**YOONHEE N. LEE**

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EDUCATION

Doctor of Philosophy, Curriculum & Instruction, with emphasis in Language & Literacy, Arizona State University, Tempe, Arizona, May 2012

Doctoral Dissertation: *Learning and Literacy in an Online Gaming Community: Examples of Participatory Practices in a Sims Affinity Space.*

 Committee: Elisabeth R. Gee (Chair), James Paul Gee, & Brian Nelson.

Master of Applied Linguistics, University of Southern Queensland, Australia, January 2004

Master of General Professional Education, with emphasis on Teachers of English to Speakers of Other Languages (TESOL), State University of New York at Potsdam, 2003.

 Advisor: Andrew K. Ha

Certificate of Teaching English to Speakers of Other Languages (TESOL),

Graduate School of Education, Sookmyung Women’s University, Seoul, South Korea, 2000

Bachelor of Engineering, Computer Science, University of Incheon, South Korea, 1993

CURRENT POSITION

Founder of Playful Digital Learning, LLC.

Faculty Associate at Arizona State University

Honors Faculty at Barrett, The Honors College at Arizona State University

TEACHING INTERESTS

Multilingual/Multicultural Education

Bilingual Education

Teacher Education

Sociolinguistics

Second Language Literacy

Computer-Assisted Language Learning (CALL)

Digital Literacies

Online Language Learning

Gaming and Learning

POST-SECONDARY EXPERIENCE

Arizona State University, Tempe Arizona

Mary Lou Fulton Teachers College August 2012-Present

ELL 515: Structured English Immersion

BLE 404: Instructional Design for Culturally and Linguistically Diverse Students

BLE 408: Structured English Immersion for Linguistically Diverse

BLE 407: Structured English Immersion for Secondary Students

BLE 396: Field Experience

BLE 220: Foundation of Structured English Immersion

Course Design/Development June – July 2010

Graduate Teaching Internship

RDG 691: Research in the Virtual World Fall 2010

BLE 541: Second Language Acquisition and Bilingual Education Fall 2009

OTHER EXPERIENCE

edTPA evaluator at Pearson February 2015 – August 2016

 Scoring portfolio of pre-service who want to get SEI endorsement

Eyelevel Learning Center, Chandler, AZ June 2013 – December 2013

 Developing Reading and Writing program for K-12

David Crockett Elementary School. Phoenix, AZ September 2012–April 2013

 Consulting technology integration instructions for 5th-6th ELD class

Montessori Day School, Chandler, AZ September 2012–April 2013

 Consulting technology integration instructions for 4th-6th class

Mary Lou Fulton College Preschool August 2006-May 2007

 Teaching assistant

Academy of Korean Heritage September 2007–December 2008

 Developing curriculum and teaching Korean to adopted Korean children, Mesa, AZ (Lead teacher)

Tempe Korean School September 2004–August 2005

 Coordinator and teacher

Korean class at Potsdam Public Library January 2003–May 2003

 Organizer, curriculum developer, and teacher

J. F. Kennedy Elementary Ogdensburg NY September 2002–May 2003

Teaching Internship in 4th grade class

Hanseo Community College, Seoul, South Korea March 2002-August 2002

 ENG 300 English for Tourism (Lead instructor)

Chungmoon Language Institute, Seoul, South Korea May 2001–August 2002

English instructor. Teaching English to adults and developing the textbook

Jeil Institute, Seoul, South Korea March 1993–July 1998

Teacher and Owner. Developing curriculum to teach English as a foreign language to K-8.

RESEARCH EXPERIENCE

**Independent Research**: Playful Digital Learning, August 2019-Present

Developing the curriculum using digital games to support literacy development, as well as game design + coding program. Investigate the effectiveness of using digital games to develop new and traditional literacy.

**Independent Research**: Arizona State University, September 2014-May 2018

* 1. Conducting action research to investigate the implication of using technology in an English Language Development class to teach English Language Learners. Research grant award from Chandler Unified School District, 2014-2015
	2. Conducting action research to investigate the understanding of technology and its usage among pre-service teachers and propose a possible method of preparing these pre-service teachers to educate ELL students better using online resources.

**Research Assistant** in TechSavvy Girls project (funded by the MacArthur Foundation): Arizona State University, August 2007–May 2009. Elisabeth Hayes, Professor.

 Assisted with the organization and management of the research site. Taught The Sims 2 and managed a blog with the goal of enhancing the middle school girls’ technology skills and digital literacy. Assisted with survey design and data analysis using Excel and SPSS. Analysis and writing up of research for conference presentation.

**Research Assistant** in The CompuGirls project (funded by NSF): Arizona State University, January 2008–April 2008. Elisabeth Hayes, Professor; Kimberly Scott, Associate Professor. Taught low-income high school girls how to use The Sims 2 as a tool for examining social justice issues. Managed discussions related to social justice issues relevant to teenage girls of color. Data Collection through observation of adolescent participations. Analysis and writing up of research for conference presentation.

