



**Curriculum Vita
Spring 2026**

Instructor: Mary Jo Dondlinger-Department Head
Academic Department: Higher Education & Learning Technologies

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EDUCATION

Doctor of Philosophy in Educational Computing **5/2009**
Department of Learning Technologies, College of Information, University of North Texas

Graduate Academic Certificate in Community College Leadership **5/2009**
Department of Counseling and Higher Education, College of Education, University of North Texas

Master of Arts in Interdisciplinary Humanities **12/1995**
Department of Interdisciplinary Humanities, College of Liberal Arts & Sciences, Arizona State University

Bachelor of Arts in English, Summa cum Laude **12/1993**
Department of English, University Honors College and College of Liberal Arts & Sciences, Arizona State University

TEACHING EXPERIENCE

Interim Department Head Higher Education & Learning Technologies,
East Texas A&M University, TX **8/2024-Present**

Associate Professor of Educational Technology, East Texas A&M University Commerce, TX
8/2016-present

Assistant Professor of Educational Technology, East Texas A&M University Commerce, TX
8/2013-8/2016

Ad Interim Professor of Educational Technology, East Texas A&M University Commerce, TX
8/2012-8/2013

Director of Institutional Effectiveness, Richland College, Dallas, Texas **6/2009-8/2012**

Adjunct Professor in English, Humanities, and Education, Richland College, Dallas, TX
1/2004-8/2012

Instructional Designer , Richland College, Dallas, Texas	6/2007-6/2009
Program Development Department	4/2005-6/2007
School of World Languages, Cultures, and Communications	
Research Assistant , University of North Texas, Denton, Texas	6/2006-5/2007
English Faculty , Zane State College, Zanesville, Ohio	9/2000-8/2003
Adjunct English Faculty , Central Ohio Technical College, Newark, Ohio	9/1998-8/2000
Graduate Assistant , Interdisciplinary Humanities, Arizona State University	8/1994-12/1995

PUBLICATIONS

Refereed Journal Articles

- Dondlinger, M.J. & Najmi, A. (2023). Designing an online learning experience to scaffold a field-based practicum for school librarianship: Our reflections and student responses. *Journal of Education for Library and Information Science* 64(4). Doi: 10.3138/jelis-2022-0008
- Ponton, M. K. & Dondlinger, M. J. (2022). A socio-cognitive discussion of learning resource selection in self-directed learning. *International Journal of Learning and Development* 12(2).
- Dondlinger, M. J., (2021). Technology and inquiry-based instructional methods: A design case in student-centered online learning design. *International Journal of Designs for Learning*, 12(2), 93-110.
- Wilson, D. A., Dondlinger, M. J., Parsons, J. L., & Niu, X. (2018). Exploratory analysis of a blended-learning course redesign for developmental writers. *Community College Journal of Research & Practice*, 42(1). Doi: 10.1080/10668926.2016.1264898
- Dondlinger, M.J., McLeod, J., & Vasinda, S. (2016). Essential conditions for technology-supported, student-centered learning: An analysis of student experiences with Math Out Loud using the ISTE Standards for Students. *Journal of Research on Technology in Education*, 48(4). Doi: 10.1080/15391523.2016.1212633
- Dondlinger, M.J. (2015). Games and simulations for learning: Course design case. *International Journal of Designs for Learning*, 6(1), 54-71.
- Dondlinger, M.J., & McLeod, J.K. (2015). Solving real world problems with alternate reality gaming: Student experiences in the Global Village Playground capstone course design. *Interdisciplinary Journal of Problem-based Learning*, 9(2).
- McLeod, J.K., Dondlinger, M. J., Vasinda, S., & Haas, L. (2013). Digital play: Mathematical simulations offering seeds of transformative play. *International Journal of Gaming and Computer-Mediated Simulation*, 5(2), 34-59.
- McLeod, J., Vasinda, S., & Dondlinger, M.J. (2012). Conceptual visibility and virtual dynamics in technology-scaffolded learning environments for conceptual knowledge of mathematics. *Journal of Computers in Mathematics and Science Teaching*, 31(3), 283-310.
- Dondlinger, M. J., & Wilson, D. (2012). Creating an alternate reality: Critical, creative, and empathic thinking generated in the Global Village Playground capstone experience. *Thinking Skills and Creativity*. doi: 10.1016/j.tsc.2012.02.001
- Warren, S., Dondlinger, M. J., McLeod, J., & Bigenho, C. (2011). Opening The Door: An evaluation of the efficacy of a problem-based learning game. *Computers and Education*, 58, 397-412.
- Warren, S. J., Dondlinger, M. J., Jones, G., & Whitworth, C. (2010). Leveraging PBL and game to redesign an introductory course. *I-manager's Journal of Educational Technology*, 7(1), 40-51.
- Lunce, L. M. & Dondlinger, M. J. (2009). Wayfinding affordances are essential for effective use of virtual environments for instructional applications. *Journal of Online Learning & Technology* 5(3),1-8.

