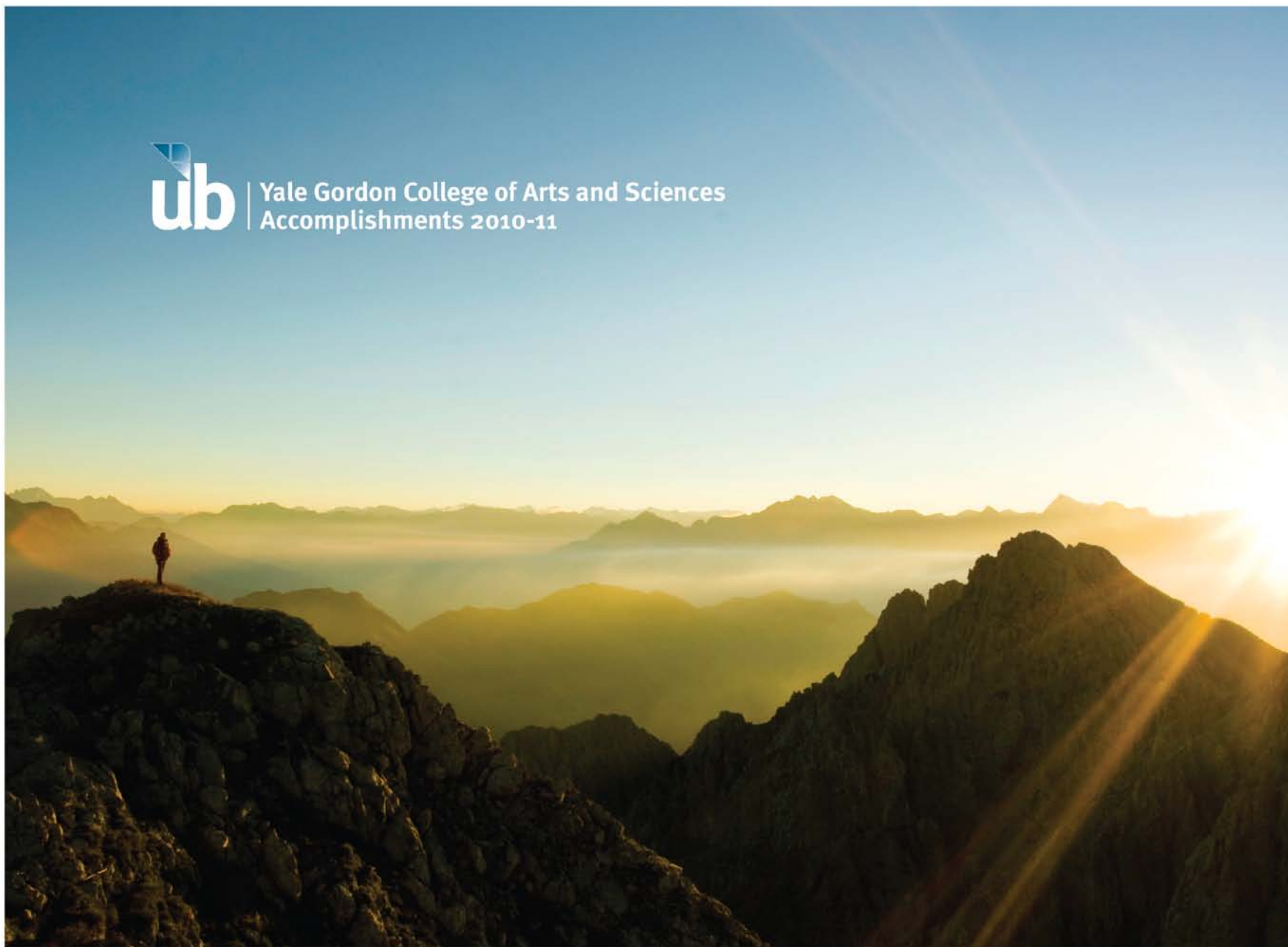




Yale Gordon College of Arts and Sciences  
Accomplishments 2010-11



## Accomplishments: AY 2010-2011

A number of **College of Arts and Sciences faculty members** received FY 2011 Technology Investment Grants:

- **Kelly Carr** (School of Communication Design), assistant professor, is a recipient for “Speech Instructor Video Camera Bundle.”
- **Sally Farley** (Division of Applied Behavioral Sciences), assistant professor, is a recipient for “Enhancing the Visibility of Student Research—Acquisition of a Larger-Scale Poster Printer.”
- **Stephanie Gibson** (School of Communications Design), associate professor is a recipient for “Belle Mazur, E-Literature.”
- **Thomas Mitchell** (Division of Applied Behavioral Sciences), associate professor, is a recipient of two grants for “Integration of Online, Hybrid, In-class Delivery Mechanism via Use of Apple iPad Platform” and “Off-Campus Access for SPSS through Citrix.”
- **Elizabeth Nix** (Division of Legal, Ethical and Historical Studies), assistant professor, is a recipient (with **Anastasia Salter**) for “iPad Textbook App Design.”

