Vita of
Robert L. Appelman, Ph.D

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Dr. Robert L. Appelman is a nationally recognized authority on multimedia production and technology education. Trained initially as a graphic designer, Dr. Appelman continued into motion picture and television production and produced award-winning titles in both of these mediums. Over the past 35 years he has combined his training as an instructional designer, researcher, and instructor with his creative experience in multimedia production. He has integrated this expertise in many educational and business contexts to provide solutions for training and increased experiential learning. His current focus is on the creation of virtual learning environments such as games and simulations and has developed his own model (the 4xEID Process) that allows key stake-holders to join with other outside expertise to meet immersive learning and human performance objectives.

In his role as Coordinator of Technology Education for the Indiana University School of Education, he managed the technical instruction of over 700 pre-service teachers each academic year through traditional and distance education classrooms. As a faculty member for the Instructional Systems Technology Department at I.U., he designed and delivered classes and workshops on multimedia production techniques, message design, production management, and multimedia utilization. Prior to joining the faculty of the School of Education, Dr. Appelman was Creative Director for the Florida Production Center, and managed training programs, marketing campaigns, and public relations presentations in all media. Key clients included the Military, Westinghouse, Harris Communication, Charter Oil Company, Blue Cross- Blue Shield, St. Regis Paper Co., and the Ministry of Tourism of the Bahamas.

Personal information		
	Birthdate:	**June 11, 1944**
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Academic History		
	1993 - Ph.D.	IST Department, Indiana University - Bloomington
	1969 - Ed. S.	AV Communications, Indiana University - Bloomington
	1967 - MS in ED	AV Communications, Indiana University - Bloomington
	1966 - AB	Fine Arts, Indiana University - Bloomington

Employment History	
2001 to Present	**Clinical Professor Emeritus**, School of Education, and **Guest Lecturer -** IST
1999 – 2001	**Coordinator of Technology Education,** School of Education, IST
1991- 1999	**Coordinator of MultiMedia Development**, School of Education (2/3) **Instructor of MultiMedia**, IST Department, School of Education (1/3)
1989 – 1991	**Supervisor - Computer Imaging Service**, Indiana University (2/3) **Instructor of MultiMedia**, IST Department, School of Education (1/3)
1985 – 1989	**Div. Director - Production Division**, I.U. AudioVisual Center (2/3) **Instructor of Video & Film**, IST Department, School of Education (1/3)
1971 – 1984	**Creative Director -** Florida Production Center, Jacksonville, FL

Professional Memberships	**Digital Games Research Association** *Executive Board Member* The **International Game Developers Association** The **Association for** **Educational Communications & Technology** (AECT) *Past President - Media Design & Production Division* *Board of Directors - Media Design & Production Division* **Indiana Computer Educators** and **Hoosier Educational Computer Coordinators** *Board Member and Webmaster* The **National Society for Arts & Letters** *Local Chapter Vice President*
Selected Publications	Hirumi, A., B. Appelman, et al. (2010). Preparing Instructional Designers for Game-Based Learning: Part 2. TechTrends 54(4): 19-27. Appelman, R., & Wison, J. (2006). Games and Simulations for Training: From Group Activities to Virtual Reality. In J. Pershing (Ed.), Handbook of Human Performance Technology . San Francisco: Pfeiffer. Appelman, R. (2005b). Experiential modes: a common ground for serious game designers. International Journal of Continuing Engineering Education and Life-long Learning, 15 (3-6), 240-251. Appelman, R. (2005a). Designing Experiential Modes: A Key Focus for Immersive Learning Environments. TechTrends, 49(3), 64-74. Appelman, R. (2005). Experiential modes: A common ground for serious game designers. *Int. J. Cont. Engineering Education and Lifelong Learning, 15*(3/4).
Selected Papers / Presentations	Appelman, R. (2011, November, 2011). An Iterative 4 Step Experiential ID Process (4xEID). Paper presented at the AECT International Convention, Jacksonville, FL. Appelman, R. (2009),e-Communities in the labyrinth, Keynote presentation at the of the International Conference of IADIS on Web Based Communities 2009. Algarve, Portugal Appelman, R.L. ,(2008) The Challenges of Interdisciplinary Pedagogy, presented at the Game Developers Conference, San Francisco, CA Appelman, Gee, Langdell, Zyda (2005), *Research that Matters: Meeting the Needs of industry,* G.A.M.E.S. Synergy Summit (2005), Orlando Florida Appelman; Evans (2003), *Games, 3D, & Experiential Learning: Instructional Design Along the Z-Axis* Paper presented at AECT Conference, Anaheim, CA (2003

Selected Creative Works	
	the Stardust Mystery Game for STEM learning Production Manager for Beamer, LTD, Designed as a MPOG - Produced for the National Science Foundation (2016) **Teaching in an Interactive Distance Education Classroom**, Video, Director-Writer-Editor, produced by Educational Technology Services - I.U. School of Education (1997) **Adapting Instructional Strategies for Distance Education** , Video, Director-Writer-Editor, produced by Educational Technology Services - I.U. School of Education (1996) **The Leading Edge**, 6 projector MultiImage presentation, Director- Writer-Editor, produced for the School of Education Dedication (1993) **A Legacy of Cello**, 6 projector MultiImage presentation, Director- Writer-Editor-Programmer, produced for the National Cello Congress (1986) **St. Augustine Adventure**, 15 projector MultiImage presentation, Director- Writer-Editor-Programmer, produced for the City of St. Augustine FL (1982) **Our Plymouth Rock**, 27 min Video Documentary, Director-Writer-Editor, produced for the Greek Orthodox Archdiocese of North and South America (1980) **100 Years of Service**, 9 projector MultiImage presentation, Director-Writer-Editor-Programmer, produced for Southern Bell Inc. (1979) **City of Tomorrow**, 27 min Film Documentary, Director-Writer-Editor, Golden Image Award Winner, produced for the City of Jacksonville (1974) **Seascape**, 30 sec. TV Commercial, Director-Writer-Editor, ADDY Award Winner, produced for the Seascape Apartments, Jacksonville FL (1973) **Your Best Beef Buy**, 15 min Informational Film, Director-Writer-Editor, Best Agricultural Film Award, produced for the American Angus Association (1970)