

Matthew Farber

1001 Breckenridge Drive
Branchburg, NJ 08876
201-519-7676

mattfarber1@gmail.com
MatthewFarber.com
@MatthewFarber

EDUCATION

<u>Date</u>	<u>Degree</u>	<u>Institution</u>	<u>Subject</u>
2016	Ed.D.	New Jersey City University Jersey City, NJ	Educational Technology Leadership
2010	M.A.	New Jersey City University Jersey City, NJ	Educational Technology
1993	B.A.	University at Albany Albany, NY	Major: U.S. History Minor: Business
<u>Date</u>	<u>Certificate</u>		
2008	Teacher of Social Studies, State of New Jersey		

PROFESSIONAL EXPERIENCE

<u>Date</u>	<u>Position</u>
2016— Present	Part-time Lecturer Rutgers University New Brunswick, NJ
2013— Present	Adjunct Instructor New Jersey City University Jersey City, NJ
2008— Present	Social Studies Teacher (6th and 7th grade) Valleyview Middle School Denville, NJ
2009— 2012	Professional Development Trainer Morris County Education Technology Training Center Denville, NJ
1993— 2008	Municipal Bond Specialist Hennion & Walsh, Inc. Parsippany, NJ

BOOKS

- 2017 **Farber, M.** (in preparation). *Game-based learning in action*. New York, NY: Peter Lang.
- 2017 **Farber, M.** (2017). *Gamify your classroom: A field guide to game-based learning—Revised edition*. New York, NY: Peter Lang.
- 2015 **Farber, M.** (2015). *Gamify your classroom: A field guide to game-based learning*. New York, NY: Peter Lang.

PEER REVIEWED PUBLICATIONS

- Awaiting
Final
Decision **Farber, M.** (2017). Game-Based Learning in Action: How Experts Teach with Games. *E-Learning and Digital Media*.
- 2012 **Farber, M., & Zieger, L.** (2012). Civic participation among seventh-grade social studies students in multi-user virtual environments. *Journal of Interactive Learning Research*, 23(4), 393-410.

EDUCATIONAL WRITINGS

- 2016—
Present The Joan Ganz Cooney Center at Sesame Workshop, Contributor
- 2016 Getting Smart, Contributor
- 2015 Educator Innovator (National Writing Project), Contributor
- 2015 KQED/MindShift, Contributor
- 2015—
Present International Society for Technology in Education (ISTE), Contributor
- 2013—
2015 *NJEA Review Magazine*, Contributor
- 2013—
Present Edutopia (The George Lucas Educational Foundation), Staff Blogger

CONFERENCE PROCEEDINGS

- 2016 Dijkers, S., **Farber, M.**, Isaacs, S., & Millstone, J. (2016). An inside look at getting and using games in the classroom. In K. E. H. Caldwell, A. Ochnser, S. Seyler, & C. Steinkuehler (Eds.), *Games Learning Society 11 Conference Proceedings* (pp. 8-11). Pittsburgh, PA: ETC Press.
- 2016 **Farber, M.** (2016). Using games to teach global interconnectedness. In K. E. H. Caldwell, A. Ochnser, S. Seyler, & C. Steinkuehler (Eds.), *Games Learning Society 11 Conference Proceedings* (pp. 504-505). Pittsburgh, PA: ETC Press.

GRANTS AWARDED

- 2016 ***HIVE Catalyst Grant: Games for Change + Moveable Game Jams.*** With this grant, Games for Change will present a series of daylong game design events that encourage youth to invent, adapt, and re-imagine the rules for different games. It is led by co-project coordinators Sara Cornish, Games for Change's Project Director, BrainPOP's Kevin Miklasz, and **Matthew Farber**. The HIVE Digital Media Learning Fund in The New York Community Trust awarded **\$100,000** in July 2016.

