

James Patrick Diamond
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PROFESSIONAL PREPARATION

Boston University, Boston, MA	History	B.A., 1994
Boston University, Boston, MA	Educational Technology	Ed.M., 2002
New York University, New York, NY	Educational Technology	Ph.D., 2012

CURRENT POSITION

Senior Research Associate, Technology Research and Development, EDC

OVERVIEW OF RESEARCH AND EVALUATION EXPERTISE

- **Research foci:** Digital games for learning; digital badges and micro-credentialing systems; classroom technology integration
- Using formative research and evaluation methods, including cognitive labs and clinical interviews, to inform the design of educational technologies
- Extensive knowledge of educational technology research and development

SELECTED RESEARCH EXPERIENCE

- **Principal Investigator**, *Planning a Design-based Implementation Research Agenda to Investigate Digital Badges as Transformative Assessment in Informal Science Learning*. Funded by the National Science Foundation, the Wellcome Trust (UK), and the Economic and Social Research Council (UK), 2015 – 2016. Lead cross-institutional planning for a program of research to guide coordination of evaluation and assessment practices across formal and informal science learning environments in New York City.
- **Principal Investigator**, *A Design-based Research Project to Study the Who Built America? Teacher Mastery Badge System*. Funded by the Bill and Melinda Gates Foundation, 2013–2014. Led a design-based study to investigate the effectiveness of a digital micro-credentialing system in helping social studies teachers develop Common Core literacy-aligned lessons and activities.
- **Project Manager**, *Zoom In*. Funded by the Bill & Melinda Gates Foundation, 2012 – present. Lead formative evaluation for a research and development project creating digital professional development supports for middle grades history and social studies teachers adopting the Common Core literacy standards and working with primary source documents.

SELECTED PUBLICATIONS AND PRESENTATIONS

- DeHaan, J. & Diamond, J. (2007). The experience of telepresence with a foreign language video game and video. *Proceedings of the 2007 ACM SIGGRAPH symposium on video games*. San Diego, CA, 39–46.
- Diamond, J., Anderson, A., Brunner, C., MacMillan Culp, K., Goldstein, M., Martin, W., Parris, J., & Reitzes, T. (2010). *Exploratory Investigation of Children's Strategy Development and Changes Playing World of Goo*. Poster presented at the annual Games, Learning & Society (GLS) Conference, Madison WI, June 9–11.
- Diamond, J., Plass, J.L., Goldman, R., Flanagan, M., Dong, C., Looui, S., Rosalia, C., Song, H., & Perlin, K. (2007). RAPUNSEL: How a computer game design based on educational theory can improve girls' self-efficacy and self-esteem. *Proceedings of the 87th Annual Meeting of the American Educational Research Association*. Chicago, IL.
- Diamond, J., & Potter, L. (2011). Digital games for history learning, Or, "History as not just one damn thing after another." Presented at the annual Games, Learning & Society (GLS) Conference, Madison WI, June 15–17.
- Schrier, K., Diamond, J., & Langendoen, D. (2010). Using Mission US: For Crown or Colony? to develop historical empathy and nurture ethical thinking. In K. Schrier & D. Gibson (Eds.), *Ethics and game design: teaching values through play* (pp. 255–273). Hershey, NY: Information Science Reference.