

Ethan P. Valentine

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Educator, Researcher, Designer

Skilled designer of learning environments, experienced with a wide variety of instructional design tools, design models, and learning theories. History of success with diverse learners, stakeholders, subject-matter experts, and learning contexts. Expertise in educational research and design for varied content areas, including biology, environmental science, pre-engineering, medicine, and psychological science.

Education

Doctor of Philosophy in Psychological & Quantitative Foundations, 2018, The University of Iowa, College of Education (Major: Educational Psychology). Dissertation title: *Learning on The Open Road: Examining the Effect of Non-Sequential User Choice on Learning from OERs*. Committee: Benjamin DeVane (Chair), Joyce Moore, Kathy Schuh, Pamela Wesely, Miguel Encarnação.

Master of Arts in Psychological & Quantitative Foundations, 2015, The University of Iowa, College of Education (Major: Educational Psychology). Advisor: Stephen Alessi.

Bachelor of Science in Psychology, 2013, The University of Iowa, College of Liberal Arts and Sciences.

Professional Experience

2023-present – Director, Minot State Esports, Minot State University

Director of the Minot State Esports program, including managing the program's budget, coaching selected game titles, coordinating competitive opportunities, developing academic programming, and collaborating with campus and community partners.

2022 – Interim Chair, Department of Addiction Studies, Psychology, & Social Work, Minot State University

Interim Chair of the ASPSW department, including managing budgets, evaluating departmental faculty, hiring adjunct faculty, and serving as the department's liaison to the University Chairs Council and Office of the Vice President of Academic Affairs.

2021-present – Assistant Professor, Psychology, Minot State University, Department of Behavioral Sciences & Criminal Justice

Tenure-track faculty member in the Psychology (B.A.) and School Psychology (Ed.S.) programs, including teaching, scholarship, service, and advising.

2020 – Adjunct Lecturer, Educational Psychology, University of Iowa, College of Education, Department of Psychological & Quantitative Foundations

Primary instructor for a graduate-level qualitative research methods course (PSQF:7331).

2018-2021 – Instructor, Psychology, Kirkwood Community College, Social Sciences Department

Primary instructor for 5 face-to-face, online, and hybrid courses (PSY-111, PSY-121, EDU-240, & PSY-924) per semester, in addition to service to the college and informal advising/mentoring.

Summer 2018 – Graduate Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations

Conducted transcription of recorded lectures to a text-based format for online graduate courses (PSQF:6200 and PSQF:6204).

2017-2018 – Graduate Teaching Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations
Primary instructor for 1-2 face-to-face and online courses per semester (PSQF:1075), including the design, development, and implementation of learning activities.

Summer 2017 – Graduate Teaching Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations
Provided grading/evaluation assistance to the primary instructor of one graduate course (PSQF:6200).

2016-2018 – Adjunct Faculty, Psychology, Kirkwood Community College, Social Sciences Department
Primary instructor for 1-2 face-to-face courses (PSY-111 & PSY-121) per semester.

2014-2017 – Graduate Research Assistant, University of Iowa, College of Education, Department of Psychological and Quantitative Foundations
Design and research (protocol development, subject recruitment, data collection and analysis, and reporting of results) on the Deeper Learning materials of the [MyCarDoesWhat?](#) public information campaign, early learning design for the University of Iowa's [TraumaHawk](#) app, and research on the University of Iowa's/Iowa Children's Museum's [Notion of Motion](#) physics learning game.

2013-2014 – Research Assistant/Coordinator, University of Iowa, Institute for Clinical & Translational Science
Coordination of industry-sponsored trials and investigator-driven studies, including developing IRB-approved research protocols, recruiting study subjects, conducting laboratory procedures, carrying out study visits, and data analysis.

2010-2013 – Student Research Assistant, University of Iowa, Institute for Clinical & Translational Science/Department of Internal Medicine
Assisted with subject recruitment, data collection, and data analysis of industry-sponsored and investigator-driven research in collaboration with research coordinators.

Publications and Conference Proceedings

Valentine, E.P., & DeVane B.M. (In Review). Self-Navigated Learning: Exploring the Impact of Non-Sequential User Choice on Learning from Open Educational Resources.

Yen, C., **Valentine, E.P.**, & Chiang, M. (2024). The Use of Transcranial Magnetic Stimulation in Attention Optimization Research: A Review from Basic Theory to Findings in Attention-Deficit/Hyperactivity Disorder and Depression. *Life*, 14, 329.