GRANTS UNDER REVIEW

- 2016 **Game-based Learning Professional Development.** National Science Foundation grant proposal for Discovery Research PreK-12 teaching strand: design and development study. The proposal is team led by Dr. Jodi Asbell-Clark, Director of EdGE at TERC, as principal investigator, with Zack Gilbert and **Matthew Farber as project advisors.**

GRANTS NOT FUNDED

- 2016 **Gamifying the Elementary Physical Science Curriculum in Urban STEAM Classrooms.** National Science Foundation grant proposal for Discovery Research PreK-12 teaching strand: design and development study. The proposal was a team led by co-principal investigators Drs. Heejung An, Kevin Martus, Soon Yoon Yoon, and **Matthew Farber.**

CONFERENCES AND PRESENTATIONS

- 2017
Manassas,
VA
Farber, M., & Miklasz, K. (2017, July). *Moveable Game Jams for Kids: Coding for Social Change*. Invited workshop presented at the Serious Play Conference. George Mason University. Manassas, Virginia
- 2017
Palm Springs,
CA
Farber, M. (2017, April). *Afterschool game jams*. Invited master class workshop at the BOOST Conference. Palm Springs Convention Center. Palm Springs, California.
- 2017
Union,
NJ
Farber, M. (2017, March). *Games, Projects, and Self-Directed Learning*. Workshop presented at the New Jersey Association for Middle Level Education Conference. Kean University. Union, New Jersey.
- 2016
Atlantic City,
NJ
Farber, M. (2016, November). *History, empathy, systems thinking, and game-based learning*. Workshop presented at the New Jersey Education Association Convention. Atlantic City Convention Center. Atlantic City, New Jersey.
- 2016
Piscataway,
NJ
Farber, M. (2016, October). *Educate to participate: Video games and civic education*. Workshop presented at the New Jersey Council for the Social Studies Fall Conference. Rutgers University-Busch Campus. Piscataway, New Jersey.
- 2016
SimpleK12
Farber, M. (2016, September). *Game jams in the classroom: Teaching empathy with game design*. Professional development presentation. SimpleK12.
- 2016
Ewing,
NJ
Farber, M. (2016, September). *Historical empathy and game-based learning*. Workshop presented at the Elevating and Celebrating Effective Teaching and Teachers Conference (ECET2NJPA). The College of New Jersey. Ewing, New Jersey.
- 2016
Troy,
NY
Farber, M. (2016, August). *Teaching empathy through game design*. Invited workshop at the Games in Education Symposium. Troy Middle School, Troy, New York.
- 2016
Chapel Hill,
NC
Farber, M. (2016, July). *Historical empathy and game-based learning*. Invited workshop presented at the Serious Play Conference. University of North Carolina-Chapel Hill. Chapel Hill, North Carolina.
- 2016
Chapel Hill,
NC
Farber, M., & Steffen, P. (2016, July). *Using game jams as instructional strategy*. Invited workshop presented at the Serious Play Conference. University of North Carolina-Chapel Hill. Chapel Hill, North Carolina.

- 2016
Marlboro,
NJ
Farber, M. (2016, July). *Game Jams in the classroom: Teaching empathy with game design*. Invited workshop presented at EdTechTeam's Google Apps for Education (GAPE) Summit. Marlboro, New Jersey.
- 2016
Denver,
CO
Dubé, L., **Farber, M.**, Stokes, B., & Toppo, G. (2016, June). *Games and learning: First person shooters vs. first person learning*. Invited panel at the International Society for Technology in Education Conference. Denver, Colorado.
- 2016
New York,
NY
Farber, M., Marcus, D., Preston, M., & Tantoco, M. (2016, June). *Computer science for all: Putting students in the driver's seat*. Invited panel at the Games for Change Festival. New York, New York.
- 2016
Piscataway,
NJ
Farber, M. (2016, March). *Game-based learning as design experiences*. Invited workshop presented at the NJ EDge Gamification Conference. Rutgers University-Livingston. Piscataway, New Jersey.
- 2016
Union,
NJ
Farber, M. (2016, March). *Teaching by playing and modding*. Workshop presented at the New Jersey Association for Middle Level Education Conference. Kean University. Union, New Jersey.
- 2016
edWeb.net
Farber, M., & Isaacs, S. (2016, January). *Student game jams*. Professional development presentation on edWeb.net.
- 2015
SimpleK12
Farber, M. (2015, December). *Engaging 21st-century students with game-based learning*. Professional development presentation. SimpleK12.
- 2015
Wayne,
NJ
Farber, M. (2015, November). *Engaged learning with interactivity*. Opening keynote presented at the William Paterson University Educational Technology Conference. Wayne, New Jersey.
- 2015
ISTE
Farber, M. (2015, October). *Students as game designers*. Invited professional development presentation. International Society for Mobile Technology in Education Mobile Mondays Mini-Conference.
- 2015
EdChat
Interactive
Farber, M. (2015, October). *Excite your students while teaching 21st-century skills*. Professional development presentation. EdChat Interactive.
- 2015
K12 Online
Farber, M. (2015, October). *Game jams: Students as designers*. Invited professional development presentation. K12 Online Conference.

