

## Seyedahmad Rahimi

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### Education

- 2020            Ph.D. in Instructional Systems & Learning Technologies  
*Advised by Dr. Valerie Shute.*  
*Inspire, instruct, or both? Game-based assessment and support of creativity.*  
*Florida State University, Tallahassee, FL, USA.*
- 2019            M.S. in Educational Measurement & Statistics<sup>1</sup>.  
*Advised by Dr. Russell Almond.*  
*Florida State University, Tallahassee, FL, USA.*
- 2011            M.A. in Multimedia (e-learning technologies)  
*Advised by Dr. Helena Song.*  
*Multimedia University, Cyberjaya, Malaysia.*
- 2007            B.S. in Computer Engineering (Software).  
*Azad University (South Tehran Branch), Tehran, Iran.*
- 2003            A.S. in Computer Science (Software).  
*Mashhad Institute of Technology (Montazeri), Mashhad, Iran.*

### Professional Appointments

- June 2021-  
present            *Assistant Professor of Educational Technology*  
Institution: School of Teaching and Learning & Institute for Advanced Learning  
Technologies, College of Education, University of Florida, Gainesville, FL.
- 2020-2021            *Post-doctoral Researcher*  
Advisor: Dr. Valerie Shute.  
Institution: Instructional Systems & Learning Technologies program, College of  
Education, Florida State University. Tallahassee, FL.

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<sup>1</sup> Dual-enrolled in the M.S. program and the Ph.D. program.

2017 – 2020

*Graduate Research Assistant*

*Institution:* Instructional Systems & Learning Technologies program, College of Education, Florida State University.

*Project:* Exploring Adaptive Cognitive and Affective Learning Support for Next-generation STEM Learning Games

*Agency:* Institute of Education Sciences (IES).

*Responsibilities:*

- Developing the game *Physics Playground* as the sole programmer
- Designing and running usability and experimental studies
- Collecting and analyzing data in different phases of the project
- Writing papers and annual reports and presenting at conferences
- Attending the annual IES PI meeting to represent the project

*PI:* Dr. Valerie Shute.

*Co-PIs:* Dr. Sidney D'Mello, and Dr. Ryan Baker.

2016 – 2020

*Graduate Research Assistant (shared time with the IES project)*

*Institution:* Instructional Systems & Learning Technologies program, College of Education, Florida State University.

*Project:* Game-based assessment and support of STEM-related competencies

*Agency:* National Science Foundation (NSF).

*Responsibilities:*

- Developing the game *Physics Playground* as the sole programmer
- Designing and running usability and experimental studies
- Collecting and analyzing data in different phases of the project
- Writing papers and annual reports, and presenting at conferences

*PI:* Dr. Valerie Shute.

*Co-PIs:* Dr. Fengfeng Ke, and Dr. Russell Almond.

2018 – 2019

*Assessment Consultant*

*Institution:* Program of International Student Assessment (PISA)

*Project:* PISA 2021's Creative Thinking Assessment

*Agency:* OECD

*Responsibilities:*

- Contributed to defining the creative thinking competency model
- Proposed ideas for possible tasks in each domain
- Designed tasks/indicators of creativity that can be produced in an automated way through log-file data
- Suggested elements of scoring criteria and rubrics for human-rating of the students' products on the tasks

*Supervisors:* Dr. Valerie Shute, and Mario Piacentini

2016 (May-July)

*Instructional designer*

*Institution:* Center for Distance Learning (CDL), Tallahassee Community College, Tallahassee, FL.

*Responsibilities:*

Developing online workshops, courses, and webinars for online instructors in Canvas

- Developing online workshops, courses, and webinars for online instructors in Canvas
- Evaluating the quality of the online courses using QM standards
- Providing support for online instructors

