Daisyane Barreto

601 South College Road Wilmington, NC 28403

EDUCATION

The University of Georgia Ph.D. Learning, Design, and Technology Dissertation: "Playing and Learning: A Case Study of Children's Games in a Virtual World," under the direction of Michael Orey.	August 2015 Experiences with	
Interdisciplinary Qualitative Studies Certificate	August 2015	
M.Ed Instructional Design & Development	August 2008	
Universidade Federal do Ceará, Brazil B.A. in Elementary Education HONORS, SCHOLARSHIPS & AWARDS	August 2004	
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 Brazil)	2018 e in Fortaleza, Ceará,	

USC Educational Technology Showcase

2018

(Invited Keynote speaker for the Educational Technology Showcase conference at the University of South Carolina - Columbia)

AECT Early Career Symposium

2017

(Awarded annually by AECT to outstanding individuals with research potential in educational technology and in the broader field of Instructional Technology)

AECT Cochran Leadership Award

2016

(Awarded annually by AECT to outstanding individuals with leadership potential in educational technology and in the broader field of Instructional Technology)

2nd Annual Grant Writing Bootcamp

2016

(Awarded annually by UNCW SPARC to attend a grant writing workshop)

AECT GSA Three Minute Thesis (3MTTM) Winner

2014

AECT GSA Three Minute Thesis (3MTTM) People's Choice

2014

Saeeda Peermahomed Award

2014

(Awarded annually by University of Georgia to international students in recognition of outstanding scholarship, leadership and service in the field of international education)

UGA Introduction to Phenomenological Research Workshop Scholarship

2014

(Awarded annually by University of Georgia College of Education Research Office to advanced doctoral students to attend the workshop)

Graduate School Emerging Leader Certificate

2013

(Awarded annually by University of Georgia Graduate School to advanced doctoral students with leadership potential)

UGA Meta-Analysis Workshop Scholarship

2012

(Awarded annually by University of Georgia College of Education Research Office to advanced doctoral students to attend the workshop)

Runner UP winner of the Health Games Challenge Award

2010

(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)

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 Associate Professor of Instructional Technology Assistant Professor of Instructional Technology	2020-present 2020-present 2015-2020
The University of Georgia (Athens, GA) Graduate Assistant J.W. Fanning Institute Design and develop educational materials (e.g., videos, animations, print-based modules) to support leadership development programs.	2014-2015
Teaching Assistant 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.	2013-2014
Graduate Assistant Portuguese Flagship Program Developed graphic design and web development materials for UGA Portuguese Flagship Program.	2013-2014
Graduate Assistant USDA Forest Service Assisted in a professional development for K-12 teachers to support USDA Natural Inquirer materials.	Summer 2013
Portuguese Tutor Rankin Smith Student Athlete Academic Center Taught UGA student-athletes to improve Portuguese language skills.	Spring 2013
Graduate Assistant MoWerks Learning, LLC (Athens, GA); Disney Connected Learning Collaborated with UGA professors to design learning games for Disney's Club Penguin.	2011- 2013
Graduate Assistant 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.	2009 – 2011
Instructional Technology Tutor Rankin Smith Student Athlete Academic Center Assisted UGA student-athletes to create a professional website.	Spring 2008

Multimedia Developer

Barreto, D. CV | 3

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

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

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.

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

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.