- 2015
Albany,
NY **Farber, M., & Isaacs, S.** (2015, August). *Interactive fiction in the classroom*. Invited workshop at the Games in Education Symposium. Tech Valley High School. Albany, New York.
- 2015
Pittsburgh,
PA **Farber, M.** (2015, July). *Pandemics, interconnected systems, and game-based learning*. Invited workshop presented at the Serious Play Conference. Carnegie Mellon University. Pittsburgh, Pennsylvania.
- 2015
Pittsburgh,
PA **Farber, M., Isaacs, S., King, M., & Weisburgh, M.** (2015, July). *Games4Ed initiative*. Invited panelist at the Serious Play Conference. Carnegie Mellon University. Pittsburgh, Pennsylvania.
- 2015
Madison,
WI Dijkers, S., **Farber, M.**, Isaacs, S., & Millstone, J. (2015, July). *An inside look at getting and using games in the classroom*. Panel at the Games Learning Society Conference. University of Wisconsin-Madison. Madison, Wisconsin.
- 2015
Madison,
WI **Farber, M.** (2015, July). *Using games to teach global interconnectedness*. Poster presentation the Games Learning Society Conference. University of Wisconsin-Madison. Madison, Wisconsin.
- 2015
Philadelphia,
PA **Farber, M.** (2015, June). *Mobile games that are not chocolate-covered broccoli*. Invited presentation at the International Society for Technology in Education Conference. Philadelphia, Pennsylvania.
- 2015
Philadelphia,
PA **Farber, M., & Pepe, C.** (2015, June). *Game education it's in their DNA*. Presentation at the International Society for Technology in Education Conference. Philadelphia, Pennsylvania.
- 2015
Philadelphia,
PA Amaro, J., Collado, E., **Farber, M.**, Hudley, O., Lyudmilov, Y., Nagler, D., Serviss, J., & Shamburg, C. (2015, June). *Teaching language, literacy and literature with remix*. Workshop at the International Society for Technology in Education Conference. Philadelphia, Pennsylvania.
- 2015
Educator
Innovator Cocco, L., **Farber, M.**, Isaacs, S., & Miklasz, K. (2015, May). *Game design across the curriculum: Students as designers*. Panel presentation. Educator Innovator (National Writing Project).
- 2015
Educator
Innovator **Farber, M., Jones, S., Klimas, C., & Novak, K.** (2015, May). *Game design across the curriculum: Interactive fiction-ing*. Panel presentation. Educator Innovator (National Writing Project).
- 2015
Graphite **Farber, M.** (2015, April). *Getting started with game-based learning*. Professional development presentation. Graphite (Common Sense Education).

