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EDUCATION

- PhD in Learning Sciences** Expected Summer 2013
School of Education, Indiana University, Bloomington
Minor: Instructional Systems Technologies
- MS in Education (Learning Sciences)** May 2011
School of Education, Indiana University, Bloomington
- MSc in Education, Technology and Society** August 2006
Graduate School of Education, University of Bristol, Bristol, UK
Dissertation: Commercial computer games in education: The case study of a primary class in Cyprus on motivation, collaboration, strategy thinking skills and history learning outcomes enhanced through “*Age of Mythology*”.
- Bachelor of Arts in Education** June 2005
Department of Pedagogical Sciences, University of Cyprus, Nicosia, Cyprus

RELEVANT EXPERIENCE

- Project Manager and Lead Game Designer** August 2011- Present
Indiana University, Bloomington, Indiana
- Designed a game in a 3D gaming environment
 - Managed usability testing
 - Conducted implementations, and collected data
 - Analyzed data and currently writing reports
- Visiting Researcher at the Learning Sciences Institute** August 2011- June 2012
Arizona State University, Tempe, Arizona
- Conducted implementations, usability tests and collected data online and from local schools
- Research Associate at Creativity Labs** January 2011- May 2012
Indiana University, Bloomington, Indiana
- Conducting implementations and collecting data online and in after school programs such as local Boys and Girls Clubs
 - Conducting literature reviews around online

- communities, architecture, and online games
- Researching online gaming communities for data on creativity, collaboration and game design

Research Associate – CARDET.org

November 2006- Present

Nicosia, Cyprus

- Conducting academic research (Implementing and data collecting)
- Authoring research papers
- Reviewer for affiliated Journals (e.g. Educational Media International)

Game Course Designer on Educational Psychology

August 2009- May 2011

Indiana University, Bloomington, Indiana

- Designed the game's narrative
- Developed the in-game missions and the Player-NPC interactions
- Taught pre-service teachers (online and blended instruction)
- Analyzed data based on the players' performance

Lead Game Designer “Londontown”

January 2010- May 2011

Dept. of Telecommunications Indiana University, Bloomington, Indiana

- Managing the design of the following aspects of the game: Professions and Skills, Communications, Economy, Player - NPCs interactions.
- Overseeing the course of the design progress
- Collaborating with the Writing Team to adjust narratives to the designs.
- Collaborating with the Programming Team for the development of the designs.

Research Assistant

January 2008- May 2011

Indiana University, Bloomington, Indiana

- Game Design and Development in Quest Atlantis (www.questatlantis.org)
- Conducting academic research (Implementations, data analysis, paper writing)
- Usability testing of several gaming trajectories

Game Designer “Architecture” and 3D building

January 2008- Dec. 2010

Indiana University, Bloomington, Indiana

- Design of the game’s narrative
- Development of the game in the 3D environment
- Conducted usability tests and pilots
- Implementations in an after school program and online with players around the world
- Analyzing data based on players’ performance
- Presenting at International Conferences on emerging topics

Visiting Scholar

Sept. 2007- Jan 2008

Indiana University, Bloomington, Indiana

- Game Design and Development for the Quest Atlantis project

CONSULTING EXPERIENCE

MacArthur Foundation

April 2011

- Production of worked examples for Arizona State University (ASU)/MacArthur Foundation project on 21st Century Assessment

TEACHING EXPERIENCE

Associate Instructor

Sept. 2009-May 2011

Indiana University, Bloomington, Indiana

- P251: “Educational Psychology for Elementary Majors” (blended course)
- P254: “Educational Psychology for All Majors” (blended course)

Online Instructor

Oct. 2010-April 2011

University of Nicosia, Nicosia, Cyprus

- EDUC553: “Educational Technology” (online course)

