

# Dr. Ray Pastore

Email: [info@raypastore.com](mailto: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 FACULTY EXPERIENCE

### **University of North Carolina Wilmington – Full Professor (2021-Present)**

Watson College of Education: Instructional Technology, Wilmington, NC

### **University of North Carolina Wilmington – Associate Professor (2016-2021)**

Watson College of Education: Instructional Technology, Wilmington, NC

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

Watson College of Education: Instructional Technology, Wilmington, NC

### **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

Dr. Ray Pastore  
Curriculum Vitae

**University of Phoenix Online – Adjunct Faculty Member**

College of Information Sciences & Technology

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

**ACADEMIC LEADERSHIP EXPERIENCE**

**University of North Carolina Wilmington – Esports Leader/Coordinator (2019-Present)**

Watson College of Education and Academic Affairs, Wilmington, NC

- Facilitate student and community engagement of the gaming and esports communities at UNCW and within North Carolina
  - 700+ students in Discord Server
  - 10 Competitive teams with over 50 students competing
  - Facilitated 8 Collegiate and 3 Community tournaments
  - Acquired \$300,000 in 2021 to develop esports lab and program
  - Acquired \$60,000 in computers from Lenovo
  - Acquired \$5,000 in computers from Dell/Alienware
  - Manage 5 part time employees including business officer, streaming manager, social media and marketing manager, lab manager, video production specialist.
  - Esports club advisor
  - Facilitated Esports Summer Camp (Summer 2021)

**University of North Carolina Wilmington – Graduate and Undergraduate Esports Program Certificate Coordinator (2020-Present)**

Watson College of Education, Wilmington, NC

**University of North Carolina Wilmington – Undergraduate Online Teaching and Learning Minor (2020-Present)**

Watson College of Education, Wilmington, NC

**University of North Carolina Wilmington – Graduate Instructional Technology Program Coordinator (2015-2020)**

Watson College of Education, Wilmington, NC

- Increased enrollment from 25 to 70 students
- Converted program from face-to-face to asynchronous online
- Built Technology Computer Lab

**PROGRAM DEVELOPMENT**

**University of North Carolina Wilmington**

Graduate

- Multimedia and Web Developer Certificate (Fall 2018)
- Esports Performance, Management, and Leadership Certificate (Fall 2020)

Dr. Ray Pastore  
Curriculum Vitae

Undergraduate

- Game Engineering Minor (Submitted with anticipated start date Fall 24)
- Esports Performance and Management Certificate (Fall 2020)
- Online Teaching and Learning Minor (Fall 2020)

**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

Undergraduate

- Game Theory 150
- 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

**COURSES TAUGHT**

**University of North Carolina Wilmington**

- Instructional Technology 500
- Introduction to Esports 470/570
- Streaming for Esports 472/572
- Marketing for Esports 473/573
- Web Teaching: Design and Development 515
- Project Management: Managing Instructional Development 520
- Computer Interface Design 519
- Games and Simulations in Training 517

Dr. Ray Pastore  
Curriculum Vitae

- Computer Based Instruction 513
- Multimedia Design and Development 511
- 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
- Technology for School Improvement 514

**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

## **PROFESSIONAL EXPERIENCE**

### **Consultant/Partner (2016-Present)**

Parallel Design Inc., [www.paralldesignsllc.com](http://www.paralldesignsllc.com), Wilmington, NC

- Develop strategic solutions for client's training needs
- Client list includes: Scientific Advisor's, The Game Agency, Whirlpool, The Thinking Project, Vantaca, and more.
- Design and develop training using Articulate Storyline, Articulate Rise, Adobe Captivate, Vyond, Camtasia, Adobe Photoshop, Adobe Illustrator, and more.
- Manage team of 4 consultants

### **Advisory Board Member/Co-Founder (2013-2021)**

Carefree Organics, Wrightsville Beach, NC

- Company sold in 2021
- Helped advise in the areas of E-commerce and company strategy
- Developed website using PHP/SQL, HTML, CSS, Javascript
- Built business plan
- Company featured in British Vogue
- Multiple celebrity clients and endorsements
- Average annual gross sales increased 2-4x year over year

### **Game Evaluation (2020)**

The Game Agency, Stamford, CT

- Reviewed game to provide feedback on design and mechanics before taking to market
- Developed sample game in The Detective, a strategy based game.

