

Dr. Ray Pastore

Email: info@raypastore.com
Website: <http://raypastore.com>

EDUCATION

Penn State University, State College, PA – August 2009

Ph.D. in Instructional Systems with a minor Educational Psychology – GPA: 3.96

Dissertation: The Effects of Diagrams and Time-Compressed Instruction on Learning and Learners' Perceptions of Cognitive Load

Bloomsburg University, Bloomsburg, PA – May 2003

M.S. in Instructional Technology – GPA: 3.97

Bloomsburg University, Bloomsburg, PA – December 2001

B.A. in Political Science – GPA: 3.07

CERTIFICATES

Certificate of Eligibility to Teach Elementary Grades K-5 in the State of New Jersey

New Jersey Department of Education

Elementary Praxis – 189/200 (score), Earned a certificate of excellence from ETS for high achievement due to score being among the top in the nation

ACADEMIC EXPERIENCE

University of North Carolina Wilmington – Associate Professor (2016-Present)

Watson College of Education: Instructional Technology, Wilmington, NC

- Program Coordinator - Graduate and Undergraduate Esports Certificate Programs (Summer 2020-Present)
- Program Coordinator - Undergraduate Online Teaching and Learning Minor (Summer 2020-Present)
- Program Coordinator - Graduate Instructional Technology Program (Summer 2015-Summer 2020)
 - Increased enrollment from 25 to 70 students
 - Converted program from face-to-face to asynchronous online
- Esports Club Advisor - Facilitate Tournaments, Teams, and Server (Spring 2019-Present)
 - 266 students in club

University of North Carolina Wilmington – Assistant Professor (2010-2016)

Watson College of Education: Instructional Technology, Wilmington, NC

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Slippery Rock University – Assistant Professor (2009- 2010)

College of Communications: Emerging Technology, Slippery Rock, PA

Penn State University – Adjunct Instructor (2006-2009)

College of Education: Instructional Systems and Educational Technology, University Park (Main Campus), PA

Walden University – Adjunct Faculty Member

College of Information Sciences & Technology

University of Phoenix Online – Adjunct Faculty Member

College of Information Sciences & Technology

- Trained to teach online courses by the UoP – 5-week training course

COURSES TAUGHT

University of North Carolina Wilmington

- Instructional Technology 500
- Introduction to Esports 470/570
- Web Teaching: Design and Development 515
- Project Management: Managing Instructional Development 520
- Computer Interface Design 519
- Games and Simulations in Training 517
- Computer Based Instruction 513
- Introduction to Programming 503
- Performance Improvement 502
- Technology for Teachers 303
- Evaluation 530
- Instructional Design 500
- Assessment 531
- Capstone Chair 598
- Thesis Chair 599
- Internship Coordinator 542

Slippery Rock University

- Interactive Multimedia 359
- Digital Imaging 201
- Public Speaking 200
- Issues in Communication Technology 459

Penn State University - University Park Campus (Main Campus)

- Introduction to Instructional Technology for Educators 400
- Instructional Design for Multimedia 447

Penn State University – World Campus Online

- Instructional Systems: Introduction to Computers for Educators 440
- Educational Technology: Introduction to Instructional Technology for Educators 400

University of Phoenix Online

- Internet Applications and Concepts
- Image Editing
- Web Design
- Interactive Multimedia
- Instructional Design

Walden University Online

- Project Management
- Instructional Design 2
- Multimedia Development 1
- Multimedia Development 2

PROGRAM DEVELOPMENT

University of North Carolina Wilmington

Graduate

- Multimedia and Web Developer Certificate
- eSports Performance, Management, and Leadership Certificate

Undergraduate

- eSports Performance and Management Certificate
- Online Teaching and Learning Minor

COURSE DEVELOPMENT

University of North Carolina Wilmington

Graduate

- Computer Interface Design 519
- Games and Simulations in Training 517
- eSports Fundamentals 570
- eSports Leadership, Management, and Coordination 571
- Streaming for eSports and Gaming 572
- Media Design and Development for eSports 573
- eSports Coaching, Mentoring, and Team Development 574
- eSports Performance, Management, and Leadership Internship 575

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Undergraduate

- Introduction to eSports 470
- eSports Leadership, Development, and Coordination 471
- Streaming audio and video for eSports and Gaming 472
- eSports Media and Content 473
- eSports Coaching and Team Development 474
- eSports Performance and Practice Internship 475
- Foundations of Online Learning 414
- Assessment of Learning and Instruction 413
- Online Teaching: Design, Development, and Management 401
- Multimedia Instruction for Online Learning Environments 402

PROFESSIONAL EXPERIENCE

Game Evaluation (2020)

The Game Agency, Stamford, CT

- Reviewed game to provide feedback on design and mechanics before taking to market

Consultant/Partner (2016-Present)

Parallel Design Inc., www.paralleldesignsllc.com, Wilmington, NC

- Develop strategic solutions for client's training needs

Strategy Consultant (2015)

Covis Inc., Fort Lauderdale, FL

- Developed strategy for training RFP

Co-owner (2014-Present)

Carefree Organics, LLC., Wrightsville Beach, NC

- Designed and developed the ecommerce website – carefreeorganics.com
- Advise CEO

Course Design and Development (Summer 2008)

Penn State University World Campus Online, State College, PA

- Developed a hybrid Online and Face to Face version of INSYS 440 (Introduction to Computers for Educators) for the Philipsburg Penn State campus

Online Strategy Consultant and Instructional Designer (Summer 2007 – Fall 2008)

Subaru of America, Cherry Hill, NJ

- Advised director of training on effective strategies to implement online training
- Developed two online courses in the Moodle CMS