Yen, C., & **Valentine, E.P.** (2023). Building Caregivers' Social Support on Social Network Sites Through Online Support Groups. *Cyberpsychology, Behavior, and Social Networking*, 26(1), 57-64.

Valentine, E.P. (2022). Learning in Your Own Direction: Examining Relationships Between Non-Sequential User Choice and Learning. In C. Chinn, E. Tan, C. Chan, & Y. Kali (Eds.), Proceedings of

the 16th International Conference of the Learning Sciences (pp. 2014-2015). Hiroshima, Japan: International Society of the Learning Sciences.

DeVane, B.M., Dietmeier, J., Missall, K., Nanda, S., Brand, M., Miller, B., **Valentine, E.**, & Dunkhase, D.M. (2019). Dropping In to Game Design: Iterations of a Skatepark Physics Game for a Children's Museum Exhibit. *Information and Learning Sciences*, 120(9/10), 663-678.

Miller, B. J., **Valentine, E.**, Zhou, Y., Moore, J., & DeVane, B. (2017). Grand Test Auto: Designing Simulator Assessments of Game-based Mental Models of Automotive Safety Technologies. In K.E.H. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Proceedings of Games + Learning + Society Conference 12.0* (pp. 537-540). Pittsburgh, PA: Carnegie Mellon University: ETC Press.

Valentine, E. (2016). Learning for Doing: Designing Instructional Games for the Workplace. In K.E.H. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Proceedings of Games+Learning+ Society Conference 11.0* (pp. 237-240). Pittsburgh, PA: Carnegie Mellon University: ETC Press.

Allman, L., Valentine, A.M., & **Valentine, E.P.** (2012). She's Come Undone: Serving Troubled Students. *Community College Journal*, 83(1), 42-47.

Conference Presentations

Van Wickler, S., Engel, A., Goodwin, S., Romfo, R., & **Valentine, E.P.** (In Review). From Courts to Computers: Collegiate Stakeholders' Perceptions of Fair Play and Competition in Esports and Traditional Athletics.

Van Wickler, S., Engel, A., Goodwin, S., Romfo, R., & **Valentine, E.P.** (In Review). Clicks and Cleats: Exploring Collegiate Stakeholders' Perceptions of Esports and Traditional Athletics.

Van Wickler, S., Engel, A., Goodwin, S., & **Valentine, E.P.** (2024). Performance-Enhancing What? Perceptions of Performance-Enhancing Drugs in Esports and Traditional Sports. Poster presented at the 2024 Red River Psychology Conference, April 26, 2024.

Van Wickler, S., Engel, A., Goodwin, S., & **Valentine, E.P.** (2024). Performance-Enhancing What? Perceptions of Performance-Enhancing Drugs in Esports and Traditional Sports. Poster presented at the 2024 Minot State University Research Poster Session, April 18, 2024.

Valentine, E.P., Ozeh, S., & Engel, A. (2023). *Digital Spaces: Design-Based Research and the Development of Location-Based Augmented Reality Campus Tours*. Research Showcase presented at the 2023 Connected Learning Summit, October 26-28, 2023.

Valentine, E.P., & Ozeh, S. (2023). *Physical Places, Digital Spaces: Design-Based Research and the Development of Location-Based Augmented Reality*. Poster presented at the 2023 Minot State University Research Poster Session, April 27, 2023.

Valentine, E.P. (2022). *Learning in Your Own Direction: Examining Relationships Between Non-Sequential User Choice and Learning*. Poster presented at the 2022 International Conference of the Learning Sciences, June 2022.

Valentine, E., Zhou, Y., Moore, J.L., & DeVane, B. (2018, April 16). *Playful and Collaborative Inquiry into Adaptive Cruise Control*. Poster presented at the 2018 Annual Meeting of the American Educational Research Association, New York, New York.

Miller, B. J., **Valentine, E.**, Zhou, Y., DeVane, B. & Moore, J. L. (2016, August 17) *Grand Test Auto: Designing Simulator Assessments of Game-based Mental Models of Automotive Safety Technology*. Poster presented at Games + Learning + Society (GLS) 12.0, University of Wisconsin-Madison, Madison, Wisconsin.

Valentine, E., Zhou, Y., DeVane, B., & Moore, J. (2015, October 24). *Driving Insight: Designing Open Educational Resources with the Classroom in Mind*. Presentation at the 2015 Iowa Conference on Higher Education, Hiawatha, Iowa.

Valentine, E. (2015, July 9). *Learning for Doing: Designing Instructional Games for the Workplace*. Paper presented at Games + Learning + Society (GLS) 11.0, University of Wisconsin-Madison, Madison, WI.

