

**Lloyd P. Rieber**  
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## **EDUCATIONAL BACKGROUND**

B.S. Elementary Education, University of Pittsburgh, 1979  
M.A. Elementary Education, University of New Mexico, 1983  
Ph.D. Curriculum and Instruction, The Pennsylvania State University, 1987

## **PROFESSIONAL EXPERIENCE**

Department Chair, Communication Sciences and Special Education, The University of Georgia (2025 to present)  
Department Chair, Workforce Education and Instructional Technology, The University of Georgia (2019 to 2025)  
Professor, Learning, Design, & Technology, The University of Georgia (since 1998)  
Director of Innovation in Teaching and Technology, College of Education, The University of Georgia (2010 to 2015)  
Associate Professor, Department of Instructional Technology, The University of Georgia (1993 to 1998)  
Associate Professor, Curriculum & Instruction, Texas A&M University (1992 to 1993)  
Assistant Professor, Curriculum & Instruction, Texas A&M University (1987 to 1992)

## **AREAS OF RESEARCH INTERESTS**

Accessibility; Online learning; Interactive learning environments (microworlds, simulations, & games); Dynamic visualization; Constructivistic orientations to instructional design; Q methodology; Q pedagogy

## **AREAS OF TEACHING**

Interactive educational multimedia; instructional design; foundations of instructional technology; research methods; design-based research; Q methodology

## **PROFESSIONAL ASSOCIATIONS**

American Education Research Association  
Association for Educational Communications and Technology  
International Society for the Scientific Study of Subjectivity

## AWARDS

- Rieber, L.P., (2014) AECT's Division of Distance Learning Best Practice Award for the Massive Open Online Course "Statistics in Education for Mere Mortals."
- Rieber, L.P., 2010, Association for Educational Communications & Technology (AECT), Distinguished Service Award
- Rieber, L.P., 2006, Outstanding Practice Award, AECT's Division of Design & Development (for the Online Task Analysis Game ("In Search of Lost Wisdom"))
- Rieber, L.P., 2004, Outstanding Practice Award, AECT's Division of Design & Development (for the Online Instructional Design Activity Workspace)
- Rieber, L.P., 1995, James W. Brown Publications Award, Association for Educational Communications and Technology (for the book *Computers, Graphics, and Learning*).

## BOOKS

- Rieber, L.P. (1999). *Getting interactive with Authorware 5 Attain: Building simulations and games* [On-line]. Available: <http://www.NowhereRoad.com>
- Rieber, L. (1994). *Computers, graphics, and learning*. Madison, WI: Brown & Benchmark. Available: <http://www.NowhereRoad.com/cgl>

## BOOK CHAPTERS (Samples)

- Rieber, L. P., Yang, X., & Truong, E. (in press). Q Methodology: A Systematic Approach to the Study of Subjectivity. In Wilson, M., & Ritzhaupt, A. (Eds.), *Quantitative Methods in Educational Research: Concepts and Applications*. EdTech Books.
- Rieber, L. P., & Yang, X. (2025). Understanding Subjectivity in Teaching and Learning: The Emerging Connection Between Q Methodology and Instructional Technology. In S. R. Brown & D. Montgomery (Eds.), *Subjectivity and enlightenment: Applications of Q Methodology in the Education Sciences* (pp. 201-223). Cham, Switzerland: Springer.
- Shute, V. J., Van Eck, R., & Rieber, L. P. (2024). Designing educational videogames: Balancing learning, assessment, and fun. In R. A. Reiser & J. V. Dempsey (Eds.), *Trends and issues in instructional design and technology* (5th ed.). New York: Routledge.
- Rieber, L. (2024). The Proper Way to Become an Instructional Technologist. In West, R. E. & Leary, H. (Eds.), *Foundations of Learning and Instructional Design Technology: Historical Roots & Current Trends* (2nd ed.). EdTech Books. <https://dx.doi.org/10.59668/473>
- Rieber, L. P., Clinton, G., & Kopcha, T. J. (2016). The studio approach at the University of Georgia: Always a work in progress. In E. Boling, R. A. Schwier, C. M. Gray, K. M. Smith, & K. Campbell (Eds.), *Studio teaching in higher education: Selected design cases* (pp. 37-59). New York, NY: Routledge.
- Barbour, M., Thomas, G., Rauscher, D., & Rieber, L. (2010). Homemade PowerPoint games. In A. Hirumi (Ed.). *Playing games in school: Video games and*