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Instructional Designer/K-12 Curriculum Designer (2006 –2007)

Penn State University – Public Broadcasting Services (PBS), State College, PA

- Worked with area schools to develop science lessons for K-12 students. Lessons were designed to meet the PA state standards, developed in Adobe Flash, and placed online
- Interaction with schools included: Observing classes, meeting with teachers, and presenting technology to schools (teachers received Act 48 hours for attending presentations)

Instructional Design Consultant (Summer 2006)

Saint Barnabas Health Care System, West Orange, NJ

- Worked with instructional designers to develop a Adobe Flash template utilizing xml for future online courses
- Developed an online computer based training course in Adobe Flash on hospital ethics

Senior Instructional Designer (2005 –2006)

Saint Barnabas Health Care System, West Orange, NJ

- Lead elearning initiatives to market, advertise, and manage courses for 15 hospitals
- Collaborated with subject matter experts to design and develop courses for both instructor-led and computer-based courses using Flash, Dreamweaver, Photoshop, and Captivate

Senior Consultant (2004- 2005)

Booz | Allen | Hamilton, McLean, VA

- Served as a Lead Instructional Designer in the Learning Systems and Services Training Team
- Designed and developed training strategies for instructor-led and computer-based training courses. This included all phases of training.

Consultant (2003- 2004)

Booz | Allen | Hamilton, McLean, VA

- Served as an Instructional Designer in the Learning Systems and Services Training Team
- Conducted needs analysis, created objectives and developed outcomes, worked with subject matter experts, and created storyboards for programmers and developers.

Process Engineer (Internship) (2003-2003)

Metropolitan Life (MetLife) Insurance Company, Bridgewater, NJ

- Served as a member on a project management team for an internal consulting group
- Designed and developed training for PDCA Lite, a problem-solving methodology that was utilized by Institutional Business's 3000 employees

JOURNAL PUBLICATIONS

Kapp, K., Valtchanov, D., & Pastore, R. (2020). Enhancing Motivation in Workplace Training with Casual Games: A Twelve-Month Field Study of Retail Employees. *Educational Technology Research and Development*.

Pastore, R., Asino, T., Briskin, J. (2019). The effects of the multimedia, modality, and redundancy principles in a computer-based environment on adult learners. *Journal of Multimedia Processing and Technologies*, 10(2), 49-61.

Ritzhaupt, A., Pastore, R., & Davis, R. (2018). Captions and time-compressed video on learner performance and satisfaction. *Educational Technology Research and Development*, 66(5), 1069–1086.

Ritzhaupt, A. D., Martin, F., Pastore, R., & Kang, Y. (2018). Development and validation of the Educational Technologist Competencies Survey (ETCS): Knowledge, skills, and abilities. *Journal of Computing in Higher Education*, 30(1), 3–33.

Pate, C., Spangler, A., Strawn, N., & Pastore, R. (2018). A case study of process intervention within the Enterprise Content Management system support process. *Performance Improvement*. 57(1).

Hayes, B., Godwin, C., Pena, T., Pastore, R., & Rottman, A. (2017). Classroom Gamification: How to Use Minecraft In Your Classroom. *Journal of Training, Design, and Technology*, 1(1), 2-6.

Pastore, R., Briskin, J., Asino, T. (2016). The multimedia principle: A meta-analysis. *International Journal of Instructional Technology and Distance Learning*. 13(11). 17-30.

Pastore, R. (2016). Learner preferences in multimedia design. *Journal of Multimedia Processing and Technologies*, 7(4), 144-152.

Pastore, R. (2015). Learner Preferences of Time-Compressed Instruction. *International Journal of Instructional Technology and Distance Learning*. 12(6). 3-20.

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Curriculum Vitae

Ritzhaupt, A., Pastore, R., & Davis, R. (2015) Effects of captions and time-compressed video on learner performance and satisfaction. *Computers in Human Behavior*. 59, 222-227.

Pastore, R. & Ritzhaupt, A. (2015) Using time-compression to make multimedia learning more efficient: Current research and practice. *Techtrends*. 59(2), 66-74.

Taper, C., Irvin, E., Igoe, E., & Pastore, R. (2015) Using Twitter in an Undergraduate Setting: Five Recommendations. *eLearning Magazine*.

Pastore, R. (2014). Multimedia: Learner Preferences For Multimedia Learning. *Journal of Multimedia Processing and Technologies*, 5(4), 134-144.

Deale, D. & Pastore, R. (2014) SimSchool. *Computers in the Schools*. 32(3), 197-219.

Pastore, R. & Martin, F. (2013). Designing and Developing Mobile Based Instruction: A Designers Perspective, *Design and Technology Education*, 18, 3, 61-72

Martin, F., Pastore, R., & Snider, J. (2012). Mobile design and development in an instructional technology class. *Techtrends*, 56(5), 46-51.

Pastore, R. (2012). The effects of time-compressed instruction and redundancy on learning and learners' perceptions of cognitive load. *Computers & Education*, 58(1), 641-651.

Pastore, R. S., Carr-Chellman, A., & Lohmann, N. (2011). User Design: A Case Study of Corporate Change. *Performance Improvement Quarterly*, 23(4), 27-48.

Pastore, R. S., & Falvo, D. (2010). Pre- and in-service teachers perceptions of gaming in the classroom. *International Journal of Instructional Technology and Distance Learning*, 7(12).

West, R., York, C., Pastore, R., & Xu, M. (2010). Reflections from the first year of a successful AECT conference mentoring program. *TechTrends* 54(2) 13-14.

Pastore, R. S. (2010). The effects of diagrams and time-compressed instruction on learning and learners' perceptions of cognitive load. *Educational Technology Research and Development*, 58(5), 485-505.

