Barbara Chamberlin, PhD, New Mexico State University
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EDUCATION

BA 1993	New Mexico State University	Communications Studies
MA 1996	New Mexico State University	Agricultural and Extension Education
PhD 2003	University of Virginia	Educational Technology

APPOINTMENTS

2013-Present	Innovative Media, Research & Extension **Assistant Department Head**, Extension Instructional Design and Educational Media Specialist, **Professor**, NMSU
2008 – 2013	Extension Instructional Design and Educational Media Specialist, **Associate** Professor, NMSU
2003 – 2008	Extension Instructional Design and Educational Media Specialist, **Assistant** Professor, NMSU
2000 – 2003	Graduate Assistant, Teaching Assistant: University of Virginia
1994 – 2000	Multimedia Specialist II, Agricultural Communications, NMSU
1998 – 2000	Software Development Instructor, NMSU Doña Ana Community College

RESEARCH & PROFESSIONAL ACTIVITIES

1. Learning Games Lab: Direct research in this interdisciplinary lab includes formative review of games in development regarding interface and character design, storyline, and challenge and playability of games. Oversee development of activities for youth game lab participants to inform game developers of trends in gameplay and effectiveness of existing educational games.

2. Development of Media for Target Audience and Math/Science Content: While educational media development under my direction includes a wide variety of audiences and content, recently I have been involved in science and math learning projects for middle school, high school, and college. Additional projects include food safety, obesity prevention, and financial literacy games, apps and educational tools.

3. Academic Game Development Research and Instruction: Taught class "Educational Game Development" at University of Virginia and New Mexico State University.

4. Administrative Experience: Serve as one of two faculty members in educational media production studio, overseeing instructional design, reporting and facilitation of all grant-funded media development projects.

3. Professional Presentations at National and International Audiences: Each year, I present at numerous professional and academic organizations spanning several disciplines, including STEM education, food safety outreach, obesity prevention, game and app development, and usability testing. I consult with companies on development and testing of media and apps.

SELECTED PUBLICATIONS

Ulery, A., Muise, A. S., Carroll, K. C., Chamberlin, B., White, L., Martinez, P., Spears, L., Gleason, J. (2020). Impact of multimedia learning tools in agricultural science classes. Natural Sciences Education, 49(1). doi:10.1002/nse2.20011

Erikson, L., Hansen, L., Chamberlin, B. A. (2019). A Model for Youth Financial Education in

Extension Involving a Game-Based Approach. Journal of Extension, 57(4)
McCloskey, M., Johnson, S. L., Benz, C., Thompson, D. A., Chamberlin, B. A., Clark, L., Bellows, L. L. (2017). Parent Perceptions of Mobile Device Use Among Preschool-Aged Children in Rural Head Start Centers. *Journal of Nutrition Education and Behavior*.
Benz, C., McCloskey, M., Johnson, S. L., Clark, L., Thompson, D., Chamberlin, B. A., Bellows, L. (2017). Exploring Mobile Device Use among Preschoolers: A Feasible Intervention Strategy for Rural Families. *Journal of Nutrition Education and Behavior*, 49(7), Supplement 1, Page S91. http://dx.doi.org/10.1016/j.jneb.2017.05.157
Bellows, L., Johnson, S. L., Bekelman, T., Benz, C., Chamberlin, B. A., Clark, L., McCloskey, M., Thompson, D. (2017). The HEROs Study Year 2: Engaging Families to Promote Healthy Eating and Activity Behaviors in Early Childhood. *Journal of Nutrition Education and Behavior*, 49(7), S110–S111.
Trujillo, K. M., Chamberlin, B. A., Wiburg, K., Armstrong, A. (2016). Measurement in Learning Games Evolution: Review of Methodologies Used in Determining Effectiveness of Math Snacks Games and Animations. *Technology, Knowledge and Learning*.
Wiburg, K., Chamberlin, B. A., Valdez, A., Trujillo, K. M., Stanford, T. B. (2016). Impact of Math Snacks Games on Students' Conceptual Understanding. *Journal of Computers in Mathematics and Science Teaching, 35*(2), 173-193.
Quick, V., Corda, K. W., Martin-Biggers, J., Chamberlin, B. A., Schaffner, D. W., Byrd-Bredbenner, C. (2015). Short Food Safety Videos Promote Peer Networking and Behavior Change. *British Food Journal, 117*(1), 78-93.
Chamberlin, B.A., (2014). Bridging Research and Game Development: A Learning Games Design Model for Multi-Game Projects**.** *In Educational Technology Use and Design for Improved Learning Opportunities.* Hershey, PA: IGI Global.
Chamberlin, B. A., Maloney, A. (2013). Active Video Games: Impacts and Research. In Karen E. Dill (Ed.), *Oxford Handbook of Media Psychology* (pp. 316-333). New York, NY: Oxford University Press.
Chamberlin, B. A., Gleason, J. B., Garza, M. (2013). Exergames Unlocked: Preventing Obesity for At-Risk Audiences through Exergames. *Journal of Nutrition Education and Behavior* (ed., vol. 45, pp. S79). SNEB 2013 Annual Conference Proceedings.
Quick, V., Heller, R., Corda, K. W., Martin-Biggers, J., Shaffner, D., Gleason, J. B., Chamberlin, B. A., Byrd-Bredbenner, C. (2013). Don't Be Gross! Development of food safety 'video snacks' viral marketing campaign for middle school youth. Journal of the Academy of Nutrition and Dietetics, 113(A-56).
Quick, V., Corda, K. W., Chamberlin, B. A., Schaffner, D. W., Byrd-Bredbenner, C. (2013). Ninja Kitchen to the Rescue: Evaluation of a Food Safety Education Game for Middle School Youth. British Food Journal, 115(5), 686-699.

SYNERGISTIC ACTIVITIES

- Currently leading instructional design in the development of educational video games, websites and mobile apps for science, math, food safety, and obesity prevention.
- Co-PI on "Development and Implementation of Innovative Food Safety Training Tools for the Production and Distribution of Microgreens" (USDA-FSOP Sept 19–Aug. 22).
- Co-PI on "Pinning Down Ag Literacy: Expanding access to insect science" (USDA-NIFA SPECA Sept. 2018–Sept. 2021)