

JOHN SPENCER

Curriculum Vitae
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EDUCATION

- B.A.S. Secondary Education - History, Arizona State University (2004)
- M.A. Educational Technology, Northern Arizona University (2009), received the Educational Technology Graduate Award for my research on teacher self-efficacy and blended professional development

TEACHING

ASSISTANT PROFESSOR OF INSTRUCTIONAL TECHNOLOGY (2015-PRESENT)

I am currently an assistant professor at George Fox University.

- Mentored faculty as the Education Supervisor in the Digital Fluency Initiative
- Conducted regular hybrid and face-to-face technology professional development for faculty
- Designed and implemented online technology workshops centered around digital ethics / policies, authentic assessment, and the SAMR Model
- Led the MATG rewrite committee for the design of the new assessment course (MATG 504) and contributed to the STEM and Humanities pedagogy course redesigns
- Oversaw the Educational Technology specialization, including recruiting and training adjuncts, designing the practicum and action research rubrics, rewriting course descriptions, and supervising candidates through the entire program
- Worked as a cohort leader, using UX Design theory to teach online, face-to-face, and hybrid classes and presented these ideas at the Faculty Conference
- Developed the system for the Chromebook roll-out by working collaboratively with district partners
- Worked with district partners to develop course goals and a technology integration plan for the MAT rewrite

CLASSROOM TEACHER (2004-2015)

I have taught middle school (all subjects plus reading intervention, photojournalism and computer programming) in the Cartwright Elementary School District, an urban, Title One, school district in Phoenix, Arizona.

- Delivered the opening speech at the White House Future Ready Summit for my work on a global collaboration project
- Founded Project IMPACT, a co-curricular service learning program that utilized design thinking for solutions-driven service projects
- Created Social Voice Media, a digital journalism program that included blogging, documentaries, and podcasts

- Led multiple PLCs as department chair and team leader
- Co-sponsored the Social Awareness Club, a service learning and social justice club
- Led the development of an inquiry-based one-to-one social studies curriculum
- Launched the Twenty-First Century Classrooms, a project-based one-to-one initiative with ELL classrooms
- Co-developed the STEM Camp Summer Lab School, combining professional development, curriculum design and action research
- Designed a district-level online personalized professional development platform with lessons, resources and online classes
- Developed a site-level, choice-based, differentiated professional development framework that incorporated student data and action research

ENTREPRENEUR (2014-PRESENT)

As the co-founder of two educational technology start-ups, I am continuing to gain new insights into design thinking, market research, curriculum development and both UX and UI design theory

- Co-founded Write About, a blogging platform for K-12 students, centered around student choice, authentic audiences, and language support strategies
- Co-founded Blend Education, an education publishing platform that includes books, products, audio-books, and courses, which has launched two Amazon bestsellers in the category of Experimental Methods and STEM Education

SCHOLARSHIP

Books

I have varied my publishing between more scholarly, niche-oriented books and books designed to reach a larger popular audience (which was why Launch remained number one in the education: methods ratings in Amazon for three months)

Spencer, J., & Juliani, A. (2017). *Empower: What happens when students own their learning*. San Diego, CA: IMPress Publishing.

Spencer, J. (2017). *Making learning flow*. Bloomington, IN: Solution Tree Press.

Spencer, J., & Juliani, A. (2016). *Launch: Using design thinking to boost creativity and bring out the maker in every Student*. San Diego, CA: Dave Burgess Consulting, Inc.

Spencer, J. (2016). *Confident voices: digital tools for language acquisition*. Thousand Oaks, CA: Corwin Press.

Spencer, J. (2013). Technology Criticism in the Classroom. In Clough, Olson, & Niederhauser (Eds) *The Nature of Technology: Implications for Learning and Teaching*. Sense Publishers.

Articles

Spencer, J. (2018, December). The gift of boredom. *Educational Leadership*.

Spencer, J. (2017, September). Think Inside the Box: why embracing creative constraint is one key to problem solving and creativity. *Educational Leadership*.

Spencer, J. (2017, March). Genius by Design: using design thinking to structure Genius Hour. *Educational Leadership*.

Spencer, J. (2014, April). PD isn't the problem. *Phi Delta Kappan*, 95(7).