Pastore, R. S., & Carr-Chellman, A. A. (2009). Undergraduate resident students' motivation to enroll in online classes. *Quarterly Review of Distance Education*, 10(3).

Pastore, R. (2009). AECT and ECT Internship: A Once in a Lifetime Experience for Graduate Students, *Tech Trends*, 53(5), 13-14.

Lee, J., Pastore, R., West, R., Xu, M., & York, C. S. (2009). Preflections: Introducing the Class of 2008 AECT Conference Interns, *Tech Trends*, 53(1), 16-17.

Pastore, R. S. (2008). Students' perceptions of podcasting in the classroom. *International Journal of Instructional Technology and Distance Learning*, 5(12), 55-62.

Beabout, B., Carr-Chellman, A. A., Alkandari, K. A., Almeida, L. C., Gursoy, H. T., Ma, Z., Modak, R. S., & Pastore, R. S. (2008). The perceptions of New Orleans educators on the process of rebuilding the New Orleans school system after Katrina. *Journal of Education for Students Placed at Risk*. 13(2&3), 212-237.

Carr-Chellman, A. A., Beabout, B. R., Alkandari, K. A., Almeida, L. C., Gursoy, H. T., Ma, Z., Pastore, R. S. (2008). Change in chaos: Seven lessons learned from Katrina. *Educational Horizons*, 87, 26-39.

Carr-Chellman, A. A., Ma, Z., Almeida, L. C., Gursoy, H. T., Modak, R. S., Pastore, R. (2008). Citations as a Key to Identity in the Field of Instructional Design Technology. *Tech Trends*, 52(3), 64-69.

BOOKS

Pastore, R. (6/5/2020). *The Instructional Design and Development Process: A 'How To' Guide for Practitioners*. Kindle Direct Publishing. (879 downloads/purchases). Print version available on Amazon.com and open source version can be found here: <http://www.raypastore.com/ISDBook-Final.pdf>

Pastore, R. S. (Eds.). (2012). *Online Learning: An Instructional Technology Class's Exploration of Online Teaching and Learning*. North Carolina: CreateSpace.

- This was done as a class project

BOOK CHAPTERS

Pastore, R. S., & Land, S. (2011). Mobile Computing in Higher Education. In D. Surry (Ed.), *Technology Integration in Higher Education: Social and Organizational Aspects*. Pennsylvania: IGI Global.

BOOK REVIEWS

Boykin, J., Harbour, M., Taper, C., Brandenburg, B., & Pastore, R. (2015). *Hacking Society: How Reality is Broken*. Games and Culture. Advance online publication. doi: 10.1177/1555412015576414

Deale, D. F., Key S. S., Regina, M., & Pastore, R. (2012). Women and Gaming. *International Journal of Gaming and Computer Mediated Simulations*, 4(1), 86-89.

CONFERENCE PROCEEDINGS

Pastore, R., Briskin, J. & Asino, T.I. (2017). The Multimedia Principle: A Meta-Analysis on the Multimedia Principle in Computer-Based Training. In P. Resta & S. Smith (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 1044-1050). Austin, TX, United States: Association for the Advancement of Computing in Education (AACE).

Pastore, R. (2016). Multimedia: Learner preferences for multimedia learning. In G. Chamblee & L. Langub (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2016* (pp. 3015-3022). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Moallem, M., Pastore, R. & Martin, F. (2013). Interaction in Online Learning: A Comparative Study on the Impact of Communication Tools on Student Learning, Motivation, Self-regulation, and Satisfaction. In R. McBride & M. Searson (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2013* (pp. 2286-2306). Chesapeake, VA: AACE.

Pastore, R. & Pastore, R. (2013). Creating and Using Virtual Learning Stations in the K to 12 Classroom Learning Stations. In R. McBride & M. Searson (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2013* (p. 3759). Chesapeake, VA: AACE.

Deale, D., & Pastore, R. (March 2013). An analysis of simSchool, an instructional simulation for preservice teachers, using an instructional design framework grounded in the Model-Centered Instructional Theory. In P. Resta (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2013*. Chesapeake, VA: AACE.

Pastore, R. (2012). The effects of time-compressed instruction and redundancy on learning and learners' perceptions of cognitive load. In P. Resta (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2012* (pp. 2044-2046). Chesapeake, VA: AACE.

Moallem, M., Pastore, R. & Martin, F. (2011). A Comparative Study on the Impact of Various Communication Tools on Student Learning, Motivation, Self-regulation, and Satisfaction. In *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2011* (pp. 1519-1534). Chesapeake, VA: AACE.

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Curriculum Vitae

Pastore, R., & Pastore R. S. (2008). Web Portfolios for Preservice Teachers: Issues, Applications, Considerations, and Comparisons, In C. Crawford et al. (Eds.), Proceedings of Society for Information Technology and Teacher Education International Conference 2008 (pp. 122-124). Chesapeake, VA: AACE.

Pastore, R. & Pastore, Ph.D., R. (2007). Technology for the Classroom: Creating and Using Podcasts. In C. Crawford et al. (Eds.), Proceedings of Society for Information Technology and Teacher Education International Conference 2007 (pp. 2080-2081). Chesapeake, VA: AACE.

Pastore, R. & Pastore, R. (2007). From WebQuests to NetQuests: A New Model for Meaningful Integration of the Internet. In C. Crawford et al. (Eds.), Proceedings of Society for Information Technology and Teacher Education International Conference 2007 (pp. 1641-1643). Chesapeake, VA: AACE.

Pastore, R. (2006). Using Computer Based Games in the Educational and Corporate Environment. In C. Crawford et al. (Eds.), Proceedings of Society for Information Technology and Teacher Education International Conference 2006 (pp. 1393-1394). Chesapeake, VA: AACE.

