

Date  
Title  
Conference  
Place

Nov. 7, 2006  
Literacy Enhancements for a Web Based School  
NACOL 2006 Virtual School Symposium  
Plano, TX

Oct. 15, 2007  
Implementing Visual Learning Strategies with Photostory 3 and CMAP  
Elearn  
Quebec City, Canada

July 18-21, 2007  
Imagining Your Past Through Freud's Eyes  
5th Annual Conference on Imagination and Education  
Vancouver, Canada

Jan. 25, 2007  
Cheat Fair: Questioning Strategies for Cell Phone Use in the Classroom  
FETC-Florida Educational Technology Conference  
Orlando, FL

Apr. 22, 2007  
Integrating Photostory to Support Curriculum  
Technology and Innovation in Education  
\*Has Peer Evals Sterling and Geary

Feb. 20, 2008  
Phun with Photostory 3  
Blending Visual Learning and Collaboration  
Strategies of Emerging Technologies  
Critical Thinking in the Age of the Internet  
St. Paul, MN  
\*Has Info requests Collaboration

Apr. 20, 2008  
Interdisciplinary Units with a Twist of Technology  
Sioux Falls  
Jennifer, Don, Vicki and Mark

June 30, 2008  
Excite and Engage Students in Books with Photostory 3  
National Education Computing Conference ISTE  
San Antonio, TX  
\*Has Eval

July 9, 2008  
A Force More Powerful: Blended Learning for the Digital Age  
Imaginative Education Research Group  
Vancouver, Canada

2nd Life for Elementary School Children

Sept. 26, 2008  
Book Trailer Movie Making with Photostory 3  
Midwest Consortium for Service Learning 5th Conference  
SDSU, Brookings, SD

Oct 14, 2008  
Supporting Cell Phone Use in the Schools  
Innovative Learning Conference  
San Jose, CA

Nov 17, 2008  
Engage the Digital Natives: Facilitating Learning with Blended Video Projects  
A Force More Powerful: Blended Learning for the Digital Age  
E-Learn

Jan. 23, 2009  
Phun with Photostory 3  
Technology, Reading & Learning Diversity Conference  
San Francisco, CA

Apr. 19-20, 2008  
Book Trailers for Children  
A Force More Powerful: Blended Learning for the Digital Age  
Digital Writing and Video with Webkinz Studio  
Your Content, This Game

Apr. 24, 2008  
A Force More Powerful: Blended Learning for the Digital Age  
Center for Excellence in Computer Information Systems  
Geary and Mydland

Oct. 1-3, 2009  
Games in Teaching  
AA for Teaching and Curriculum  
Washington, DC

Oct. 29, 2009  
Process and Problems of Developing a Cell Phone Delivered College Course  
M-Learn 2009  
Orlando, FL

Mar. 29- Apr. 2, 2010  
Blended Learning for the Digital Age  
Society for Information Technology and Teacher Education  
San Diego, CA

Apr. 18-20, 2010  
Recycle Your Computers and Reinvigorate Your Science with the Sugar Os (Co-Presented with Michael Anderson)  
Student Created Book Trailers and Reviews Online  
I Got Game- Content Neutral Games for Teachers  
Comics, Graphic Novels and Online Comic Creation Sites  
TIE- Technology and Innovation in Education  
Sioux Falls, SD

July 12-15, 2010

Blending Video for Nonfiction Comprehension  
23rd International Reading Association World Congress on Reading  
Auckland, NZ

Oct. 7-9, 2010  
Will Comics/Storyboarding Replace Writing as a Key 21st Century Skill? Should It?  
American Association for Teaching and Curriculum 17th Annual Conference  
St. Louis, MO

Oct. 13-15, 2010  
Motivating Reluctant Readers with Visual Strategies  
11th Annual Systems Change Conference  
Chamberlain, SD

Nov. 18-19, 2010  
Simple Cell Phones in the College Classroom  
Fun, Effective, Content Neutral Games-Based Learning  
Ripples in the Pond: Transforming Higher Education for Today  
The Collaboration for Learning  
St. Paul, MN  
\*Evals

Apr. 3-5, 2011  
Flying High with Google Earth's Flight Simulator (Co-Presented with Jacob and Jack Geary)  
21 Digital Assessments for the 21st Century  
Simple Cell Phone for the Classroom  
TIE Conference  
Rapid City, SD

May 9-11, 2011  
My First 1000: Lessons Learned Creating a Children's Literature Book Trailer Website  
Comics, Storyboards and Video: Scaffolding Essential Writing  
Skills for the 21st Century Student  
International Reading Association Annual Conference  
Orlando, FL

July, 26, 2011  
What Would Adobe Do? - Testing What is Important  
Adobe Education Leaders Annual Conference  
San Jose, CA

Oct. 13-15, 2011  
Simple Cell Phones for the College Classroom  
American Association of Teaching and Curriculum 18th Annual Conference  
San Jose, CA

Oct 19-21, 2011  
Imaginative Education Research Group meets Children's Literature  
Systems Change  
Spearfish, SD

Geary, Mark (2010). White Water Rafting.  
New Tricks: Madison, SD p. 6-7

Invited Presentations

Feb 7, 2013  
Heroes for Literacy  
Comics, Storyboarding and Video  
Cellphones in Schools  
Colorado Council International Reading Association  
Keynote Speaker  
Denver, CO

Feb. 6, 2012  
Simple Cellphones  
American Association of Physics Teachers  
Ontario, CA

Jun, 29, 2010  
Comics, Graphic Novels and Online Creation Sites  
Cris Tovani Rocky Mountain Reading Conference  
Denver, CO

Nov. 2010  
Fun, Effective, Game Based Learning  
The Collaboration-Facilitated Workshop Presenter  
St. Paul, MN

Apr. 4, 2009  
Booktrailers for Children's Literature  
Books, Art and Beyond  
Society of Children's Book Writers and Illustrators  
Sioux Falls, SD

May 16, 2008  
Leading Integration  
Regional Technology Coordinator Workshop  
Marshall, MN

Grants

In Progress

Walther SRI

Enduring Questions - What Should Children Learn?  
National Endowment for Humanities #10961807

Helped Implement- Project Integrate

Denied

2009 Laboratory Management System Information Study (LIMS) with Dan Friedrich

2009 US Election Assistance Commission (AEC) Poll Workers Grant Program with Keith Bundy

Assisted with/Denied

2009 Usability Lab

Accepted

2008 Edfn 465 Couse Development Grant  
2009 Epsy 330 Course Development Grant

Training

2006  
\$6239 Inspiration Software

Dec 6, 2006  
IRB

2007  
Layton

2008  
\$2100 Inspiration Software

Mar. 30, 2009  
COS Funding Opportunities Webinar

Assited with O'Brien to Christopher Reeve Foundation

FRI Cheat Fair: Questioning Strategies for Cell Phone Use in the Classroom \$1000