## Rahimi's CV

- 2016 (January-May) *Graduate Assistant*  
*Institution:* Office of Distance Learning (ODL), Florida State University, Tallahassee, FL.  
*Responsibilities:* Responsible for developing and evaluating online courses in BlackBoard LMS using QM standards.
- 2014 (January) – 2016 (December) *Instructor of the Record*  
*Institution:* Instructional Systems & Learning Technologies program, College of Education, Florida State University.  
*Course:* Introduction to Educational Technologies (EME 2040).  
*Supervisor:* Dr. Vanessa Dennen
- 2014-2015 *Research Assistant*  
*Institution:* Educational Leadership & Policy Studies department, Florida State University, Tallahassee, FL.  
*Project:* University presidency research project  
*Responsibilities:*
- Developed the interview protocols
  - Participating in 2 of the interviews
  - Involved in transcribing the interviews, coding one transcript, evaluating on coded transcript, and writing the lessons learned code for the final paper
- Supervisor:* Dean Marcy Driscoll.
- 2015 (May – August) *Research Assistant*  
*Institution:* Instructional Systems & Learning Technologies program, College of Education, Florida State University.  
*Project:* ACT project about assessing collaboration and conscientiousness  
*Responsibilities:*
- Co-conducting literature review on collaboration and conscientiousness
  - Developing competency models for these constructs and applying Stealth Assessment for measuring them in *Physics Playground*.
- Advisor:* Dr. Valerie Shute.
- 2015 (May – August) *Research Assistant*  
*Institution:* Instructional Systems & Learning Technologies program, College of Education, Florida State University.  
*Project:* Art history game project led by North Texas University  
*Responsibilities:* co-developing the competency model for systems thinking construct in a game called Art History developed by North Texas.  
*Advisor:* Dr. Valerie Shute.
- 2015 (January-June) *Instructional designer*  
*Institution:* Center for Distance Learning (CDL), Tallahassee Community College, Tallahassee, FL.  
*Responsibilities:*
- Developing online workshops and webinars for online instructors
  - Developing online courses in Canvas
  - Evaluating the quality of the online courses in the college
  - Providing support for online instructors

## Rahimi's CV

- 2014 (May-August) *Graduate Assistant*  
*Institution:* Educational Leadership & Policy Studies department, Florida State University, Tallahassee, FL.  
*Responsibilities:* preparing the Comparative Educational Review journal's bibliography report.  
*Supervisor:* Dr. Peter Easton.
- 2013 (May-Oct.) *Research Assistant*  
*Institution:* College of Education, University of Malaya (UM), Kuala Lumpur, Malaysia.  
*Responsibilities:* Conducting research in a national project called MELoR (Malaysian Elderly Longitudinal Research).
- 2012 - 2013 *Senior Instructor*  
*Institution:* Multimedia Department, Kuala Lumpur Metropolitan University College (KLMU), KL, Malaysia.  
*Responsibilities:* taught multiple undergraduate-level courses
- 2009 - 2012 *Instructor*  
*Institution:* Multimedia Department, Kuala Lumpur Metropolitan University College (KLMU), KL, Malaysia.  
*Responsibilities:* taught multiple undergraduate-level courses
- 2005 - 2008 *Multimedia Specialist*  
*Institution:* Deed Film Co., Tehran, Iran.  
*Responsibilities:* multimedia programming, 3D model designing, and cooperating in making several advertisements for Iran's national TV.
- 2003 - 2005 *Multimedia Specialist*  
*Institution:* Niknam Advertising Co., Tehran, Iran.  
*Responsibilities:* multimedia programming and 3d model designing, cooperating in making several advertisements for Iran's national TV, and developing 2D games and multimedia applications.

## Research Grants

### 1. Next Generation Learning Games (sub award)

*Agency:* National Science Foundation (Award# R305A170376)

*Current PI:* Russell Almond; *Former PI:* Valerie Shute

*Co-PIs:* Sidney D'Mello and Ryan Baker

*Amount:* \$1,399,996

*Sub-award PI:* Rahimi

*Sub-award amount:* \$58,825

*Period:* 2022-2023

**2. Engaging high school students in computer science with co-creative learning companions (sub award)**

*Agency:* National Science Foundation (Award# 1813740)

*PI (at UF):* Kristy Boyer

*PI (at Georgia Tech):* Brian Magerko; *co-PI (at Georgia Tech):* Jason Freeman

*Amount:* \$2,982,294

*Sub-award PI:* Rahimi

*Sub-award amount:* \$108,715

*Period:* 2022-2023

**3. Dissertation Research Grant: Inspire, instruct, or both? Game-based assessment and support of creativity**

*Agency:* Florida State University

*PI:* Rahimi

*Amount:* \$1,000

*Period:* 2020 (May-August)