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. Theis, J. (Spring 2025). Using Digital Resources Training Designed and Developed for DoDEA Instructional Technology, Foundations & Secondary Education.
- 2. *Chair*, Capstone. Cashwell, M. (Spring 2025). Preparing for An Online Environment Training: Moodle and Student Expectations.
- 3. *Chair*, Capstone. Proper, P. (Spring 2025). Comprehensible Input Training: Visuals and Gestures.
- 4. *Chair*, Capstone. Ventimiglia. R. AI Integration at UNCW: Assessing Faculty and Staff Competencies and Perceptions.
- 5. *Chair*, Capstone. Tart, S. (Spring 2025).CEMS Technology Resource Training Designed and Developed for Coats-Erwin Middle School.
- 6. *Member*, Capstone. Buchberger, N. (Spring 2025). Instructor Onboarding Course via the Moodle LMS Designed and Developed for the Marine Corps Engineer School.
- 7. *Chair,* Thesis. Boucher, B. (2024, Fall). From Interaction To Impact: Exploring Faculty Views On Virtual Office Hours And Student Performance.
- 8. *Chair*, Capstone.Urbanski, S. (2024, Fall). Workforce Learning and Development: Online Orientation
- 9. *Chair*, Capstone. Harris, A. (2024, Fall). Course Copy Preparation Guide
- 10. *Chair*, Capstone. Martin, R. (2024, Fall). Gen AI Implementation in the Classroom Training for Secondary Teachers Designed and Developed for New Hanover County Schools
- 11. *Chair*, Capstone. Conte, B. (2024, Fall). Effectively Aligning Instruction Training for the Master of Healthcare Administration Program at the University of North Carolina Wilmington
- 12. *Member*, Capstone. Harmon, D. (2024, Fall). Leading the Way: Carolina Dunes Mentor Training Program
- 13. Member, Capstone. Simon, A. (2024, Fall). ELERA® Fundamentals Training Module
- 14. *Chair*, Capstone. Watson, M. (2024, Spring). Building Technology Training and Implementation: An Orientation Solution for Onboarding New Clients
- 15. Member, Capstone. Mereyde, M. (2024, Spring). Digital Marketing Course for Business Owners
- 16. 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
- 17. *Chair*, Capstone. Merlock, C. (2023, Fall). Promethean ActivPanel Training in CMS Designed and Developed for Charlotte Mecklenburg Schools via Promethean, Inc.
- 18. *Chair*, Capstone. Lewis, L. (2023, Fall). Behavior System: SIS Portal
- 19. *Member*, Capstone. McSwain, L. (2023, Fall). Next Generation Learning with Generative AI Tools Asynchronous Professional Certificate Course at UNCC
- 20. Member, Capstone. Wells, R. (2023, Fall). Increasing Access to Project-Based Learning

- Opportunities in ECPS
- 21. *Member*, Capstone. Peck, J. (2023, Fall). Training for CRHS leadership and supervisors
- 22. *Chair*, Capstone. Sullivan, M. (2023, Spring). Faculty Training: What do I do with my migrated content?
- 23. *Chair*, Capstone. Moench, D. (2023, Spring). Turning the Page: Asynchronous Virtual Library Instruction in Higher Education
- 24. *Chair*, Capstone. Baker, K. (2023, Spring). Participate Learning: Design & Development of Taking Global Action Coursework
- 25. *Chair*, Capstone. Loeber, K. (2023, Spring). Training for Pre-service Healthcare Professionals across CHHS disciplines
- 26. *Member*, Capstone. Jordan, L. (2023, Spring). Workbridge: Acculturating Skilled Workers to the U.S. Workplace
- 27. *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.
- 28. *Chair*, Capstone. Ulrich, J.. (2022, Fall). Professional Development: Gamification in the Classroom
- 29. *Chair*, Capstone. Kroushl, N. (2022, Fall). A Training Course for the UNCW Academic Advising Council.
- 30. *Chair*, Capstone. Carter, L. (2022, Fall).Claim, Evidence, Reasoning Initiative: Fort Mill School DistrictScience Education
- 31. *Chair*, Capstone. Thomas, P. (2022, Fall). Training on accurate carb counting for diabetes self-management.
- 32. *Chair*, Capstone. Sensabaugh, A. (2022, Spring). Original Glazed® Soft Serve Training Designed and Developed for Krispy Kreme, Inc.
- 33. *Chair*, Capstone. Lynch, P. (2022, Spring). Craven Community College Digital Learning Orientation
- 34. *Chair*, Capstone. Pleasant, A. (2022, Spring). Onboarding program for MGCS.
- 35. *Chair*, Capstone. Barratt, K. (2022, Spring). Onboarding Overview eLearning Course for Linux Foundation.
- 36. Member, Capstone. VanDaley, L. (2022, Spring). AVID Schoolwide Implementation.
- 37. *Chair*, Capstone. Norris, M. (2021, Fall). Onboarding program for the Retail Payments Office of the Federal Bank Reserve.
- 38. *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.
- 39. *Member*, Capstone. Fitzpatrick, G. (2021, Fall). Health living: a course for health and wellness coaches.
- 40. *Member*, Capstone. Weaver, M. (2021, Fall). Generating Increased Learner Interest In Exploration of STEM Careers.
- 41. *Member*, Capstone. Blinn, M. (2021, Fall). Advancing Learning Directives at Berry Global: Finance for Non-Finance Professionals.
- 42. *Member*, Capstone. Daniels, N. (2021, Fall). Visual Design Training for ASQ.

