

LIZ OWENS BOLTZ

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EDUCATION

Michigan State University, East Lansing, MI
Ph.D. in Educational Psychology & Technology

Current

The University of Toledo, Toledo, OH
M.A. in English

The University of Toledo, Toledo, OH
B.A. in English

PROFESSIONAL EXPERIENCE

Michigan State University, East Lansing, MI

Master of Arts in Educational Technology (MAET) Program Coordinator
Co-coordinator for globally-recognized Master of Arts in Educational Technology program, including online, hybrid, and overseas modalities. Responsible for curriculum revisions, teaching multiple graduate-level courses, advising students, coordination of annual MSU College of Education Technology Conference, program marketing, and recruitment.

Fall 2016 - Present

Instructor, MAET Galway Summer Overseas Program
Co-instructor for four-week overseas graduate program in educational technology at the National University of Ireland – Galway.

Summer 2016 - 2017

Instructor, MAET East Lansing Summer Hybrid Program
Co-instructor for six-week hybrid graduate program in educational technology at Michigan State University.

Summer 2015

Research Assistant, MAET Program
Reviewed, analyzed, and provided recommendations for the program's online presence, including official university website and associated blogs.

Spring 2015

Instructor, CEP 820: Teaching Students Online
Co-instructor for online graduate course on teaching and learning online.

Spring 2015 - 2016

Instructor, CEP 452: Universal Design for Learning
Instructor for face-to-face undergraduate course on UDL.

Fall 2014 & Fall 2015

Instructor, TE 150: Reflections on Learning
Co-instructor for face-to-face undergraduate course on theories of learning.

Fall 2013 & Spring 2014

Teaching Assistant, CEP 800: Psychology of Learning in School and Other Settings
Co-instructor for online graduate course on educational psychology.

Fall 2013 & Spring 2014

Lourdes University, Sylvania, OH

Web Content Administrator & Assistant Director of University Relations
Responsible for overall management of website. Collaborated with academic departments, student services, and IT to ensure that content and functionality met the needs of future/current students, faculty, and staff. Served as founding member of campus Technology Committee. Maintained Sharepoint document libraries and forums for hybrid courses

August 2005 – May 2013

and employee collaboration. Provided technical support for faculty, staff, and students.

Bowling Green Chamber of Commerce, Bowling Green, OH

Marketing & Communications Specialist

June 2004 – August 2005

Facilitated Youth Leadership program and annual Career Forum for high school students. Wrote and designed monthly newsletter. Managed Chamber website and marketing efforts.

The University of Toledo, Toledo, OH

Instructor, College Composition I & II

August 2002 – May 2004

Instructor for face-to-face undergraduate composition/writing course.

PUBLICATIONS

Peer-Reviewed Journal Articles

Boltz, L. O. (2017). "Like Hearing from Them in the Past": The Cognitive-Affective Model of Historical Empathy in Videogame Play. *International Journal of Gaming and Computer-Mediated Simulations*, 9(4).

Koehler, M., Arnold, B., Boltz, L. O., & Greenhalgh, S. (2017). A Taxonomy Approach to Studying How Gamers Review Games. *Simulation & Gaming* 48(3).

Boltz, L. O., Henriksen, D., Mishra, P., & The Deep-Play Research Group (2015). Rethinking Technology & Creativity in the 21st Century: Empathy through Gaming – Perspective Taking in a Complex World. *TechTrends*, 59(6).

Book Chapters

Boltz, L. O. (In press). "Nervousness and maybe even some regret": Videogames and the cognitive-affective model of historical empathy. In B. Dubbels (Ed), *Exploring the Cognitive, Social, Cultural, and Psychological Aspects of Gaming and Simulations*. IGI Global.

Boltz, L. O., Henriksen, D., Mishra, P., & Deep-Play Research Group. (2015). Rethinking technology & creativity in the 21st century: Empathy through gaming-perspective taking in a complex world. *TechTrends*, 59(6), 3-8. Reprinted in Henriksen, D. (2017). *The 7 transdisciplinary cognitive skills for creative education*. New York, NY: Springer.

Heintz, A., Hagerman, M.S., Boltz, L. & Wolf, L.G. (2016). Teacher awarenesses and blended instruction practices: Interview research with K-12 teachers. In K. Hourigan & A. Marcus-Quinn (Eds), *Handbook for Digital Learning in K-12 Schools*. London: Springer.

Mishra, P., Henriksen, D., Boltz, L. O., & Richardson, C. (2015). E-leadership & Teacher Development Using ICT. In Huang, Ronghuai, Kinshuk, Price, Jon K. (Eds.), *ICT in Education in Global Context*. Berlin, Heidelberg: Springer Berlin Heidelberg.

CONFERENCE PRESENTATIONS

Boltz, L.O., & Arnold, B. (2018, October). *These Games Are Made for Walkin': Walking Sims Step Up & Fill In*. Paper presented at Meaningful Play 2018, East Lansing, MI.

Farber, M., Darvasi, P., Schrier, K., Boltz, L. O., & Dunlap, K. (2018, October). *Achievement unlocked? Exploring the Complexities of Empathy in Games*. Panel presented at Meaningful Play 2018, East Lansing, MI.

Staudt Willet, K. B., Moudgalya, S., Boltz, L. O., Greenhalgh, S. P., & Koehler, M. J. (2018, March). *Back to the gaming board: Understanding games and education through board game*

reviews. Paper presented at the Society for Information Technology and Teacher Education Annual Conference 2018, Washington, DC.

Marcotte, C. & Boltz, O. (2017). *Building the Ultimate PD Experience*. Poster presented at the Michigan Association of Computer Users in Learning Conference, Detroit, MI.

