

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 (10 hrs)

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 (2 hrs)

May 2018 - Present

Simulation 101: Curriculum Development and Instructional Design

University of Texas-Southwestern Medical Center

Adjunct Professor (3hrs)

August 2016 – August 2017

CSCI 3002: Advanced Computer Technology in the Classroom

Texas Woman's University, Denton, TX

Middle School Multimedia Teacher (40hrs)

January 2006 -August 2011

Frisco Independent School District

ADMINISTRATIVE AND PROFESSIONAL EXPERIENCE

Director of Educational Technology (40 hrs)

March 2017 - Present

UT Southwestern Medical Center, Dallas, TX.

- Provide leadership and strategic direction for campus solutions, student support, educational application development, admissions system support, and educational technology teams, ensuring alignment with institutional goals and priorities.
- Forge strong partnerships with all four schools, deans' and provost's offices, and Graduate Medical Education programs to foster cohesive operations and advance university-wide objectives.
- Cultivate collaborative relationships with various departments within Information Resources, including the CTO, Information Security, Client Services, Networking, ESS, and others, to optimize resource utilization and achieve shared objectives.
- Drive research, develop strategic recommendations, and oversee prioritization, budgeting, and resource allocation to deliver cutting-edge, technology-driven learning environments and educational solutions, with a focus on accessibility.
- Spearhead the strategic advancement of technology and operational initiatives to optimize teaching, learning, and instructional design practices across the university, with a commitment to ensuring equitable access for all learners.

- Enhance and expand support services to ensure consistent and accessible delivery, evaluating and implementing best practices in universal design for learning (UDL) and accessibility standards.
- Assess staffing needs for educational technology, and lead recruitment, development, coaching, recognition, retention, and talent optimization efforts, prioritizing expertise in accessibility and inclusive design.

Director/Technology Integration Consultant (10 hrs)

March 2011- October 2017

Arts and Technology Institute, Frisco, TX

- Contributed to the strategic development and growth of Arts and Technology Institute, a technology training company serving children aged 6-18.
- Developed and delivered engaging activities and lessons in Game Design, Animation, Robotics, and Computer Science, aligning with educational standards and accessibility guidelines.
- Collaborated with public, private, and charter schools to design and implement customized STEAM-driven curricula, deliver accessible after-school technology programs, and provide professional development workshops for educators, promoting inclusive teaching practices.

Instructional Design Consultant (40 hrs)

April 2016 – March 2017

Region 10 ESC, Richardson, TX

- Collaborated with subject matter experts in a strategic capacity to conceptualize, design, and deploy online, blended, and face-to-face courses for the professional development of school personnel, aligning with pedagogical best practices and learning outcomes.
- Leveraged a diverse range of digital tools, including interactive media, video, and animation, to develop engaging and pedagogically sound learning activities and course content, incorporating principles of universal design for learning (UDL) to maximize accessibility and learner engagement.
- Provided comprehensive training to professional development consultants on instructional design theories, online course development methodologies, and effective strategies for creating clear, concise, accurate, engaging, and accessible online courses.

Independent Consultant: Technology Integration (10 hrs)

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:

- **Piller, Y.,** Dorough, R. (2025). AI as your A11Y: Hands-on Tools for UDL. *EDUCAUSE pre-conference workshop*, October 27, 2025. Nashville, TN)
- Piller, Y. (2025). Accessibility 101: Understanding Digital Accessibility and the New ADA Updates. *Effective Teacher Series (ETS)*, April 15, 2025. University of Texas Southwestern Medical Center, Dallas, TX, (USA)
- **Piller, Y.,** Dorough, R. (2024). Generative AI for Instructional Design. *Effective Teacher Series (ETS)*, October 15, 2024. University of Texas Southwestern Medical Center, Dallas, TX, (USA)
- 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.,** Tran, B., & Dorough, R. (2025) Exploring physician assistant students' views on technology and augmented reality: Implications for interprofessional education and collaboration. *19th annual International Technology, Education and Development Conference (INTED)*, Valencia (Spain)
- **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.,** Tran, B., & Dorough, R. (2025) Exploring physician assistant students' views on technology and augmented reality: Implications for interprofessional education and collaboration, *INTED2025 Proceedings*, pp. 767-774. <https://doi.org/10.21125/inted.2025.0288>
- **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

- Ponnens, 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.** & Ponnens, 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.**, & Ponnens, 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.** & Dorough, R. (2025). *Redesigning Teaching and Learning for the AI Era: A Faculty Development Course on Artificial Intelligence in Clinical Education* [Poster presentation]. 2025 UT System AI Symposium in Healthcare, Houston, TX.
- Dorough, R., & **Piller, Y.** (2025). Using artificial intelligence to support curriculum review and improvement in the School of Health Professions at UT Southwestern Medical Center [Poster presentation]. 2025 UT System AI Symposium in Healthcare, Houston, TX.
- **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., Ponnens, 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., Ponnens, 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.**, Ponnens, 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 ComputerEducation 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).

SERVICE, ORGANIZATIONS, AND MEMBERSHIPS

Memberships

- Society of Simulation in Healthcare (SSH)
- Association for Educational Communications and Technology (AECT)
- International Technology, Education and Development (INTED)
- EDUCAUSE

Professional Service

- **Interviewer**
 - Medical School Interviewing Committee – UT Southwestern
- Member of Institutional Effectiveness Advisory Council (IEAC) - UT Southwestern
- **Co-chair** Assistive Technologies and Accessibility Workgroup – UT Southwestern
- **International Scientific Advisory** Board Member
 - International Conference on Technology, Education, and Development (INTED)
- **Reviewer** for Educational Technology Research and Development
 - *A bi-monthly publication of the Association for Educational Communications & Technology*
- Member of the Educational Technology Advisory Committee (ETAC) - UT Southwestern

Professional Licenses

- **Texas Educator Certification**
 - Technology Applications (EC-12) Expires 9/30/2030
 - Computer Science (8-12) Expires 9/30/2030

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