### **Beta Tester**

- Adobe (Pre-Release Program) – 2018-Present
  - Review Adobe Products in Alpha/Beta to provide feedback for development team
- Camtasia (2022-Present)

### **Strategy Consultant (2015)**

Covis Inc., Fort Lauderdale, FL

- Developed strategy for training RFP

### **Mobile Application Developer (2013)**

Consultant

- Sole developer for two Math Games
- Games developed for Android and Apple App Stores
- Games were developed in Java and XCode
- Graphics developed in Adobe Illustrator

### **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

### **Web and Database Developer (2007)**

Mechanicreviews.com

- Developed website using PHP, HTML, CSS  
Developed database using MYSQL

### **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 an 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

- Market, advertise, and manage elearning 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
- Designed and developed instructional led and computer based training
- Flash Development using Actionscript and XML
- Video Development using FinalCut Pro
- Graphic editing and development using Adobe Photoshop and Adobe Illustrator
- Used learning analytics to predict company training needs

### **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.
- Clients included the Department of Defense, Army, National Science Foundation (NSF), NASA, and a myriad of other government agencies.

### **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.
- Clients included the Department of Defense, Army, National Science Foundation (NSF), NASA, and a myriad of other government agencies.
- Designed and developed training using ADDIE framework
- Incorporated Instructional Design theories, models, and strategies into practice including Gagne's 9 Event, Kirkpatrick's Evaluation, HPT, Front end analysis, Keller's ARCs, and more.
- Proposal development/writing
- Web development (HTML, CSS, Javascript)
- Programming (Actionscript)
- Simulation and game design
- Process engineering

### **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

### **MEDIA PUBLICATIONS**

Pastore, R. (2023). How to set house rules for multiplayer VR games. Verizon Wireless.  
<https://www.verizon.com/about/parenting/multiplayer-vr-games-parents-safety-guide>

Pastore, R. (2023). 3 ways your family can stay connected when your kids go off to college. Verizon Wireless. <https://www.verizon.com/about/parenting/nfl-sunday-ticket-college-student>

Associate Producer (2023). Game On Esports Documentary.

- Awarded the Digi Award at DigiFest Temecula 2023
- Official selection of the PopCon International Film Festival 2023
- Official selection of the Orgins Film Festival 2023
- Official selection of the DerpyCon Film Festival 2023
- Full film can be viewed here: <https://uncw.edu/feature/2023/05/game-on-uncw>
- IMDB link: <https://www.imdb.com/title/tt27002742/>

Pastore, R. (2022). Game on: Why gamers are getting serious about physical fitness. Verizon Wireless. <https://www.verizon.com/about/parenting/professional-gamer-fitness>

Pastore, R. (2022). A college degree in esports? Yes! Verizon Wireless. <https://www.verizon.com/about/news/esports-degree>

Pastore, R. (2021). Garmin Instinct Esports Watch Review. Garmin. URL: <https://www.garmin.com/en-US/blog/general/esports-professor-talks-garmin-instinct-esports-edition/>

Youtube.com – Youtube Channel: <http://www.youtube.com/c/RaymePastore> (Retrieved 12/2023)

- 1,200,000 Hits/Views in last 12 months
- 47,600 hours watched in last 12 months
- 5 million Hits/Views in lifetime
- 11,722 Subscribers

Pastore, R. (2018-Present). 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 12/2023)

- 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!
- Jared Tandler, MS, LMHC, Head of Sports Psychology at Team Liquid
- Danielle Rourke, Dell and Alienware Technologies
- Dr. Richard Mayer, Creator of Multimedia Principles
- Dr. Allan Baddeley, Working Memory
- Mike Boylan of Mike's Weather Page, spaghettimodels.com
- Justin Jacobson, Esq. Esports and Entertainment Attorney
- Elliott Masie, acknowledged as the first analyst to use the term Elearning
- Marc Prensky, coined terms Digital Native and Digital Immigrant
- Girard Newkirk, Founder and CEO of Genesis Block and KWHCoin
- UNCW Esports Club Officers, Year 1 reflections
- Janna Robertson, Ph.D., Professor
- 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/>

## **JOURNAL PUBLICATIONS**

Jenny, S., & Pastore, R. (2023). "A Bunch of Big Idiots Smack into Each Other" – A Mixed-Method Investigation of Learning Rugby Through Video Gaming Compared to Traditional Instruction. *Entertainment Computing*, 46.