**Travel Grants**

- 1- Travel grant from Congress of Graduate Students (COGS) at FSU to attend the Creativity Conference at Southern Oregon University in Ashland, OR (July 2019), \$200.
- 2- Graduate student travel grant (external) recipient for the 2019 conference of the International Association for Computerized Adaptive Testing, Minneapolis, MN (Jun 9-13, 2019), \$1,000.
- 3- Travel grant from Instructional Systems & Learning Systems program at FSU to attend FERA conference in St. Petersburg, FL (2018), \$500.
- 4- Travel grant from Congress of Graduate Students (COGS) at FSU to attend FERA conference in St. Petersburg, FL (2018), \$200.
- 5- Travel grant from College of Education Research (CORE) program at FSU to attend FERA conference in St. Petersburg, FL (2018), \$250.
- 6- Travel grant from College of Education Research (CORE) program at FSU to attend AERA conference in New York City (2018), \$250.
- 7- Travel grant from Instructional Systems & Learning program to attend AERA conference in New York City (2018), \$200.
- 8- Travel grant from Instructional Systems & Learning Technology (ISLT) program to attend AECT conference in Las Vegas (2016), \$500.
- 9- Travel grant from the College of Education Research (CORE) program at FSU to attend AECT conference in Las Vegas (2016), \$250.
- 10- Travel grant from Congress of Graduate Students (COGS) program at FSU to attend AECT conference in Las Vegas (2016), \$200.

### Awards, Fellowships, and Nominations

- 1- Selected as one of the participants in the year-round, 2021 Learning Analytics in STEM Education Research (LASER) Institute funded by NSF, \$1,500, June 14-15, 2021.
- 2- Top 3 best papers, the Robert M. Gagné Research Award, College of Education, Florida State University (2020). Paper: **Rahimi, S.**, Shute, V., Zhang, Q. (2020) *Can Game Difficulty Indices Predict Students' Persistence in a Learning Game?* CORE conference, College of Education, Florida State University. March 18, 2020.
- 3- Top 10 Finalist, 3-Minute-Thesis (3MT) Competition, Florida State University (2019), \$100.
- 4- Ruby Diamond Future Professor Award (2018), Instructional Systems & Learning Technology program, Florida State University, \$500 to travel to attend in a conference.
- 5- Finalist for the Liliana Muhlman Masoner Outstanding International Doctoral Student Award, (2018), Instructional Systems & Learning Technology program, Florida State University.
- 6- Recognized as one of the External Award winners in the Celebration of Graduate Student Excellence, Florida State University, April 10, 2018. The external award from the Program of International Students Assessment (PISA), OECD (January to April 2018), \$8,000.
- 7- Nominated for delivering a talk at TEDx FSU (2018).
- 8- Featured graduate student in the Torch Magazine (2017), College of Education, Florida State University (see [https://issuu.com/fsu\\_education/docs/torch\\_2017\\_-\\_2018/14](https://issuu.com/fsu_education/docs/torch_2017_-_2018/14)).
- 9- Outstanding Teaching Assistant Award (2016-2017), Florida State University, \$750.
- 10- William A. Kerr Fellowship, \$11,000, Florida State University (2014-2015).
- 11- Best Photographer of Parvz Magazine (2013), Malaysia.

### Publications

#### Refereed Journal Articles

- 1- **Rahimi, S.**, Fulwider, C., Jiang, S., Almond, R., & Shute, V. J. (in progress). Predicting learning gains in an educational game using feature engineering and machine learning. *To be submitted to the Learning Analytics Journal*.
- 2- **Rahimi, S.**, Shute, V. (under review). Stealth assessment: A psychometrically sound and theoretically grounded method to assess and support learning in technology-rich learning environments in real-time. *Submitted to the Educational Technology Research & Development (ETR&D) journal*.
- 3- **Rahimi, S.**, Walker, J., Lin, L., & Shin, J. (under review). In pursuit of creativity in Minecraft: A mixed-method approach. *Submitted to the Creativity Research Journal for publication*.
- 4- Rafner, J., Wang, Q. J., Gadjacz, M., Badts, T., Baker, B., Bergenholtz, C., Biskjaer, M. M., Bui, T., Carugati, A., Noy, L., **Rahimi, S.**, Tylén, K., Zana, B., Beaty, R. E., Sherson, J. (under review). Towards game-based assessment of creative thinking. Submitted to *Creativity Research Journal*.
- 5- **Rahimi, S.**, Shute, V., Fulwider, C., Bainbridge, K., Kuba, R., Yang, X., Smith, G., Backer, R., & D'Mello, S. (2022). Timing of Learning Supports in Educational Games can Impact Students' Outcomes. To appear in *Computers & Education* journal.  
<https://doi.org/10.1016/j.compedu.2022.104600>