Spencer, J. (2013, September). We Need Gates: why direction instruction is still necessary in self-directed learning. *Phi Delta Kappan*.

Spencer, J. (2013, April). Bad Policy, Bad Practice: Why creative autonomy is the answer, not the problem. *Phi Delta Kappan*.

Spencer, J. (2014, February). From Homework to Home Learning: Stop assigning homework, and watch the learning grow. *Phi Delta Kappan*.

Spencer, J. (2013, February). I'm a Better Teacher When Students Aren't Tested: why creativity thrives when policy changes. *Phi Delta Kappan*.

Spencer, J. (2012, September). Abandoning Superman: A shift toward student-centered learning. *Phi Delta Kappan*.

Conference Presentations

I present frequently at conferences, ranging from district-level technology conferences to peer-reviewed ISTE-affiliated conferences. Here are some of the presentations I've given within the last three years:

- LAUNCH into Design Thinking: Why We Added Research, Media Literacy, and Marketing to Our K-12 Framework
- The Future of Learning: Seven Trends Disrupting Higher Education
- Making Learning Flow: Utilizing Flow Theory in Creative Work
- Genius by Design: Using Design Thinking for Genius Hour
- Vintage Innovation: How Low-Tech Design Projects Build a Maker Mindset in Students
- The Seven Creative Approaches: Measuring Creative Capacity in Multiple Domains
- The Eight Stages of Technology Integration
- UX Design Theory for Personalized Learning: Shifting from Adaptive Programs to Human Systems
- We Want Students to Be Creative, But How Do We Assess That?

A few notable examples include:

- The Future of Education opening keynote at Texas A&M

- EdEx Design Thinking Expedition in Eindhoven, the Netherlands
- LAUNCH Design Thinking Academy at the University of Pennsylvania
- Design thinking training in Melbourne, Australia

SERVICE

I am passionate about empowering students to become creative thinkers and problem-solvers. Most of my volunteering centers around this idea of empowering students through voice, choice, and creativity.

Global Education Community:

- Launched the Global Day of Design, with over 50,000 participants in 2016 and over 100,000 students in 2017
- Developed and designed the Mars Challenge Global Design competition with over 30,000 students participating in prototyping an ideal school for Mars
- Consulted with numerous local school districts on design thinking implementation in STEM courses from 2014-2017
- Designed free online resources including maker challenges, video writing prompts, STEM Challenges, and a design thinking toolkit that have been downloaded hundreds of thousands of times
- Developed and released weekly top-rated content through a blog, podcast, YouTube Channel
- Participated in author Skypes and Hangouts connected to *Wendell the World's Worst Wizard* from 2013-2017

Entrepreneurial Experience

- Co-designed Write About, a blogging platform centered around student choice and the publishing cycle
- Co-founded Blend Education, an education publishing platform that includes books, products, audio-books, and courses

Local Education Community:

- Volunteered with Newberg School District leadership in developing design thinking and Genius Hour elective classes in 2016-2018
- Provided shorter free design thinking consulting to local districts and organizations (including OETC and Forest Grove School District) in 2017
- Volunteered at Ockley Green Middle School training teachers on design thinking in multiple subject areas in 2015 and 2016
- Conducted social media and digital policy training for two cohorts of superintendents in Arizona from 2011-2014
- Provided website development and technical guidance for the Dare2Dream Youth Leadership Conference from 2008-2014

Local Church Community:

- Provided the youth leader and parent workshops *Social Media for Parents* in Tucson, Arizona
- Volunteered as a mentor for Neighborhood Ministries, providing guidance for a student from fifth grade through college and guiding to develop a holistic curriculum for the mentorship program from 2000-2009
- Participation in the Interfaith Hospitality ministry at St. Paul's Episcopal Church

George Fox University:

- Served on a committee to hire a new professor for the MAT Full-Time position in 2017
- Provided workshops for the Oregon Writing Project as they developed digital camps from 2015-2016
- Taught several sessions for the Digital Fluency Initiative
- Taught the SAMR model, design thinking, and PBL to GFU undergraduate classes
- Worked with the MAT+3 project in Yueyang City, China

