

Design and Development Chronicles

AECT

Table of Contents

D&D Webinars	1
D&D Webinars 2024	3
D&D Webinars 2023	7
D&D Webinars 2022	19
D&D Awards	43
D&D Awards 2022	45
D&D Awards 2021	57
D&D Showcase	59
D&D Showcase 2022	61
D&D Showcase 2021	63
D&D Showcase 2020	65
D&D Showcase 2019	67
D&D Design Competition	71
D&D Design Competition 2022	73
D&D Design Competition 2021	75
D&D Design Competition 2020	77
D&D Design Competition 2019	79
D&D Design Competition 2018	81
D&D Design Competition 2017	83
D&D Design Competition 2016	85
D&D Design Competition 2015	87
D&D Design Competition 2014	89
D&D Design Competition 2013	91



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D&D Webinars

D&D Webinars 2024
LXD Webinar Series: Play as in Stage Play: Systemic Acting for Interactive Storytelling
D&D Webinars 2023
LXD Webinar Series: Inclusive Design in Digital Learning: LGBTQ+ Representation Meets Mental Health
LXD Webinar Series: (TRANS)forming Gender-Inclusivity in Science and STEM
LXD Webinar Series - Playing with Trauma- The Ethics of Making Games with Emotionally Heavy Content
LXD Webinar Series -The Inclusive Learning Pledge: L&D's Role in Diversity, Equity, Inclusion, Accessibility, and Belonging
LXD Webinar Series - Inclusive Accessibility: Beyond Colors and Captions
D&D Webinars 2022
LXD Webinar Series - Agile Project Management for Instructional Designers
LXD Webinar Series - Learning Environment Visual Mapping
LXD Webinar Series - Think-Aloud Methods: Just-in-Time & Systematic Methods to Improve Course Design
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LXD Webinar Series - Marrying Think-aloud Methods with Heuristic Evaluations to Improve Course Design



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D&D Webinars 2024

LXD Webinar Series: Play as in Stage Play: Systemic Acting for Interactive Storytelling



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LXD Webinar Series: Play as in Stage Play: Systemic Acting for Interactive Storytelling

By: Nic Junius

This presentation discusses the relationship between theatrical production and game design, exploring the history of how games have drawn theatrical theory and describing the development of a game and system grounded in theatrical performance.

[View the Artifact](#)



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D&D Webinars 2023

LXD Webinar Series: Inclusive Design in Digital Learning: LGBTQ+ Representation Meets Mental Health

LXD Webinar Series: (TRANS)forming Gender-Inclusivity in Science and STEM

LXD Webinar Series - Playing with Trauma- The Ethics of Making Games with Emotionally Heavy Content

LXD Webinar Series -The Inclusive Learning Pledge: L&D's Role in Diversity, Equity, Inclusion, Accessibility, and Belonging

LXD Webinar Series - Inclusive Accessibility: Beyond Colors and Captions

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LXD Webinar Series: Inclusive Design in Digital Learning: LGBTQ+ Representation Meets Mental Health

This talk delves into a multidisciplinary investigation focusing on the intersections of LGBTQ+ representation and mental health across various digital platforms, including video games, educational tools, and visual media. The study covers an array of developmental projects such as a Twine-based game designed to simulate a day in the life of an individual with severe depression, a reentry simulation crafted in Articulate Storyline 360 targeting challenges faced after prison incarceration, and an ASL instructional game with YouTube integration. Additionally, the presentation includes the details of the development of an educational app aimed at assisting caregivers of children with epilepsy.