- 6- Yang, X., **Rahimi, S.**, Fulwider, C., & Smith, G., Shute, V. (2022). Exploring students' behavioral patterns when playing educational games with learning supports at different timings. *Educational Technology Research and Development (ETRD)*. 1 -31. <https://doi.org/10.1007/s11423-022-10125-9>
- 7- Bainbridge, K., Shute, V. J., **Rahimi, S.**, Liu, Z., Slater, S., Baker, R. S., & D'Mello, S. (2022). Does embedding learning supports enhance transfer during game-based learning? A case study with Physics Playground. *Learning and Instruction*, 1–11. <https://doi.org/10.1016/j.learninstruc.2021.101547>
- 8- Rafner, J., Biskjær, M. M., Zana, B., Langsfjord, S., Bergenholtz, C., **Rahimi, S.**, Carugati, A., Noy, L., & Sherson, J. (2021). Digital games for creativity assessment: Strengths, weaknesses and opportunities. *Creativity Research Journal*, 1–27. <https://doi.org/10.1080/10400419.2021.1971447>
- 9- **Rahimi, S.**, & Shute, V. J. (2021). First inspire, then instruct to improve students' creativity. *Computers & Education*, 174, 1–27. <https://doi.org/10.1016/j.compedu.2021.104312>
- 10- Kuba, R., **Rahimi, S.**, Smith, G., Shute, V., Dai, C-P. (2021). Using the first principles of instruction and multimedia learning principles to design and develop in-game learning support videos. *Educational Technology Research and Development (ETRD)*. doi: <https://doi.org/10.1007/s11423-021-09994-3>
- 11- **Rahimi, S.**, Shute, V. J., Kuba, R., Dai, C-P., Yang, X., Smith, G., & Alonso Fernández, C. (2021). The use and effects of incentive systems on learning and performance in educational games. To appear in *Computers & Education*. doi: <https://doi.org/10.1016/j.compedu.2021.104135>
- 12- **Rahimi, S.**, Shute, V. J., & Zhang, Q. (2021). The effect of game difficulty and conceptual difficulty on student persistence in a learning game: a hierarchical linear modeling approach. *International Journal of Technology in Education & Science*. 5(2), 141-165. doi: <https://doi.org/10.46328/ijtes.118>
- 13- Yang, X., **Rahimi, S.**, Shute, V., Kuba, R., Smith, G., Alonso Fernández, C. (2021). The relationship among prior knowledge, accessing learning supports, learning outcomes, and game performance in educational games. *Educational Technology Research and Development (ETRD)*. 165. doi: <https://doi.org/10.1007/s11423-021-09974-7>
- 14- Shute, V. J., & **Rahimi, S.** (2021). Stealth assessment of creativity using video games. *Computers in Human Behavior*, 116, 1-13. doi: <https://doi.org/10.1016/j.chb.2020.106647>.
- 15- Shute, V. J., **Rahimi S.**, Smith, G., Ke, F., Almond, R., Dai, C-P, Kuba, R., Liu, Z., Yang, X., & Sun, C. (2020). Maximizing learning without sacrificing the fun: Stealth assessment, adaptivity, and learning supports in educational games. *Journal of Computer-Assisted Learning*. 37 (1), 1-15. doi: <https://publons.com/publon/10.1111/jcal.12473>
- 16- Shute, V. J., Smith, G., Kuba, R., Dai, C-P., **Rahimi, S.**, Liu, Z., & Almond, R. G. (2020). The design, development, and testing of learning supports for the Physics Playground game.

*International Journal of Artificial Intelligence in Education*, 37 pages. doi:  
<https://doi.org/10.1007/s40593-020-00196-1>

- 17- Spann, C., Shute, V. J., **Rahimi, S.**, & D'Mello, S. (2019). The productive role of cognitive reappraisal to regulate frustration during game-based learning. *Computers in Human Behavior*. 100, 358-369. doi: <https://doi.org/10.1016/j.chb.2019.03.002>
- 18- Shute, V. J., & **Rahimi, S.** (2017). Review of computer-based assessment for learning in elementary and secondary education. *Journal of Computer Assisted Learning*, 33 (1), 1-19. doi: <https://doi.org/10.1111/jcal.12172>
- 19- Binti Mat Sin N., Ab Aziz A., Othman H., **Rahimi S.**, Woods P. (2011). E-learning Islamic studies to form four students. *Journal of Computer Technology and Application*, 439-438.