Devane, B. M., Moore, J. L., & **Valentine, E.** (2015, April 16). *Design Research for Driving Insight: Iterative Interventions for Understanding Automobile Safety Systems*. Paper presented at the 2015 Annual Meeting of the American Educational Research Association, Chicago, Illinois.

Eberlein, M., Bauer, C., Winnike, H., **Valentine, E.**, Sieren, J., Beichel, R., & Zabner, J. (2014, February). *Chest wall strapping increases expiratory airflow and the number of small airways*. Poster presented at the University of Iowa Department of Internal Medicine Research Days, Iowa City, IA.

Invited Workshops and Lectures

Valentine, E.P. (2024, February 12). *Minot State Esports & Playful Learning in Higher Education*. Presentation to the Minot Sertoma Club.

Valentine, E.P. (2023, October 23). *Esports & Playful Learning at Minot State*. Presentation to the Rotary Club of Minot, Minot, ND.

Valentine, E.P. (2022, November 8). *Leveling Up at Minot State: Games as Agents of Cognitive, Social, and Competitive Growth*. Presentation in the Minot State University Conversations with Colleagues series, Minot, ND.

Dillon, M., **Valentine, E.P.**, O'Brien, S., Penrod, M., Humphrey, A., Peterson, J., & Kehoe, T. (2021, January 21). *An Interactive Instructional Strategy Showcase – Peer Teaching*. Panel at the Spring 2021 Kirkwood Community College Assessment Day, Cedar Rapids, Iowa.

Brown, P.E., Schellberg, K.J., **Valentine, E.P.**, Jordan, J.L, Arduini, A.L., & Langel, R.J. (2021, January 20). *Tech Scouts – Edutech in the Classroom*. Workshop presented at the Spring 2021 Kirkwood Community College Collaborative Learning Days, Cedar Rapids, Iowa.

Valentine, E.P. (2020, July 1). *Augmented Reality Games for Dual-Enrollment Learners*. Digital presentation as part of the 2020 Kirkwood Dual-Enrollment Professional Development Series.

Valentine, E.P. (2020, February 28). *OERs in the Social Sciences*. Presentation at the 2020 Kirkwood Community College Social Sciences Department Retreat, Hiawatha, IA.

Brown, P.E., **Valentine, E.P.**, Langel, R.J., Jordan, J.L., Hess, K.J., & Arduini, A.L. (2020, January 16). *Edutech in the Classroom*. Workshop presented at the Spring 2020 Kirkwood Community College Collaborative Learning Days, Cedar Rapids, Iowa.

Valentine, E.P. (2019, November 14). *Where Should We Go?: Location-Based, Augmented Reality Games for Learning*. Presentation at the Fall 2019 Tech Scouts Instructional Technology Showcase, Iowa City, Iowa.

Electronic Publications and Instructional Software

DeVane, B.M., Miller, B. J., Dietmeier, J., Missall, K., Nanda, S., Brand, M., & **Valentine, E.** (2018). Skatepark Physics – Notion of Motion. Iowa Children’s Museum. Coralville, IA: University of Iowa/University of Washington/Iowa Children’s Museum. On display at the Iowa Children’s Museum. Retrieved from <https://theicm.org/exhibit/notion-of-motion/>

DeVane, B. M., Juehring, C., **Valentine, E.**, Moore, J. L., & Zhou, Y. J. (2016). Deeper Learning – pLAYCC simulation - My Car Does What? My Car Does What?. Chicago, IL: National Safety Council/University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/adaptive-cruise-control>

DeVane, B. M., Moore, J., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Adaptive Cruise Control - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/adaptive-cruise-control/>

DeVane, B. M., Moore, J., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Backup Camera – My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/back-up-camera/>

DeVane, B., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Blind Spot Monitoring - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/blind-spot-monitor/>

DeVane, B. M., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Forward Collision Warning - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/forward-collision-warning/>

DeVane, B., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Lane Departure Warning - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/lane-departure-warning/>

DeVane, B., Moore, J. L., Zhou, Y. J., & **Valentine, E.** (2016). Deeper Learning - Rear Cross Traffic Alert - My Car Does What? My Car Does What? Chicago, IL: National Safety Council / University of Iowa. Retrieved from <https://mycardoeswhat.org/deeper-learning/rear-cross-traffic-alert/>

Intellectual Contributions – In Progress Manuscripts

Engel, A., Van Wickler, S., Goodwin, S., Bender, M., & **Valentine, E.P.** (In Progress). Simulating the Batting Cage: Using Virtual Reality to Teach Sport Psychology Principles.