[Watch on YouTube](#)



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LXD Webinar Series: (TRANS)forming Gender-Inclusivity in Science and STEM

K. Rende Mendoza

Despite considerable advancements, gender-inclusive science and STEM education remains an ongoing challenge in our educational system. Over the past decade, there's been notable progress in promoting an inclusive approach to STEM education for women and girls. Yet, research reveals that K-12 classrooms can still be hostile environments for LGBTQ+ students, particularly trans, nonbinary, and gender-creative youth. This presentation will discuss an exploratory study on the gender-inclusive teaching methodologies of 10 transgender science educators and the development of the TRANS (Trans and Research-informed Approaches for Nonbinary and gender-inclusive Science education) Framework for gender-inclusive science teaching. This presentation aims to provide attendees with the tools and insights needed for a more inclusive science education landscape.

[Watch on YouTube](#)



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https://edtechbooks.org/dd_chronicles/lxd_webinar_series_transforming_genderinclusivity_in_science_and_ster

LXD Webinar Series - Playing with Trauma- The Ethics of Making Games with Emotionally Heavy Content

Kelli Dunlap

Ethics

Trauma

Augmented Reality

Game Design

Games

mental health

In this webinar, Dr. Kelli Dunlap explores how game designers can prioritize player safety through developed guidelines for creating emotionally heavy content. This has tremendous importance as games increasingly explore challenging psychological and mental health topics such as shame, guilt, and regret.

[Watch on YouTube](#)



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LXD Webinar Series -The Inclusive Learning Pledge: L&D's Role in Diversity, Equity, Inclusion, Accessibility, and Belonging

Accessibility

Equity

Diversity

Inclusion

Augmented Reality

This session explores L&D's role in diversity, equity, inclusion, accessibility, and belonging. Kayleen Holt introduces the "Inclusive Learning Pledge" which aims to build a more inclusive world, one learning experience at a time.

Watch on YouTube



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LXD Webinar Series - Inclusive Accessibility: Beyond Colors and Captions

Bela Gaytan

Accessibility

Inclusion

Learning

Augmented Reality

Sense of Belonging

In this session, Bela Gaytan discusses creating a more inclusive learning experience by accommodating a wider range of disabilities and creating a sense of belonging for all.

[Watch on YouTube](#)



Bela Gaytan

Western Governors University

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D&D Webinars 2022

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LXD Webinar Series - Agile Project Management for Instructional Designers

Susan Hitt & Matthew Schmidt

Project Management

Agile

This webinar discusses the importance of Agile project management in the design and development of eLearning projects. Panelists will share their experiences with Agile project management and offer recommendations for instructional designers interested in leading projects.

[Watch on YouTube](#)



Susan Hitt

Susan Hitt graduated from UNCW with a Master's degree in Instructional Technology. Her bachelor's degree is in English along with a teaching certification for grades 9-12. With over 16 years of experience ranging from public education, to the non-profit sector, and now in the public sector, one thing has stayed the same for Susan: Her drive to utilize her love of organization, time management, and communication to project manage her own instructional design work. Susan works at nCino, a leading banking SAAS company, as an Instructional Developer and resides in Wilmington, NC with her husband and sweet pups.



Matthew Schmidt

University of Georgia

Matthew Schmidt, Ph.D., is Associate Professor at the University of Georgia (UGA) in the Department of Workforce Education and Instructional Technology (WEIT). His research interests include design and development of innovative educational courseware and computer software with a particular focus on individuals with disabilities and their families/caregivers, virtual reality and educational gaming, and learning experience design.

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LXD Webinar Series - Learning Environment Visual Mapping

Sonia Tiwari

Learner Experience Design

Visual Mapping

In this webinar, our guest speaker Dr. Sonia Tiwari discussed the importance of visual representations of students and the multi-dimensions of learning spaces. Dr. Tiwari shared how the method can be used and offered recommendations for instructional designers to create effective learning environments.

[Watch on YouTube](#)

Presentation Slides

[Open in Google Drive](#)



Sonia Tiwari

Penn State University

Sonia Tiwari is a Learning Experience Designer interested in creating children's educational products: games, toys, picture books, makerspace activities, and animated media. She has an MFA in Animation from the Academy of Art University, San Francisco, and a Ph.D. in Learning, Design, and Technology from Penn State University.