Dr. Ray Pastore  
Curriculum Vitae

Ritzhaupt, A., Pastore, R., & Li, C. (2021). Examining the accelerated playback hypothesis of time-compress in multimedia learning environments: A meta-analysis study. *Journal of Educational Computing Research*.

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.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., 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. (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).

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

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.

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

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.

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).

Dr. Ray Pastore  
Curriculum Vitae

- 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.
- 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.

### **BOOKS**

Pastore, R. (2020). *The Instructional Design and Development Process: A 'How To' Guide for Practitioners*. Kindle Direct Publishing. (3200+ copies sold as of 9/2022). 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

### **NON-ACADEMIC BOOKS**

Pastore, R. (2023). *The Level 7 Spell*. KRH: 7Level7 Publishing. <https://amzn.to/47X5Lp7>

### **INVITED PRESENTATIONS/KEYNOTES**

Pastore, R. (2023). Technology and Esports. Presented at the TechXperience Conference at UNCW.

Pastore, R. (2023). Esports. Presented at the 2023 IMC Conference.

Pastore, R. (2023). AI in Education. Presented at the Technology Conference.

Pastore, R. (2021). Gamification for social media to increase engagement and revenue, Presented at the Ragan Social Media Conference.

Pastore, R. (2021). How I use video in my online courses, Presented at the ReCharge Conference at UNCW.

Pastore, R. (2021). Esports in K12 Education, Presented at the Center of Innovation and Entrepreneurship at UNCW.

Pastore, R. (2021). The business of Esports, Presented at the Center of Innovation and Entrepreneurship at UNCW.

Pastore, R. (2021). Esports and Entrepreneurship, Presented at the 1 Million Cups of Coffee workshop, Wilmington NC.

Pastore, R. (2020, December). Gamification of the College Class, Keynote presented at AERA Division C.

Dr. Ray Pastore  
Curriculum Vitae

Pastore, R. (2020, November). Introduction to Esports, Presented at UNCW to a COM 160 course.

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 Bloomsburg 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., McIsaac, 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.

### **CONFERENCE PRESENTATIONS**

Pastore, R. (2023). Esports technology. WITX Conference.

Pastore, R. (2023). Starting an Esports Program. NCTIES

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.

Pastore, R. (March 2020). Esports in K12 and Higher Education. NCTIES conference.

Gillespie, L. Pastore, R., & Isaacs, S. (March 2020). Starting an Esports program in k-12

Dr. Ray Pastore  
Curriculum Vitae

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."

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.



Dr. Ray Pastore  
Curriculum Vitae

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.

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.

Dr. Ray Pastore  
Curriculum Vitae

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.

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.

Dr. Ray Pastore  
Curriculum Vitae

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.

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 an time-compressed instruction on students' achievement and perceptions of cognitive load, Presented at the Association for Educational Communications and Technology conference, Louisville, KY.

Dr. Ray Pastore  
Curriculum Vitae

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.

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.

Dr. Ray Pastore  
Curriculum Vitae

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 21<sup>st</sup> Century Teaching and Learning Tool, Presented at the Society for Information Technology and Teacher Education Conference, Orlando, FL.

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.

Dr. Ray Pastore  
Curriculum Vitae

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.

### **GRANTS AND SPONSORSHIP**

#### **Lenovo (2023)**

\$60,000 – UNCW Esports

#### **University of North Carolina Wilmington Academic Affairs (2022)**

\$300,000 – UNCW Esports

#### **Dell/Alienware (2022)**

\$5,000 – UNCW Esports

#### **University of North Carolina Wilmington Mini-grant (2021)**

\$2000 – UNCW Esports Documentary

#### **National Science Foundation (Awarded)**

\$570,712 - Biological Collections: Updates to the Operation of the Algal Resources Collection

#### **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. (2023, November). Esports Opportunities for College Students, Presented to Laney High School.

