Eric Keylor
Curriculum Vitae

erickeylor.com

Education

Ph.D., Educational Technology, Arizona State University, 2014
   Dissertation: *Space Vector: Video Games for Introductory Newtonian Mechanics*
   Committee: Dr. James Paul Gee (chair), Dr. Brian Nelson, Dr, Robert Atkinson,
   Dr. Scott Stevens (Entertainment Technology Center, Carnegie Mellon University)

M.E.T. (Master of Entertainment Technology), Carnegie Mellon University, 2006
   Project Work: Programmer for *PeaceMaker*, an award-winning video game about the
   Israeli-Palestinian conflict.

B.A., Music, Yale University, 1997
   Graduated cum laude with distinction in the major.
   Semester Abroad: University of Tübingen, Germany

Academic and Professional Appointments

Carnegie Mellon University, Entertainment Technology Center, Research Staff, 2012-2013
Carnegie Mellon University, Entertainment Technology Center, Special Faculty, 2006-2007

Publications

Keylor, E. (in press). Solving the hard problem of educational video game design with
   modeling instruction. *Proceedings GLS 10.0 Games + Learning + Society Conference*.

Zywica, J., Roberts, A., Keylor, E., Davidson, D., & Gee, J.P. Gee (2013). Working
   Examples. Paper presented at the Games + Learning + Society Conference,
   Madison, WI. In C. Williams, A. Ochsner, J. Dietmeier, & C. Steinkuehler (Eds.),
   Proceedings GLS 9.0 Games + Learning + Society Conference. Paper presented at
   Games + Learning + Society Conference, University of Wisconsin, Madison, 12-13 June
   (pp. 412-418). Pittsburgh: ETC Press.

Keylor, E., & Sweet, S. (2011). Space Vector: A Video Game to Teach Introductory
   Physics. In C. Steinkuehler, C. Martin, & A. Ochsner (Eds.), *Proceedings GLS 7.0
   Games + Learning + Society Conference*. Paper presented at Games + Learning
   + Society Conference, University of Wisconsin, Madison, 15-17 June (pp.
   153-160). Pittsburgh: ETC Press.

Keylor, Eric, and Burleson, Winslow. (2008). Experience-scapes. In *Proceedings of
   ACM CHI 2008 Conference on Human Factors in Computing Systems*,.
   2961-2966. doi::10.1145/1358628.1358791

Burak, A., Keylor, E., and Sweeney, T. (2005). PeaceMaker: A Video Game to Teach Peace. In M. Maybury, O. Stock, W. Wahlster (Eds.), *Intelligent Technologies for Interactive Entertainment: First International Conference, INTETAIN 2005, Madonna di Campigilio, Italy, November/December 2005 Proceedings,* 307--310. Springer.

Awards and Honors

Arizona State University Foundation Scholarship (2009-2010)

These awards were given to the PeaceMaker team:
University of Southern California Public Diplomacy Games Contest (2006 Winner)Ashoka Entrepreneuring Peace Contest (2007 Finalist)
Games for Change Annual Contest (2007 Winner)
Serious Games Showcase and Challenge (2007 Finalist)

Invited Talks

Keylor, E. (2012, October). *Casual (Game) Curricula.* Invited session part of Science and Imagination at Arizona State University, Phoenix, AZ.

Davidson, D., Keylor, E., Zywica, J. (2011, July). Private workshop for MacArthur Foundation grantees using the Working Examples website at the MacArthur Foundation, Chicago.

Keylor, E. (2010, March). *Our Courts.* Private workshop for the Digital Media and Learning Hub Research Associates' Group, UC Irvine.

Keylor, E. (2009, September). *Our Courts.* Private workshop for the Digital Media and Learning Hub Research Associates' Group, UC Irvine.

White, D., Norton, D., & Keylor, E. (2009, May). *Guardian of Law and Argument Wars.* Invitation only work session at Games for Change, New York City, NY.

Conferences

Keylor, E. (2014). Solving the hard problem of educational video game design with modeling instruction. Poster presented at the Games + Learning + Society Conference 10.0. Madison, WI.

Zywica, J., Roberts, A., Keylor, E., Davidson, D., & Gee, J.P. (2013, March). (Re)Introducing…Working Examples: A different kind of online community. Digital Media and Learning Conference 2013 Café Session, Chicago, IL.

Davidson, D., Zywica, J., Keylor, E., Roberts, A., Conner, W., Gee, J. P. (2012, March). *Working Examples: New and Improved.* Workshop at Digital Media and Learning Conference 2012, San Francisco, CA.

Davidson, D., Keylor, E., Cohen, M., Gee, J. P. (2011, March). *Working Examples*.
Workshop at Digital Media and Learning Conference 2011, Long Beach, CA.

White, D., Norton, D., Keylor, E., & Taylor, A. (2009, February). *Our Courts*.
Presentation at WebWise 2009, Washington, DC.

Burak, A., Sweeney, T., Keylor, E., Brown, E., Lin, O., & Webb, V. (2005, September).
PeaceMaker. Presentation at the Serious Games Summit, Washington, DC.

Burak, A., Popoff-Walker, R., Keylor, E., & Sweeney, T. (2005, February). *PeaceMaker*.
Poster presented at the Game Developers Conference, San Francisco, CA.

Teaching Experience

Building Virtual Worlds (head teaching assistant, Carnegie Mellon University)
Fundamentals of Entertainment Technology (teaching assistant, Carnegie Mellon)
Computer Graphics (instructor of record, Youngstown State University)
Human-Computer Interaction (instructor of record, Youngstown State University)
Object-Oriented Programming (instructor of record, Youngstown State University)

Research Experience

Arizona State University, Educational Technology, Research Assistant, 2008-2011
I did design work for Our Courts, now iCivics, a game-centric civics curriculum for middle
school students that was initiated by Justice Sandra Day O'Connor.

Video Games

Keylor, E. (2013). *Space Vector 2* [educational video game]. Unpublished.

Keylor, E. (2010). *Space Vector 1* [educational video game]. Unpublished.

Filament Games, iCivics, Eric Keylor, et al. (2009). *Argument Wars* [educational video
game]. Washington, DC: iCivics. Retrieved from
http://www.icivics.org/games/argument-wars

Burak, A., Sweeney, T., Keylor, E., Brown, E., Lin, O., Webb, V., Popoff-Walker, R., et al.
(2005). *PeaceMaker* [educational video game]. Pittsburgh, PA: ImpactGames.
Retrieved from http://www.peacemakergame.com/

Presentations and Lectures

Monadnock Summer Lyceum 2009 (Peterborough, New Hampshire)
Public lecture *Our Courts: Learning Civics through Games*, which was recorded
for and broadcast on New Hampshire Public Radio

Book Interview

Michael, D., and Chen, S. (2006). *Serious Games: Games that Educate, Train and Inform*. Boston: Thomson Course Technology.
I was interviewed for this book when I was working on *PeaceMaker*.

Professional Skills

Programming:
Game Engines: Unity, Panda3D
IDEs: MonoDevelop, Eclipse, IPython
Languages (Most Used): C#, Java, JavaScript, Python, R, Ruby
Languages (Used in the Past): ActionScript, C/C++, FORTRAN, Lisp, Maple, Perl, PHP
Web Application Frameworks: Rails, Grails

Software: Adobe Suite (Illustrator, Fireworks, Photoshop), Microsoft Office (Excel, Word, including VBScript), WordPress

Other: Git, Google Apps Scripting, HTML/CSS, SQL

Professional Memberships

American Educational Research Association
American Modeling Teachers Association,
Association for Computing Machinery
International Game Developers Association