### **Invited Book Chapters**

- 1- **Rahimi, S.**, Almond, R., Shute, V., Sun, C. (in press). Getting the first and second decimals right: Psychometrics of stealth assessment. In M. P. McCreery, & S. K., Krach (Eds.) *Games as Stealth Assessments* (pp. 1-40). Lewes, DE: DIO Press.
- 2- **Rahimi, S.**, Almond, R., Shute, V. (in press). Stealth assessment's technical architecture. In M. P. McCreery, & S. K., Krach (Eds.), *Games as Stealth Assessments* (pp. 1-25). Lewes, DE: DIO Press.
- 3- Smith, G., Shute, V. J., **Rahimi, S.**, Kuba, R., & Dai, C.-P. (in press). Stealth assessment and digital learning game design. In M. P. McCreery & S. K. Krach (Eds.), *Games as Stealth Assessments*. Lewes, DE: DIO Press.
- 4- **Rahimi, S.**, & Shute, V. J. (2021). Learning analytics dashboards in educational games. In Sahin M., Ifenthaler D. (Eds.), *Visualizations and Dashboards for Learning Analytics* (pp. 527-546). Cham, Switzerland: Springer. [https://doi.org/10.1007/978-3-030-81222-5\\_24](https://doi.org/10.1007/978-3-030-81222-5_24)
- 5- **Rahimi, S.**, & Shute, V. (2021). The Effects of Video Games on Creativity. In S. Russ, J. Hoffmann, & J. Kaufman (Eds.), *The Cambridge Handbook of Lifespan Development of Creativity* (Cambridge Handbooks in Psychology, pp. 368-392). Cambridge: Cambridge University Press. <https://doi:10.1017/9781108755726.021>
- 6- Almond, R. G., Shute, V. J., Tingir, S., & **Rahimi, S.** (2020). Identifying observable outcomes in game-based assessments. In R. Lissitz and H. Jiao (Ed.), *Applications of artificial intelligence to assessment* (35 pages). Charlotte, NC: Information Age Publishing.
- 7- Shute, V. J., Ke, F., Almond, R. G., **Rahimi, S.**, Smith, G., & Lu, X. (2019). How to increase learning while not decreasing the fun in educational games. In Robert Feldman (Ed.), *Learning Science: Theory, Research, and Practice* (40 pages). McGraw-Hill.
- 8- Shute, V. J., **Rahimi, S.**, & Smith, G. (2019). Game-based learning analytics in Physics Playground. In M. Chang, & A. Tlili (Eds.), *Data analytics approaches in educational games and gamification systems* (26 pages). New York: Springer.
- 9- Shute, V. J., **Rahimi, S.**, & Lu, X. (2019). Supporting learning in educational games: Promises and challenges. In P. Díaz, A. Ioannou, K. K. Bhagat, & J. M. Spector (Eds.), *Learning in a*



*Digital World - Perspective on Interactive Technologies for Formal and Informal Education* (41 pages). New York, NY: Springer.

- 10- Shute, V. J., **Rahimi, S.**, & Emihovich, B. (2018). Assessment for learning in immersive environments. In D. Lui, C. Dede, R. Huang, & J. Richards (Eds.), *Virtual, augmented, and mixed realities in education* (38 pages). Heidelberg, Germany: Springer-Verlag.
- 11- Shute, V. J., **Rahimi, S.**, & Sun, C. (2017). *Measuring and supporting learning in educational games*. In M. F. Young, & S. T. Slota (Eds.), *Exploding the castle: Rethinking how video games & game mechanics can shape the future of education*. Information Age Publishing, Inc.

### ***Invited Encyclopedia Entries***

- 1- Shute, V. J., Fulwider, G. C., Liu, Z., & **Rahimi, S.** (in press). Machine Learning. In R. Tierney, F. Rizvi, & K. Ercikan (Eds.), *International encyclopedia of education (4th Edition)* (26 pages). Oxford, UK: Elsevier Publishers.
- 2- Shute, V. J., Lu, X., & **Rahimi, S.** (2021). Stealth assessment. In J. M. Spector (Ed.), *The Routledge Encyclopedia of Education* (pp. 1-9). London, UK: Taylor & Francis group.
- 3- **Rahimi, S.** (2020). Virtual Reality in education. *The Iranian encyclopedia of curriculum and instruction* (9 pages). Talaei, E. (Ed.). Trhean, Iran. [www.daneshnamehicsa.ir](http://www.daneshnamehicsa.ir).