Pastore, R. & Pastore, R. (2006). Using Virtual Field Trips as a 21st Century Teaching and Learning Tool. In C. Crawford et al. (Eds.), Proceedings of Society for Information Technology and Teacher Education International Conference 2006 (pp. 3577-3582). Chesapeake, VA: AACE.

MEDIA PUBLICATIONS

Youtube.com – Youtube Channel: <http://www.youtube.com/c/RaymePastore> (Retrieved 9/30/2020)

- 829,900 Hits/Views in last 12 months
- 35,300 hours watched in last 12 months
- 2.5 million Hits/Views in lifetime
- 5,097 Subscribers

Pastore, R. (2018-2020). Instructional Design Video Series. -

<http://raypastore.com/training/instructional-design-video-series/>

- 62 videos on Instructional design
- Featured on EduFlow in The Ultimate List of 41 Instructional Design Courses - <https://www.eduflow.com/blog/the-ultimate-list-of-41-instructional-design-courses>

Blog. (Retrieved 6/27/2020)

- raypastore.com
- 912 Posts
- 103,758 Visits by unique IP Addresses (different computers) in last 12 months
- Blog was rated in the top 10 blogs for Instructional Design by College Online (<http://www.collegeonline.org/blog/10-best-blogs-for-instructional-design.html>)

Ray Pastore Interview Series - <http://raypastore.com/wordpress/category/interviews/>

Guests have included:

- Allan Alcorn, the creator of Pong and Atari co-founder
- Bruce Baumgart, Ph.D., Entrepreneur, computer scientist, and winner of the first video game competition, Intergalactic Spacewar Olympics, in 1972!
- Justin Jacobson, Esq. Esports and Entertainment Attorney
- Marc Prensky, coined terms Digital Native and Digital Immigrant
- UNCW Esports Club Officers, Year 1 reflections
- Van Dempsey, Dean of the Watson College of Education, UNCW
- Lucas Gillispie, Director of Digital Learning and creator of WoW in Schools
- Dr. K.C. Rondello, Disaster Epidemiologist on Coronavirus
- Robert Branson, Ph.D., Researcher and Professor who created the ADDIE Model
- Carson Bowen, General Manager of the Wilmington Sharks
- Karl Kapp, Ed.D., Professor and author of Gamification
- Rebecca Pastore, M.A., Parent perspective of remote learning during Covid19
- Pam Marinko, CEO and Founder of Proficient Learning, LLC
- Shawn Rosler, Host/Creator of the The Coarse Grind Podcast
- Travis Beatty, Drone Technology Teacher
- Chip Bobbert, 3D Printing and Senior Technology Architect at Duke University

Pastore, R. (2015). How I Replaced BlackBoard with 3D Gamelab. Featured in ISTE (International Society for Technology Education) daily news site. Article can be found here: <http://raypastore.com/wordpress/2015/05/how-i-replaced-blackboard-with-3d-gamelab/>

Pastore, R. (2015). Instructional Design Hourly Rates. Featured in the Association for Talent Development (ATD) DC Chapter headlines on Feb. 25. ATD (Formerly ASTD). Article can be found here: <http://raypastore.com/wordpress/2014/12/instructional-design-hourly-rates/>

CONFERENCE PRESENTATIONS

Pastore, R., Kapp, K., & Valtchanov, D. (March 2020). Enhancing Motivation in Workplace Training with Casual Games: A Twelve-Month Field Study of Retail Employees. Society for Information Technology & Teacher Education International Conference.

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Curriculum Vitae

- Pastore, R. (March 2020). Esports in K12 and Higher Education. NCTIES conference.
- Gillespie, L. & Pastore, R. (March 2020). Starting an Esports program in k-12 education. NCTIES conference.
- Pastore, R. (March 2019). The effects of self-explanations on multimedia learning. Society for Information Technology & Teacher Education International Conference.
- Pastore, R., Pastore, R. (February 2019). 10 Awesome Online Tools for Online Teaching. Presented at the PETE&C conference, Hershey, PA.
- Pastore, R., Briskin, J. (February 2019). Create a Virtual Reality Lab for Your School. Presented at the PETE&C conference, Hershey, PA.
- Briskin, J., Pastore, R. (February 2019). Designing Effective Presentations. Presented at the PETE&C conference, Hershey, PA.
- Pastore, R. (May 2018). WCE Educational Technology Mini-Conference, "Dreams can come true: Engaging students with virtual reality," Wilmington NC.
- Pastore, Raymond, Asino, T, Briskin, J (March 2018). The Effects of the Multimedia, Modality, and Redundancy Principles in a Computer Based Environment on Adult Learners. Society for Information Technology & Teacher Education International Conference.
- Briskin, J, Pastore, Raymond (February 2018). Designing Effective Presentations. Presented at the PETE&C conference, Hershey, PA.
- Pastore, Raymond, Briskin, J (February 2018). Virtual Reality in K-12. Presented at the PETE&C conference, Hershey, PA.
- Pastore, R., Briskin, J., Asino, T. (November, 2017). A meta-analysis of the multimedia principle, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.
- Won best round table session at AECT 2017
- Pastore, R., Briskin, J., Asino, T. (March 2017). SITE, "The multimedia principle: A meta analysis."
- Pastore, R. (February 2017). PETE&C, "Teaching Kids to Code!," PA.
- Briskin, J., Pastore, R., Charsky, D. (February 2017). PETE&C, "The Art of Effective Presentations."

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Ritzhaupt, A. D., Pastore, R. & Davis, R. O. (2016, November). Effects of organizational pictures and modality as a feedback strategy on learner comprehension and satisfaction. Paper presented at the Florida Educational Research Association, Lakeland, FL.

