, E. E., Gokce, Y. E., **Barreto, D.**, White, S. T., Stoker, G. M., & Guggenheimer, M. W. (May 2026 - May 2029). "NSF TTP-P: Cybersecurity Practice and Awareness for Rising Kids," Sponsored by National Science Foundation, Federal, \$1,200,000.00. (Pre-Proposal/Letter of Intent).
2. Rachakonda, L. (Principal), Liu, Y. (Co-Principal), Song, Y. (Co-Principal), **Barreto, D.** (Co-Principal), Moody, A. (Co-Principal), Morge, S. (Other), Reid-Griffin, A. (Other), Parker, M. (Other). AI-Driven STEAM: Empowering Creativity and Accessibility. NSF Discovery (Under review) \$450.000.

Funded

1. Ebrahimi, E. E., Gokce, Y. E., **Barreto, D.**, White, S. T., Stoker, G. M., & Guggenheimer, M. W. (May 2026 - May 2029). "Cybersecurity Practice and Awareness for Rising Kids." Sponsored by NC Innovation. \$335,000.00*.
2. Castro Filho, J. A., **Barreto, D.**, Vasconcelos, L., Maia, D. L., Castro, J. B., Souza, M. de F. C. de, & Cardoso, L. A. de B. (**Funded**). eSTEAMulate: An interdisciplinary and equitable approach to integrate artificial intelligence and STEAM in Brazilian public schools [eSTEAMuLAR: uma abordagem interdisciplinar e equitativa para integrar Inteligência Artificial e STEAM em escolas públicas brasileiras.] Brazilian National Council for Scientific and Technological Development (CNPq). **\$39,500.00** [R\$237,000 in Brazilian currency], 2025-2026.
3. Forynna, K. (PI) & **Barreto, D.** (Co-PI), Simkova, I. (Co-PI), Lavrysh, Y. (Co-PI). Empower PD: Improving English Language Education in Ukrainian Schools. U.S. Department of State. \$73,200. Funded (start date November 2023, end January 2025).
4. Castro-Filho, J. A. (Principal), Cardoso, L. A. B. (Co-Principal), Souza, M. F. C. (Co-Principal), Castro, J. B. (Co-Principal), Silva, C. M. R. (Supporting), **Barreto, D.** (Supporting). Integrating STEAM & English in the Brazilian Public School System: A pilot study at the UFC Pedagogical Residency Program. U.S. Consulate General | Recife, 10,000.00 (Funded).
5. Clark, U. (Principal), Stoker, G. (Co-Principal), **Barreto, D.** (Co-Principal), White, S. (Co-Principal). UNCW Cyber Seahawk (C-Hawk) GenCyber Teacher Program, 2022 GenCyber Grants Program, \$79, 550 (Funded).
6. Roseboro, D. (Principal), Fernandez-Villa, J. (Principal), Thompson, C. (Supporting), **Barreto, D.** (Supporting), Conklin, S., (Supporting), Forynna, K. (Supporting), Ouchchy, A.

(Supporting), Ward, C. (Supporting). The Fulbright Teaching Excellence and Achievement Program (Fulbright TEA). USAID International Research and Exchanges Board (IREX). \$340,000.00 (Funded).