**Research Assistant** in the GameStar Mechanic project (funded by the MacArthur Foundation): Arizona State University, August 2007–December 2007.

 James Gee, Mary Lou Fulton Presidential Professor of Literacy Studies

 Assisted with locating a research site, plans to collect data, and demonstrating Gamestar Mechanic (the software program for making flash games).

**Research Assistant** in Arizona State University, August 2007–December 2007

 Aya Matsuda, Assistant Professor

 Assisted with class management (BLE535 Sociolinguistic Issues in Bilingual Education) and summarized literature reviews related to non-native English speaking teachers.

**Research Assistant**: Arizona State University, August 2005–August 2006

James Christie, Professor, Karen Burstein, The president of Southwest Institute for Families and Children

 Assisted in two projects: the Arizona Centers of Excellence (ACE) project and Navajo Early Childhood Education Project (NEEP). I collected and summarized literature reviews related to children’s literature, emergent literacy, assessment, and bilingual education. Developed questionnaires with Dr. Burstein. Designed layout of presentations and organized data.

PUBLICATIONS

**JOURNAL ARTICLES**

**Lee, Y. N**., & Zhu, M. (2022). Digital game-based learning can develop students’ literacy skills and meet learning standards in the US. Computers in the Schools, 39(3), 274-296.

You, B., Kim, H., **Lee,Y.,** & Song, M. (2010). Korean Americans and their heritage language in the United States. Available:

<http://www.globo-portal.com/uploads/2/6/2/8/2628072/korean_research_report_for_matt.pdf>.

**BOOK CHAPTERS**

Hayes, E. & **Lee, Y. N.** (2016). From age and gender issues to identity in technology-mediated language learning chapter to appear in *the Routledge Handbook of Language Learning and Technology*. New York: Routledge.

Hayes, E. & **Lee, Y. N.** (2012). Specialist language acquisition and trajectories of IT learning in a Sims fan site. In S.C. Duncan, & E.R. Hayes (Eds.). *Learning in video game affinity spaces*. New York: Peter Lang.

Aubrecht, M., **Lee, Y. N.,** & Martinez-Gallagher, M. (2010). “Viral Notebooks: What happens when viral notebook are used as research collection methods at a conference?” In Seann Dikkers, Eric Zimmerman, Kurt Squire, and Constance Steinkuehler (Eds.), *Real Time Research: Improvisational game Scholarship* (pp.70–75).

**TEXTBOOK**

Yoonhee Lee (2001). Title: For the Super-Beginners: Don’t be afraid of English

CONFERENCE/ WORKSHOP

Lee, Y, N. (2024, June). *Play, Learn, Create: Using Minecraft to Build Learning Skills*. Workshop at the National Rural STEM Learning Summit, Tucson, AZ, USA

Lee, Y, N. (2023, October). *Learning Through Digital Games: Fun and Engaging Experiences.* Workshop at the 2023 STEM and Innovation Summit, Phoenix, AZ, USA

Lee, Y, N. (2017, April). *Linking writing practices from online platforms to test.* Paper presented at the American Educational Research Association Conference, San Antonio, USA

Lee, Y, N. (2016, October). An instructional technique to visualize writing process for ELLs. Paper presented at L2 Digital Literacies with AZ Computer-Assisted Language Learning. <https://cerclldiglit.wordpress.com/instructional-technique-to-visualize-writing-process/>

Lee, Y, N. (2016, April). *Visualizing writing: ELLs’ writing practices from online to tests.* Paper presented at the American Association for Applied Linguistics, Orlando, USA.

Lee, Y, N. (2014, March). *Playing, Interacting, and Acquiring a Second Language in an Online Gaming Community.* Paper presented at the American Association for Applied Linguistics, Portland, USA.

Lee, Y, N. (2013, April). *Collaborative Design Practices in an Online Community: A New Perspectives on User Participation.* Paper presented at the American Educational Research Association Conference, San Francisco, USA.

Lee, Y.N. (2013, March). *What User-Generated Tutorials Teach Us: Understanding Language Practices through Systematic Functional Grammar*. Paper presented at the American Association for Applied Linguistics, Dallas, TX.

Lee, Y. N. (2012, April). *Specialist language learning and gaming: Modding in a second language*. Paper presented at the American Educational Research Association Conference, Vancouver, BC.

Lee, Y. N. (2012, April). *Language in a modding community: Learning English for a specific purpose*. Paper presented at the symposium at the American Educational Research Association Conference, Vancouver, BC.

Lee, Y. N. (2011, February). *Digital Literacy & Fan Fiction*. Paper presented at the round table of the 41st Language and Literacy Conference at Arizona State University, AZ.

Lee, Y. N. (2012, February). *Digital Literacy + Web 2.0*. Paper presented at the round table of the 42nd Language and Literacy Conference at Arizona State University, AZ.