### ***Refereed Proceedings***

- 1- **Rahimi, S.**, Walker, J., Lin, L., & Shin, J.(2022). In pursuit of creativity in Minecraft: A mixed-method approach. In C., Chinn, E., Tan, C., Chan, & Kali, Y. (Eds.), *International Collaboration toward Educational Innovation for All: Overarching Research, Development, and Practices—the ICLS proceedings* (pp. 1397-1400). Online.
- 2- **Rahimi, S.**, Fulwider, C., Jiang, S. & Shute, V. J. (2022). Predicting learning gains in an educational game using feature engineering and machine learning. In C., Chinn, E., Tan, C., Chan, & Kali, Y. (Eds.), *International Collaboration toward Educational Innovation for All: Overarching Research, Development, and Practices—the ICLS proceedings* (pp. 2124-2125). Online.
- 3- Karumbaiah, S., **Rahimi, S.**, Baker, R. S., Shute, V. J., & D'Mello, S. (2018). Is student frustration in learning games more associated with game mechanics or conceptual understanding? In J. Kay, R. Luckin, M. Mavrikis, & K. Porayska-Pomsta (Eds.), *International Conference of Learning Sciences* (pp. 1-2). London, UK.
- 4- **Rahimi, S.**, Shute V. J. (2016). *Designing the Class as a Game to Promote Active Learning in K-12 Education*. In AECT Proceedings (pp. 109-117). November 2016, Las Vegas.
- 5- **Rahimi, S.**, Song H., & Agharazidermani M. (2011). *Perception and experiences of undergraduate students on using second life as a learning tool*. In *EDULEARN11 Proceedings* (pp. 6181-6190). IATED. July 2011, Barcelona, Spain.
- 6- Agharazidermani, M., Song, H., & **Rahimi, S.** (2011). *Microblogging as an educational tool to advance learning: case studies and recent reports*. In *EDULEARN11 Proceedings* (pp. 6181-6190). IATED. July 2011, Barcelona, Spain.

### ***Invited Posts on Educational Blogs***

- 1- **Rahimi, S.** (2020, June 22). The inspirational silver lining for learning in Iran [Blog post]. *Silver Lining for Learning Initiative Blog*. Retrieved from <https://silverliningforlearning.org/the-inspirational-silver-lining-for-learning-in-iran/>

### **Presentations**

#### ***Invited Presentations***

- 1- **Rahimi, S.** (2022, August). *Stealth assessment of creativity in Physics Playground*. American Psychological Association (APA) conference (Division 10). Minneapolis, MN.
- 2- **Rahimi, S.**, Fulwider, C., Jiang, S. & Shute, V. J. (2022, May). *Predicting learning gains in Physics Playground using feature engineering and machine learning*. Poster presented at the Mini-AI Symposium. College of Education, University of Florida.
- 3- **Rahimi, S.** (2022, March). *Physics Playground's Motivational Architecture & Stealth Assessment*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.
- 4- **Rahimi, S.** (2021, December). *What is Creativity and how to Create a Creativity-welcoming class environment*. (Online, remote presentation). The House of Innovation in Education. Tehran, Iran.
- 5- **Rahimi, S.** (2021, December). *Feature Engineering and Machine Learning to Refine the Validity of a Stealth Assessment of Physics Understanding in an Educational Physics Game*. The Interservice/Industry Training, Simulation and Education Conference (I/ITSEC). Orlando, FL.
- 6- **Rahimi, S.** (2021, November). *Assessing and Supporting Creativity*. Graduate seminar class taught by Dr. Shiyi Chen. University of Idaho, Moscow, Idaho.
- 7- **Rahimi, S.** (2021, October). *Stealth Assessment of physics understanding*. Graduate seminar class taught by Dr. Robert Moore. University of Florida, Gainesville, FL.
- 8- **Rahimi, S.** (2021, June). *Stealth Assessment of Physics Understanding in Physics Playground*. The Annual conference of the eMadrid network. Madrid, Spain. (virtual). See details here: <https://www.emadridnet.org/index.php/es/28-eventos-y-seminarios/1319-evaluacion-sigilosa-de-la-comprension-de-la-fisica-en-physics-playground>
- 9- **Rahimi, S.**, Shute, V. (2021, June). *Stealth assessment of creativity in Physics Playground*. The CREA consortium. Aarhus University of Denmark. (virtual).
- 10- **Rahimi, S.** (2021, May). *Stealth assessment of physics understanding in immersive learning environments*. The 7th International Conference of the Immersive Learning Research Network (iLRN 2021). Panel discussion on assessment in immersive, technology-rich environments with James Lester, Madeleine Keehner, & Diego Zapata-Rivera. (virtual).
- 11- **Rahimi, S.** (2021, March). *Stealth assessment of physics understanding*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.
- 12- **Rahimi, S.** (2020, April). *PISA 2021: creative thinking assessment*. Large Scale Assessment Class, Ebrahim Talaei, Tarbiat Modarress University, Tehran, Iran.

