NGOC THI BAO VO

Instructional Designer

eCore, University of West Georgia

678-839-5266 | nvo@westga.edu

https://ngocvo.wordpress.com

CAREER STATEMENT

I am passionate about new ways of teaching and learning, particularly how to use technologies to enhance students' learning experiences. I believe that education is a process in which students nurture their own inner strengths. I also believe that teachers are the ones who help discover and nurture students' inner abilities as well as enable them to be on their own. By providing teachers with appropriate tools, skills, and knowledge in guiding students, they could better facilitate students' growth and make differences in students' lives.

SKILLS

Manage and coordinate educational projects

Provide educational technology consultations

Evaluate teaching and learning performance

Assist faculty in redesigning courses

Design learning modules

Conduct usability testing

Fluent in Blackboard, Sakai, Moodle, Microsoft Office, Adobe Photoshop, Adobe Dreamweaver, Adobe Captivate, 3D Max, Blender, Second Life, Animaker, Storyline, iMovie, Camtasia, Morae, SPSS, Nvivo, ProjectLibre, etc.

EDUCATION

2009 - 2015	University of Missouri-Columbia, Department of Architectural Studies **Ph.D**
2007 - 2009	University of Missouri-Columbia School of Information Science & Learning Technologies **M.Ed**
2001 - 2005	Vietnam National University - Hanoi College of Foreign Languages, English Department **M.A**

CERTIFICATES   2015: Project Management Certificate of Course Completion, Udemy
2008: Usability Certificate, Information Experience Lab, University of Missouri –
Columbia

WORK EXPERIENCE

2015 - Current   Instructional designer, eCore, University of West Georgia
2014 - Current   How2Flip.com and The Flipped Learning Series Youtube Channel
Founder
Provide instructional videos and consultations about Flipped Learning

2012 - 2014   University of Missouri-Columbia, Educational Technologies at Missouri
Research Assistant & Educational Technology Support
Assist faculty from various disciplines in using Blackboard
Design, implement, report Campus Technology Survey

2011 - 2012   University of Missouri-Columbia, Division of Information Technologies
Information Technology Consultant
Supervise computer labs on campus
Assist students and faculty in using technologies at computer labs

2009 - 2011   University of Missouri-Columbia, Educational Leadership & Policy Analysis
Research Assistant
Maintain website
Plan and design marketing campaigns
Photograph events

2008 - 2009   University of Missouri-Columbia, The Information Experience Lab
Research Assistant & Usability Evaluator
Conduct usability studies for websites and e-learning systems

2006 - 2008   University of Missouri-Columbia, The Vietnam Institute
Research Assistant
Design and maintain website
Coordinate and provide supports for new students
Coordinate collaborative research activities
Represent the university in Vietnam

2005 - 2007   Vietnam National University, College of Foreign Languages
English language instructor

TEACHING EXPERIENCE

Udemy, **Three Steps to use Flipped Learning in your classes**
The goal of this course is to briefly introduce instructors to Flipped Learning and three steps to quickly flip their courses. The three steps includes planning flipped lessons, making video lectures, and using team-based learning for in-class facilitation
https://www.udemy.com/3-steps-flipped-learning/

PUBLICATIONS

Vo, N., Ruan. X, & Kaye, A. (2015). The role of participation sampling and statistical analysis in medical research. *European Journal of Applied Physiology.* 2015 Sep 16. [Epub ahead of print]. DOI: 10.1007/s00421-015-3265-y

Chandrasekera, T., **Vo, N.**, & D'Souza, N. (2013). The effect of subliminal suggestions on Sudden Moments of Inspiration (SMI) in the design process. Design Studies, 34(2), 193–215.

Chen, W., Moore, J. L., & **Vo, N**. (2012). Formative Evaluation with Novice Designers: Two Case Studies within an Online Multimedia Development Course. International Journal of Instructional Media, 39(2).

Tawfik, A. A., Moore, J. L., He, Z., & **Vo, N.** (2012). Human-Computer Interaction Factors in Designing Educational Video Games. Current Issues in Education, 15(3).

CONFERENCE PRESENTATIONS

Vo, N., Brunette, C., & Watanabe, N. (2014). Propensity to Give: An Analysis of the Giving Potential of Current Students to Athletic Departments. North American Society for Sport Management, May 2014, Pittsburgh, Pennsylvania, USA.

Vo, N.(2013). Understanding Net Generation Through Their Learning Environment: How Do They Study in the Coffee Shops? Environmental Design Research Association, May 2013, Providence, USA.

Vo, N. (2012). A formative evaluation for the design of a virtual writing lab in Second Life. Digital Pedagogy Poster Sessions. Conference on College Composition and Communication, April 2012, St.Louis, USA.

Chadrasekera, T., **Vo, N.** (2012). Game Changers: Sudden moments of Inspiration (SMI) in the Design process. The Environmental Design Research Association 42, May 2012, Chicago, USA.

Chen,W., **Vo, N**., More, J. (2009).Formative Evaluation Training in Technology Development Courses. Association for Educational Communications and Technology, October 2009, Louisville, Kentucky, USA.

Dickson-Deane, C., Moore, J. L., Chen, W., **Vo, N.**, Galyen, K., & Washburn, M. (2009). Building Competency for Usability Evaluation of E-learning courses.

Dickson-Deane, C., Moore, J. L., Galyen, K., Chen, W., **Vo, N.**, & Washburn, M. (2009). Identifying Appropriate E-learning Usability Evaluators.

Galyen, K., Dickson-Deane, C., Moore, J., Chen, W., & **Vo, N.** (2009). Usability Evaluation of a Nuclear Math and Theory Online Learning Environment. In World Conference on Educational Media and Technology (Vol. 2009, pp. 842–847).

Tawfik, A., He, Z., & **Vo, N.** (2009). Impact of video game experience and gender differences in educational video games. In Pervasive Computing (JCPC), 2009 Joint Conferences on (pp. 715–720). IEEE.

Yadamsuren, B., Wang, X., Wang, J., & **Vo, N.** (2009). Usability of the Academic Library Website: Implementing the Heuristic Walkthrough Method. Association for Library and Information Science Education, 2009.

Moore, J., Dickson-Dean, C., Galyen, K., **Vo,N.**, & Charoentham, M. (2008). E-Learning Usability Instruments: What is being Evaluated. E-Learn, November 2008..

Westergren, G., **Vo, N.**, & Wang, J. (2008). How to create a practical usability lab. E-learning conference. E-Learn, November 2008.

MEMBERSHIPS

Association for Educational Communications and Technology (AECT)

Association for the Advancement of Computing in Education (AACE)

Online Learning Consortium (OLC)

Quality Matters (QM)

Flipped Learning Network

The eLearning Guide