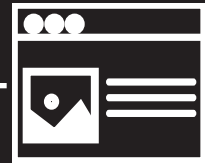
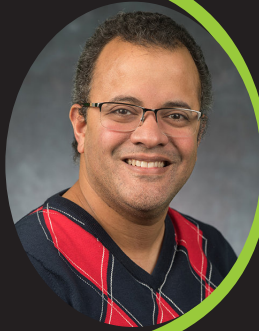


AHMED KARAM YOUSOF, Ph.D

Assistant Professor of Digital Media Technologies



About myself!

Throughout my four-year experience in teaching at Indiana University of Pennsylvania and Pennsylvania State University, I've taught different courses related to the fields of media production, writing for media, and visual literacy. Examples of such courses were: multimedia production, scriptwriting for games, and data visualization. I have also developed considerable experience in teaching theory courses such as communications media research, and introduction to media and communication. The main emphasis of my teaching assignment and research interest is mainly about the use of interactive digital storytelling (i.e. games and animation) for serious purposes such as campaigns, social justice issues, and learning.



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Rosenkrans Hall (Office #
1) Att. Dr. Ahmed Yousof



Work Experience

2019- Current

Assistant Professor, Digital Media Technologies
East Stroudsburg University

2017 - 2019

Assistant Teaching Professor, Game Design
Pennsylvania State University

2015-2017

Adjunct Faculty, Communications Media
Indiana University of Pennsylvania

2008-2012

Education Training Programs Senior Coordinator
AMIDEAST, Inc. Washington, DC.

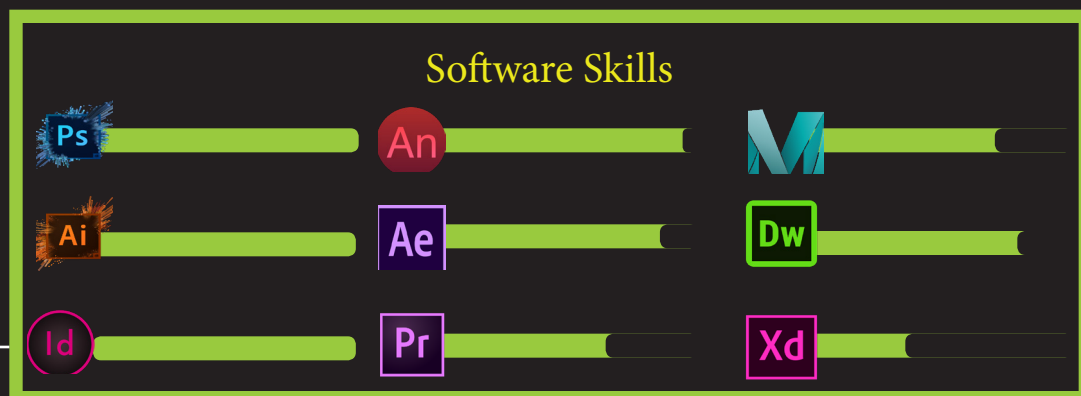
Education

2012-2017

Indiana University of Pennsylvania
Ph.D. (Communications Media and
Instructional Technology)
Indiana, PA , U.S.A

2000-2002

The American University in Cairo
MA (Teaching English as a Foreign
Language)
Cairo, Egypt



Awards and Leadership

- 2018-2020** **Conference Track Chairperson: Multiculturalism in Video games track**
Different Games Collective Conference, *Massachusetts*
- 2018-2020** **International Journal of End-User Computing and Development (IJEUCD)**
Journal Reviewer
- 2015** **Scholarship for outstanding performance**
Indiana University of Pennsylvania School of Education and Education Technology
- 2013** **New media and mobile learning international award, Dubai**
International Award of New Media and Mobile Learning: Enabling and Educating Learners;; (HERO I: Citizen of the World Videogame), Education Without Borders Conference, Dubai
Scholarship for outstanding performance



Scholarship and Services

- 2018-2019** **Humanities and Social Science scholl governance committee**
Revisiting the current policy making process that governs that School of Humnaities and Social science in terms of faculty voting, nomination for service and school committees, and program reviews andand peer evaluation.
- 2017-2018** **Keystone Digital Humanities Cnference (PSU University Park)**
Reviewed the submissions for the conference and helped with moderating the sessions of the conference.
- 2017-2018** **PSU digital festival committee**
Helped with the organization of the annual Digit Festival that takes place in PSU, Erie.
- 2015-2016** **Holocaust Events Planning Committee**
Helped form an interdisciplinary university-wide initiative to organize Holocaust events on the Indiana University of Pennsylvania campus, and in the surrounding community and beyond. I have contacted two of the holocaust survivors who live in Pittsburgh, Pennsylvania and coordinated with them the themes that will be tackled during the events. I have also designed multimedia aids to highlight the event talks.
- 2014-2015** **Muslim Student Association President**
Planned and organized university-wide activities that create mutual understanding between Mulsim students at Indiana University of Pennsylvania and American students. I also represented the association in different university and community events that aimed at establishing interfaith and cross-cultural conversation between Moslems and Non-Muslims.



Publications, conferences, and grants

Yousof, A. (2019). Benefits and Disadvantages of Utilizing Gamified Learning in Higher Education In Mabel C. P., Okojie, Tinukwa C. Boulder (Ed.), *Handbook of Research on Adult Learning in Higher Education* (pp. TBD). Hershey, PA: IGI Publishing

Co-investigator of the Digital Fluency Grant from Adobe: Research title: The Effectiveness of using Adobe Applications in the Development of the faculty digital fluency across Pennsylvania State University in Erie, PA.

Yousof, A. Nahla, A. (2019). The Future of Digital Game-Based Learning (DGBL) in Shaping Intercultural Communication Competency In Heather Lum (Ed.), *Critical Issues Impacting Science, Technology, Society (STS) and Our Future* (pp. 120-141). Hershey, PA: IGI Publishing

“Media in Transition: Journalism and Mass Media in the Arab World after the Arab Spring and its Influence to Access and Use of Media by Arab Immigrants in the United States” (2016)
Research Paper presented at AEJMC, Canada

“Do console games encourage racial and cultural discrimination: The Portrayal of Race and Culture in Commercial 3D games” (2016)
Research Paper presented at LHCC conference, Indiana University of Pennsylvania

“The Portrayal of Super Heroes in LEGO® Videogames” (2015)
Paper presented at Popular Culture of America (PCA) Conference, New Orleans

“Egypt Vs. Indonesian Politics: Role of International Media in Reporting Egyptian Revolution Vs. Indonesian Reform” (2015)
Paper presented at Indonesia Focus Conference, Ohio

“Videogames and Teen Crimes” (2014)
Paper presented at Popular Culture of America (PCA) Conference, Chicago

“HERO I: A Simulation Game that Promotes Cultural Understanding among Cultures” (2013)
Education Without Borders Conference, Dubai

“When Lara Croft Teaches a Second Language”
Paper presented at Laurel Highlands Communications Conference

“Designing a Study Skills Website for Egyptian Students in Higher Education”
Case-study co-presented at Egypt TESOL Conference, Egypt