Pastore, R. (2016, March). Multimedia: Learner preferences for multimedia learning. Society for Information Technology & Teacher Education International Conference, Savannah, GA.

Pastore, R. (2016, February). Creating games for the classroom. Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. (2015, July). How I replaced Blackboard. Presented at the International Society for Teacher Education, Philadelphia, PA.

Pastore, R. (2015, April). Using virtual and gaming technologies in the classroom. Presented at the UNCW Academically and Intellectually Gifted Conference, Wilmington NC.

Pastore, R. S. (2015, February). Google Glass, augmented reality, and virtual reality for educational environments, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Oyarzun, B., Martin, F., Pastore, R., Anderson S., Maddrell, J., & Adcock, A. (2014, November). Multi-Modal Course Delivery: Combining Face-to-Face and Online Students Together, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Pastore, R. (2014, November). Time-compressed Instruction: What compression speeds do learners prefer?, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Pastore, R., Taper, C., & Brandenburg, B. (2014, November). Gamification in the College Classroom, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Ritzhaupt, A., & Pastore, R. (2014, November). Effects of time-compressed video and captions on learner comprehension and satisfaction, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Pastore, R. S. (2014, February). Developing mobile apps for the classroom, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

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Curriculum Vitae

Pastore, R. (2013). Developing mobile apps with HTML5. Paper presented at the Global Learning and Technology Conference, Wilmington, NC.

Pastore, R., & Pastore, N. (2013). Developing cross platform websites and computer based training with HTML5. Society for Applied Learning Technology, Washington, DC.

Pastore, R. & Pastore, R. (2013). Creating and Using Virtual Learning Stations in the K to 12 Classroom Learning Stations. Presented at the Society for Information Technology & Teacher Education International Conference, New Orleans, LA.

Deale, D., & Pastore, R. (March 2013). An analysis of simSchool, an instructional simulation for preservice teachers, using an instructional design framework grounded in the Model-Centered Instructional. Presented at the Society for Information Technology & Teacher Education International Conference, New Orleans, LA.

Pastore, R. S. (2013, February). Gaming for K-12 education, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. (2012). Creating mobile apps for Apple and Google based phones. Paper presented at the Global Learning and Technology Conference, Wilmington, NC.

Moallem, M., Pastore, R., & Martin, F. (2012). Impact of interaction in online learning. Paper presented at the Global Learning and Technology Conference, Wilmington, NC.

Pastore, R. & Martin, F. (2012). Student Perceptions on Designing for the Mobile Web. Paper presented at Association of Educational Communications and Technology Conference, Louisville, KY.

Moallem, M., Pastore, R., & Marin, F. (2012, April). Interaction in Online Learning: A Comparative Study on the Impact of Communication Tools on Student Learning, Motivation, Self-Regulation, and Satisfaction, Presented at the Annual Conference of American Education Research Association, Vancouver, Canada.

Pastore, R. (2012, March). The effects of time-compressed instruction and redundancy on learning and learners' perceptions of cognitive load, Presented at the Society for Information Technology & Teacher Education International Conference, Austin, TX.

Pastore, R. S. (2012, February). Gamemaker: Making games in the classroom, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

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Curriculum Vitae

Pastore, R. (2011, November). The Effects of Time-compressed Instruction and Redundancy on Learning and Learners' Perceptions of Cognitive Load, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Martin, F., Pastore, R., & Snider, J. (2011, November). Developing Mobile Learning for IPOD touches, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Deale, D., Pastore, R., Martin, F., et al. (2011, November). Virtual classrooms: What motivates residential students to choose the traditional environment over a virtual environment?, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Pastore, R., Moallem, M., & Martin, F. (2011, November). The Impact of Various Communication Tools on Interaction in Online Learning: A Comparative Study, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Pastore, R. (2011, April). Pre- and In- service teachers perceptions of gaming in the K-12 Classroom. Presented at the Annual Conference of American Education Research Association, Denver, CO.

Pastore, R. S. (2011, February). Mobile learning in education, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. & Pastore, R. S. (2011, February). 10 Technology Skills Every Teacher Needs to Have, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. S. (2010, December). Mobile learning and creating apps for education. Presented at the Pennsylvania Department of Education's Moodle Webinar, Pennsylvania, PA.

Van Meter, P. Gu, W., Pastore, R., & Cook, M. (2010, August). Effects of metacognitive instructions and color-coding on learning from multiple presentations in biology. Presented at the Earli: SIG2 Comprehension of text and graphics conference.

Pastore, R., & Van Meter, P. (2010, April). The Effects of Image Complexity on a Self-Explanation Strategy of Student Achievement. Presented at the Annual Conference of American Education Research Association, Denver, CO.

Pastore, R. S. (2010, February). mLearning: Is mobile learning working?, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

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Pastore, R. S., Hickey, J. (2010, February). Free photo editors: Learn to edit like a pro!, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. (2009, October). The effects of diagrams and time-compressed instruction on students' achievement and perceptions of cognitive load, Presented at the Association for Educational Communications and Technology conference, Louisville, KY.

Pastore, R., & Carr-Chellman, A. (2009, October). User Design: A Case Study of Corporate Change, Presented at the Association for Educational Communications and Technology conference, Louisville, KY.

Carr-Chellman, A., Alkandari, K., Pastore, R., & Petner, M. (2009, October). Universal Standardized Design Test: A discussion starter, Presented at the Association for Educational Communications and Technology conference, Louisville, KY.

Pastore, R. (2009, October). Web 2.0 - Using Interactive Online Tools in the Classroom, Presented at the New Jersey Association for Educational Technology conference, Lakewood, NJ.