- 43. *Chair*, Capstone. Medlin, A. (2021, Spring). Design and development of an online course for Walters State Community College.
- 44. *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.
- 45. *Member*, Capstone. Baynes, T. (2021, Spring). A Guide for Parents with Children with Down Syndrome: How to Facilitate Remote Learning at Home
- 46. *Member*, Capstone. Ronan, J. (2021, Spring). Transitioning from Blackboard Original to Blackboard Ultra At Blue Ocean Community College.
- 47. *Chair,* Capstone. Vural, E. (2020, Fall). Game on: Online professional development modules designed and developed for K-12 teachers on games and gamification.
- 48. *Member*, Capstone. Mills, K. (2020, Fall). SIOP: Enhancing student engagement a professional learning opportunity offered by the NCDPI EL support team.
- 49. Chair, Capstone. Abston, E. (2020, Spring). Using digital tools to enhance higher order thinking.
- 50. *Chair*, Capstone. Gramlisch, K. H. (2020, Spring). Product training for new hires at Biogen patient services.
- 51. *Member*, Capstone. Wright, C. (2020, Spring). Student orientation proposal for the instructional technology program.
- 52. *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.
- 53. *Chair*, Capstone. Anim, S. (2019, Fall). Web Accessibility for faculty.
- 54. Chair, Capstone. Muellenbach, C. (2019, Summer). Duke network services: Onboarding
- 55. training.
- 56. *Chair*, Capstone. Sipe, C. (2018, Fall). Enhancing achievement: Computer based instruction for 5th grade science.
- 57. *Chair,* Capstone. Nixon, E. (2018, Fall). e-Learning cultural awareness module for pre-service teachers working with emergent bilinguals.
- 58. *Chair,* Capstone. Younts, T. (2018, Fall). An active learning approach for teacher training on interactive flat panels.
- 59. *Member*, Capstone. Stephenson, H. (2018, Spring). Mindfulness: A learning design framework grounded in a holistic conceptualization.
- 60. *Member*, Capstone. Griffin, S. (2018, Spring). APA and you: Information literacy and student success.
- 61. *Member*, Capstone. Williams, J. (2018, Spring). National alliance on mental illness: Facilitation skills training for family support group meetings.
- 62. *Member*, Capstone. Reed, K. (2018, Spring). Design principles for undergraduate ePortfolios.
- 63. *Member*, Capstone. Thomas, P. (2018, Spring). Learning to print business continuity access downtime reports: Applying multimedia design principles to computer-based instruction.
- 64. *Member*, Capstone. Allen, K. (2017, Fall). ePortfolios in higher education.
- 65. *Chair*, Capstone. Harrison, D. (2017, Summer). Increasing the effectiveness of online course design through instruction.