INVITED LECTURES

EDUS265 – Educational Technology

March 2012, 2013

Department of Pedagogical Studies

University of Nicosia, Nicosia, Cyprus

Instructor: Theodora Michaelidou

CIS524 – New Technologies for Communication and Learning

Feb. 2012, March 2013

Department of Communication and Internet Studies

Cyprus University of Technology, Limassol, Cyprus

Instructor: Dr. Eleni A. Kyza

R546 – Instructional Strategies for Creativity, Collaboration, Motivation and Critical Thinking

March 2011

Instructional Systems Technologies

Indiana University, Bloomington, Indiana

Instructor: Professor Curt Bonk

PUBLICATIONS

Barab, S. A., Pettyjohn, P., Gresalfi, M., & Solomou, M. (2012). Game-Based Curricula and the Modern Prometheus Design Project. In C. Steinkuehler, K. Squire, and S. A. Barab (eds.) Games, Learning, and Society. Cambridge, MA: Cambridge University Press.

Barab, S. A., Pettyjohn, P., Gresalfi, M., Volk, C., & **Solomou, M.** (2012). Game-Based Curricula and Transformational Play: Designing to Meaningfully Positioning Person, Content, and Context. *Computers and Education*, 58, pp. 518-533.

Solomou, M., Siyahhan, S., & Ingram-Goble, A. (2011). *Same Content, Different Context: Advancing Designs to Position Teachers as Active Agents in Gaming Environments*. Paper published in the proceedings of the ED-MEDIA Conference, Lisbon, Portugal.

Peppler, K., A. & **Solomou, M.** (2011). Building Creativity: Collaborative Learning and Creativity in Social Media Environments. *On The Horizon*, Vol. 19(1), pp.13-23.

Peppler, K. & **Solomou, M.** (2010). Building Creativity: Collaborative Learning and Creativity in a Virtual Gaming Environment. Paper published in the proceedings of the International Conference of the Learning Sciences, Chicago, IL.

Barab, S. A., Dodge, T., Ingram-Goble, A., Volk, C., Peppler, K., Pettyjohn, P., **Solomou, M.** (2010). Pedagogical Dramas and Transformational Play: Narratively-Rich Games for Learning. *Mind, Culture & Activity*. 17(3), 235–264.

Barab, S., Dodge, T., Ingram-Goble, A., Volk, C., Peppler, K., Pettyjohn, P., **Solomou, M.** (2009). Pedagogical Dramas and Transformational Play: Narratively-Rich Games for Education. In I.A. Iurgel, N. Zagalo, and P. Petta (Eds.), *Interactive Storytelling* (pp. 332-335). Heidelberg, Springer Berlin.

Sharma, R. C., McIsaac, M. S. and **Solomou, M.** (2008) 'Book reviews', *Educational Media International*, 45:3, 245-247.

PRESENTATIONS

Solomou, M. (2013). *Designing Spaces for Reflexive Play*. Paper presented at the American Educational Research Association Conference, San Francisco, CA.

Solomou, M., Siyahhan, S. (2012). Designing contexts for transformational impact: A game for training pre-service teachers. Paper presented at the International Council for Educational Media Conference, Nicosia, Cyprus.

Solomou, M. (2011). *Architects Transformed: From Consumers to Producers through Participation in Social Gaming Contexts*. Paper presented at the Transforming Audiences 3 Conference, London, U.K.

Siyahhan, S., **Solomou, M.**, & Ingram-Goble, A. (2011). *Using Worked Examples in the Service of Portfolio Assessment*. Paper presented at ED-MEDIA Conference, Lisbon, Portugal.

Solomou, M., Siyahhan, S., & Ingram-Goble, A. (2011). *Same Content, Different Context: Advancing Designs to Position Teachers as Active Agents in Gaming Environments*. Paper presented at ED-MEDIA Conference, Lisbon, Portugal.

Peppler, K., A., & **Solomou, M.** (2011). *Building Creativity: Collaborative Learning and Creativity in a Virtual Gaming Environment*. Paper presented at the annual meeting of the American Educational Research Association, New Orleans, LA.