Boltz, L. O., Arnold, B., & Mehta, R. (2017). *Three Simple Tricks that Will Change the Way You Think about Listics Forever*. Roundtable session at the annual conference of SITE, Austin, TX.

Boltz, L. O. (2017). *Videogames for Historical Empathy*. Paper presented at the annual conference of SITE, Austin, TX.

Boltz, L. O. (2016). *Between the Familiar and the Strange: Exploring the Cognitive-Affective Model of Historical Empathy through Multiple-perspective Videogame Play*. Paper presented at the Meaningful Play Conference, Michigan State University, East Lansing, MI.

Chen, M., Malone, K., Tran, K. (October, 2016). *Finding Meaning in Emergent Play and What That Means for Design*. Panel presented at the Meaningful Play Conference, Michigan State University, East Lansing, MI.

Campbell, D., & Boltz, L. O. (March, 2016). *Taking history off the timeline: A constructivist, multimodal, nonlinear approach to multiperspectivity in history education*. Paper presented at the annual conference of SITE, Savannah, GA.

Greenhalgh, S., Koehler, M., & Boltz, L. O. (March, 2016). *What Features We Like When We Like Educational Games*. Paper presented at the annual conference of SITE, Savannah, GA.

Koehler, M., Greenhalgh, S., & Boltz, L. O. (March, 2016). *Here We Are, Now Entertain Us! A Comparison of Educational and Non-Educational Board Games*. Paper presented at the annual conference of SITE, Savannah, GA.

Wever, M., Good, J., & Boltz, L. O. (March 2016). *From Maybe to Making in One Hour*. Presented at the Michigan Association of Computer Users in Learning Conference, Grand Rapids, MI.

Boltz, L. O., and Heeter, C. (2015, April). *GroupTweet for Engagement: Instructor and Student Perspectives*. Presented at MSU Faculty Technology Showcase, Michigan State University, East Lansing, MI.

Boltz, L. O., Keenan, S., and Henriksen, D. (2015, March). *Best Practices for Learning by Design Online*. Presented at annual conference of SITE, Las Vegas, NV.

Boltz, L. O. (2015). *Players, features, and enjoyment: Entertainment games as models for educational games*. In D. Slykhuis & G. Marks (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).

Greenhalgh, S., & Boltz, L. O. (2014, October). *What's in an (educational) game? Ub3r mechanics and 1337 motifs!* Paper presented at the Meaningful Play Conference, Michigan State University, East Lansing, MI.

Boltz, L. O. (2014, October). *Soldats Inconnus: Challenging metanarratives and fostering historical empathy through multiple-perspective play in Valiant Hearts*. Poster presented at Meaningful Play Conference, Michigan State University, East Lansing, MI.

Boltz, L. O. (2011, October). *Core Values & Sustainability: Values clarification process for the Sylvania Franciscan Village*. Presented at Sustainability U: Perspectives on Sustainability in Higher Education and Beyond, Bowling Green State University, Bowling Green, OH.

Boltz, L. O. and Meyer, A. (2009, July). *From Bricks to Bandwidth: Building the Virtual Wall*. Presented at Independent College Advancement Associates (ICAA) Summer Conference. Columbus, OH.

Boltz, L. O. (2009). *LourdesWorld: Building Community with Web 2.0*. Presented at Association of Independent Colleges & Universities of Ohio/Ohio Foundation of Independent Colleges (AICUO/OFIC) Communicators Summit. Mount Carmel College of Nursing. Columbus, OH.

FELLOWSHIPS & AWARDS

MSU AT&T Award in Instructional Technology: 1 st Place, Fully Online Course (CEP 812)	2017-2018
Top Paper Award, Meaningful Play Conference	2016
MSU College of Education W. Patrick Dickson and Robin Kyburg Dickson Award for Research on Innovative Technologies in Learning	2016-2017
MSU College of Education Summer Research Development Fellowship	Summer 2014
MSU Recruitment Fellowship	August 2013
Lourdes University Staff Excellence Award For exceptional professionalism and dedication to the mission of Lourdes University. Presented by Lourdes University in Sylvania, OH.	2011
Lourdes University Franciscan Award For service and embodiment of values. Presented by the Staff Association of Lourdes University in Sylvania, OH.	2010
Crystal Award for Non-Profit Website over \$10,000 For development of Lourdes University website. Presented by The Association for Women in Communications, Toledo Chapter	2009
Pride of CASE Best Practices in Fundraising and Development, Gold Award For development of Lourdes University Virtual Wall. Presented by the Council for Advancement and Support of Education, District V.	2008
Pride of CASE Teresa Du Bois Exline Award for Best Practices, Gold Award For development of Virtual Student Union. Presented by the Council for Advancement and Support of Education, District V.	2008
National Merit Scholar, full scholarship	1996

ADDITIONAL TRAINING

Serious Games Graduate Certificate MSU College of Communication, Arts, & Sciences	2015
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SERVICE & OUTREACH

Reading at a Crossroads project Website Team Member <i>Companion website for Reading at a Crossroads (Spiro et al., 2015)</i> readingatacrossroads.net	2015 - 2016
Starmus Festival Social Media Manager International Festival of Astronomy, Art and Music www.facebook.com/starmusfestival	2015 - 2016
Friends for Inclusive Sport (FIS) at MSU Student Organization Advisor <i>Promoting social growth for youth with disabilities through sport</i>	2014 - 2015
Stop Trafficking of Persons Web Developer & Content Manager <i>Education and advocacy for victims of human trafficking</i> www.stoptraffickingofpersons.org	2012 - present
Zonta Club of Toledo Web Developer & Content Manager <i>Women's service organization</i> www.zontatoledo1.org	2012 - 2015
Harbor House of Toledo Web Developer & Content Manager <i>Supporting women in recovery from chemical dependency</i> www.harbor-house.org	2007 - 2015