- 66. *Chair*, Capstone. Daniel, L. (2017, Summer). Effective methods for motivating teachers through development.
- 67. *Member*, Capstone. King, P. (2017, Spring). Redesigning of an online course to improve instructor social presence at a local community college.
- 68. *Member*, Capstone. Wood, S. (2017, Spring). Using online problem based learning to support motivation and self-regulation.
- 69. *Member*, Capstone. Wierum, A. (2016, Fall). Implementing darwin information typing architecture in a corporate training department: A case study.
- 70. *Member*, Capstone. Igoe, E. (2016, Fall). Utilizing computer-based scaffolds to support problem-based learning in distance education.
- 71. *Member*, Capstone. Hayes, R. (2016, Spring). The utilization of synchronous tools to enhance online asynchronous courses.
- 72. *Member*, Capstone. Godwin, C. (2016, Spring). The impact of instructional design principles on the effectiveness of online learning.
- 73. *Member*, Capstone. Griffiths, C. (2016, Spring). Assessment of the quality of online courses at a local community college.
- 74. *Member*, Capstone. Leitheiser, J. (2015, Fall). Supporting faculty e-learning skills development: Template-based articulate storyline 2 interactions to increase student engagement.
- 75. *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

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*.

Ertzberger, J., & **Barreto**, **D.** A Decade of Games: A Longitudinal study in an exploration of factors affecting teachers' use of video games as instructional tools.

Submitted

Lynch, J. A., Perrone, A. E., Reid-Griffin, A. R., & Barreto, D. The Journal of Technology and

Barreto, D., Reid-Griffin, A. R., Lynch, J. A., & Perrone, A. E. Exploring Pre-Service Teachers' Perceptions of an AI-Driven Game Design Experience. *EdTech journal*.

Conklin, S. L. A., Kim, S., **Barreto, D.**, & Oyarzun, B. Investigating how Instructor Social Connectedness impacts online learning outcomes using the FORCES Framework. *Online Learning Journal*.

Accepted

Conklin, S. L. A., **Barreto, D.**, Cochran, R. A., & Richardson, E. L. (in press). What Matters? Graduate Students' Perspectives of Engagement and Learning Based on the QM Rubric. *The Online Journal of Distance Learning Administration*, 14(4).

Gordon, J., Richardson, E., Conklin, S. L. A., & **Barreto, D.** (in press). A Layered Model for Implementing AI in Higher Education. *International Journal of Intelligent Computing and Cybernetics*.

Conklin, S. L. A., **Barreto, D.**, Oyarzun, B., & Kim, S. (in press). The development and validation of an instructor social connectedness instrument. *Quarterly Review of Distance Education*, 23(4).

Peer-reviewed Journal

Barreto D. & Conklin, S. (2025). Mapping AECT Standards Framework: Implications for Instructional Technology programs. *Impacting Education: Journal on Transforming Professional Practice*.

Conklin, S., Dorgan, T., & **Barreto**, **D**. (2024). Is AI the new course creator? Discover Education, 3(1), 285.

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).

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

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

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).

Conklin, S., **Barreto**, **D.**, & Dorgan, T. (2019). The Impact of Social Media on Social Presence.

Australian Education Computing, 34 (1).

Aldemir, J., **Barreto**, **D.**, & Kermani, H. (2019). Mobile technology integration with early childhood preservice teachers. *i-manager's Journal of Educational Technology*, 16 (3).

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

Oyarzun, B., **Barreto**, **D**., & Conklin, S. (2018). Instructor Social Presence Effects on Learner Social Presence, Achievement, and Satisfaction. *TechTrends*, 62(2).

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

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

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

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/rabidouxs2017-1.pdf

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

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

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

- **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
- 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
- **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.
- 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.
- **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.
- **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.
- **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

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.

- Reid-Griffin, A. R., & **Barreto**, **D.** (May 2025). Integrating Personal Learning Networks in educational courses to promote collaboration among pre-service teachers (pp. pp. 333–336). Society for Information Technology & Teacher Education International Conference 2025 (Mar 17, 2025) pp. 333–336.
- **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. pp. 3490-3493). Waynesville, NC: Association for the Advancement of Computing in Education.
- **Barreto**, **D.** & Erztberger, 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/.
- **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/.
- **Barreto**, **D.** (2016). Children's experiences with a math game in a virtual gaming environment. *Society for Information Technology & Teacher Education International Conference 2016*.
- **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.
- **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.
- 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.
- 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.
- **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.
- **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

- 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).
- 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

Conklin, S. L. A., Kim, S., Oyarzun, B., & **Barreto, D.** (October 2025*). AECT, "Instructor Social Connectedness in Online Learning: Validating the FORCES Framework.," AECT, Las Vegas, NV.