Unfunded

1. Vasconcelos, L., **Barreto, D.**, Castro Filho, J. A. de., & Cardoso, L. A de B. (**Not Funded**). A critical and culturally-relevant model for artificial intelligence in English as a foreign language teacher education in Brazil. Spencer Foundation Small Research Grants, \$50,000, 2025-2028.
2. Conklin, S. (Principal Investigator) & **Barreto, D.** (Co-Principal Investigator). "Effects of Instructor Connectedness Strategies on Learner Satisfaction and Achievement." Spencer Foundation. Proposal submitted on December 5, 2022. \$49,464. (Unfunded).
3. Reid-Griffin, A. (Principal), **Barreto, D.** (Co-Principal), Aldemir, J. (Co-Principal), Clark, H. (Supporting), Hebert, J. (Supporting), Parker, M. (Supporting). ITEST: Online Robotics Professional Development (ORPD). NSF Innovative Technology Experiences for Students and Teachers (ITEST). \$487,219 (Unfunded).
4. Boersma, J. (Principal), William S. (Principal), Rikanek, K. (Principal), DeVita, J. (Principal), Reid-Griffin, A. (Supporting), **Barreto, D.** (Supporting), Moody, A. (Supporting), Clark, H. (Supporting). Social Innovation in Teaching, Research, Entrepreneurship and Equity (SI-TREE). I3S - Institute for Interdisciplinary Identity Sciences. \$18,410,752.00 (Unfunded).
5. Reid-Griffin, A. (Principal), **Barreto, D.** (Co-Principal), Moody, A. (Co-Principal), Clark, H. (Supporting), Hebert, J. (Supporting). ITEST: Online Robotics Professional Development (ORPD). NSF Innovative Technology Experiences for Students and Teachers (ITEST). \$381,851.03 (Unfunded).
6. Clark, U. (Principal), Stoker, G. (Co-Principal), **Barreto, D.** (Co-Principal), White, S. (Co-Principal). UNCW Cyber Seahawk (C-Hawk) GenCyber Teacher Program, 2021 GenCyber Grants Program, \$79,550 (Unfunded).
7. Forynna, K. (Principal), Lynn, C. A. (Co-Principal), **Barreto, D.** (Co-Principal). Building Capacity to Transform STEM and English Teaching and Learning in Kazakhstan, U.S. Mission to Kazakhstan, \$40,000 (Unfunded).
8. Villa-Fernandez, J. (Principal), **Barreto, D.** (Co-Principal), Lynn, C. A. (Co-Principal). STEAM & English in the Public School System, Department of State, U.S. Mission to Brazil, \$394,734.69, (Unfunded).
9. Ebrahimi, E. (Principal), Mittal, S. (Co-Principal), Pence, T. (Co-Principal), **Barreto, D.** (Co-Principal), Moody, A. (Co-Principal). Elementary School Cyber Defense & AI Education through Interactive Games, NSF, \$1,500,000, (Unfunded).
10. Kermani, H. (Principal), Aldemir, J. (Co-Principal), Moallem, M. (Supporting), Sanchez, M. (Supporting), & **Barreto, D.** (Supporting). "ACF Head Start Program Duplin County", Head Start Program, \$20,000.00 (Unfunded)
11. Guinn, C. (Principal), Branderburg, B. (Co-Principal), Taper, C. (Supporting), Moallem, M. (Supporting), **Barreto, D.** (Supporting), Pence, T. (Supporting). "2017 SBIR Phase I Program," U.S. Department of Education, \$50,000.00 (Unfunded)

Internal

1. **Barreto, D.** (Principal), Lynch, J. A. (Co-Principal), Reid-Griffin, A. R. (Co-Principal), Ebrahimi, E. E. (Co-Principal), Acevedo, P. (Co-Principal), & Moody, A. K. (Co-Principal). (August 2026-May 2028). "AI Literacy Through Play: Interdisciplinary Media Design for K–12 Education," Sponsored by UNCW SAIL Grant, University of North Carolina Wilmington, \$47,400.00.
2. Lynch, J. A. (Principal), **Barreto, D.** (Co-Principal), Reid-Griffin, A. R. (Co-Principal), & Perrone, A. E. (Co-Principal). (June 2025 - August 2025). (**Funded**) "Engaging Learners in STEAM Literacy through Game-Based Instruction," Sponsored by Watson College of Education, University of North Carolina Wilmington, \$14,000.00.
3. **Barreto, D.** (PI) & Conklin, S. "Enhancing Student's Learning Experiences Through Video Podcasting" Pedagogy Initiative Awards. Proposal submitted on March 23, 2023. \$2,500
4. Conklin, S. (PI), **Barreto, D.** (Co-PI), Richardson, E. (Co-PI), Cochran, R. (Co-PI). "Graduate Student Perceptions of Quality Matters Standards on Engagement and Learning." Cahill Grant. Proposal submitted on March 1, 2023. \$14,369. Funded (start date July 2023, end June 2024).
5. **Barreto, D.** (PI) "*Integrating STEAM & English in the Brazilian Public School System*", \$1,500, Funded (start December 2022, end April 2023).
6. Ertzberger, J. (PI), & **Barreto, D.** (Co-PI). "*Teacher's Use of Professional Development Modules on Gamification*", \$800, Funded (start March 2023, end June 2023).
7. **Barreto, D.** (Principal) & Ertzberger, J. (Co-Principal) WCE Research Mini-Grants, \$1,500.00, Awarded.
8. Aldemir, J. (Principal), Moody, A. (Co-Principal), Reid-Griffin, A. (Supporting), **Barreto, D.** (Supporting), & Sidbury, C. (Supporting). "D.C. Virgo Preparatory Academy Robotics Professional Development Project," Cahill Grant, \$ 5,000.00, Awarded.
9. Moody, A. (Principal), Aldemir, J. (Co-Principal), **Barreto, D.** (Supporting), Reid-Griffin, A. (Supporting), Sidbury, C. (Supporting), & Hill-Black, S. "D.C. Virgo Preparatory Academy Robotics Professional Development Project," Partnership in Action Mini-Award, \$ 2,500.00, Awarded.
10. **Barreto, D.** (Principal), Applied Learning Recovery Grant, \$ 500.00, Awarded.
11. Ertzberger, J. (Principal) & **Barreto, D.** (Co-Principal), WCE Mini-Grants, \$1,200.00, Awarded.
12. Lynn, C. A., (Principal) & **Barreto, D.** (Co-Principal), WCE Mini-Grants, \$4,000.00, Awarded.
13. **Barreto, D.** (Principal), & Lynn, C. A. (Co-Principal), UNC-CH Global Scholars, \$2,000.00, Awarded.
14. Lynn, C. A., (Principal) & **Barreto, D.** (Co-Principal), WCE Mini-Grants, \$2,000.00, Awarded.
15. Chen, S-J., (Principal) & **Barreto, D.** (Co-Principal), Caropreso, E. WCE Mini-Grants, \$2,000.00. Awarded.
16. Chen, S-J., (Principal) & **Barreto, D.** (Co-Principal), WCE Mini-Grants, \$1,700.00, Funded. (start: Jan 2017, end: May 2017).
17. **Barreto, D.**, (Principal) & Chen, S-J. (Co-Principal), "Using makerspace to promote student creative problem-solving skills", ETEAL, \$3,470.00, Funded.(start: Jan 2017, end: May 2017).
18. **Barreto, D.** (Principal), WCE Mini-Grants, \$2,000.00, Funded. (start: May 2016, end: August 2016).
19. **Barreto, D.** (Principal), Conklin, S. (Co-Principal), Dorgan, T. (Supporting), "Online Course Design Evaluation in Web Teaching Class", ETEAL, \$3,500.00, Funded. (start: January 2016, end: April 2016).