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LXD Webinar Series - Think-Aloud Methods: Just-in-Time & Systematic Methods to Improve Course Design

Andrea Gregg, Ronda Reid, Tugce Aldemir, Amy Garbrick, & Jennifer Gray

Learner Experience Design

Think-Aloud Observations (TAOs)

In this webinar, our guest speakers discussed methods and strategies to maximize the user experience within course designs. The panelists shared their experiences and offer recommendations for instructional designers.

[Watch on YouTube](#)

Presentation Slides

[Open in Google Drive](#)



Andrea Gregg

The Pennsylvania State University

Andrea Gregg, PhD is currently a Director of Online Pedagogy and Associate Teaching Professor in the Mechanical Engineering department at Penn State. With a PhD in Learning, Design, and Technology, her 20+ year career has been dedicated to maximizing quality in online education and has balanced scholarly research with applied learning design and faculty development practice.



Ronda Reid

The Pennsylvania State University

Ronda Reid holds a Master's in Education from Penn State University and is a certified Project Management Professional (PMP). Her years of work on various websites where user experience is common practice, lead her to believe the same user-focused principals should be applied to the realm of online education where she believed online course design problems could be an inhibitor to the learning process. She spearheaded the Canvas UX research project at Penn State as the University was switching to the learning management system and served as principal investigator for one of the research efforts as well as played an intricate role throughout the various stages of the other research projects.



Tugce Aldemir

The Pennsylvania State University

Tugce Aldemir is a fifth-year PhD candidate in Learning, Design and Technology Program in the College of Education at the Pennsylvania State University. She is also a graduate research assistant in the Teaching and Learning with Technology (TLT) at the Pennsylvania State University. She has received her M.S. in the Computer Education and Instructional Technology Department at Middle East Technical University, Turkey. Her research interests are: computer-supported collaborative learning, socio-emotional interaction and regulation in collaborative learning environments, socio-metacognition, human computer interaction, emotionally responsive online learning environments, and cultural competence and collaborative discussions. Her PhD dissertation focuses on developing a new model of socio-emotional competence to inform metacognitive and socio-metacognitive expertise or modify the existing model of competence to broaden its scope to entail socio-emotional interactional patterns. Her previous work has centered around a diverse group of topics including online learning, learner-based UX design, gamification, game theories, and learning experience design for empathy and social connectedness, and she has co-authored in the journal articles and conference proceedings about these topics.



Amy Garbrick

The Pennsylvania State University

Amy Garbrick, PhD has over 25 years of experience in Education and Technology and is the Director of Learning Design in the College of Information Sciences and Technology (IST). Amy manages the design and development efforts of over 100 courses for five award-winning online programs: the Masters of Professional Studies (MPS) in IST, MPS in Homeland Security, MPS in Enterprise Architecture, BS in IST, and BS in SRA (Security and Risk Analysis). Amy has taught in online, resident, and hybrid undergraduate courses and was the only instructor at Penn State to teach in all of the LMS pilot offerings using: MoodleRooms, Pearson, Desire2Learn, Blackboard (2 separate pilots), Canvas (3 separate pilots), and ANGEL. She has guest taught in numerous other courses both in Online and in Resident Instruction (RI). Amy completed her PhD in Learning Design and Technology with a dissertation on improving student engagement in online asynchronous discussion forums measured by quantity, quality, survey, and Social Network Analysis (SNA).



Jennifer Gray

The Pennsylvania State University

Jennifer Gray is an instructional designer in the College of Health and Human Development at The Pennsylvania State University. Jennifer earned her MEd in Business Education and has 25 years of experience in business, education, and technology fields. Her experience with learning and UX comes from various professional perspectives. Jennifer's professional experience includes corporate experience managing people and projects, teaching and working as a technology coordinator in K-12 settings, training educators and collaborating with designers at an educational software company, and as a higher education instructional designer.

