

Spencer P. Greenhalgh
Curriculum Vitae

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EDUCATION

2018	Michigan State University	Educational Psychology and Educational Technology	PhD
2012	Brigham Young University	French Teaching	BA

PROFESSIONAL APPOINTMENTS

2018-present	Assistant Professor	School of Information Science, University of Kentucky
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AWARDS

2017	<i>Best Paper Award</i> SITE International Conference
2016	<i>AECT Cross-Cultural Research Award</i> Association for Educational Communications & Technology
2016	<i>Best Paper Award</i> SITE International Conference

FELLOWSHIPS

2017-2018	<i>Alumni Fellowship</i> (\$5,000) MSU College of Education
2016	<i>Digital Humanities Summer Program Funding</i> (\$850) MSU College of Arts and Letters
2014-2016	<i>French Language Fellow</i> (\$16,000) MSU Residential College in the Arts and Humanities
2013-2018	<i>Dean's Scholar Award</i> (\$110,000) MSU College of Education

ADDITIONAL TRAINING

2018	Association for Educational Communications and Technology	Early Career Research Symposium
2018	MSU College of Arts and Letters	Digital Humanities Graduate Certificate
2016	MSU College of Comm. Arts and Sciences	Serious Games Graduate Certificate
2016	Humanities Intensive Teaching and Learning Workshops	Text Analysis: From Object to Interpretation

PUBLICATIONS

Peer-Reviewed Journal Articles

Greenhalgh, S. P., Staudt Willet, B. K., Rosenberg, J. M., & Koehler, M. J. (2018). Tweet, and we shall find: Using digital methods to locate participants in educational hashtags. *TechTrends*. <https://doi.org/10.1007/s11528-018-0313-6>

Rosenberg, J. M., **Greenhalgh**, S. P., Wolf, L. G., & Koehler, M. J. (2017). Strategies, use, and impact of social media for supporting teacher community within professional development: The case of one urban STEM program. *Journal of Computers in Mathematics and Science Teaching*, 36, 255-267.

Koehler, M. J., Arnold, B. J., **Greenhalgh**, S. P., & Boltz, L. O. (2017). A taxonomy approach to studying how gamers review games. *Simulation & Gaming*, 48, 363-380. <https://doi.org/10.1177/1046878117703680>

Greenhalgh, S. P., Koehler, M. J. (2017). 28 days later: Twitter hashtags as "just in time" teacher professional development. *TechTrends*, 61, 273–281. <https://doi.org/10.1007/s11528-016-0142-4>

Koehler, M. J., **Greenhalgh**, S. P., Rosenberg, J. M., & Keenan, S. F. (2017). What the tech is going on with teachers' digital teaching portfolios? Using the TPACK framework to analyze teachers' technological understanding. *Journal of Technology and Teacher Education*, 25, 31-59.

Greenhalgh, S. P., Rosenberg, J. M., & Wolf, L. G. (2016). For all intents and purposes: Twitter as a foundational technology for teachers. *E-Learning and Digital Media*, 13, 81-98. <https://doi.org/10.1177/2042753016672131>

Rosenberg, J. M., **Greenhalgh**, S. P., Koehler, M. J., Hamilton, E., & Akcaoglu, M., (2016). An investigation of State Educational Twitter Hashtags (SETHs) as affinity spaces. *E-Learning and Digital Media*, 13, 24-44. <https://doi.org/10.1177/2042753016672351>