- **Aaron Oldenburg** (School of Information Arts and Technologies), assistant professor, is a recipient for “Teaching Pervasive Game Design Using GPS and Microcontroller Technology.”

### Division of Applied Behavioral Sciences

- In April 2010, students in the **M.S. in Applied Psychology and Certificate in Professional Counseling Studies** programs who took the National Counseling Examination achieved a 100 percent pass rate for the fourth semester in a row. The exam is a requirement for becoming a licensed clinical professional counselor in Maryland and throughout the nation.

During the past four semesters, UB students taking the exam have consistently performed better than the national average on the test as a whole, and the UB mean has regularly exceeded the national mean in every specific area that the test covers. UB students consistently perform exceptionally well in the area of counseling fundamentals. Of note is that UB's average results are not affected by one or two extremely high scores; instead, all UB students taking the exam perform close to the same high average.

In October 2010, all six students in the M.S. in Applied Psychology and Certificate in Professional Counseling Studies programs who took the National Counseling Examination again achieved a 100 percent pass rate on

their first attempt (for the fifth semester in a row). Again, UB students' total score beat the national average by more than one standard deviation.

- **Elysia Amoroso and Simone Bolton**, students in the B.A. in Psychology program and members of Psi Chi International Honor Society, presented “Building Bonds Through Synergy: a Focus on Research, Leadership and Networking for Undergraduates” at the 2011 meeting of the Eastern Psychological Association in Boston, March 10-13.
- **Janice Jackson, B.A. '02, M.S. '05**, adjunct faculty, has been named for the second time to Maryland's Top 100 Women by *The Daily Record*.
- **Deborah Kohl**, associate professor, served as a consultant for issues of applied cognitive psychology and research design for the Industrial Design Program at Philadelphia's University of the Arts for a Seminar in Design Entrepreneurship. She worked with design teams to develop assessment protocols that will be used to determine if community-based design interventions have positive effects on social and behavioral changes.

#### Division of Legal, Ethical and Historical Studies

- **Brian Etheridge**, associate professor, has been appointed to the executive committee and as

newsletter editor of the Northeast Regional Honors Council. The latter will provide opportunities for UB students.

#### Division of Liberal Studies

- **Catherine Johnson and Michael Shochet**, librarian faculty, along with former Langsdale librarians Thomas Arendall and April Duncan, collaborated on writing a book chapter, “Integrating the credit information literacy course into a learning community,” that was recently published in *Best practices for credit-bearing information literacy courses* (C.V. Hollister, Ed., Chicago: Association of College and Research Libraries).

#### School of Communications Design

- **Diedre Badejo**, College of Arts and Sciences dean, published “Òṣun: Yoruba Goddess in Nigeria and the African Diaspora” in *Goddesses in World Culture*, edited by Patricia Monaghan (ABC-CLIO, LLC, Santa Barbara, Calif., 2011).
- **Jessica Blau**, adjunct faculty, published a novel, *Drinking Closer to Home: A Novel* (Harper Collins Publishers, 2011). **Marion Winik**, assistant professor, interviewed Blau about her novel for the *Austin Chronicle*.

- **Arnold T. Blumberg, M.A. '96, D.C.D. '04**, adjunct faculty, was featured in a *Baltimore* magazine profile, “Undead Ed,” that focuses specifically on the CMAT 333: Media Genres class, *Zombies*, that he has been teaching at the University of Baltimore this past semester.
- **CityLit Project**, Baltimore’s nonprofit literary arts center, has been in residency in the School of Communications Design since September 2010. Founded in 2004, the project came to the University of Baltimore with the support of **UB Provost Joseph Wood; Jon Shorr**, executive director of the School of Communications Design; and the school’s faculty, among others. Also in September, the project’s first book published under the CityLit Press imprint, *City Sages: Baltimore*, received a Best of Baltimore honor from *Baltimore* magazine.

**CityLit Project** has launched a pilot program that brings creative writing and chapter-book reading into fourth-grade classrooms. CityLit Kids, which began in September, is the first phase of a planned citywide program that builds enthusiasm for reading, expands writing skills and encourages creative thought among elementary school students. The pilot will run through this academic year in a fourth-grade classroom at Govans Elementary School off York Road. Weekly, one-hour classroom sessions include a trained volunteer-writer reading out loud from novels. Students are

provided with a journal and, at the end of the school year, a copy of one of the books they read during the program. Journaling exercises, based on prompts that tie in with the reading, are intended to expose students to the fun of creative writing and the joy of sharing one’s work. The program was developed by three Baltimore writers, including **Jane Delury**, assistant professor.