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LXD Webinar Series - LXD Challenges for Novice Designers

Yoo Kyung Chang & Jin Kuwata

Learner Experience Design

In this webinar, our guest speakers discussed common challenges that novice designers face when designing learning experiences. Panelists will share their experiences and suggestions.

[Watch on YouTube](#)

Presentation Slides

[Open in Google Drive](#)



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LXD Webinar Series - Two Certificates in LXD at the University of Michigan

Rebecca M. Quintana & Chris Quintana

Learner Experience Design

In this webinar, speakers discussed how to best prepare instructional designers to develop learner-centered designs.

[Watch on YouTube](#)

Presentation Slides

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LXD Webinar Series - European Perspectives on Learning Experience Design

Niels Floor

Learning Experience Design

In this webinar, Niels Floor discusses international perspectives surrounding LXD and gives recommendations for instructional designers to create effective learning environments.

[Watch on YouTube](#)

Presentation Slides

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LXD Webinar Series - Learner Experience Design in Professional Environments

Dorothee Cavignaux-Bros & Denis Cristol

Learning Experience Design

MOOC

In this webinar, the panelists discuss how to develop learner-centered designs when designing a MOOC, and share their experiences and suggestions.

[Watch on YouTube](#)

Presentation Slides

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LXD Webinar Series - Theories of Change in Learning Experience Design

Karin S. Forssell & Keith Bowen

Learning Experience Design

Theory of Change

Watch on YouTube



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LXD Webinar Series - Start by Starting: Design Accessible Experiences Today

Accessibility

Design

Learning Experience Design

Julia Murray discusses what web accessibility is, how it's valuable to designers and their organizations, and how to start designing accessible and inclusive digital experiences today (Hint: It's easier than you think!).

[Watch on YouTube](#)



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LXD Webinar Series - Marrying Think-aloud Methods with Heuristic Evaluations to Improve Course Design

Tugce Aldemir & Andrea Gregg

Higher Education

Evaluation

Learning Experience Design

Augmented Reality

Course Design

In this webinar, Dr. Gregg and Dr. Aldemir discuss how to implement expert heuristic evaluation and user data through think-aloud protocols to examine learning experience design in higher education.

[Watch on YouTube](#)



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D&D Awards

D&D Awards 2022
2022 Outstanding Book Award
2022 Outstanding Journal Article Award
2022 Outstanding Practice Award
2022 Nova Southeastern University Award for Outstanding Practice
2022 Robert M. Gagne Award for Graduate Student Research
D&D Awards 2021



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D&D Awards 2022

Call for Nominations

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2022 Outstanding Book Award
2022 Outstanding Journal Article Award
2022 Outstanding Practice Award
2022 Nova Southeastern University Award for Outstanding Practice
2022 Robert M. Gagne Award for Graduate Student Research



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2022 Outstanding Book Award

Book image
(with a hyperlink
to the book)

Authors'
name and
affiliation
(with a link to
their preferred
social media
account)

Brief introduction / Abstract of the book

Award image



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2022 Outstanding Journal Article Award

Kyung Kim, Korea Institute of Energy Technology

Andrew Tawfik, University of Memphis

Kim, K., & Tawfik, A. A. (2021). Different approaches to collaborative problem solving between successful versus less successful problem solvers: Tracking changes of knowledge structure. *Journal of Research on Technology in Education*, 1-17.



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2022 Outstanding Practice Award

No winner



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2022 Nova Southeastern University Award for Outstanding Practice

Ann Prizzi, Terah Minor Jones, Loyola University

Project Title: *Music and the History of the Blues*



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2022 Robert M. Gagne Award for Graduate Student Research

Monica Surrency, University of North Texas

Dissertation Title: *Examining Usability, Navigation, and Multimedia Learning Principles in an Intentionally Designed Asynchronous Online College Course: A Usability Study*