- Warren, S. J., & Dondlinger, M. J. (2009). Educational game as supplemental learning tool: Benefits, challenges, and tensions arising from use in an elementary school classroom. *Journal of Interactive Learning Research*.
- Warren, S. J., Stein, R., & Dondlinger, M. J. (2009). A look inside a design process: Blending instructional design and game principles to target writing skills. *Journal of Educational Computing Research* 41(1), 113-140.
- Dondlinger, M. J., & Jones, G. (2008). Situating computing students in a community of practice: A rubric-driven, online portfolio system. *International Journal of Doctoral Studies*, 3, 19-30.
- Warren, S. J., Barab, S., & Dondlinger, M. J. (2008). A MUVE towards PBL writing: Effects of a digital learning environment designed to improve elementary student writing. *Journal of Research on Technology in Education*, 20(4), 487-505.
- Dondlinger, M. J. (2007). Educational video game design: A review of the literature. *Journal of*
- Dondlinger, M. J., & Dennehy, M. (2011). *Defining and assessing personal responsibility*. Paper presented at the North Texas Community College Consortium Outcomes & Assessment Conference, Plano, TX.
- Dondlinger, M. J., & Vera, F. (2011). *Advance sustainability and improve institutional effectiveness: A Baldrige-inspired approach*. Paper presented at the Annual Meeting of the Southern Association of Colleges and Schools, Orlando, FL.
- Dondlinger, M. J., & Warren, S. J. (2011). *From process to results: Designing problem-based, game-based learning environments for essential learning, engagement, and assessment*. Paper presented at the American Association of Colleges and Universities General Education and Assessment Conference, Chicago, IL.
- Dondlinger, M. J., Schweitzer, C., & Sindelar, P. (2010). *Same goals, different models: Leading sustainability in different colleges in a multi-college district*. Paper presented at the Association for the Advancement of Sustainability in Higher Education Convention, Denver, CO.
- Dondlinger, M. J., & Warren, S. J. (2010). *The Global Village Playground: Using games to support learning, assessment, and community building*. Paper presented at the Association of American Colleges & Universities General Education and Assessment Conference, Seattle, WA.
- Dondlinger, M. J., & Wilson, D. (2010). *The Global Village Playground: A qualitative case study of designing an alternate reality game as a capstone learning experience*. Paper presented at the Annual Meeting of the American Educational Research Association, Denver, CO.
- Wilson, D., & Dondlinger, M. J. (2010). *Developmental writing course redesign: A systems approach to student writing success*. Paper presented at the Annual Meeting of the American Educational Research Association.
- Dondlinger, M. J., & Huynh, B. (2009). *A mixed methods approach to assessing the effectiveness of general education programs: What we learned from the Global Village Playground*. Paper presented at the Annual Conference of the Southern Association of Institutional Research, Dallas, TX.
- Dondlinger, M. J., & Warren, S. J. (2009). *The Global Village Playground: Game design as capstone experience*. Paper presented at the Annual Meeting of the American Educational Research Association, San Diego, CA.
- Warren, S., Dondlinger, M. J., & Bigenho, C. (2009). *Examining Four Games for Learning*. Paper presented at the Annual Meeting of the Association for Educational Communications and Technology, Louisville, Kentucky.
- Dondlinger, M. J., & Warren, S. J. (2008). *Learning through designing: Game development as capstone experience*. Paper presented at the Association for Educational Communications and Technology Annual Convention, Orlando, FL.
- Dondlinger, M. J., & Warren, S. J. (2008). *Play in the context of knowledge, power, and learning*. Paper presented at the Annual Meeting of the American Educational Research Association, New York, NY.
- Warren, S. J., & Dondlinger, M. J. (2008). *Data-driven decision-making about curricular redesign:*