Pastore, R., Pastore, R. S., & Falvo, D. (2009, June). Creating interactive PowerPoint games and activities for the K-12 classroom, Presented at the National Educational Computing Conference, Washington, DC.

Pastore, R. S. (2009, February). Web 2.0 - Online tools for the classroom, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R., & Pastore, R. S. (2009, February). PowerPoint games in the K-12 classroom, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. S., & Carr-Chellman, A. A. (2008, November). Resident students motivation to enroll in online courses. Presented at the Association for Educational Communications and Technology conference, Orlando, FL.

Pastore, R. S., & Falvo, D. (2008, November). Pre- and in-service teachers perceptions of gaming in the classroom. Presented at the Association for Educational Communications and Technology conference, Orlando, FL.

Pastore, R. S., Lee, J., West, R., Xu, M., & York, C. (2008, November). Advice for success in graduate school. Presented at the Association for Educational Communications and Technology conference, Orlando, FL.

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Pastore, R. S. (2008, April). Web 2.0 - How can interactive communities and online tools be used in the classroom?, Presented at the Fourth Annual One-to-One Computer Conference, University Park, PA.

Pastore, R. S. (2008, April). User-Design: A Case Study on Corporate Change, Presented at the International Society for Performance Improvement, New York City, NY.

Carr-Chellman, A. A., Ma, Z., Almeida, L. C., Gursoy, H. T., Modak, R. S., Pastore, R. (2008, March). Citations as a Key to Identity in the Field of Instructional Design Technology. Presented at the Annual Conference of American Education Research Association, New York City, NY.

Pastore, R., & Pastore R. S. (2008, March). Web Portfolios for Preservice Teachers: Issues, Applications, Considerations, and Comparisons, Presented at the Society for Information Technology and Teacher Education Conference, Las Vegas, NV.

Pastore, R. S. (2008, February). Google Docs in the Classroom, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. S. (2008, February). Use of Visual Representations in Time-Compressed Instruction, Presented at the IST Graduate Symposium Penn State University, University Park, PA.

Beabout, B., Carr-Chellman A., Almedia, L., Gursoy, H., Ma, Z., Modak,R. & Pastore, R. (2007, April). The perceptions of New Orleans educators on the process of rebuilding the New Orleans School System after Katrina . Presented at the Annual Conference of American Education Research Association, Chicago, IL.

Pastore, R. S., & Pastore, R. (2007, March). Technology for the Classroom: Creating and Using Podcasts, Presented at the Society for Information Technology and Teacher Education Conference, San Antonio, TX.

Pastore, R. S., & Pastore, R. (2007, March). From WebQuests to NetQuests: A New Model for Meaningful Integration of the Internet, Presented at the Society for Information Technology and Teacher Education Conference, San Antonio, TX.

Pastore, R. S. (2006, March). Using Computer Based Games in the Educational and Corporate Environment, Presented at the Society for Information Technology and Teacher Education Conference, Orlando, FL.

Pastore, R., & Pastore, R. S. (2006, March). Using Virtual Field Trips as a 21st Century Teaching and Learning Tool, Presented at the Society for Information Technology and Teacher Education Conference, Orlando, FL.

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Pastore, R., Pastore, R. S., & Pastore, N. (2006, February). Virtual Fieldtrips, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Falvo, D., Pastore, R. S., & Amoriello, J. (2005, June). Gaming in the Classroom, Presented at the National Educational Computing Conference, Philadelphia, PA.

Pastore, R. S. (2005, May). Solutions for Rapid E-Learning Development, Presented at the SkillSoft Perspectives Conference, Las Vegas, NV.

Pastore, R. S. (2005, February). Blogging in the Classroom, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R. S., & Pastore, R. (2004, February). The Use of Video Technology in E-Learning, Presented at the Pennsylvania Educational Technology Expo and Conference, Hershey, PA.

Pastore, R., & Pastore, R. S. (2004, June). Webportfolios in E-Learning at the National Educational Computing Conference, New Orleans, LA.

INVITED PRESENTATIONS/KEYNOTES

Pastore, R. (2020, August). Strategies for online teaching and learning, Presented at New Hanover Regional Medical Center.

Pastore, R. (2020, April). The role of esports in K12, Highered, and Instructional Design. Presented at Bloomsberg University.

Pastore, R. & Engerman, J. (2020, February). Esports in Education. Presented at Oklahoma State University.

Pastore, R. (2012, October). Future of Technology in K-12 schools. Presented at St. Mary's School, Wilmington, NC.

Pastore, R. (2012, May). Current State of Technology in Education. Presented at the Board of Visitor's meeting, Wilmington, NC.

Tu, C., Mclsaac, M., Blocher, M., Shearer, R., Pastore, R., & So, W. (2011, November). Mobile learning disrupts e-learning and online learning?, Presented at the Association for Educational Communications and Technology conference, Jacksonville, FL.

Pastore, R. (2011, March). Web 2.0. Presented at *Tealin' like a student* at the University of North Carolina Wilmington.

Pastore, R. (2010, September). How I excelled and failed as an Instructional Designer: Lessons Learned. Presented at MIT 540 Colloquium II for Instructional Designers at the University of North Carolina Wilmington.