- 13- **Rahimi, S.** (2020, March). *Stealth Assessment of Physics Understanding in Physics Playground*. ECOLearn Research Group led by Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.
- 14- **Rahimi, S.** (2020, March). *Physics Playground experience: Design your own levels*. Learning and Motivation Class Taught by Dr. Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.
- 15- **Rahimi, S.** (2020, March). *Inspire, instruct, or both? Game-based support of creativity*. ECOLearn Research Group led by Christopher Dede. Harvard Graduate School of Education, Cambridge, MA.
- 16- **Rahimi, S.** (2020, February). *Physics Playground and Stealth Assessment*. Dr. Barry Fishman's class on game-based learning. University of Michigan, Ann Arbor, MI.
- 17- **Rahimi, S.**, Shute, V.J. (presented 2019, October). *The Architecture of Physics Playground—A learning game with stealth assessment & adaptive content*. Demo presentation at the Education Technology and Computational Psychometrics Symposium 2019 (ETCPS 2019), Iowa City, IA (International).
- 18- Almond, R. G., Shute, V. J., **Rahimi, S.**, & Tingir, S. (presented 2018, October). *Identifying observable outcomes in game-based assessments*. Paper presented at Maryland Assessment Research Conference, University of Maryland, College Park, MD. (International).
- 19- Shute, V. J., Ke, F., Almond, R., Sun, C., **Rahimi, S.**, & Lu, X. (presented 2018, April). *Promoting formal knowledge and skills acquisition in Physics Playground*. Paper presented at the American Educational Research Association, AERA, NYC, NY. (International).
- 20- Shute, V. J., **Rahimi, S.**, & Emihovich, B. (presented 2017, January). *Assessment for learning in immersive environments*. In C. Dede & J. Richards (Chair), VR and Immersive Learning. Presentation at the meeting of Harvard University and Beijing Normal University, Cambridge, MA. (International).

#### **Referenced Presentations at Conferences**

- 1- **Rahimi, S.** (2022, November). *Stealth Assessment: Theory, design, and practice*. Presented at Florida Educational Research Association, FERA. (National). Daytona Beach, FL.
- 2- **Rahimi, S.** (presented 2021, November). *Inspire, instruct, or both? Assessing and supporting students' creativity*. Paper presented at Florida Educational Research Association, FERA. Tampa, FL. (National).
- 3- **Rahimi, S.**, Shute, V. J., Kuba, R., Dai, C-P, Yang, X., Smith, G., & Alonso Fernández, C., (presented April 2021). *Maximizing Learning and Performance Using Incentive Systems in Educational Game*. American Educational Research Association Annual Meeting, AERA, 2021, April 9–12, Virtual. (International)
- 4- Shute, V. J., **Rahimi, S.**, & Smith, G. (presented April 2021). *Stealth assessment, adaptivity, and learning supports in educational games*. Paper presented at American Educational Research Association, AERA 2021, April 9–12, Virtual. (International)
- 5- Kuba, R., Shute, V. J., **Rahimi, S.**, (presented April 2021). *Students' perceived competence and extrinsic and intrinsic motivation in a physics educational game*. American Educational Research Association Annual Meeting, AERA 2021, April 9–12, Virtual. (International)