- simulations for primary and secondary education* (pp. 333-347). Eugene, OR: International Society for Technology in Education.
- Rieber, L. P. (2009). Supporting discovery-based learning within simulations. In R. Zheng (Ed.), *Cognitive effects of multimedia learning* (pp. 217-236). Hershey, PA: IGI Global.
- Rieber, L. P., Davis, J. M., Matzko, M. J., & Grant, M. M. (2009). Children as critics of educational computer games designed by other children. In R. E. Ferdig (Ed.), *Handbook of research on effective electronic gaming in education* (pp. 1234-1256). Hershey, PA: Information Science Reference.
- Rieber, L. P., Barbour, M., Thomas, G., & Rauscher, D. (2008). Learning by designing homemade powerpoint games. In C. T. Miller (Ed.), *Games: Their purpose and potential in education* (pp. 23-42). New York: Springer Publishing Company.
- Rieber, L. P. (2005). Multimedia learning in games, simulations, and microworlds. In R. Mayer (Ed.), *The Cambridge handbook of multimedia learning* (pp. 549-567). New York: Cambridge University Press.
- Rieber, L. P. (2003). Microworlds. In D. Jonassen (Ed.), *Handbook of research for educational communications and technology* (2nd ed., pp. 583-603). Mahwah, NJ: Lawrence Erlbaum Associates.

### **JOURNAL ARTICLES (Samples)**

- Rieber, L. P., & Rieber, W. (2025). They Pass the Tests, But What Do They Really Believe? College Students' Views on the Role of the Government in American Economics, 25(2), 1-23. *Journal for Economic Educators*.
- Dinkelman, T., Rieber, L., & Johnson, G. (2024). Discussions on another spectrum: Q pedagogy and high-quality discussions. *Theory & Research in Social Education*. *Theory & Research in Social Education*, 1-47.  
doi.org/10.1080/00933104.2024.2388154
- Rieber, L. P. (2023). Q Pedagogy: Bringing Students' Subjectivity into the Design of Instruction. *International Journal of Designs for Learning*, 14(2), 87-97.  
doi:https://doi.org/10.14434/ijdl.v14i2.34715
- Rieber, L. P., Zimeri, A. M., & Li, T. (2022). All Opinions Matter: Q Pedagogy in an Environmental Health Science Class. *Journal of the Scholarship of Teaching and Learning*, 22(3), 21-33.
- Rieber, L. (2020). Q Methodology in Learning, Design, and Technology: An Introduction. *Educational Technology Research and Development*, 68, 2529–2549.
- Rieber, L. P. (2020). Building a Software Tool to Explore Subjectivity in the Classroom: A Design Case. *International Journal of Designs for Learning*, 11(140-150).
- Rubenstein E., Fuhrman N., Rieber L., Kim C. (2019) "TREASURE" SAE: The Teacher Rejuvenation for Enhancing Agriscience Students' Utilization of Real-world Experiences Virtual Simulation Game. *North American Colleges and Teachers of Agriculture Journal*, 63(1), 42-43.
- Rieber, L. P. (2017). Statistics in Education for Mere Mortals: A Design Case of an Established MOOC. *Journal of Educational Multimedia and Hypermedia*, 26(4), 357-371.