GRANTS

Open Education North Carolina (OENC) Grant (2020)

\$1000 – Open access adoption grant

University of North Carolina Wilmington Mini-grant (2019)

\$2000 – Esports in education video

University of North Carolina Wilmington Mini-grant (2018)

\$2000 – To develop an instructional design video series

University of North Carolina Wilmington Cahill Grant (2018)

\$3600 – To study biometrics and learning

University of North Carolina Wilmington Mini-grant (2017)

\$2000 – To study self explanations in a multimedia environment

University of North Carolina Wilmington Mini-grant (2016)

\$2000 – To study multimedia

University of North Carolina Wilmington Mini-grant (2014)

\$2000 – To conduct a study on Gaming and Simulations

University of North Carolina Wilmington Mini-grant (2013)

\$2000 – To conduct a study on Time Compression

University of North Carolina Wilmington Research Assistance Grant (2012)

\$1800 – To hire a graduate student to aid in research study

University of North Carolina Wilmington Mini-grant (2012)

\$2000 – To conduct a study on mobile learning

University of North Carolina Wilmington Travel-grant (2012)

\$1000 – To attend two academic conferences

Inspiration Software (2011)

\$2985 – Software grant

University of North Carolina Wilmington Provost Grant (2010)

\$7000 – To implement mobile learning into the classroom with iPods

University of North Carolina Wilmington Mini-grant (2010)

\$1500 To conduct a study on time-compressed instruction

WORKSHOPS

Pastore, R. S. (2019). Using virtual reality in K12 education for the University of North Carolina's teacher professional development in-service

Pastore, R. S., & Barreto, D. (2016, November). Using mobile devices in education for the University of North Carolina's teacher professional development in-service

Pastore, R. S. (2013, October). Technology in higher ed, workshop for the University of North Carolina's High School Cadet Day, Wilmington, NC.

Pastore, R. (2012). Future of Technology in K-12 schools. Presented at St. Mary's School, Wilmington, NC.

Pastore, R. (2012). Web 2.0: Using free interactive tools to help you in the classroom. Presented at the Global Learning and Technology Conference, Wilmington, NC.

Pastore, R., & Dikkers, A. (2012, March). How to teach online, Presented at the University of North Carolina Wilmington.

Pastore, R. S., Moallem, M., & Martin, F. (2011, November). Virtual Classrooms, University of North Carolina Wilmington, Wilmington, NC.

Pastore, R. S. (2011, October). Using virtual worlds and web 2.0 in our daily lives, workshop for Senior Citizens in the OLLIE group at the University of North Carolina Wilmington, Wilmington, NC.

Pastore, R. S. (2011, October). Using virtual worlds and games in K-12 education, workshop for the University of North Carolina's High School Cadet Day, Wilmington, NC.

Pastore, R. S. (2011, March). Using Facebook, Twitter, and Youtube, workshop for Senior Citizens in the OLLIE group at the University of North Carolina Wilmington, Wilmington, NC.

Pastore, R. S. (2010, October). Implementing technology in K-12 education, workshop for the University of North Carolina's High School Cadet Day, Wilmington, NC.

Pastore, R. S. (2008, April). Advanced Flash CS3, workshop for Penn State University's STAC (Student Technology Advisory Committee), University Park, PA.

Pastore, R. S. (2008, February). Introduction to Adobe Flash 8 and CS3, workshop for Penn State University's STAC (Student Technology Advisory Committee), University Park, PA.

Pastore, R. S. (2007, April). Introduction to Macromedia Flash 8, workshop for Penn State University's STAC (Student Technology Advisory Committee), University Park, PA.

Pastore, R. S. (2006, April). Introduction to Macromedia Flash MX, workshop for Penn State University's STAC (Student Technology Advisory Committee), University Park, PA.

Pastore, R. S. (2002, January). Introduction to Macromedia Flash, workshop for Bloomsburg University's EDTECH classes, Bloomsburg, PA.

Pastore, R. S. (2002, February). Introduction to Adobe Photoshop, workshop for Bloomsburg University's EDTECH classes, Bloomsburg, PA.

SCHOLARSHIPS AND AWARDS

Best Round Table Session (2017)

Association of Educational Communications and Technology (AECT)

Student Travel Scholarship (Fall 2008)

Penn State University

Awarded to students presenting at national conferences

AECT Cochran Internship Award (2008)

Association of Educational Communications and Technology

Awarded to four graduate students involved in educational communications and technology

Ralph T. Heimer Award (2008)

Penn State University College of Education

Awarded to students that exhibit outstanding achievement who are advancing a line of research in technology and learning

Student Travel Scholarship (Spring 2008)

Penn State University

Awarded to students presenting at national conferences

Miriam E. Gray Scholarship (2007)

Penn State University

Awarded to students with superior academic records who are involved in educational technology

Miriam E. Gray Scholarship (2006)

Penn State University

Awarded to students with superior academic records who are involved in educational technology

Booz Allen Hamilton's High Five Award (2004)

Booz Allen Hamilton

Awarded for outstanding performance and hard work

SERVICE AND LEADERSHIP

UNCW - University

Esports Club Advisor

- Administrate Discord Server
- Facilitate and host both face to face and online tournaments
- Esports team coordination for League of Legends, Rocket League, and Overwatch
- Over 266 student members
- University Committee – Advisor/Chair

UNCW eSports Steering Committee

University Committee – Member

University of North Carolina Quality Enhancement Plan Committee

University Committee - Member

Technology Review

University Committee - Member

Learning Management System (LMS) Committee

University Committee - Member

Mobile app/Campus Portal Committee

University Committee - Member

Digital Measures Committee

University Committee - Member

Office of Elearning (OeL) Advisory Committee

University Committee - Member

Global Learning and Technology Conference Committee

University Committee – Member

UNCW – College of Education

Watson School of Education Technology Committee

College Committee - Member

University of North Carolina Core Curriculum – Educational Technology 303

College Committee - Chair

Organizational Training Committee

College Committee – Member

Isaac Bear Early College High School Application Review

College Committee - Member

UNCW – Department/Program

Instructional Technology Search Committee

Program Committee - Chair (2x)