Using PBL and game design to transform instruction in a large enrollment course. Paper presented at the Annual Meeting of the American Educational Research Association, New York, NY.

- Warren, S. J., & Dondlinger, M. J. (2008). *Objective achievement in a PBL course: Findings from a study on the first iteration of a problem-based learning course game.* Paper presented at the Association for Educational Communications and Technology Annual Convention, Orlando, FL.
- Warren, S. J., Dondlinger, M. J., & McLeod, J. (2008). *Power, play and PBL in postsecondary learning: Leveraging design models, emerging technologies, and game elements to transform large group instruction.* Paper presented at the Annual Meeting of the American Educational Research Association, New York, NY.
- Wilson, D., & Dondlinger, M. J. (2008). *Redesigning developmental writing for student success and retention.* Paper presented at the Association for Educational Communications and Technology Annual Convention, Orlando, FL.
- Blankenbaker, Z., Barrett, A., Dondlinger, M. J., & Iachetta, M. (2007). *Creating one faculty: Recruiting, supporting, and integrating adjunct faculty.* Paper presented at the League for Innovation Learning College Summit, Dallas, TX.
- Dondlinger, M. J. (2007). *Technology-based learning environments and student satisfaction.* Paper presented at the Society for Information Technology in Teacher Education, San Antonio, TX.
- Dondlinger, M. J. (2007). *Measuring presence in online learning environments.* Paper presented at the Society for Information Technology in Teacher Education, San Antonio, TX.
- Dondlinger, M. J., & Lunce, L. (2007). *Wayfinding affordances for graphical virtual realities: Landmarks, cues, dynamic route descriptions, and avatar perspectives.* Paper presented at the Association for Educational Communications and Technologies, Anaheim, CA.
- Jones, G., & Dondlinger, M. J. (2007). *Measuring habits and attitudes toward computer and video games.* Paper presented at the Society for Information Technology and Teacher Education, San Antonio, TX.
- Warren, S. J., & Dondlinger, M. J. (2007). *Distributed online multimedia learning games: The challenge of instructional design in closed systems.* Paper presented at the Association for Educational Communications and Technologies, Anaheim, CA.
- Dondlinger, M. J. (2006). *Getting our game on: Using Age of Empires III in a learning community on "American Identity".* Paper presented at the Community College Humanities Association Conference, Kansas City, MO.
- Dondlinger, M. J. (1996). *Getting around the body: The matter of race and gender in Faulkner's Light in August.* Paper presented at the Faulkner & Yoknapatawpha Conference, Oxford, MS.

RESEARCH GRANTS AND AWARDS

- Principal Designer/Investigator, Developmental Math Success Initiative, Texas Higher Education Coordinating Board, 2009-2011.
- Investigator, Developmental Writing Course Redesign, Texas Higher Education Coordinating Board, 2008-2010.
- Investigator/Designer, The Door: Game-based, Problem-based Course Redesign, Texas Higher Education Coordinating Board, 2007-2009.