- Rieber, L.P., & Estes, M. (2017). Accessibility and Instructional Technology: Reframing the Discussion. *Journal of Applied Instructional Design*, 6(1), 9-19.
- Rieber, L. P. (2016). Participation patterns in a massive open online course (MOOC) about statistics. *British Journal of Educational Technology*. doi:10.1111/bjet.12504
- Kopcha, T. J., Rieber, L.P., & Walker, B. (2016). Understanding university faculty perceptions about innovation in teaching and technology. *British Journal of Educational Technology*, 47, 945-957. doi:10.1111/bjet.12361
- Alvermann, D. E., Halstead, H., Troutman Goodwin, M., & Rieber, L.P. (2015). Emerging research interests that complicate data analysis: How the past informs the present, American Reading Forum Annual Yearbook [Online]. Vol. 35.
- Clinton, G., & Rieber, L. P. (2010). The studio experience at the University of Georgia: An example of constructionist learning for adults. *Educational Technology Research and Development*, 58(6), 755-780.
- Barbour, M., Rieber, L., Thomas, G., & Rauscher, D. (2009). Homemade PowerPoint games: A constructionist alternative to WebQuests. *TechTrends: Linking Research & Practice to Improve Learning*, 53(5), 54-59
- Rieber, L. P., & Noah, D. (2008). Games, simulations, & visual metaphors in education: Antagonism between enjoyment and learning. *Educational Media International*, 45(2), 77-92.
- Rieber, L. P., Tzeng, S., & Tribble, K. (2004). Discovery learning, representation, and explanation within a computer-based simulation: Finding the right mix. *Learning and Instruction*, 14, 307-323.
- Rieber, L. P. (1996). Seriously considering play: Designing interactive learning environments based on the blending of microworlds, simulations, and games. *Educational Technology Research & Development*, 44(2), 43-58.

### **CONFERENCE PRESENTATIONS (Most Recent)**

- Rieber, L.P. Little Time Left for Teaching: The Administrator's Dilemma. Presented at the Conference for Higher Education Pedagogy, Blacksburg, VA, February 6, 2026.
- Rieber, L.P. Graduate Students' Views on Artificial Intelligence in Education. Presented at the Conference for Higher Education Pedagogy, Blacksburg, VA, February 13, 2025.
- Rieber, L.P., & Rieber, W.J. They Pass the Tests, But What Do They Really Believe? College Students' Views on the Role of Government in American Economics. Presented at the Conference for Higher Education Pedagogy, Blacksburg, VA, February 8, 2024.
- Rieber, L. Q Pedagogy: An Approach to Facilitating Student Discussions of Controversial Topics. Presented at the Annual Critical Questions in Education Symposium, Pittsburgh, October 28, 2024
- Rieber, L. Q Pedagogy: Bringing Students' Subjectivity into the Design of Instruction. Presented at the Annual Conference of the Association for Educational Communications and Technology, Orlando, October, 2023.

- Rieber, L.P. Graduate students' dispositions toward educational research methods. Presented at the Conference for Higher Education Pedagogy, Virginia Tech, February 16, 2023.
- Rieber, L. (2022). Q Pedagogy: Bringing Students' Subjectivity into the Design of Instruction. Presented at the annual meeting of the International Society for the Scientific Study of Subjectivity, Orlando, Florida, September 16, 2022.
- Dinkelman, T., & Rieber, L. Enacting Q Pedagogy in a Graduate Social Studies Education Class. Presented at the annual meeting of the American Educational Research Association, San Diego, April, 2022.
- Yang, X., & Rieber, L. Undergraduate Students' Perceptions of Frustrations in Collaborative Group Work: A Q Methodology Approach. Presented at the annual meeting of the American Educational Research Association, San Francisco, April, 2020.
- Rieber, L., Zimeri, A.M., & Li, T. All Opinions Matter: Using Q Methodology in an Environmental Health Science Class. Presented at the Annual Conference of the Association for Educational Communications and Technology, Virtual Conference, November, 2020.
- Rieber, L. & Dinkelman, T. A Different Kind of Class Discussion: Using Q Methodology in Social Studies Teacher Education. Presented at the Annual Conference of the Association for Educational Communications and Technology, Virtual Conference, November, 2020.
- Rieber, L. Q Methodology and Its Potential for the Scholarship of Teaching and Learning. Presented at the Conference for Higher Education Pedagogy, Virginia Tech, January, 2019.
- Rieber, L. Subjectivity in the Classroom: A Design Case Study of a Q Sort Tool. Presented at the annual meeting of the American Educational Research Association, New York, April, 2018.
- Rieber, L., Embracing Subjectivity in the Classroom: An Adaptation of Q Methodology. Presented at the Annual Conference of the Association for Educational Communications and Technology, Jacksonville, FL, November, 2017.
- Rieber, L. Anatomy of an Established Massive Open Online Course (MOOC) about Statistics. Presented at the annual meeting of the American Educational Research Association, San Antonio, April, 2017.
- Rieber, L. Adapting the Q Sort Methodology for Instructional Purposes. Presented at the annual meeting of the American Educational Research Association, San Antonio, May, 2017.
- Rieber, L.P. (2016). Anatomy of an Established Massive Open Online Course (MOOC) about Statistics. Presented at the World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2016, Alexandria, VA, November, 2016.