Book Chapters

- Staudt Willet, K. B., Koehler, M. J., & **Greenhalgh**, S. P. (2018). A tweet by any other frame: Three approaches to studying educator interactions on Twitter. In T. J. Bastiaens & G. Marks (Eds.), *Education and Information Technology Annual 2018: A Selection of AACE Award Papers* (pp. 67-74). Association for the Advancement of Computing in Education (AACE). [Invited reprint of conference proceedings in edited book]
- Smith, J. P., & **Greenhalgh**, S. P. (2017). The role of (real) thinking in education: Why Dewey still raises the bar on educators. In L. J. Waks & A. R. English (Eds.), *John Dewey's Democracy and Education: A centennial handbook* (pp. 99-107). New York, NY: Cambridge University Press.
- Staudt Willet, K. B., Koehler, M. J., & **Greenhalgh**, S. P. (2017). A tweet by any other frame: Comparing three theoretical frameworks for studying educator interactions on Twitter. In L. Liu & D. C. Gibson (Eds.), *Research highlights in technology and teacher education 2017* (pp. 63-70). Waynesville, NC: Association for the Advancement of Computing in Education (AACE). [Invited reprint of conference proceedings in edited book]
- Greenhalgh**, S. P., Koehler, M. J., Boltz, L. O. (2016). What we like when we like educational games: Examining the effect of design features on player enjoyment. In L. Liu & D. C. Gibson (Eds.), *Research highlights in technology and teacher education 2016* (pp. 95-102). Waynesville, NC: Association for the Advancement of Computing in Education (AACE). [Invited reprint of conference proceedings in edited book]
- Keenan, S., Rosenberg, J. M., **Greenhalgh**, S. P., & Koehler, M. J. (2016). Examining teachers' technology use through digital portfolios. In L. Liu & D. C. Gibson (Eds.), *Research highlights in technology and teacher education 2016* (pp. 197-204). Waynesville, NC: Association for the Advancement of Computing in Education (AACE). [Invited reprint of conference proceedings in edited book]
- Greenhalgh**, S. P. (2016). Affordances and constraints of analog games for ethics education: Dilemmas and dragons. In K. D. Valentine & L. J. Jensen (Eds.), *Examining the evolution of gaming and its impact on social, cultural, and political perspectives*. Hershey, PA: IGI Global
- Greenhalgh**, S. P., & Koehler, M. J. (2015). "Pretty good practices" for the design of teacher portfolio courses. In M. L. Niess & H. Gillow-Wiles (Eds.), *Handbook of research on teacher education in the digital age* (pp. 256-280). Hershey, PA: IGI Global.
- Rosenberg, J. M., **Greenhalgh**, S. P., & Koehler, M. J. (2015). A performance assessment of teachers' TPACK using artifacts from digital portfolios. In L. Liu & D. C. Gibson (Eds.), *Research highlights in technology and teacher education 2015* (pp. 189-196). Waynesville, NC: Association for the Advancement of Computing in Education (AACE). [Invited reprint of conference proceedings in edited book]

Peer-Reviewed Conference Proceedings

- Dousay, T. A., Asino, T., Luo, T., Krutka, D. G., **Greenhalgh**, S., Rodesiler, L., & Walster, D. (2018). Social media & teacher professional development. In E. Langran & J. Borup, *Proceedings of Society for Information Technology and Teacher Education International Conference 2018* (pp. 2251-2255). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Staudt Willet, K. B., Moudgalya, S., Boltz, L. O., **Greenhalgh**, S. P., & Koehler, M. J. (2018). Back to the gaming board: Understanding games and education through board game reviews. *Proceedings of Society for Information Technology and Teacher Education International Conference 2018* (pp. 495-503). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Greenhalgh**, S. P., Rosenberg, J. M., & Koehler, M. J. (2017, March). Avoiding madness in our methods: Considerations for Twitter research in teacher education. In P. Resta & S. Smith (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2017* (pp. 1558-1561). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Greenhalgh**, S. P., & Koehler, M. J. (2017, March). Tweeting in the time of terrorism: Who participates in a French hashtag-based affinity space, where, and how?. In P. Resta & S. Smith (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2017* (pp. 614-619). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Rosenberg, J. M., Akcaoglu, M., Staudt Willet, K. B., **Greenhalgh**, S. P., & Koehler, M. J. (2017, March). A Tale of two Twitters: Synchronous and asynchronous use of the same hashtag. In P. Resta & S. Smith (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2017* (pp. 283-286). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Staudt Willet, K. B., Koehler, M. J., & **Greenhalgh**, S. P. (2017, March). A tweet by any other frame: Three approaches to studying educator interactions on Twitter. In P. Resta & S. Smith (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2017* (pp. 1823-1830). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Willis, J., **Greenhalgh**, S. P., Nadolny, L., Liu, S., Aldemir, T., Rogers, S., Trevathan, M., ... and Oliver, W. (2017, March). Exploring the rules of the game: Games in the classroom, game-based learning, gamification, and simulations. In P. Resta & S. Smith (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2017* (pp. 475-480). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).