- 2015
EasyBib **Farber, M.** (2015, April). *Interactive and explorable: Learning with text-based games*. Professional development presentation. EasyBib.
- 2015
ISTE **Farber, M.** (2015, April). *Mobile social impact games*. Professional development presentation. International Society for Technology in Education Mobile Learning in Second Life.
- 2015
Palm Springs, CA **Farber, M.** (2015, April). *Inside the “magic circle” of gamification and game-based learning*. Invited master class workshop at the BOOST Conference. Palm Springs Convention Center. Palm Springs, California.
- 2015
Wayne, NJ **Farber, M.** (2015, March). *Game-based argumentation*. Workshop presented at the New Jersey Association for Middle Level Education Conference. William Paterson University. Wayne, New Jersey.
- 2015
Montclair, NJ **Farber, M.** (2015, March). *Pandemics, interconnected systems, and game-based learning*. Workshop presented at the New Jersey Educational Computing Cooperative Conference. Montclair University. Montclair, New Jersey.
- 2015
Piscataway, NJ **Farber, M.** (2015, October). *Game-based argumentation*. Workshop presented at the New Jersey Council for the Social Studies Fall Conference. Rutgers University-Busch Campus. Piscataway, New Jersey.
- 2015
edWeb.net **Farber, M.** (2015, January). *Using games to teach interconnectedness*. Professional development presentation on edWeb.net.
- 2014
Connected Learning **Farber, M., Hoffman, E., & Pepler, K.** (2014, September). *Video games as the new 21st-century literacy*. Invited panel presentation. Connected Learning.
- 2014
Troy, NY **Farber, M.** (2014, August). *The let’s play phenomenon: Video game commentary and the common core*. Invited workshop at the Games in Education Symposium. Troy Middle School, Troy, New York.
- 2014
Lincroft, NJ **Farber, M., & Zieger, L.** (2014, March). *Gaming and curriculum integration*. Workshop presented at the NJ EDge Faculty Showcase. Brookdale Community College. Lincroft, New Jersey.
- 2013
Institute of Play **Cruz, D., Farber, M., Kline, E., & Stefanski, A.** (2014, November) *SimCityEDU office hours*. Invited panel presentation. Institute of Play’s Playtime Online.
- 2013
Atlantic City, NJ **Farber, M.** (2013, November). *Have your students write an ebook*. Workshop presented at the New Jersey Education Association Convention. Atlantic City Convention Center. Atlantic City, New Jersey.

- 2013 Atlantic City, NJ **Farber, M., & Zieger, L.** (2013, April). *Game-based learning and the common core*. Workshop presented at the International Organization of Social Sciences and Behavioral Research Conference. Trump Plaza Hotel. Atlantic City, New Jersey.
- 2012 Piscataway, NJ **Farber, M.** (2012, October). *Social media in social studies*. Workshop presented at the New Jersey Council for the Social Studies Fall Conference. Rutgers University-Busch Campus. Piscataway, New Jersey.

INTERVIEWS AND IMPACT IN THE PRESS

- 2016 Brady, L. (2016, July 22). Pokémon Go in the Classroom? *Fox News Radio*.
- 2016 Toppo, G. (2016, July 16). Educators see gold in Pokémon Go. *USA TODAY*.
- 2016 Needleman, S. (2016, June 23). Videogame ‘Civilization’ to Make Inroads in Classrooms. *The Wall Street Journal*.
- 2016 Allen, C. B. (2016, May 2). Supreme Court justice-led non-profit updates game for election season. *Gamesandlearning.org*.
- 2015 Izzo, M. (2015, November 13). Google takes Morristown students on virtual field trips. *The Daily Record*.
- 2015 Toppo, G. (2015, September 15). History’s horrors can be taught through classroom games. *USA Today*.
- 2015 Allen, C. B. (2015, August 20). Text-Based Gaming a First Step to Getting More Games in Classrooms. *Gamesandlearning.org*.
- 2015 Schwartz, K. (2015, August 7). Can an Immersive Video Game Teach the Nuances of American History? *KQED/MindShift*.
- 2015 Emechebe, O. (2015, July 10). UW-Madison's Games Learning Society Conference Explores Gaming in the Classroom. *The Capitol Times*.
- 2015 Orenstein, N. (2015, February 26). Getting Games Right: How GlassLab Makes Products Teacher Want. *National Writing Project*.
- 2015 Banville, L. (2015, January 22). Author Offers Real-World View of Bringing Games Into The Classroom. *Gamesandlearning.org*.

- 2015 Kintish, L. (2015, January 14). Fun and Games Lead to Learning in Denville Classroom. *Neighbor News*.
- 2014 Schaffhauser, D. (2014, October). 5 Skills Games Teach Better Than Textbooks. *T.H.E. Journal*.
- 2014 Walker, T. (2014, June 23). Gamification in the Classroom: The Right or Wrong Way to Motivate Students? *NEA Today*.
- 2014 Flanigan, R. (2014, March 13). Testing Embedded in Digital Games Yields Key Data. *Education Week*.
- 2013 Higgins, C. (2013, November 7). SimCityEDU: Gaming in the Classroom. *Mental Floss*.