PROFESSIONAL AFFILIATIONS

Association for Educational Communications and Technology (AECT)

- SIG Design and Development
- SIG Division of Distance Learning of AECT
- SIG Graduate Student Assembly

Society for Information Technology and Teacher Education (SITE)

Online Learning Consortium (OLC)

Professors of Instructional Design and Technology (PIDT)

Eastern Educational Research Association (EERA) - Past

SERVICE

National/International

Tech & Trends Journal

Review Member

Present

American Educational Research Association (AERA)

Proposal Review Member for Division K- Teaching and Teacher Education

2022

Association for Educational Communications and Technology

SIG Distance Learning, president 2025-2026

SIG Distance Learning, president-elect 2024-2025

SIG Design and Development Board Member 2020-2023

Annual Achievement Award Member; 2017-present

Annual Achievement Award Subcommittee Chair; 2016

3 Minute Thesis (3MT) Planning Committee Member, 2015, 2016

Facilitator; 2009, 2010, 2014, 2015

Convention Volunteer; 2014

Convention Volunteer Supervisor; 2012

Convention Volunteer; 2009, 2010

2009 – present

Malaysian Journal of Learning and Instruction (Sintok, Kedah, Malaysia)

Consulting Editor

2016

Educational Technology Research and Development Journal

Review Member

2017-Present

**Handbook of Research on Innovative Pedagogies
and Technologies for Online Learning in Higher Education**

Review Member

2016

Sumdog - Educational game company, Ireland

Educational game consultant

2016

EDIT 8190: Design Studio, University of Georgia <i>Guest Speaker</i>	2016
Examining the Evolution of Gaming <i>Editorial Review Board Member</i>	2015 - 2016
Analyzing Qualitative Data Workshop, Universidade Federal do Ceará <i>Presenter</i>	2011
International Symposium on Open Educational Resources <i>Program Committee Member</i> ; 2012 <i>Presenter</i> ; 2011	2011 – 2012

University of North Carolina Wilmington

University Level

APR Pilot Program <i>WCE Representative</i>	2025 -present
UNCW RTP Committee <i>Member</i>	2025 -present
Faculty Senate - Ad-hoc Committee on RTP <i>Member/WCE Representative</i>	2022-2023
Gender Studies & Research Center Council Committee <i>Member</i>	present
UNCW Graduate School 3 Minute Thesis (3MT) <i>Judge</i>	2022
New Faculty Orientation Fall 2022, Center for Faculty Leadership <i>Discussant</i>	2022
Graduate Council Committee <i>Member/WCE Representative</i>	2021-2024
Homecoming 2019 – UNCW Alumni Champagne Brunch <i>Virtual Reality Presenter/Demonstration</i>	2019
Office of e-Learning Online Peer Observation of Teaching Committee <i>Member/WCE Representative</i>	2018-2019
Homecoming 2018 – UNCW Alumni Champagne Brunch <i>Supervisor of Modular Robotic (Cubelets/ Dash) booth</i> <i>Trainer for WCE students Modular Robotic</i>	2018