Colon, A. F., & **Barreto, D.** (May 2025). 2025 WCE Mini-Conference, "AI Prompt Creation Bootcamp for Teachers," WCE, Virtual.

Barreto, D. (April 2025). Spring 2025 Celebration of Teaching and Impact Showcase, "AI Course Integration: Enhancing Teaching and Learning," UNCW CTE, Wilmington, NC.

Barreto, D., & Colon, A. (March 2025). NCTIES Conference - North Carolina Technology in Education Society, "AI Prompt Creation Bootcamp for Teachers," NCTIES, Raleigh, NC.

Barreto, D., Colon, A., & Ertzberger, J. G. (March 2025). SITE Conference- Society for Information Technology and Teacher Education, "AI Prompt Creation Bootcamp: Empowering Teachers with Strategies for Effective Usage of AI Tools.," SITE, Orlando, FL.

Reid-Griffin, A. R., & **Barreto**, **D.** (March 2025). SITE Conference- Society for Information Technology and Teacher Education, "Integrating Personal Learning Networks in educational courses to promote collaboration among pre-service teachers," Orlando, FL.

Ousley-Exum, D. M., **Barreto, D.**, & Colon, A. (March 2025). SITE Conference- Society for Information Technology and Teacher Education, "Using AI to Help Secondary Preservice Teachers Add Visuals to Instruction," SITE, Orlando, FL.

Conklin, S. L. A., & **Barreto**, **D.** (February 2025). QM Research Online Conference, "What Matters? Student Perceptions of the QM Rubric.," Quality Matters, online.

Barreto, D., Pena, T. M., & Moody, A. K. (October 2024). Research Speaks Showcase, "Assessing the Need and Viability of a "Trends and Ethics in Disruptive Technologies" Certification for WCE.," WCE, Education Building.

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.

Conklin, S., **Barreto, D.,** Richardson, E., & Cochran, R. (2024, October). Student Perspectives of the Quality Matters Rubric 7th Edition. AECT. Kansas City, MO.

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.

- Colon, Amber., & **Barreto**, **D.** (2024, March). Make Teaching Coding Easy Peasy Lemon Squeezy. Presentation presented at the 2023 NCTIES Conference. Raleigh, NC.
- **Barreto**, **D.** & Ertzberger, J., (2023, October). Designing and developing online professional development on gamification for K-12 teachers. AECT. Orlando, FL.
- Conklin, S. & **Barreto**, **D.** (2023, October). Student Perspectives of the QM Rubric on Learning and Engagement. AECT. Orlando, FL.
- Conklin, S. & **Barreto**, **D.** (2023, October). Curriculum mapping and alignment process with AECT Standards. AECT. Orlando, FL.
- Ertzberger, J., & **Barreto**, **D.** (2023, March). Game based learning for any teacher. Presentation presented at the 2023 NCTIES Conference. Raleigh, NC.
- **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.
- **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.
- 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
- **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
- **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.
- **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.
- **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.
- 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.
- 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.
- **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.
- 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).
- **Barreto, D.**, & Conklin, S. (March, 2020). Application of cooperative learning components in digital learning. Poster presented at the 2020 NCTIES Conference. Raleigh, NC.
- 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).
- 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.
- **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.
- **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.
- **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
- **Barreto, D.** (May, 2018). Gamifying your lesson: strategies and tools to engage students. WCE Educational Technology Mini-Conference. Wilmington, NC.
- **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

- **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.
- 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.
- **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.
- 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.
- **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.
- **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.
- 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.
- 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.
- **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.
- **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.
- **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,
- 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,
- 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.
- **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.
- 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.
- 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.
- **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.
- 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.
- 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.
- **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.
- 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.
- 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.
- **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.
- 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.
- **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
- 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
- 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.
- **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.
- **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.
- **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.
- 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.
- **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.
- **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.
- **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.
- 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.
- 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.