- Arnold, B., Koehler, M., & **Greenhalgh**, S. P. (2016, March). Design principles for creating and maintaining immersive experiences in educational games. In G. Chamblee & L. Langlub (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2016* (pp. 502-508). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Greenhalgh**, S. P., Koehler, M. J., & Boltz, L. O. (2016, March). What features we like when we like educational games. In G. Chamblee & L. Langlub (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2016* (pp. 554-561). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Greenhalgh**, S. P., Rosenberg, J. M., & Wolf, L. G. (2016, March). For every tweet there is a purpose: Twitter within (and beyond) an online graduate program. In G. Chamblee & L. Langlub (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2016* (pp. 2044-2049). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Keenan, S. F., Rosenberg, J. M., **Greenhalgh**, S. P., & Koehler, M. J. (2016, March). Examining teachers' technology use through digital portfolios. In G. Chamblee & L. Langlub (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2016* (pp. 1084-1091). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Koehler, M. J., **Greenhalgh**, S. P., & Boltz, L. O. (2016, March). Here we are, now entertain us! A comparison of educational and non-educational board games. In G. Chamblee & L. Langlub (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2016* (pp. 567-572). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Rosenberg, J. M., Koehler, M. J., Akcaoglu, M., **Greenhalgh**, S. P., & Hamilton, E. R. (2016, March). State Educational Twitter Hashtags: An introduction and research agenda. In G. Chamblee & L. Langlub (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2016* (pp. 355-360). Waynesville, NC: Association for the Advancement of Computing in Education (AACE).
- Boltz, L. O., Arnold, B. & **Greenhalgh**, S. (2015). Players, features, and enjoyment: Entertainment games as models for educational games. In D. Rutledge & D. Slykhuis (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2015* (pp. 822-829). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).
- Koehler, M., **Greenhalgh**, S. P., & Zellner, A. (2015). Potential applications of sentiment analysis in educational research and practice – Is SITE the friendliest conference? In D. Rutledge & D. Slykhuis (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2015* (pp. 1348-1354). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Rosenberg, J., **Greenhalgh**, S. P., & Koehler, M. (2015). A performance assessment of teachers' TPACK using artifacts from digital portfolios. In D. Rutledge & D. Slykhuis (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2015* (pp. 3390-3397). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Greenhalgh, S. P., Rosenberg, J. M., Zellner, A., & Koehler, M. J. (2014, March). Zen and the art of portfolio maintenance: Best practices in course design for supporting long-lasting portfolios. In M. Searson & M. N. Ochoa (Eds.), *Proceedings of the Society for Information Technology & Teacher Education International Conference 2014* (pp. 1755–1761). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Peer-Reviewed Conference Presentations

Greenhalgh, S. P., Staudt Willet, K. B., Rosenberg, J. M., Akcaoglu, M., & Koehler, M. J. (2018, April). *Timing is everything: Comparing synchronous and asynchronous modes of Twitter for teacher professional learning*. Paper presented at the American Educational Research Association (AERA) Annual Meeting 2018. New York, NY.

Greenhow, C. M., Brandon, D. L., **Greenhalgh**, S. P., Koehler, M. J., Staudt Willet, K. B., & Li, J. (2018, April). *Tweeting toward the PhD: Exploring new scholars' practices with social media*. Paper presented at the American Educational Research Association (AERA) Annual Meeting 2018. New York, NY.

Greenhalgh, S. P., Rosenberg, J. M., & Koehler, M. J. (2017, November). *Hide and go tweet: Comparing methods for locating educational hashtag participants*. Paper presented at the meeting of the Association for Educational Communications and Technology International Convention, Jacksonville, FL.

Greenhalgh, S. P., Staudt Willet, K. B., Rosenberg, J. M., & Koehler, M. J. (2017, November). *No accounting for theory? The case for an affinity space approach to educational hashtag research*. Paper presented at the Association for Educational Communications and Technology International Convention, Jacksonville, FL.

Greenhalgh, S. P., Rosenberg, J. M., & Koehler, M. J. (2017, May). Combining data sets and methods to explore equity in teacher professional development. In D. G. Krutka (Chair), *Data, Big and Small*. Symposium conducted at the meeting of the American Educational Research Association, San Antonio, TX.