Summer Undergraduate Research and Creativity Awards (SURCA) <i>Review Member</i>	2017
Fall 2016 New Faculty Reading Circle (Center for Teaching Excellence) <i>Facilitator</i>	2016
New Faculty Orientation Fall 2016, Center for Teaching Excellence <i>Second-year Faculty Mentor</i> <i>Engaged Teaching Institute Table Discussant</i>	2016
2016 Applied Learning Summer Institute, ETEAL at UNCW <i>Online Applied Learning Panelist</i>	2016
<i>College Level</i>	
WCE PDS Advisory Board <i>Committee Member</i>	2025 - 2028
WCE Curriculum Committee <i>Committee Member</i>	2025 - 2028
Research Faculty Mentorship <i>Mentor</i>	2025-2026
Associate Dean Search Committee <i>Member</i>	2025
Mid-Career Mentoring Committee <i>Committee Member</i>	2022-2023
Strategic Directions Steering Committee <i>Committee Member</i>	2022-2023
UNCW Beginning Teacher Conference Day <i>Presenter</i>	2023
WCE Technology Committee <i>Committee Member</i>	present
WCE Diversity Committee <i>Committee Member</i>	2019-2022
EDN 383: Mathematics and Science for the Early Years <i>Guest Speaker</i>	2019

Junior Seahawk Academy Summer Camp <i>Presenter</i>	2019
Radical Hope: Teaching for the Future of P-12 Students Professional Learning Day <i>Presenter</i>	2018
Future Teacher Conference at Watson College of Education <i>Presenter</i>	2017
Search Committee <i>Member</i>	2019, 2017
Radical Love Artmaking Gathering: To Charlottesville, with Love <i>Co-organizer</i> <i>Graphic Designer</i> <i>Master of Ceremony</i> <i>Mural Project Facilitator</i>	2017
Junior Seahawk Academy Summer Camp <i>Presenter</i>	2017
Watson College of Education Tech mini-conference <i>Presenter</i>	2017, 2018, 2025
PDS Beginning Teacher Professional Development Day <i>Presenter</i>	2016-2017
EDN 430: Preschool Curriculum <i>Guest Speaker on Integrating Technology in Preschool</i>	2016, 2017
<i>Department and/or Program:</i>	
New Faculty Mentorship <i>Mentor</i>	2025-2026
Workforce Learning/ IT Lecturer Search Committee <i>Member</i>	2025
Department RTP Policy Sub-Committee <i>Member</i>	2024-2025
New Faculty Mentorship <i>Mentor</i>	2024-2026
New Faculty Mentorship <i>Mentor</i>	2022-2023

MIT Search Committee <i>Search Chair</i>	2022
New Faculty Mentorship <i>Mentor</i>	2021-2022
ITFSE Annual Eval. Committee <i>Committee Member</i>	2019- 2022
Global Citizen Departmental Liaison <i>Representative</i>	2015-Present
ITFSE Annual Faculty Evaluation <i>Committee Member</i>	2015 – 2016
MIT Search Committee <i>Committee Member</i>	2019
MIT Marketing Committee <i>Committee Chair</i>	2017-present
MIT Program Committee <i>Committee Member</i>	2015 – present
MIT Application review <i>Committee Member</i>	2015 – present
MIT Comprehensive Exam <i>Committee Member</i>	2015 – present
MIT Capstone Projects <i>Chair & Committee Member</i>	2015 – present

University of Georgia

Brazilian Student Association <i>President; 2013-2014</i> <i>Vice-President; 2012-2013</i> <i>Treasurer; 2011-2012</i> <i>Secretary; 2010-2011</i> <i>Website Committee Chair; 2009-2010</i>	2009 – 2015
Video Game Design Summer Camp – GameWerks <i>Camp Counselor</i>	2012-2013
Tea & Talk: UGA/Brazil Partnership, Office of International Education	2013

Guest speaker

EDIT 4020 - Innovating with Technology in the Workplace 2013

Guest speaker on Multicultural Design topic (Spring)

Guest speaker on Designing for a Global Society topic (Fall)

I BSA Symposium - Collaboration & Academic Production: 2013

Stimulating Research and Partnership Between UGA and Brazil

Program Committee Chair

Instructional Technology Students Association 2009-2011

Secretary

TECHNICAL SKILLS

MS office, Adobe Suite (Dreamweaver, Fireworks, Illustrator, Flash, Photoshop, InDesign, Captivate, Presenter), HTML/CSS, iMovie, Movie Maker, Camtasia, Articulate and Autodesk Maya 3D.

LANGUAGE SKILLS

Portuguese: Native

English: Fluent

French: Basic