Tsao, J., & **Barreto**, **D.** (2010, February). US and Mexico Online Cross-cultural Interaction. Paper presented at Eastern Educational Research Association, 2010. Savannah, GA.

Nelson, W., & **Barreto**, **D.** (2010, February). Design and design-based research. Paper presented at Eastern Educational Research Association, 2010. Savannah, GA.

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

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)

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.

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.

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.

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).

Barreto, **D.** (PI) & Conklin, S. "Enhancing Student's Learning Experiences Through Video Podcasting" Pedagogy Initiative Awards. Proposal submitted on March 23, 2023. \$2500

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).

- **Barreto, D.** (PI) "Integrating STEAM & English in the Brazilian Public School System", \$1,500, Funded (start December 2022, end April 2023).
- Ertzberger, J. (PI), & **Barreto**, **D.** (Co-PI). "Teacher's Use of Professional Development Modules on Gamification", \$800, Funded (start March 2023, end June 2023).
- 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).
- 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).
- 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).
- 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).
- Roseboro, D. (Principal), Fernadez-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).
- Boersma, J. (Principal), William S. (Principal), Ricanek, 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).
- 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).
- 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).
- 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).
- 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).

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).

Barreto, **D.** (Principal) & Ertzberger, J, (Co-Principal) WCE Research Mini-Grants, \$1,500.00, Awarded.

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.

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.

Barreto, D. (Principal), Applied Learning Recovery Grant, \$500.00, Awarded.

Ertzberger, J, (Principal) & Barreto, D. (Co-Principal), WCE Mini-Grants, \$1,200.00, Awarded.

Lynn, C. A., (Principal) & Barreto, D. (Co-Principal), WCE Mini-Grants, \$4,000.00, Awarded.

Barreto, D. (Principal), & Lynn, C. A. (Co-Principal), UNC-CH Global Scholars, \$2,000.00, Awarded.

Lynn, C. A., (Principal) & Barreto, D. (Co-Principal), WCE Mini-Grants, \$2,000.00, Awarded.

Chen, S-J., (Principal) & **Barreto**, **D.** (Co-Principal), Caropreso, E. WCE Mini-Grants, \$2,000.00. Awarded.

Chen, S-J., (Principal) & **Barreto**, **D.** (Co-Principal), WCE Mini-Grants, \$1,700.00, Funded. (start: Jan 2017, end: May 2017).

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).

Barreto, D. (Principal), WCE Mini-Grants, \$2,000.00, Funded. (start: May 2016, end: August 2016).

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).

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)

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)

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 Consurtium (OLC) Professors of Instructional Design and Technology (PIDT) Eastern Educational Research Association (EERA) - Past

SERVICE

National/International Tech & Trends Journal Present Review Member **American Educational Research Association (AERA)** 2022 Proposal Review Member for Division K- Teaching and Teacher Education **Association for Educational Communications and Technology** 2009 – present 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 Malaysian Journal of Learning and Instruction (Sintok, Kedah, Malaysia) 2016 Consulting Editor **Educational Technology Research and Development Journal** 2017-Present Review Member 2016 Handbook of Research on Innovative Pedagogies and Technologies for Online Learning in Higher Education Review Member Sumdog - Educational game company, Ireland 2016