Saleh, A., **Solomou, M.**, Siyahhan, S., & Barab, S. A. (2011). *Managing the classroom: The effects of teacher strategies on forth graders' comprehension of genetics*. Paper presented at the annual meeting of the American Educational Research Association, New Orleans, LA.

Solomou, M. & Siyahhan, S. (2011). *Advancing the Game: Positioning Teachers as Change Agents in 3D gaming environments*. Poster presented at the Women in Science Research Conference (WISC), Bloomington, IN, March, 2011.

Peppler, K., A., & **Solomou, M.** (2010). *Building Creativity: Collaborative Learning and Creativity in a Virtual Gaming Environment*. Poster presentation at the International Conference of the Learning Sciences in Chicago, IL, June 2010.

Barab, A. S., Dodge, T., Ingram-Goble, A., Peppler, K., A. & **Solomou, M.** (2009). *Narratizing Formalisms and Formalizing Narratives: Games as 21st Century Curriculum*. Symposium at the AERA conference on San Diego, CA, April 2009.

Yerasimou, T. & **Solomou, M.** (2009). *Harnessing the Effects of Interactivity and Flow in Blended Learning Practices*. Paper presented at the AERA conference in San Diego, CA.

Peppler, K. & **Solomou, M.** (2008). *The Virtual Builder: Scaffolding Creative Production through Game Play*. Games and Learning Conference, Madison, WI, July 2008.

Solomou, M. & Vrasidas, C. (2008). *Commercial Computer Games in Education: Age of Mythology in Ancient Greek History Lessons*. Paper presented at the AERA conference in New York, NY, March 2008.

Solomou, M. (2007). *Computer Games in the History Classroom: A Case Study*. Paper presented at the International Council for Educational Media (ICEM) and CARDET's conference in Nicosia-Cyprus, September 2007.

AFFILIATIONS, MEMBERSHIPS AND SERVICE

- Member of AERA (American Educational Research Association)
- Member of ISLS (International Society of the Learning Sciences)
- Member and Reviewer of [EARLI](#) (European Association for Research on Learning and Instruction)
- Member of [ACE](#) (Association for the Advancement of Computing in Education)
- Research Associate at CARDET (Centre for the Advancement of Research & Development in Educational Technology – www.cardet.org)
- Member of the KESEA-TPE union (Cyprus Scientific Union of Educators for the Development of ICT)

- Member of KETPEE (Cyprus Scientific Union for ICT in Education)
- Member of the Indiana University Learning Sciences Graduate Student Association ([LSGSA](#))

TECHNICAL QUALIFICATIONS/SKILLS

Steps Certificate Series, IT Training, Indiana University Sept. 2008- March 2009

- **Web Markup & Style Coding**
Cascading Styling Sheets
XHTML
- **Web Site Development**
Dreamweaver: Creating Web Sites with CSS
- **Desktop Publishing**
Photoshop
Illustrator
Page Design & Layout Basics

Other

- Digital Video Production: Windows Movie Maker, iMovie
- Digital Media Production: Audacity, GarageBand
- Experience with Windows and Mac operating systems
- Learning Management Systems: Sakai/Oncourse, Blackboard

COMMUNICATION SKILLS/LANGUAGES

Fluent in Greek and English, Beginner in Italian and Spanish

EXTRACURRICULAR ACTIVITIES

- Member of the Indiana University Learning Sciences Graduate Student Association ([LSGSA](#)) (December 2009 – Present)
- Founding member and member of the Leadership Team for the [Indiana University Geocaching Club](#) (February 2010 – Present)
- Member of the Hellenic Student Association – Indiana University, Bloomington (January 2008 – Present)

REFERENCES

- Curt Bonk cjbonk@indiana.edu
- Kylie Pepler kpepler@indiana.edu
- Charalambos Vrasidas pambos@cardet.org
- James Paul Gee James.Gee@asu.edu