Lee, Y. N. (2010, June). *Understanding Language and Learning in Game-Based Online Affinity Spaces through Worked Examples*. Worked Example session held at the meeting of the Game+Learning+Society Conference, Madison, WI.

Lee, Y. N. (2010, April). *Diverse Opportunities for Learning in Game-Based Fan Communities.* Paper presented at the American Educational Research Association Conference, Denver, CO.

**Lee, Y. N.** & Song, M., (2010, January). *The importance of Building a Literacy Community in the Heritage Language Classroom: Teacher’s voice using a picture book in heritage language teaching.* Paper presented at the first International Conference on Heritage/Community Languages, Los Angeles, CA.

Hayes, E., Lammers, J.C. & **Lee, Y**. (2009, June). *Online Game Fan Communities as Affinity Spaces for Diverse Learners.* Workshop at the meeting of the Game+Learning+Society Conference, Madison, WI.

Hayes, E. King, B., Lammers, J.C. Johnson, B., & **Lee, Y.** (2009, April). Taking the Sims seriously: play, identity, and girls’ IT learning. In King, E. & Steinkuehler, C (chairs) *After School Learning Environments Based on Commercial Video Games.* Symposium at the American Educational Research Association Conference, San Diego, CA.

Lammers, J. C., **Lee, Y, N.,** & Hayes, E. (2009, April). *Reusing the game: Traditional and new literacy practices in The Sims 2.* Paper presented at the American Educational Research Association Conference, San Diego, CA.

**Lee, Y, N.** & Song, M, (2009, February). *Building a Literacy Community by Using A Picture Book*. Paper presented at the meeting of the 54th International Reading Association at Phoenix, AZ.

**Lee, Y. N.** & Lammers, J.C. (2009, February). *Sharing Their Stories: Learning and Literacy in The Sims 2.* Paper presented at the meeting of the 39th Language and Literacy Conference at Arizona State University, AZ.

Chen, T. & **Lee, Y.** (2008, February). *Korean and Taiwanese Immigrant Parents' Perspectives of Preschool in the U.S*. Paper presented at the meeting of the 29th Annual Ethnography in Education Research Forum, Philadelphia, PA.

Chen, T. & **Lee, Y**. (2008, March). *Korean and Taiwanese Immigrant Parents’ Perspectives of Preschool in the United States: Preschool Opens the Door to the American Dream.* Paper Discussion at the annual meeting of the American Educational Research Association, New York, NY.

Chen, T. & **Lee, Y**. (2008, May). *Korean and Taiwanese Immigrant Parents' Perspectives of Preschool in the U.S: Preschool Opens the Door to the American Dream.* Paper presented at the meeting of the fourth International Congress of Qualitative Inquiry, [University of Illinois at Urbana-Champaign](http://www.uiuc.edu/), IL.

**Lee, Y.** & Song, M, (2008, February), *The development of literacy in linguistic minority children: Using Picture book in heritage language teaching.* Paper presented at the meeting of the 38th Language and Literacy Conference at Arizona State University, AZ.

AWARDED GRANTS

Grant for Games and Learning Early Career Workshop from Rochester Institute of Technology. August 2017

Research grant award from Chandler Unified School District, 2014-2015

Research grant award from Graduate Professional Student Association at Arizona State University, August 2010

CERTIFICATION

Certificate of Teaching, Teachers of English to Speakers of Other Languages (TESOL)

 Sookmyung Women’s University, South Korea, December 2000

SCHOLARSHIPS

The Fulton Scholarship from Arizona State University, August 2009-May 2010

Graduate School Scholarship from Arizona State University, August 2009-May 2010 & August 2007-May 2008

SERVICE

**To the Profession:**

Mentor:

2024 Changemakers in STEM Virtual Youth

Conference proposal reviewer:

American Educational Research Association

American Associate for Applied Linguistics

Association on Internet Researchers

Games + Learning + Society Conference

Literacy Research Association (formerly National Reading Conference)

Digital Learning and Media

Journal reviewer:

Current Issues in Education (CIE)

Early Childhood Research Quarterly

Journal of Bilingual Education Research & Instruction

Journal of Language Learning and Technology

Journal of Literacy Research

**To the university:**

Graduate Professional Student Association

 Research grant proposal reviewer, 2008, 2007

**To the department:**

Alpha Upsilon Alpha Honor Society

 Treasure, August 2011-May 2013

 Conference Coordinator, August 2007-May 2008

PROFESSIONAL TRAINING

Preparing Future Faculty, Arizona State University, August 2008–May 2009

PROFESSIONAL MEMBERSHIPS

American Educational Research Association (AERA), August 2005-Present

American Association of Applied Linguistics (AAAL), February 2013- Present

Alpha Upsilon Alpha, August 2005-Present

Association of Internet Researchers, August 2008-Present

International Reading Association, August 2005-Present

Literacy Volunteers of America, Inc.