

Yulia Piller, Ph.D.

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469-774-8578

SUMMARY OF QUALIFICATIONS

24 years of professional experience and 18 years of K-12/Higher Ed teaching experience
17 years of professional development experience and instructional coaching
15 years of Instructional and curriculum design experience
14 years of administrative/managerial experience
Fluent in Russian

RESEARCH INTERESTS

Simulation/AR/VR in educational settings; Innovation in the classroom, educational technology, and game-based learning.

EDUCATION

Ph.D. Learning Technologies	University of North Texas, Denton, TX
MA Teaching Computer Science	Texas Woman University, Denton, TX
BS in Business Computer Information Systems	University of North Texas, Denton, TX

TEACHING EXPERIENCE

Assistant Professor February 2018 - Present

ACR 5201: Teaching and Learning in Healthcare Education
Healthcare Sciences Education - School of Health Professions
University of Texas-Southwestern Medical Center

Lecturer May 2018 - Present

Simulation 101: Curriculum Development and Instructional Design
University of Texas-Southwestern Medical Center

Adjunct Professor August 2016 – August 2017

CSCI 3002: Advanced Computer Technology in the Classroom
Texas Woman's University, Denton, TX

Middle School Technology Teacher January 2006 -August 2011

Frisco Independent School District

ADMINISTRATIVE AND PROFESSIONAL EXPERIENCE

Director of Educational Technology March 2017 - Present

UT Southwestern Medical Center, Dallas, TX.

- Supervise the day-to-day activities of campus solutions, student support, educational application development, admissions system support, and educational technology teams.
- Foster partnerships with all four schools, deans' and provost's offices, and the Graduate Medical Education programs to ensure cohesive operations.
- Cultivate collaborative relationships with various departments within Information resources, including the office of the CTO, Information Security, Client Services, Networking, ESS, and others.
- Conduct research, formulate recommendations, and oversee prioritization, budgeting, and resource allocation to support the delivery of top-tier technology-driven learning environments and educational solutions.
- Spearhead strategic technological advancements and operational initiatives to optimize teaching, learning, and instructional design practices university wide.
- Enhance and broaden support services to ensure consistent delivery by evaluating and implementing best practices.
- Evaluate staffing needs for educational technology, oversee recruitment, development, coaching, recognition, retention, and talent optimization efforts.

Director/Technology Integration Consultant

March 2011- October 2017

Arts and Technology Institute, Frisco, TX

- Contributed to the establishment and growth of Arts and Technology Institute, a thriving technology training company catering to children aged 6-18.
- Designed and delivered enriching activities and lessons in Game Design, Animation, Robotics, and Computer Science during after-school hours.
- Collaborated with public, private, and charter schools to develop customized STEAM-driven curricula, deliver after-school technology classes, and conduct professional development workshops for educators.

Instructional Design Consultant

April 2016 – March 2017

Region 10 ESC, Richardson, TX

- Collaborated closely with subject matter experts to conceptualize, create, and deploy online, blended, and face-to-face courses for professional development of school personnel.
- Developed engaging learning activities and compelling course content using a diverse range of digital tools, including interactive media, video, animation, and more.
- Provided training to professional development consultants on instructional design theories, online course development, and effective processes for creating clear, concise, accurate, and engaging online courses.

Independent Consultant: Technology Integration

November 2014 – January 2015

National Education Foundation, Washington, DC.

- On behalf of NSF led the implementation of an online program specifically designed for middle school students within a prominent school district in the Dallas-Fort Worth metroplex

SCHOLARLY WORKS***Professional Development Sessions and Workshops:***

Sebel, L., **Piller, Y** (2023). Accommodations vs. Accessibility: Access and Equity for All. *Effective Teacher Series (ETS)*, October 3, 2023. University of Texas Southwestern Medical Center, Dallas, TX, (USA)

Piller, Y (2023). What is UDL? *Professional Development Workshop for the Department of Genetic Counseling*, October 10, 2023. University of Texas Southwestern Medical Center, Dallas, TX, (USA)

Piller, Y., Tran, B. (2023). Accessibility: Demystifying Universal Design for Learning *Effective Teacher Series (ETS)*, March 21, 2023. University of Texas Southwestern Medical Center, Dallas, TX, (USA)

Piller, Y., Tran, B. (2022). The New Reality: Augmented Reality to Immerse and Enhance Learner Experience *Effective Teacher Series (ETS)* University of Texas Southwestern Medical Center, Dallas, TX, (USA)

Piller, Y. & Woychesin, J. (2017). Minecraft Mods: Coding Made Easy (Workshop). *Texas Computer Education Association Annual Conference (TCEA)*. February 2017, Austin, TX (USA)

Conference Presentations:

Piller, Y., Dorough, R. (2024) Navigating the new normal: Ensuring success for educational technology support teams in the post-covid era. *18th annual International Technology, Education and Development Conference (INTED)*, Valencia (Spain)

Piller, Y. & Dorough, R. (2023). Designing on the Go: Developing a Personalized Curriculum for a Doctoral Level Course. *17th annual International Technology, Education and Development Conference (INTED): New Challenges in Education and Research*, Valencia (Spain)

Piller, Y., (2021). Engaging Students in Virtual Classrooms: Best Practices and Tips to Keep Students Engaged in Online Classes (invited speaker). *Fall Faculty Assembly, School of Health Professions*. University of Texas Southwestern Medical Center, Dallas, TX, (USA)

Piller, Y., Hoggatt Krumwiede, K., Ponnors, P., Buckbee, M. (2019). A Successful Model for Supporting Student Transition to a New Learning Management System. *13th Annual International Technology, Education and Development Conference (INTED)*, New Challenges in Education and Research, Valencia (Spain)

Piller, Y. & Ponnors, P. (2018). Implementing a New Learning Management System: Developing a Roadmap for Success. *12th Annual International Technology, Education and Development Conference (INTED)*, New Challenges in Education and Research, Valencia (Spain)

Ponnors, P., **Piller, Y.,** Wakefield, J., Szu-Yueh, J.C. (2017). Engaging the Learner through Tiered and Interactive Instructional Design. *Association for Educational Communications and Technology Annual Convention (AECT) 2017*, Jacksonville, FL, (USA).

Piller, Y. & Ponnors, P. (2017). Teachers as Instructional Designers: Investigating the Phenomenon. *11th Annual International Technology, Education and Development Conference (INTED)*, New Challenges in Education and Research, Valencia (Spain).

Piller, Y. & Roberts-Woychesin, J. (2015). *Integrating Games into the Isochronous Learning Environment: Designing Instruction for Mixed-Age Classrooms. 8th Annual International Conference of Education, Research, and Innovation (ICERI)*, 2015. Seville (Spain).

Roberts-Woychesin, J. & **Piller, Y.** (2015). Mining Knowledge with Game Based Learning: Building Knowledge through Connected Learning with the use of Minecraft in the Classroom. *Global Learn 2015, Association for the Advancement of Computing in Education (AACE)*. Berlin (Germany).

Works Published:

Piller, Y. & Dorough, R. (2024) Navigating the new normal: Ensuring success for educational technology support teams in the post-covid era, *INTED2024 Proceedings*, pp. 384-391. <https://doi.org/10.21125/inted.2024.0152>

Piller, Y., & Dorough, R. (2023). Designing on the go: Developing a personalized curriculum for a doctoral level course. *INTED2023 Proceedings*, 72–77. <https://doi.org/10.21125/inted.2023.0038>

Piller, Y., Hoggatt Krumwiede, K., Ambardekar, A., Hernandez, J. (2020). Simulation 101: A Blended Approach to Faculty Development. In *INTED2020 Proceedings*, pp. 1233-1237, doi:10.21125/inted.2020.0421

Ponnors, P., **Piller, Y.** (2020). The Reality of Augmented Reality in the Classroom. In *Cognitive and Affective Perspectives on Immersive Technology in Education* (pp. 51-66). IGI Global doi:10.4018/978-1-7998-3250-8.ch003

Piller, Y., Krumwiede, K. H., Ponnors, P., & Buckbee, M. (2019). A Successful Model for Supporting Student Transition to a New Learning Management System. *INTED2019 Proceedings*, pp. 4052-4059. doi:10.21125/inted.2019.1017

Ponnors, P. J., & **Piller, Y.** (2019). Investigating the impact of augmented reality on elementary students' mental model of scientists. *TechTrends*, 63(1), 33-40. Doi: 10.1007/s11528-018-0366-6

Piller, Y. & Ponnors, P. (2018). Implementing a New Learning Management System: Developing a Roadmap for Success. In *INTED2018 Proceedings*, pp.3623-3630.

Gong, He. & **Piller, Y.** (2017). Differences in Parental Involvement and Perception of Video Games: A Pilot Study on American-Born and Immigrant Parents. *Eurasia Journal of Mathematics, Science and Technology Education*, 14(3), 785-796.

Piller, Y., & Ponnors, P. (2017) Teachers as instructional designers: investigating the phenomenon. In *INTED2017 Proceedings*, pp. 1147-1155

Piller, Y. (2016). Factors influencing parental attitudes toward digital game-based learning. Denton, Texas. UNT Digital Library. <http://digital.library.unt.edu/ark:/67531/metadc849636/>. Accessed July 1, 2016.