Greenhalgh, S. P. (2016, October). *Some of these games are not like the others: Educational board games, genres, and learning*. Paper presented at the meeting of the Association for Educational Communications and Technology International Convention, Las Vegas, NV.

Greenhalgh, S. P., & Koehler, M. J. (2016, October). *Teachers, Twitter, and terrorism: Combining digital research methods to study online educational conversations in France*. Paper presented at the meeting of the Association for Educational Communications and Technology International Convention, Las Vegas, NV.

- Nyland, R., **Greenhalgh**, S. P., Rosenberg, J. M., Koehler, M. J., Veletsianos, G., & Kimmons, R. (2016, October). *Public data mining methods, ethics, & legalities*. Panel presented at the meeting of the Association for Educational Communications and Technology International Convention, Las Vegas, NV.
- Rosenberg, J. M., **Greenhalgh**, S. P., & Wolf, L. G. (2016, October). *Participating from near and far: Analyzing online graduate learning communities with social network analysis*. Paper presented at the meeting of the Association for Educational Communications and Technology International Convention, Las Vegas, NV.
- Greenhalgh**, S. P. (2016, April). *Exploring the effect of second language proficiency on students' completion of other game-based curricular tasks*. Paper presented at the meeting of the American Educational Research Association, Washington, D.C.
- Greenhalgh**, S. P., Rosenberg, J. M., Keenan, S., & Koehler, M. J. (2015, November). *An investigation of the use of digital portfolios for understanding educators' technology knowledge*. Paper presented at the Association for Educational Communications and Technology International Convention, Indianapolis, IN.
- Rosenberg, J. M., Akcaoglu, M., Hamilton, E., **Greenhalgh**, S. P., & Koehler, M. J. (2015, November). *Tweeting U.S.A.: An examination of State Educational Twitter Hashtags (SETHs)*. Paper presented at the Association for Educational Communications and Technology International Convention, Indianapolis, IN.
- Greenhalgh**, S. P., Boltz, L. O., & Koehler, M. J. (2014, October). *What's in an (educational) game? Ub3r mechanics and 1337 motifs!* Paper presented at the Meaningful Play conference, East Lansing, MI.
- Koehler, M. J., Rosenberg, J. M., **Greenhalgh**, S. P., Zellner, A., & Mishra, P. (2014, March). Can portfolio-based assessments demonstrate teachers' TPACK? In J. Voogt (Chair), *Artifacts demonstrating teachers' technology integration competencies*. Symposium conducted at the meeting of the Society for Information Technology and Teacher Education, Jacksonville, FL.

CAMPUS, DEPARTMENTAL, AND OTHER TALKS

- Greenhalgh**, S. P. (2018, November). *Social media affinity spaces and teacher professional development*, guest lecture for EDLT 534: Developing Educational Leaders Using Technology at Drexel University.
- Greenhalgh**, S. P. (2018, October). *Social media research methods*, guest lecture for ICT 310: Exploring and Analyzing ICTs: Methodological Approaches at the University of Kentucky.
- Greenhalgh**, S. P. (2017, July). *Copyright, fair use, and Creative Commons*, guest lecture for Michigan State University's Master of Arts in Educational Technology Year 1 Summer hybrid program.

- Greenhalgh, S. P.** (2017, January). *28 days later: Twitter hashtags as "just in time" teacher professional development*, prospective student day talk for Michigan State University's Educational Psychology and Educational Technology PhD program.
- Greenhalgh, S. P.** (2016, November). *A brief introduction to topic modeling*, workshop for Michigan State University's digital humanities program.
- Greenhalgh, S. P.** (2016, July). *Copyright, fair use, and Creative Commons*, guest lecture for Michigan State University's Master of Arts in Educational Technology Year 1 Summer hybrid program.
- Greenhalgh, S. P.** (2016, April). *State Educational Twitter Hashtags as affinity spaces*, brownbag talk for Michigan State University's Educational Psychology and Educational Technology PhD program.
- Kwong, J., **Greenhalgh, S. P.**, & Hartman, D. K. (2015, May). *The child, the curriculum, and computer games: The digital gamification of education in the U.S.* Keynote address at the 1st International Congress of the Turkic World Children's Games and Toys, Eskişehir University, Eskişehir, Turkey.
- Greenhalgh, S. P.**, Kwong, J., & Hartman, D. K. (2015, May). *The gamification of teaching and learning in U.S. schools: Concepts, practices, designs, and technologies*. Keynote address at the 14th USOS Symposium, Bartın University, Bartın, Turkey.
- Greenhalgh, S. P.** (2013, April). *Best practices in course design for supporting long-lasting portfolios*, brownbag talk for Michigan State University's Educational Psychology and Educational Technology PhD program.