- This fall 2010 **CMAT 333: Media Genres** was called “Zombies” and was offered to support the first semester of UB’s new minor in popular culture. Taught by adjunct faculty **Arnold Blumberg**, the course has attracted a slew of media attention. It was picked up by the Associated Press and run in dozens of publications. *The (Baltimore) Sun*, *The Washington Post* and MSNBC, among others, ran stories of their own, and BBC Persia attended a class session to film it.
- **Jane Delury**, assistant professor, has had her story, “Transformation of Matter,” nominated for a Pushcart Prize by *The Southern Review*. The story appeared in the journal’s winter 2010 issue. The Pushcart Prize honors the best work of small presses.

**Delury** has had her short story “Nothing of Consequence,” originally published in *Narrative* magazine, selected for the PEN/O. Henry Prize Stories 2011. This prestigious anthology, published by Random House, features a collection of the 20 best

contemporary short stories selected by series editor Laura Furman from hundreds of literary magazines. The anthology will be published next spring.

**Delury** was featured as one of *Narrative* magazine's [20 Best New Writers](#) of the past year. *Narrative* originally published the short story, "Nothing of Consequence," that won Delury a PEN/O. Henry Prize (Random House's *The Best Stories of the Year*).

**Delury** has had an essay published in an anthology, *One Word: Contemporary Writers on the Words They Love or Loathe* from Sarabande Books. Editor Molly McQuade asks the question all writers love to answer: what one word means the most to you, and why? Delury also read her essay for a Sarabande panel at the Association of Writers & Writing Programs in Washington, D.C., in February 2011.

- **Ed Gold**, professor, was one of the four designers selected by the University to contribute a design to the 2010-11 UB Midtown campaign of banners and posters displayed throughout campus.
- **Ishion Hutchinson**, adjunct faculty, read from his new poetry collection *Far District* at the University's Fall M.F.A. Reading Series event on Oct. 21, 2010. Hutchinson, author of *Bryan's Bay*, has published poetry and essays in *Attica*, the *Caribbean Review of Books* and the *L.A. Review*. *Far District* presents a

portrait of Hutchinson's boyhood in rural Jamaica and explores West Indian distrust of European literature and mythology.

- **Kimberley Lynne**, adjunct faculty, will have her children's play, *The Three Little Tales*, produced at Baltimore's Center Stage theater, April 13-14. The audience will comprise schoolchildren, and the play will be produced through Center Stage's education department.
- **Arthur Magida**, writer in residence, has written a book, *The Devil's Prophet: The True Story of Hitler's Jewish Clairvoyant*, that has been confirmed for publication by Macmillan in fall 2011.

**Magida** was interviewed about the Rabbi Fred Neulander case by Paula Zahn for the Discovery Channel show *On the Case*. The one-hour documentary was broadcast in late winter or early spring 2011 and was based on Magida's book *The Rabbi and the Hit Man*. Neulander is the first rabbi ever sentenced for murder.

**Magida** consulted on *Forgiveness: A Time to Love and a Time to Hate*, a documentary broadcast nationally on PBS in two 90-minute installments, April 17 and 24, 2011.

- **Julie Simon**, associate professor, is featured in the new book [100 Artists of the Mid-Atlantic](#).
- **Bert Smith**, associate professor, has captured a representative sample of more than 50 images and letterforms from the letterpress shop of Globe Poster in Highlandtown, where he has been teaching his Poster Design course. Because the company has gone out of business, he has been preserving several versions of the images and letterforms—retouching the impressions by hand to retain their organic imperfections—in *Globe Collection Number One*. *Globe Collection Number Two* will be a similar compilation of six complete letterpress fonts. Eventually, every character in both collections will be scanned and available for students and faculty to use in their assignments and creative activities.
- **Marion Winik**, assistant professor, was selected as the visiting writer for the 2010 Howard County school system and visited all 12 county high schools during the academic year.

**Winik** appeared with M.F.A. in Creative Writing & Publishing Arts student **Timmy Reed** at the Poets in Preston Park lunchtime reading series, sponsored by the Downtown Partnership, on March 29.

## School of Information Arts and Technologies

- **Kathleen Austin** (School of Information Arts and Technologies), senior lecturer, provided two weeks of professional development for Baltimore County Public Schools via UB's partnership with the Learning in Virtual Environment project. She worked with **Brian Doyle**, graduate of the B.S. in Simulation and Digital Entertainment program and owner of Let Me Think!, to provide one week of instruction on using the My Own Biome Xbox video game, which students in the Simulation and Digital Entertainment program created, for the schools' environmental science course and one week of instruction for the schools' science teachers on how to use Microsoft XNA Game Studio to create science learning games.