Pastore, R. (2020, December). Esports and Gaming, Presented at the Jr. Seahawk Academy at UNCW.

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

Dr. Ray Pastore  
Curriculum Vitae

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. (2012). Current State of Technology in Education. Presented at the Board of Visitor's meeting, 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. (2011). Using virtual worlds and games in K-12 education. Presented at the University of North Carolina's High School Cadet Day, Wilmington, NC.

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

Pastore, R. (2010). 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.

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.



Dr. Ray Pastore  
Curriculum Vitae

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 Summer Camp**

University Committee - 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

**Artificial Intelligence and Health Series Seminar**

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**

**UNCW GameCon**

Tournament Committee and Supervisor

**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****Editorial Board – Journal of Electronic Gaming and Esports**

JEGE is a new journal in the field of Esports and Gaming

**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

Dr. Ray Pastore  
Curriculum Vitae

**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 3<sup>rd</sup> grade students about Chincoteague Island, VA for the students science lesson

**ADDITIONAL ACCOMPLISHMENTS****Interviews/Features**

- WSFX (2023) – Esports
- WECT (2023) - Esports
- WITN (2023) - Esports
- [WECT](#) (2023) - Esports
- ESPN Wilmington (2022) - Esports
- CBS News (2021) – Time compressed speech
- [NBC News](#) (2021) – Esports
- [Garmin](#) (2021) – Garmin Esports Watch
- [Wilmington Business Journal](#) (2021) – Tech Junkie
- Labstats (2021) – Esports
- Labstats (2021) – Future of the college computer lab
- [Eteachonline](#) (2021) – Insider Tips on Instructional Design
- The Esports Biz Network (2020)
- WWAY News (2020) – Esports
- [Wilmington Business Journal](#) (2020) – UNCW Scores Esports Courses
- [WECT News](#) (2020) – Esports
- ESPN Wilmington (2020) - Esports
- [We Are UNCW](#) (2020) – Esports
- Watson Chronicle (2020) – Online Teaching and Learning
- Watson Chronicle (2020) – Esports
- Post featured by the LinkedIn News Team (2020) – Colleges confront a financial crisis
- Watson Chronicle (2020) – Interview with Pong Creator
- Medium (2020) - Is Life Better at 1.5x Speed?
- [OneZero](#) (2020) - Podcasing
- [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
- [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**

Dr. Ray Pastore  
Curriculum Vitae

- 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

#### **NJ Surfing Club – Founder (2003-2009)**

- Had over 1000 members
- Advertisers included: Jack Johnson, Quicksilver, NSP/Southpoint, and Surfco Hawaii

#### **Mobile Apps for Apple and Android (2012 – 2015)**

- Brain Stretch and Randomization – Games for Apple/Android

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

#### **COMMUNITY ORGANIZATIONS**

- Surfrider Foundation

#### **TECHNOLOGY EXPERIENCE**

Dr. Ray Pastore  
Curriculum Vitae

Adobe Captivate	Javascript	Programming (C/C++/Java/Python)
Articulate Storyline and Rise	Web 2.0 Applications – (i.e., Google Docs)	Opensource Software Applications
Adobe Animate	Podcasts and Videocasts	Blackboard/Canvas/ Moodle Management
Adobe Photoshop/Illustrator	Blog/Forum Development	White/Smart Board Technology
Adobe Dreamweaver	Wiki/Blog Development	Digital Video and Sound
HTML/Web Development/CSS	MAC and Windows	LMS Management
HTML5	Database/Web Development – PHP/MySQL	Cloud Computing
Wordpress	Social Network Development	Google Mobile Android App Development
IOS App Development	iPhone and iPad	Android
Game engines	OBS/Streaming	Twitch/Youtube
Video/Camera Lighting	Green Screen Technology	Video Editing/Production
PC Builds	PC Troubleshooting	Sound Editing/Production
Camtasia	Virtual Reality	PC/Home Internet Security
Biometric devices (Watches, HR monitors, etc.)	Vyond	