TEACHING

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| 2018-present | Faculty, UK Information and Communication Technology BA/BS program
- Information Literacy and Critical Thinking |
| 2013-2018 | Instructor, MSU Educational Technology MA program
- Educational Technology Capstone Course
- Electronic Assessment for Teaching and Learning
- Technology and Leadership
- Teaching for Understanding with Technology
- Applying Educational Technology to Issues of Practice
- Learning in School and Other Settings
- Approaches to Educational Research
- Teaching Students Online |
| 2017 | Teaching Assistant, MSU Educational Psychology and Educational Technology PhD program
- Introduction to Qualitative Methods in Educational Research |
| 2014-2016 | Language Fellow, MSU Residential College in the Arts and Humanities
- French Integrated Language Option |

2011-2012 Student Instructor, BYU Department of French and Italian
 - First-Year French, Part 2

RELATED PROFESSIONAL EXPERIENCE

2016 Independent Content Developer, National Council of Supervisors of Mathematics
2014-2016 Consultant for French Oral Proficiency Test, MSU Residential College in the Arts
 and Humanities
2013 French, Debate, and Keyboarding teacher, American Heritage School, American
 Fork, Utah
2012 French student teacher, Lehi High School and Westlake High School, Utah
2009-2010 Assistant Instructional Designer, BYU Independent Study, Provo, Utah

SERVICE

Service to Profession

2016-2017 Co-chair, Games and Simulations special interest group (SIG), Society for
 Information Technology and Teacher Education International Conference
2015-2016 Communications Deputy, Division C, American Educational Research Association

Reviewing

2018-present *TechTrends*

Ad-hoc Reviewing

2016-2018 *E-Learning and Digital Media*
2016, 2018 *TechTrends*
2018 Association of Internet Researchers Conference
2018 Association for Educational Communications and Technology Conference
2016-2017 Society for Information Technology and Teacher Education International Conference
2015 Edited book: *Examining the evolution of gaming*

Departmental Service

2016-2018 Member of three practicum committees for junior PhD students, Educational
 Psychology and Educational Technology program, Michigan State University
2016-2017 Member of faculty search committee for Educational Psychology and Educational
 Technology program, Michigan State University
2015-2016 Co-coordinator, *MAET Bridge* webinar series, Michigan State University
2015 Member of staff hiring committee for MA in Educational Technology program,
 Michigan State University

- 2014-2015 Member of Social Media Council for the Educational Psychology and Educational Technology program, Michigan State University
- 2014-2015 Editor, *Ideaplay* student blog, Michigan State University
- 2014 Assistant Editor, *Ideaplay* student blog, Michigan State University
- 2014 Invited Host and Invited Guest, *MAET Bridge* webinar series, Michigan State University

Workshops and Outreach

- Krutka, D., Gleason, B., Carpenter, J. P., Dousay, T. A., & **Greenhalgh**, S. P. (2018, February). *Social media in education*, webinar for the Social Media Special Interest Group of the Society of Information Technology and Teacher Education.
- Greenhalgh**, S. P. (2016, March). *Making your own educational games with Twine*, Michigan Association for Computer Users in Learning conference, Grand Rapids, MI.
- Greenhalgh**, S. P. (2016, February). *Practicing teaching using games*, Workshop for visiting Indonesian teacher educators at Michigan State University.
- Greenhalgh**, S. P. (2015, October). *Gaming in the classroom*, professional development session at Ruth Fox Elementary School
- Greenhalgh**, S. P., Rosenberg, J. M., & Mehta, R. (2015, May). *Online presence for graduate students: An introduction*. BHEARD Scholar Conference, East Lansing, MI.

PROFESSIONAL AFFILIATIONS

- Association for Educational Communications and Technology
- Society for Information Technology and Teacher Education