Van Wickler, S., Goodwin, S., Engel, A., Bender, M., Romfo, B., & **Valentine, E.P.** (In Progress). What Makes a Sport?: Examining Beliefs about the Role of Esports in Higher Education.

Grant Development

- 2024 – Minot State University Small Grants for Faculty Research Program. Co-principal investigator with Alexander Engel and Sara Van Wickler for the *Digital Dugouts, Physical Fields: Learning Sport Psychology Techniques with Virtual Reality* project. Grant awarded (\$2,957).
- 2023 – Minot State University EMPOWER Grant Program. Co-principal investigator with Krystal St. Peter, Penny Craven, Elyzia Powers, and Dylan Horner for the *Empowering Student Researchers* project. Grant awarded (\$19,937.15).
- 2023 – Minot State University Small Grants for Faculty Research Program. Co-principal investigator with Chiahui Yen for the *Playing at Shopping: Examining the Impact of Gamification on Customer Loyalty in the United States and Taiwan* project. Grant awarded (\$3000).
- 2023 – Ming Chuan University Bilateral Research Cooperation Program. Co-principal investigator with Chiahui Yen for the *Play Games and Have Fun While You Shop: How Gamification Affects Customer Loyalty in Online Tourism Websites* project. Grant awarded (\$8000).
- 2023 – Dakota Digital Academy Grant Program. Co-principal investigator with Darren Seifert, Warren Gamas, Daren Erisman, and Chad Fenner for the *MSU Cyberpsychology Course Development* project. Grant awarded (\$5000).
- 2022 – Minot State University Small Grants for Faculty Research Program. Principal investigator for the *Digital Minot: Augmented Reality & Location-Based Mental Model Formation* project. Grant awarded (\$2995).
- 2022 – Dakota Digital Academy Grant Program. Lead faculty for the *Interdisciplinary Game Design & Development Certificates* project. Grant awarded (\$5000).

Sponsorships/Fundraising

- 2023-2024 – King-Olson Racing sponsorship of Minot State Esports (\$35,000).
- 2023-2024 – CDW-G sponsorship of Minot State Esports (\$7,000).
- 2023-2024 – Lenovo + Intel sponsorship of Minot State Esports (\$1,500).
- 2023-2024 – Broadband Association of North Dakota sponsorship of Minot State Esports (\$750).
- 2023-2024 – SRT Communications sponsorship of Minot State Esports (\$500).

Design Software/Tool Expertise

Rapid Authoring Systems for multimedia design, including LiveCode and Adobe Captivate

Augmented Reality (AR) game design with ARIS and TaleBlazer

Learning Management Systems (LMS), such as D2L (Brightspace), Moodle, Blackboard, and Canvas

Video/Photo Production using Adobe Premiere Pro, Audition, and Photoshop

Web Design/Development via Dreamweaver, HTML/CSS, and Python

Statistical Analysis and Data Visualization including Tableau, SPSS, and R

Coursework Taught

Introduction to Cyberpsychology (PSY 204), Minot State University, 2024-present
Introductory course exploring major issues within the emerging field of cyberpsychology

Statistics I (PSY 503), Minot State University, 2023-present
Graduate-level statistics course for scientist-practitioners in school psychology

Cognition & Games (PSY 314), Minot State University, 2023-present
In-depth examination of the design of physical and digital games from cognitive and social perspectives

Service Learning (PSY 495), Minot State University, 2023-present
Pre-professional experience course featuring the design and implementation of service learning projects

Psychology of Learning (PSY 435), Minot State University, 2023-present
Upper-level course discussing major approaches to learning in diverse settings

Sensation & Perception (PSY 460), Minot State University, 2022-present
Upper-level course examining major sensory and perceptual processes and systems

Theories of Personality (PSY 411), Minot State University, 2022-present
Upper-level course exploring major approaches to personality and its relation to mental health

Introduction to Psychology (PSY 111), Minot State University, 2022-present
Undergraduate course surveying major topic areas within the field of psychology

Research Design & Measurement (PSY 512), Minot State University, 2022-present
Graduate course exploring research methods for scientist-practitioners in school psychology

Introduction to Statistics (PSY 241), Minot State University, 2021-present
Undergraduate introduction to statistical reasoning and methods, with a focus on behavioral science

Foundations of Psychology (PSY 112), Minot State University, 2021-present
Undergraduate course exploring professional writing skills and practices in behavioral science

Qualitative Educational Research Methods (PSQF:7331), The University of Iowa, 2020
Project-based doctoral research methods seminar