PROFESSIONAL SERVICE

National/International

- Editorial Board**, *Literature Reviews in Education and Human Services*
- Reviewer**, *Journal of Educational Computing Research*

International Journal of Designs for Learning
Computers & Education
Games & Culture
New Media & Society

Guest Editor for Special Issue on Makerspaces, *International Journal of Designs for Learning*

Facilitator, TCEA Teacher Education Network, book study 2019

Richland College liaison, Association for Advancement of Sustainability in Higher Education 2009-12

Richland College liaison, American College and University President's Climate Commitment 2009-12

HONORS AND ACHIEVEMENT

Faculty Senate Barrus Award, Recipient 2024
 East Texas A&M University

Faculty Senate Teaching Innovation, Recipient 2022
 East Texas A&M University

Faculty Senate Teaching with Technology Award, nominee 2013
 East Texas A&M University

Invited Keynote Speaker for All Faculty Convocation August 2011
 Snow College, Ephraim, Utah

Liberal Education & America's Promise Featured Presentation 2010 and 2011
 Association of American Colleges & Universities General Education and Assessment Conference

Robert M. Gagne Award for Graduate Student Research in Instructional Design, recipient 2009
 Association for Educational Communications and Technologies

K. Patricia Cross Future Leaders Award, nominee 2008
 Association of American Colleges and Universities

Outstanding Faculty Award, recipient 2003
 Zane State College

TEACHING: UNDERGRADUATE COURSES

ETEC 424: Integrating Technology into Curriculum, East Texas A&M University

EDUC 1300: Learning Framework, Richland College

ENGL 1301: Composition I, Richland College

ENGL 1302: Composition II, Richland College

ENGL 2327: American Literature I, Richland College

ENGL 2328: American Literature II, Richland College

ENGL 2331: World Literature I, Richland College

ENGL 2332: World Literature II, Richland College

Capstone Learning Community: Global Village Playground, Richland College

ENG 150: Freshman Composition, Zane State College

ENG 180: Technical Writing, Zane State College

ENG 250: Business Writing, Zane State College

COM 261: Public Speaking, Zane State College

ENGL 112: Composition I, Central Ohio Technical College

ENGL 113: Composition II, Central Ohio Technical College
COMM 110: Critical Thinking, Central Ohio Technical College
HUM 301: Humanities I
HUM 302: Humanities II

TEACHING: GRADUATE CERTIFICATES

ETEC 524: Introduction to Educational Technology, East Texas A&M University
ETEC 526: Games & Simulations for Learning, East Texas A&M University
ETEC 527: Web 2.0 Technologies for Instruction, East Texas A&M University
ETEC 543: Leveraging AI to Support Learning, East Texas A&M University
ETEC 561: Learning & Technology, East Texas A&M University
ETEC 562: Applying Instructional Media and Technology, East Texas A&M University
ETEC 578: Instructional Design and Development, East Texas A&M University
ETEC 579: Administration of Media Technology Programs, East Texas A&M University
ETEC 587: Advanced Technology Applications, East Texas A&M University
ETEC 588: Issues in Educational Technology and Technological Change, East Texas A&M University
ETEC 589: Independent Study, East Texas A&M University
ETEC 591: Online, Virtual, and Distributed Learning Systems, East Texas A&M University
ETEC 593: Strategic Planning for Technology Integration, East Texas A&M University
ETEC 594: Technology and Inquiry-based Instructional Methods, East Texas A&M University
ETEC 596: ETEC Capstone: Eportfolios & Program Evaluation, East Texas A&M University
LIS 550: Practicum in a School Library, East Texas A&M University
HIED 718: Doctoral Dissertation, East Texas A&M University

CURRICULUM DEVELOPMENT

New Programs Developed

Associate of Applied Science in Environmental Technology, Richland College
Certificate in Energy Management, Richland College

Programs Revised/Updated

Master of Science/Master of Education in Educational Technology Leadership, East Texas A&M University
Master of Science/Master of Education in Educational Technology Library Science, East Texas A&M University
School Librarian Certification, East Texas A&M University

New Courses Designed/Developed

Capstone Learning Community: Global Village Playground, Richland College
ETEC 526: Games & Simulations for Learning, East Texas A&M University
ETEC 543: Leveraging AI to Support Learning, East Texas A&M University
ETEC 591: Online, Virtual, and Distributed Learning Systems, East Texas A&M University
ETEC 593: Strategic Planning for Technology Integration, East Texas A&M University
ETEC 594: Technology and Inquiry-based Instructional Methods, East Texas A&M University
ETEC 596: ETEC Capstone: Eportfolios & Program Evaluation, East Texas A&M University