Dissertation Chair: Scott Warren



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D&D Awards 2021

2021 Outstanding Book Award
2021 Outstanding Journal Article Award
2021 Outstanding Practice Award
2021 Nova Southeastern University Award for Outstanding Practice
2021 Robert M. Gagne Award for Graduate Student Research



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D&D Showcase

D&D Showcase 2022
D&D Showcase 2021
D&D Showcase 2020
D&D Showcase 2019
Huang (2019). A Game Module Within a Game-based Second-language Learning Environment



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D&D Showcase 2022



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D&D Showcase 2021



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D&D Showcase 2020



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D&D Showcase 2019

Huang (2019). A Game Module Within a Game-based Second-language Learning Environment



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Huang (2019). A Game Module Within a Game-based Second-language Learning Environment

Second Language Acquisition

Game-based Learning

This showcase is one part of a game-based second-language (L2) learning environment. The design is based on game-based learning (GBL) and task-based language teaching (TBLT) approaches.

Based on the prior games in that learners identify numbers and prices, this showcase helps learners to acquire the skills to express units and prices. It is a first-person role-playing game (RPG) designed in a life-like scenario. Multi-modes within the game help learners progressively develop targeted communication skills.

A GAME MODULE WITHIN A GAME-BASED SECOND-LANGUAGE LEARNING ENVIRONMENT

By: Rui "Tammy" Huang, rui.huang@ufl.edu, University of Florida

1 Real World Problems

- English as a second language (ESL) learners seldom exposed to the target language in their daily life (Kao, 2014)
- Same situation for Chinese as a second language (CSL) learners in America.
- Digital role-play games (RPG) provides context-rich, cognitively engaging environment for language learning. However, they are in short supply. (Ranalli, 2008)

2 Theoretical Foundation

Technology

- Game-based Learning (GBL) design
- Web-based learning for pre/post games
- GBL learning outcomes

Student-centered

Pedagogy

Task-based Instruction (Ellis, 2003)

- Interaction / situational authentic tasks
- Comprehension -> Expression -> Interaction

Content

- Second language acquisition
- Subject matter knowledge

3 The Learning Environment

Pre-game

Web-based Learning Platform

Game-based Learning Platform

4 A Game Module for Learning Mandarin - Grocery Shopping Game 1: Expressing Amount and Price

Life scenario

Introduce the context, task, and goals of this game.

Learning Outcome / Assessment Result

Interactive Game

Try to express the amount and price information of 8 items correctly. This is one of 50+ games for Mandarin Beginner learners who have no prior knowledge of Mandarin.

5 Research Stage

The current DBR emphasis is situated in the analysis/exploration phase.

The process of conducting educational design research (McKenney and Reeves 2019, p. 83, used with permission).

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- McKenney, S. E., & Reeves, T. C. (2019). *Conducting educational design research* (2nd ed.). New York: Routledge.
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Acknowledgements

User interface (UI) of the game environment was designed and/or supervised by Wei Xi, my previous research partner.

69



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D&D Design Competition

D&D Design Competition 2022
D&D Design Competition 2021
D&D Design Competition 2020
D&D Design Competition 2019
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D&D Design Competition 2013



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D&D Design Competition 2022

Finalists

Samet Baydar and Wonjin Yu, Purdue University

Mentor: Beth Oyarzun, UNC Charlotte

Stephanie West and Heather Francis, BYU

Mentor: Katarzyna Sims, Yale University

Allyson Sass and Deborah Marszalek, Baker University

Mentor: Libby Farrelly, Oriel STAT A MATRIX

Best Presentation

Allyson Sass and Deborah Marszalek, Baker University

Prompt

[The prompt could go here....]



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D&D Design Competition 2021

Finalists

x

Mentor: XX

XX

Mentor: XX

XX

Mentor: XX

Best Presentation

XX

Prompt

[The prompt could go here....]