Honors Project in Psychology (PSY-924), Kirkwood Community College, 2020-2021
Honors faculty mentor for honors research projects

Educational Psychology (EDU-240), Kirkwood Community College, 2018-2021

Undergraduate course focused on applying psychological research to learning settings

Educational Psychology & Measurement (PSQF:1075), The University of Iowa, 2017-2018
Undergraduate course focused on applying psychological research to learning settings

Introduction to Psychology (PSY-111), Kirkwood Community College, 2016-2021
Undergraduate course providing a survey of major topics within psychology

Developmental Psychology (PSY-121), Kirkwood Community College, 2016-2021
Undergraduate course with a lifespan perspective on human development

Thesis Committees

Committee Member, Disability Human Services M.S. Thesis, Cortney Savo (anticipated Spring 2025)

Committee Member, Speech-Language Pathology M.S. Thesis, Olutayo Kayode (Spring 2024)

Committee Member, School Psychology Ed.S. Thesis, Toni Votava (Fall 2023)

Committee Member, School Psychology Ed.S. Thesis, Christine Goertzen (Spring 2023)

Professional & Community Service

Member, Title IX Team, Minot State University, Minot, ND (2024-present)

Chair, Institutional Review Board, Minot State University, Minot, ND (member 2022-present; Chair 2024-present)

Cybersecurity Faculty Search Committee Member, Minot State University, Minot, ND (2023-present)

Faculty Senate Executive Board Secretary, Minot State University, Minot, ND (2023-2024)

Faculty Senate Secretary, Minot State University, Minot, ND (2023-2024)

Reviewer, [Cyberpsychology, Behavior, & Social Networking](#) journal (2023-present)

Founder, Dakota Esports Network (DEN), 2022

Research & Education Team Member, Voice of Intercollegiate Esports, <https://www.voicecollegiate.org/> (2023-present)

Community Manager, Voice of Intercollegiate Esports, <https://www.voicecollegiate.org/> (2022-present)

Faculty Senate Member At-Large, Minot State University, Minot, ND (2022-present)

Academic Advising Council, Minot State University, Minot, ND (2022-present)

Reviewer, 2023 American Educational Research Association Annual Meeting (2022)

Panelist, New Faculty Orientation Faculty Panel, Minot State University, Minot, ND (2022, 2023)

Access Services Coordinator Search Committee Member, Minot State University, Minot, ND (2022)

Psychology Faculty Search Committee Member, Minot State University, Minot, ND (2021-2022)

School Psychology Faculty Search Committee Member, Minot State University, Minot, ND (2021-2024)

Addiction Studies Faculty Search Committee Member, Minot State University, Minot, ND (2021-2024)

Referee/Robot Design Judge, Minot Regional Lego Robotics Tournament, Minot, ND (2022-present)

Faculty Advisor, Minot State Esports Club, Minot State University, Minot, ND (2021-present)

Computer Science Faculty Search Committee Member, Minot State University, Minot, ND (2021-2022)

Reviewer, 2022 International Conference of the Learning Sciences (2021-2022)

Sustainability Committee, Minot State University, Minot, ND (2021-2022)

Early Childhood Education Faculty Search Committee Member, Kirkwood Community College, Cedar Rapids, IA (2021)

Reviewer (Division 15), American Psychological Association Annual Meeting (2021)

Talon (D2L) Super Users Group, Kirkwood Community College, Cedar Rapids, IA (2020-2021)

Reviewer, 2021 American Educational Research Association Annual Meeting (2020)

Education Faculty Search Committee Member, Kirkwood Community College, Cedar Rapids, IA (2019)

Reviewer, 2020 International Conference of the Learning Sciences (2019)

Learning Technology Advisory Committee, Kirkwood Community College, Cedar Rapids IA (2019-2021)

Tech Scouts, Kirkwood Community College, Cedar Rapids, IA (2019-2021)

Faculty Advisor, Kirkwood Esports Club, Kirkwood Community College, Cedar Rapids, IA (2019-2021)

Virtual Reality Interest Group, Kirkwood Community College, Cedar Rapids, IA (2018-2021)

Graduate Student Member, University of Iowa Council on Teaching, Iowa City, IA (2014-2015)

Professional Affiliations

Esports Research Collaborative (2024-present)

Esports Research Network (2023-present)

Voice of Intercollegiate Esports (2022-present)

National Association of Esports Coaches & Directors (2022-present)

International Society of the Learning Sciences (2020-present)

American Psychological Association, Division 15 [Educational Psychology] (2019-present)

American Educational Research Association (AERA), Division C [Learning & Instruction] (2015-present)