Internship Coordinator – Instructional Technology

Program Committee - Chair

Instructional Technology Program Committee

Program Committee – Chair

Instructional Technology Program Committee

Program Committee – Member

Department Evaluation Committee

Department Committee - Member

Internship Coordinator – eSports

Program Committee – Chair

UNCW – College/Community Events

Azalea Festival Minecraft Tournament

Tournament Supervisor

Welcome Back UNCW Mario Kart Tournament

Tournament Supervisor

Battle at the Beach eSports Tournament

Tournament Supervisor

Port City Pummel 4 eSports Tournament

Tournament Supervisor

Port City Pummel 3 eSports Tournament

Tournament Supervisor

Port City Pummel 2 eSports Tournament

Tournament Supervisor

Port City Pummel 1 eSports Tournament

Tournament Supervisor

Smash Bros. eSports Tournament

Tournament Supervisor

Professional/Other

Journal Reviewer– Computers and Education

Computers and Education has the biggest impact factor in the Educational Technology field

Journal Reviewer – Educational Technology Research and Development (ETRD)

ETRD is a top tiered journal in the Educational Technology field

Journal Reviewer – British Journal of Educational Technology (BJET)

BJET is a top tiered journal in the Educational Technology field

Mentor/Advisor – Isaac Bear Early College High School

University of North Carolina Wilmington – Mentored student through senior project

Communications Officer – AECT Multimedia Division

Officer position for the AECT Multimedia Division

Treasurer/Secretary – AECT Change Division

Officer position for the AECT Change Division

Intern Chaperone – PETE & C

Obtained internships for 10 of my students at the Pete & C conference, Hershey, PA

Presentation Facilitator – AECT

AECT's 2009 Conference, Louisville, KY

Developed and Facilitated Mentor Session – AECT

AECT's 2009 Conference, Louisville, KY

Student Recruitment and Marketing Committee Member

Slippery Rock University

Retention and Graduation Department Representative

Slippery Rock University

Proposal Reviewer for the Division on Systemic Change

AECT's 2009 Conference, Louisville, KY

AECT Cochran Internship

AECT's 2008 Conference, Orlando, FL

Student Technology Advisory Committee Member

Penn State University

Conference Volunteer

ISTE's National Educational Computing Conference (NECC), Philadelphia, PA

Guest Speaker at Young Scholars Charter School

- Young Scholars Charter School, State College, PA
- Taught 3rd grade students about Chincoteague Island, VA for the students science lesson

ADDITIONAL ACCOMPLISHMENTS

Interviews/Features

- WWAY News (2020) – Esports
- [Wilmington Business Journal](#) (2020) – UNCW Scores Esports Courses
- [WECT News](#) (2020) – Esports
- [We Are UNCW](#) (2020) – Esports
- Watson Chronicle (2020) – Online Teaching and Learning
- Watson Chronicle (2020) – Esports
- Watson Chronicle (2020) – Interview with Pong Creator
- Medium – Smith, D. (2020) - Is Life Better at 1.5x Speed?
- [Marketwatch](#) – Jagannathan, M. (2019). Speeding up podcasts saved these customers 2,849 years of listening since 2015 — why it won't work for Netflix movies

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- [Wired Magazine](#) – Thompson, C. (2017). If you want to learn faster, overclock your audio and video.
- Medium – Crocco, K. (2017) Can You Really Speed Listen Podcasts? Science Explains
- [The Ringer](#) – Uggetti, P. (2017). Speeding up your podcasts won't solve your problems.
- [New York Magazine](#) – Dahl, M. (2017). How to speed listen to podcasts without confusing your brain.

Top 10 Instructional Design Blogs

- My blog (<http://raypastore.com/wordpress>) was rated in the top 10 blogs for Instructional Design by College Online in 2012:
<http://www.collegeonline.org/blog/10-best-blogs-for-instructional-design.html>

Entertainment Book

- Pastore, R. S. (2012). Guide to Surfing - What Every Surfer Should Know Before They Enter The Water. North Carolina: CreateSpace.

Government Secret Clearance

- Obtained a secret clearance from the Defense Secret Services

SCORM Certification (2003)

- Successfully completed a SCORM certification course offered by the ADL Co-La

Front-End Analysis Certification (2003)

- Earned a certificate in Front-End Analysis from Booz Allen and Saba's Training Course

Webmaster (1999 – 2017)

- Webmaster for several sites including: raypastore.com, teacherworld.com, njsurfingclub.com, and delmarvasurf.com

Mobile Apps for Apple and Android (2012 – 2015)

- Brain Stretch and Randomization

PROFESSIONAL ORGANIZATIONS

- AECT - Association for Educational Communications and Technology
- ISTE - International Society for Technology in Education
- AERA – American Educational Research Association
- PETE&C - Pennsylvania Association for Educational Communications and Technology
- ISPI - International Society for Performance Improvement

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- PMI - Project Management Institute
- NJAET – New Jersey Association of Educational Technology

COMMUNITY ORGANIZATIONS

- Surfrider Foundation

TECHNOLOGY EXPERIENCE

Adobe Captivate	Javascript	Moodle
Articulate	Web 2.0 Applications – (i.e., Google Docs)	Opensource Software Applications
Adobe Animate	Podcasts and Videocasts	Blackboard/WebCT/Canvas
Adobe Photoshop	Blog/Forum Development	White/Smart Board Technology
Adobe Dreamweaver	Wikis	Digital Video and Sound
HTML/Web Development/CSS	MAC and Windows	LMS experience
HTML5	Database Development – PHP/MySQL	Cloud Computing
Wordpress	Social Network Development	Google Mobile Android App Development
IOS App Development	iPhone and iPad	Android
Game engines		