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D&D Design Competition 2020

Finalists

Holly Blasko-Drabik and Clayton Whittle, Penn State University

Mentor: Peter Rich, Brigham Young University

Michael Anderson and Libby Farrelly, University of Tennessee, Knoxville

Mentor: John Love and Amy Pflug, Oriel STAT A MATRIX

Ashley Cribb and Jessica Nichols, University of North Carolina, Wilmington

Mentor: Tara Buñag, Modesto Junior College

Best Presentation

Holly Blasko-Drabik and Clayton Whittle, Penn State University

Prompt

[The prompt could go here....]



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D&D Design Competition 2019

Finalists

Michelle Jensen and Aprel Mendenhall, Utah State University

Mentor: Jeannemarie Sierant, Socratic Arts

Maureen Hogan and Kelly Gross, Northern Illinois University

Mentor: Tara Bunag, Modesto Junior College

Jessica Marzi and Makhosazana (Khosi) Lunga, University of Tennessee, Knoxville

Mentor: Peter Rich, Brigham Young University

Best Presentation

[not listed on the doc I have]



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D&D Design Competition 2018

Finalists

Holly Greene and Synthia Clark, University of Tennessee, Knoxville

Mentor: Shauna Bona, Senior Consultant, McKinnon-Mulherin Consulting

Smruti Shah and Bridgette Epps, Old Dominion University

Mentor: Kathy Ingram, Purdue University Global

Xinyue Ren and Yang Lai, Ohio University

Mentor: Lequisha Brown-Joseph, University of Phoenix and Walden University

Best Presentation

Xinyue Ren and Yang Lai, Ohio University



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D&D Design Competition 2017

Finalists

Iryna Ashby and Secil Caskurlu, Purdue University

Mentor: Tara Buñag, University of the Pacific

Huiruo Chen and Nicole Emert, University of South Florida

Mentor: Dotty Sammons, Idaho State University

Jessica Hooper and Elena Erick, University of South Florida

Mentor: Peter Rich, Brigham Young University

Best Presentation

Jessica Hooper and Elena Erick, University of South Florida



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D&D Design Competition 2016

Finalists

Milton Knopp and Julie La Combe, Emporia State University

Mentor: Suhana Chikatla, Auburn University

Justin Sentz and Tina Souders, Old Dominion University

Mentor: Peter Rich, Brigham Young University

Jessica Hooper and Elena Erick, University of South Florida

Mentor: Jesse Strycker, Ohio University

Best Presentation

Milton Knopp and Julie La Combe, Emporia State University



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D&D Design Competition 2015

Finalists

Zhichun Liu and Logan Arrington, Florida State University

Mentor: Nirupama Akella, Georgia Military College

Nurullizam Jamiat and Zhaihuan Dai, Florida State University

Mentor: Peter Rich, Brigham Young University

Robert Nyland and Matthew Langton, Brigham Young University

Mentor: Dotty Sammons, Idaho State University

Best Presentation

Zhichun Liu and Logan Arrington, Florida State University



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D&D Design Competition 2014

Finalists

Jiyae Bong and Alison L. Moore, Florida State University

Mentor: Suhana Chikatla, Wallace State and Auburn University Montgomery

Jessica Resig and Denesha "Kaye" Rabel, Old Dominion University

Mentor: Peter Rich, Brigham Young University

Susan Elizabeth Allred Oyarzun, Old Dominion University and Sheri Lyn Anderson, Boise State

Mentor: Joel Gardner, Franklin University

Best Presentation

Jiyae Bong and Alison L. Moore, Florida State University



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D&D Design Competition 2013

Finalists

Holly Marshburn and Megan Conners Murtaugh, Nova Southeastern University

Mentor: Suhana Chikatla, Wallace State and Auburn University Montgomery

Yun Lauren Liu and Ziang Wang, Emporia State University

Mentor: John Love, GE and Mark Moore, Broken Arrow Associates

Lubin Wang and Shuang Hao

Mentor: Dotty Sammons, Idaho State University

Best Presentation

Holly Marshburn and Megan Conners Murtaugh, Nova Southeastern University



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