

Julia L. Oltman

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Research and Teaching Interests

Game-based learning, augmented reality, geospatial tools for teaching and learning, mobile learning, constructivist theory, social studies education

Education

PH.D. | 2018 | LEHIGH UNIVERSITY

- Teaching, Learning, and Technology
- Dissertation: *Investigating the Effect of a Curriculum-embedded Augmented Reality Constructivist-inspired Game within an Early Elementary Social Studies Curriculum and its Influence on Student Experiences, Learning Outcomes, and Teacher Instructional Practices*

M.S. | 1997 | UNIVERSITY OF NEW HAMPSHIRE

- Kinesiology with emphasis of study: Sports Psychology and Sports Media
- Thesis: *So What if the Sports Media Trivializes Women? An Exploratory Study Examining the Effect of the Sports Media on Young Female Athletes and their Self-Perceptions.*

B.A. | 1991 | UNIVERSITY OF NEW HAMPSHIRE

- Major: English
- Minor: History

Publications

Bressler, D. M., **Oltman, J. L.**, & Vallera, F. L. (2018). Inside, Outside, and Off-Site: Social Constructivism in Mobile Games. In J. Keengwe (Ed.), *Handbook of Research on Mobile Technology, Constructivism, and Meaningful Learning*. Hershey, PA: IGI Global. <http://doi.org/10.4018/978-1-5225-3949-0.ch001>

Scholarly Presentations

Hammond, T.C., **Oltman, J.L.**, & Alexander, R. C. (2018, March). Enhancing Early Elementary Civics Education Through Augmented Reality Games. In *Proceedings of Society for Information Technology & Teacher Education International Conference 2018 (SITE)*. Washington, D.C.

Oltman, J.L., & Hammond, T.C. (2017, April). *"I Almost Wanted to Touch Them!" Curriculum- Embedded Game-Based Learning for Young Elementary History Education*. Presented as part of a Symposium at the annual meeting of the American Educational Research Association (AERA), San Antonio, TX.

Oltman, J.L. (2017). *ARIS Games for Elementary Social Studies*. Presented at the 2017 Pennsylvania Educational Technology Expo and Conference (PETE&C), Hershey, PA.

Hammond, T. & **Oltman, J.L.** (2016). The sleeping giant awakens? Two cases in geospatial tools re-shaping curricular content in elementary social studies. In G. Chamblee & L. Langub (Eds.), *Proceedings of*

Society for Information Technology & Teacher Education International Conference 2016 (pp. 1637-1640). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Oltman, J.L., & Hammond, T.C. (2016, June). *Moravian History Mystery: Elementary Game- Based Learning About Colonial America*. Presented as a Research Paper at the annual conference of the International Society for Technology in Education (ISTE), Denver, CO.

Hammond, T.C., & **Oltman, J.L.** (2016, March). The Sleeping Giant Awakens? Two Cases in Geospatial Tools Re-Shaping Curricular Content in Elementary Social Studies. Presented as a Paper at the conference of the Society for Information Technology and Teacher Education (SITE), Savannah, GA.

Oltman, J.L. (2016, August). *Three Games for Elementary Social Studies*. Presented at the 2016 ARIS Global Summit, Madison, WI.

Oltman, J.L. (2016, August). *Get the Data!*. Presented at the 2016 ARIS Global Summit, Madison, WI.

Oltman, J.L. & Hammond, T.C. (2015). Exploring the use of a location-based iPad augmented reality game for elementary history education. In D. Rutledge & D. Slykhuis (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2015* (pp. 818-821). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).

Oltman, J.L., & Hammond, T. (2015). *Moravian History Mystery: A Mobile, Digital, Augmented Reality, Game-Based Learning Experience for Young Elementary Students*. In K. Caldwell, S. Seyler, A. Ochsner, & C. Steinkuehler (Eds.), *Games+Learning+Society Conference (GLS)* (Vol. 1, pp. 410–416). Retrieved from <http://press.etc.cmu.edu/files/GLS11-Proceedings-2015-web.pdf>

Bressler, D., & **Oltman, J.L.** (2015, August). Putting the “AR” in Farm: Baaaad or Good? Presented at the 2015 ARIS Global Summit, Madison, WI.

Hammond, T.C., **Oltman, J.L.**, & Mendez Martinez, D. (2015, June). Inside, Outside, Between: Recipes for Augmented Reality in Social Studies. Presented as a Poster at the conference of the International Society for Technology in Education, Philadelphia, PA.

Hammond, T.C., & **Oltman, J.L.** (2015, October). *Community Needs, Community Resources: A 21st Century Approach to the Elementary Social Studies Classic*. Presentation at the Teaching, Learning, and Technology Summit, Bethlehem, PA.

Oltman, J.L. & Hammond, T.C. (2015, October). *Moravian history mystery: A mobile, digital, augmented reality, geospatial, game-based learning experience for elementary students*. Poster presented at the Lehigh University College of Education Distinguished Lecture Series, Bethlehem, PA.

Working Papers

Oltman, J.L., & Hammond, T.C. (In revision). "I almost wanted to touch it": Flow and learning in game-based history education with augmented reality for early elementary students. *Journal of Educational Computing Research*.

Hammond, T.C., & **Oltman, J.L.** (In preparation). Enhancing early elementary civics education through augmented reality games. *Social Studies and the Young Learner*.

Professional Experience

COLLEGE OF EDUCATION| LEHIGH UNIVERSITY | 2017-PRESENT

Adjunct Professor

Courses Taught:

- Summer 2018: ES/TLT 468: Teaching & Learning with Geospatial Tools (Graduate Level)
- Summer 2017: ES/TLT 468: Teaching & Learning with Geospatial Tools (Graduate Level)

DEPARTMENT OF ATHLETICS| LEHIGH UNIVERSITY | 1997-PRESENT

- Assistant Athletic Director for Technology: 2009-Present
- Director of Camps & Emerging Technologies: 2004-2009
- Director of Camps: 2002-2004
- Head Women's Soccer Coach: 1997-2002

DEPARTMENT OF ATHLETICS| THE OHIO STATE UNIVERSITY | 1995-1997

- Assistant Women's Soccer Coach

DEPARTMENT OF ATHLETICS| UNIVERSITY OF NEW HAMPSHIRE | 1990-1995

- Assistant Women's Soccer Coach