## **FUNDED GRANTS**

Institute of Education Sciences, June, 2009. *iSkills: Audio/Video Guidance repository for Life Skills*. Principal Investigators: Kevin Ayres & Lloyd Rieber, \$1,200,000.

- Bill & Melinda Gates Foundation, July, 2013. *PersuadeMe: Engaging Low-Achieving Writers Digitally in Grades 4-8*. Principal Investigators: Donna Alvermann, Lloyd Rieber, and Michael Hannafin, \$25,000.
- The University of Georgia, Office of the Vice President for Instruction. Project Promote: Using technology to help mentor early career faculty at the University of Georgia. Principal Investigator: Lloyd Rieber, \$21,555.
- University System of Georgia Learning Technologies Grants Program, September, 2003. *Expanding Distance Education Opportunities at UGA Using the HorizonLive Virtual Classroom*, Principal Investigators: Sherry C. Clark & Lloyd Rieber, \$59,700.
- U.S. Department of Education, December, 2000, *Project SHOP: Interactive Technology for Generalizing Literacy, Mobility, and Purchasing Skills to Community Settings*, Principal Investigators: John Langone, Lloyd Rieber, Tom Clees, \$348,464.

### **COMPUTER SOFTWARE (Samples)**

- Rieber, L.P. (2020). *Lloyd's Q Sort Tool*. Self-Published.
- Rieber, L.P. (2016). *Lloyd's Video Analysis Tool*. Apple Computer Company, Inc. Macintosh App Store. Available: <https://itunes.apple.com/us/app/lloyds-video-analysis-tool/id1115260024?ls=1&mt=12>
- Rieber, L.P. (2014). *Statistics in Education for Mere Mortals*. Massive Open Online Course. Offered through Instructure Canvas: <https://www.canvas.net/> Course videos available on YouTube: <http://tinyurl.com/statisticsformeremortals>
- Rieber, L.P. (2012). *Lunar Hotel Shuttle: A science education app for the iPhone and iPad*. Apple Computer Company, Inc. App Store. Available: <https://itunes.apple.com/us/app/lunar-hotel-shuttle/id580954161?mt=8>
- Rieber, L.P. (2011). *Catch Sunny: An educational research app for the iPhone and iPad*. Apple Computer Company, Inc. App Store. Available: <http://itunes.apple.com/kz/app/catch-sunny/id485099497?mt=8>

### **OTHER LEADERSHIP ACTIVITY**

- Past-Chair, Special Interest Group for Instructional Technology, American Educational Research Association.
- Co-Founder, ITFORUM listserv (<http://it.coe.uga.edu/itforum>), Sponsored by the Department of Educational Psychology & Instructional Technology (UGA).
- Past-President, Association for the Development of Computer-Based Instructional Systems (ADCIS).