PODCAST

- 2015— BAM! Radio Network's *Ed Got Game*, Co-host
Present

SOFTWARE DEVELOPMENT

- 2014 *Chronicles of the Time Society: Independence*. GlassLab Games' former Design Lead Erin Hoffman-John and Matthew Farber co-designed a text-based adventure video game. The objective was to give students the feeling of living in British-occupied Boston during the American Revolution. Finished game was submitted to the International Festival of Independent Games (IndieCade).

PROFESSIONAL ORGANIZATIONS

American Educational Research Association (AERA), Member

BrainPOP, Certified BrainPOP Educator

Discovery Education, STAR Educator

iCivics Educator Network

International Society for Technology in Education (ISTE), Member

Kappa Delta Pi International Honor Society in Education

National Council for the Social Studies (NCSS), Member

New Jersey Association for Educational Technology (NJ AET), Member

New Jersey Education Association (NJEA), Member

New Jersey Council for the Social Studies (NJCSS), North Jersey Director

Voki, Executive Ambassador

COURSES TAUGHT

<u>Course and Number</u>	<u>Level</u>	<u>Department</u>	<u>Institution</u>
Writing for Business And Professions, BTW 355:303	Undergraduate	Business & Technical Writing	Rutgers University
Introduction to Authoring Tools, EDTC 642	Graduate	Educational Technology	New Jersey City University
Technology in Social Studies Curriculum, EDTC 615	Graduate	Educational Technology	New Jersey City University
Introduction to Educational Technology, EDTC 623	Graduate	Educational Technology	New Jersey City University
Introduction to Distance Learning, EDTC 614	Graduate	Educational Technology	New Jersey City University
Technology in the Special Education Curriculum, EDTC 616	Graduate	Educational Technology	New Jersey City University

SERVICE

COMMITTEES

2016 School District Bring Your Own Device (BYOD) Committee

- 2016 Social Studies Google Apps for Education (GAFE) Committee
- 2012 School District Social Studies Curriculum Revision Committee
- 2012 Vice Chairman, School-Based Professional Development Committee

CONFERENCE LEADERSHIP

- 2012— *Conference Staff*, New Jersey Council for the Social Studies (NJCSS)
Present Annual Fall Conference

SERVICE TO THE FIELD

- 2016 Games for Learning Working Group, with Games for Change, supported by the Entertainment Software Association (ESA)
- 2016 E-Learning and Digital Media, Manuscript Reviewer
- 2016 UNESCO Mahatma Gandhi Institute of Education for Peace (MGIEP), Working Paper Series Peer Reviewer
- 2016 NOAA Climate Game Jam: Water, Co-organizer
- 2016 National STEM Video Game Challenge, Judge
- 2016— Bloxels Kids as Game Makers Awards, Judge
2017
- 2016 Stockton University Master of Arts in Instructional Technology, Outcome Evaluator
- 2015— Game Jam Day at the A. Harry Moore School, Lead Facilitator
2016
- 2015— Moveable Game Jam, Co-organizer
Present
- 2015— Games4Ed, Research Working Group
Present
- 2012— New Jersey Council of Social Studies, North Jersey Director
Present

2014— Software and Information Industry Association (SIIA), CODiE Judge
2015

2009— Kiwanis Builders Club, Advisor
Present

2012— Student Technology Club, Advisor
Present

AWARDS/HONORS

2016 Invited to the White House to attend the Games for Learning Working
Group quarterly meeting

2016 HistoryQuest Fellow
Woodrow Wilson National Fellowship Foundation and Institute of Play

2016 Certified BrainPOP Educator of the Month, June 2016
BrainPOP

2016 Local Digital Innovator
PBS LearningMedia

2014 Trailblazer Award
New Jersey City University

2012 Nominee
New Jersey Higher Education Showcase of Exemplary Practices

2009 Geraldine R. Dodge Educator Fellow
Earthwatch Institute