Educational	game	consultant
Laucanonai	Zumc	Consulant

EDIT 8190: Design Studio, University of Georgia Guest Speaker	2016
Examining the Evolution of Gaming Editorial Review Board Member	2015 - 2016
Analyzing Qualitative Data Workshop, Universidade Federal do Ceará Presenter	2011
International Symposium on Open Educational Resources Program Committee Member; 2012 Presenter; 2011	2011 – 2012
University of North Carolina Wilmington	
University Level	
Associate Dean Search Committee Member	2025
Faculty Senate - Ad-hoc Committee on RTP Member/WCE Representative	2022-2023
Gender Studies & Research Center Council Committee Member	present
UNCW Graduate School 3 Minute Thesis (3MT) Judge	2022
New Faculty Orientation Fall 2022, Center for Faculty Leadership Discussant	2022
Graduate Council Committee Member/WCE Representative	2021-2024
Homecoming 2019 – UNCW Alumni Champagne Brunch Virtual Reality Presenter/Demonstration	2019
Office of e-Learning Online Peer Observation of Teaching Committee Member/WCE Representative	2018-2019
Homecoming 2018 – UNCW Alumni Champagne Brunch Supervisor of Modular Robotic (Cubelets/ Dash) booth Trainer for WCE students Modular Robotic	2018
Summer Undergraduate Research and Creativity Awards (SURCA)	2017

Review Member

Fall 2016 New Faculty Reading Circle (Center for Teaching Excellence) Facilitator	2016
New Faculty Orientation Fall 2016, Center for Teaching Excellence Second-year Faculty Mentor Engaged Teaching Institute Table Discussant	2016
2016 Applied Learning Summer Institute, ETEAL at UNCW Online Applied Learning Panelist	2016
College Level Associate Dean Search Committee Member	2025
Mid-Career Mentoring Committee Committee Member	2022-2023
Strategic Directions Steering Committee Committee Member	2022-2023
UNCW Beginning Teacher Conference Day Presenter	2023
WCE Technology Committee Committee Member	present
WCE Diversity Committee Committee Member	2019-2022
EDN 383: Mathematics and Science for the Early Years Guest Speaker	2019
Junior Seahawk Academy Summer Camp Presenter	2019
Radical Hope: Teaching for the Future of P-12 Students Professional Learning Day Presenter	2018
Future Teacher Conference at Watson College of Education Presenter	2017

Radical Love Artmaking Gathering: To Charlottesville, with Love Co-organizer Graphic Designer Master of Ceremony Mural Project Facilitator	2017
Junior Seahawk Academy Summer Camp Presenter	2017
Watson College of Education Tech mini-conference Presenter	2017, 2018, 2025
PDS Beginning Teacher Professional Development Day Presenter	2016-2017
EDN 430: Preschool Curriculum Guest Speaker on Integrating Technology in Preschool	2016, 2017
Department and/or Program:	
Workforce Learning/ IT Lecturer Search Committee Member	2025
Department RTP Policy Sub-Committee Member	2024-2025
New Faculty Mentorship Mentor	2024-2026
New Faculty Mentorship Mentor	2022-2023
MIT Search Committee Search Chair	2022
New Faculty Mentorship Mentor	2021-2022
ITFSE Annual Eval. Committee Committee Member	2019- 2022
Global Citizen Departmental Liaison Representative	2015-Present
ITFSE Annual Faculty Evaluation Committee Member	2015 – 2016
MIT Search Committee	2019
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Committee Member

MIT Marketing Committee Committee Chair	2017-present	
MIT Program Committee Committee Member	2015 – present	
MIT Application review Committee Member	2015 – present	
MIT Comprehensive Exam Committee Member	2015 – present	
MIT Capstone Projects Chair & Committee Member	2015 – present	
University of Georgia		
Brazilian Student Association President; 2013-2014 Vice-President; 2012-2013 Treasurer; 2011-2012 Secretary; 2010-2011 Website Committee Chair; 2009-2010	2009 – 2015	
Video Game Design Summer Camp – GameWerks Camp Counselor	2012-2013	
Tea & Talk: UGA/Brazil Partnership, Office of International Education Guest speaker	2013	
EDIT 4020 - Innovating with Technology in the Workplace Guest speaker on Multicultural Design topic (Spring) Guest speaker on Designing for a Global Society topic (Fall)	2013	
I BSA Symposium - Collaboration & Academic Production: Stimulating Research and Partnership Between UGA and Brazil Program Committee Chair	2013	
Instructional Technology Students Association Secretary	2009-2011	

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