**Austin** launched a new website, <http://learningmediamatch.com>, to promote the release of her new learning project, Learning Game Finder. The product jumps over barriers teachers face in employing games for learning, and it helps them find high-quality, real learning experiences quickly. Austin formed Media Match LLC together with four colleagues with assistance from Jim Kucher, former executive director of the Entrepreneurship program in the Merrick School of Business. The product targets teachers, parents and home schoolers.

**Austin**, with graduate **Brian Doyle**, conducted an all-day

workshop, “Effective Use of Learning Games in the STEM Classroom,” at the ISTEM Conference at the College of Southern Maryland, March 11. Austin report standing room only, and participants were primarily teachers and administrators from Maryland K-12 schools.

- **The B.S. in Simulation and Digital Entertainment program** and the Universities at Shady Grove hosted a site for the annual game design event Global Game Jam, Jan. 28-30, 2011, at the USG campus. Six teams of 30 designers, programmers, developers and artists worked around the clock to create video games in just less than 48 hours. **Aaron Oldenburg**, assistant professor, was a primary coordinator of the event; **Anastasia Salter**, visiting assistant professor, served as a judge; and **Justin Edgar**, academic program coordinator, contributed. The premier Jury Award went to the team Five Sheep for their game *scrEWEd*. The team comprised three Simulation and Digital Entertainment program alumni, **Jenny Lees**, **Alex Tran** and **Mic Couture**; one Montgomery College student; and one graduate of Southern Methodist University. The winning team plans to market the game, which judges noted was “practically marketable” after just 48 hours of work, in Xbox LIVE’s Indie Games section in the near future.

A team of students in the **B.S. in Simulation and Digital Entertainment program** have developed a *PEEDEbot* (P-

D-Bot) game for the Technology and Innovation in Manufacturing and Engineering Center at the Community College of Baltimore County. The client was pleased with the team’s progress and gave the go-ahead to complete the first level and trailer. The TIME Center received funding from the National Science Foundation to support development of the entire game. The students involved—**Daniel Schwartz** (lead), **Doug Carroll**, **Dean Cristoferi**, **Billy Eichner**, **Michael Rapkievian**, **Joe Shields** and **Nicole Wheeler**—will begin earning money to develop the full game this coming summer after they graduate.

The **B.S. in Simulation and Digital Entertainment program** received another grant from the Maryland Budget & Tax Policy Institute to make modifications to the student-produced *Maryland Budget Game*. From the institute’s website: [The legislature has completed its final decisions on the state budget. What would you have done differently? Choose what to cut, what to add, and what revenue changes to make.](#) We have included options recommended by GOP lawmakers as well as many of the budget actions actually proposed in the Governor’s Budget. A project of the University of Baltimore and MB&TPI, made possible by the Stoneman Family Foundation.

**The B.S. in Simulation and Digital Entertainment program** brought in game development professionals from area firms Big Huge Games and Firaxis and from

two independent game contractors to meet with students in COSC 470: Game Development Project II, the program's capstone seminar course, on March 9, 2011. The visitors, including **Brittany Steiner, B.T.P.S. '06**, SDE program alumna, discussed the game design and development industry, evaluated the six student teams' game ideas for their final project and conducted mock job interviews to prepare the students for life after graduation. The class event was coordinated by **Kathleen Austin**, senior lecturer.

- **Aaron Oldenburg**, assistant professor, has an interactive piece in the Current Gallery (Baltimore) show *FORCE: On the Culture of Rape*, <http://bmoreart.blogspot.com/2010/10/current-space-is-proud-to-present-force.html>, showing through Nov. 12.

**Oldenburg** and **Justin Edgar** (academic program coordinator at the Universities at Shady Grove) participated in Journeys in Engineering, Technology and Science Day at the Universities at Shady Grove. Approximately 400 middle-school students from the Montgomery County Public Schools system visited the campus for workshops related to the sciences. Oldenburg facilitated three workshops for approximately 100 students (and 30-40 parents). The workshops introduced the students to the basics of 3-D animation and allowed them to experiment with the software to create and manipulate their own 3-D

objects.

**Oldenburg** has participated during the past two months in the Experimental Gameplay Project, a seven-day themed competition focusing on rapidly prototyping new forms of game play. Oldenburg submitted games using computer vision—or webcam-based—interfaces, also the subject of a class he is teaching.

- **Anastasia Salter**, visiting assistant professor, published an op-ed article, [Learning by Gaming](#), in the April 11 edition of *The (Baltimore) Sun*.