Piller, Y., Woychesin, J (2015) Integrating Games into the Isochronous Learning Environment, *ICERI2015 Proceedings*, pp. 5481-5490.

Roberts-Woychesin, J., & **Piller, Y.** (2015). Mining Knowledge with Game Based Learning: Building Knowledge through Connected Learning with the use of Minecraft in the Classroom. In *Global Learn* (Vol. 2015, No. 1, pp. 418- 425)

Piller, Y. (2014). Student-Generated Multimedia and Its Effects on Learning. In *INTED2014 Proceedings*, 4102-4107.

Other (Abstracts, Panel or Poster Presentations)

Piller, Y., Tran, B., Campbell, K., Ambardekar, A. (2022) Students' Perceptions of High-Fidelity Simulation and its Effectiveness (Accepted abstract) *16th Annual International Technology, Education and Development Conference (INTED)*, New Challenges in Education and Research, Valencia (Spain).

Tran, B., **Piller, Y.,** Hoggatt Krumwiede, K., Ponnors, P. (2021) Teaching Emotional Intelligence via Simulation Education. (Poster Presentation) *4th Annual Simulation-Based Quality Improvement and Research Forum - Emerging Ideas*, Dallas, TX (USA).

Tran, B., **Piller, Y.,** Hoggatt Krumwiede, K., Ponnors, P. (2021). The use of Augmented Reality to immerse and enhance learner experience during simulation-based education and training. (Accepted abstract) *14th annual International Conference of Education, Research, and Innovation (ICERI)*, Seville (Spain).

Piller, Y., Campbell, K., Tran, B., Ambardekar, A. (2021). High-fidelity simulation as an instructional modality: What do students think? (Accepted abstract) *15th Annual International Technology, Education and Development Conference (INTED)*, New Challenges in Education and Research, Valencia (Spain).

Piller, Y., Hoggatt Krumwiede, K., Ambardekar, A., Hernandez, J. (2020). Simulation 101: A Blended Approach to Faculty Development. (Accepted abstract). *14th Annual International Technology, Education and Development Conference (INTED)*, New Challenges in Education and Research, Valencia (Spain)

Hoggatt-Krumwiede, K., **Piller, Y.,** Lim, T., Loidl, W., Rajendran, T., Garbaya, S., (2019). Gamification in Patient Centered Care: from assessing the needs to developing solutions (gPACC). *CAPRA Research Symposium 2019*, Dallas, TX (USA).

Piller, Y., Ponnors, P., Bell, M. (2018). Breaking the glass ceiling: paradigm shift in educational technology-(panel discussion). *Association for Educational Communications and Technology Annual Convention (AECT) 2018*, KansasCity, MO, (USA).

Piller, Y. & Woychesin, J. (2017). Designing Instruction with Games in Mind (Poster Presentation). *Texas Computer Education Association Annual Conference (TCEA)*. February 2017, Austin, TX (USA)

Piller, Y. (2014). Student-generated multimedia and its effect on learning (Poster Presentation). Presented at *9th annual International Technology, Education and Development Conference (INTED)*, New Challenges in Education and Research, Valencia (Spain).

Piller, Y., & Woychesin, J. (2014). Afterschool Arts and Technology Education: Does It Increase Creativity and Problem-Solving Skills In Children? (Poster Presentation) *Association for Educational Communications and Technology Annual Convention (AECT) 2014*, Jacksonville, FL, (USA).

PROFESSIONAL ORGANIZATIONS AND MEMBERSHIPS

Society of Simulation in Healthcare (SSH)

Association for Educational Communications and Technology (AECT)

International Technology, Education and Development (INTED)

PROFESSIONAL SERVICE (Present)

- Medical School Interviewing Committee – *UT Southwestern* 2020, 2023
- Institutional Effectiveness Advisory Council (IEAC) - UT Southwestern 2023 – present
- Assistive Technologies Workgroup – UT Southwestern 2023 – present
- International Scientific Advisory Board Member
International Conference on Technology, Education, and Development (INTED) 2019-present
- Simulation Faculty Professional Development Committee – *UT Southwestern* 2018- present
- Reviewer for Educational Technology Research and Development
A bi-monthly publication of the Association for Educational Communications & Technology 2018 – present
- Member of the Educational Technology Advisory Committee (ETAC) - UT Southwestern 2017-present

PROFESSIONAL SERVICE (Past)

- Member of Simulation Data Management Committee - *-University of Texas Southwestern Medical Center Simulation Center)*
- Member of Educational Technology Awards Committee - *Association for Educational Communications and Technology (AECT)*
- Reviewer for Division of Emerging Learning Technologies (DELT) - *Association for Educational Communications and Technology (AECT)*
- Judge at HOSA (Health Occupations Students of America) - Texas Leadership Conference