- 6- Almond, R., Li, J., Liu, Z., **Rahimi, S.**, Tingir, S., Sun, C. (presented April 2021). *Reliability and Validity of Physics Playground*. American Educational Research Association Annual Meeting, AERA 2021, April 9–12, Virtual. (International)
- 7- **Rahimi, S.**, & Shute, V. J. (presented 2020, November). *Maximizing learning and performance using incentive systems in educational games*. Paper presented at Florida Educational Research Association, FERA, Virtual. (National)
- 8- Kuba, R., Smith, G., Shute, V. J., Dai, C-P., & **Rahimi, S.** (presented 2020, November). *Applying multimedia principles in the design and development of learning support videos in game-based learning*. Paper presented at Association for Educational Communications & Technology, AECT, Virtual. (International)
- 9- Dai, C-P., Shute, V. J., Smith, G., Liu, Z., Kuba, R., & **Rahimi, S.** (presented 2020, November). *Fostering game-based physics learning through game design features*. Paper presented at Association for Educational Communications & Technology, AECT, Virtual. (International)
- 10- Smith, G., Fulwider, C., Liu, Z., Li, J., Lu, X., Shute, V. J., & **Rahimi, S.** (presented 2020, November). *The impact of student perceived competence and gender on learning and performance in a physics-based learning game*. Paper presented at Association for Educational Communications & Technology, AECT, Virtual. (International)
- 11- **Rahimi, S.**, Shute, V. J. & Zhang, Q. (2020, Apr 17 - 21) *The Effect of Game Difficulty and Conceptual Difficulty on Student Persistence in a Learning Game: A Hierarchical Linear Modeling Approach* [Paper Session]. AERA Annual Meeting San Francisco, CA, USA. <http://tinyurl.com/um4g6xx> (International; Conference Canceled)
- 12- Shute, V. J., **Rahimi, S.** & Almond, R. (2020, Apr 17 - 21) *Stealth Assessment and Adaptive Learning in Physics Playground* [Paper Session]. AERA Annual Meeting San Francisco, CA, USA. <http://tinyurl.com/v3kxo4s> (International; Conference Canceled)
- 13- **Rahimi, S.**, Shute, V. J., & Zhang, Q. (2020, April 18–19). *The effect of game difficulty and conceptual difficulty on student persistence in a learning game: A hierarchical linear modeling approach*. 2020 National Consortium for Instruction and Cognition Annual Research Program, San Francisco, CA, United States. [http://ncichome.weebly.com/uploads/3/0/0/2/30025445/ncic\\_bulletin\\_2020-sf\\_final\[1\].pdf](http://ncichome.weebly.com/uploads/3/0/0/2/30025445/ncic_bulletin_2020-sf_final[1].pdf) (Conference canceled)
- 14- **Rahimi, S.**, Shute, V.J. (presented 2020, January). *Physics Playground Adaptivity Architecture*. Demo and presentation done at the Annual IES PI meeting, Washington, D.C. (National).
- 15- **Rahimi, S.**, Shute, V. J., & Zhang, Q. (Nov 2019). *The effects of game difficulty & conceptual difficulty on students' persistence*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)
- 16- **Rahimi, S.**, & Shute, V. J. (presented 2019, July). *Game-based assessment and support of creativity*. Paper presented at International Creativity Conference at Southern Oregon University, 2019, Ashland, OR, USA. (International)

- 17- **Rahimi, S.**, & Shute, V. J. (presented 2019, July). *Assessment and support of creativity in games*. Poster presented at International Creativity Conference at Southern Oregon University, 2019, Ashland, OR, USA. (International)
- 18- **Rahimi, S.**, Shute, V. J., & Almond R. (presented 2019, Jun). *Technical underpinnings of Physics Playground*. Paper presented at International Association for Computerized Adaptive Testing, IACAT 2019, Minneapolis, MN, USA. (International)
- 19- Shute, V. J., **Rahimi, S.**, & Lu, X. (presented 2019, April). *Supporting learning in educational games: Promises and challenges*. Paper presented at the American Educational Research Association, AERA 2019, Toronto, Canada. (International)
- 20- **Rahimi, S.**, Almond, R. G., & Shute, V. J. (presented 2019, April). *Technical underpinnings of Physics Playground*. Paper presented at the American Educational Research Association, AERA 2019, Toronto, Canada. (International)
- 21- **Rahimi, S.**, Shute, V. J., & Almond, R. G. (presented 2019, March). *Technical underpinnings of Physics Playground*. Paper presented at Council on Research in Education (CORE) Conference, College of Education, FSU, Tallahassee, FL. (Local)
- 22- **Rahimi, S.**, Shute, V. J., & Almond, R. G. (presented 2018, November). *Technical underpinnings of Physics Playground*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)
- 23- **Rahimi, S.**, & Shute, V. J. (presented 2018, November). *How to include learning supports in learning games without sacrificing the fun: A review of the literature*. Paper presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)
- 24- Ke, F., Shute, V. J., Smith, G., Lui, Z., **Rahimi, S.**, & Kamikabeya, R. (presented 2018, November). *In-game learning supports design & testing*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)
- 25- Lui, Z., Smith, G., Shute, V. J., Ke, F., Lu, X., **Rahimi, S.**, & Sun, C. (presented 2018, November). *Designing Game-based Learning Experience: Game Level Design and Testing in Physics Playground*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)
- 26- Smith, G., Shute, V. J., Lui, Z., **Rahimi, S.**, Lu, X. & Charles, J. (presented 2018, November). *Building a better playground: Three usability studies and two tests*. Poster presented at Florida Educational Research Association, FERA, St. Petersburg, FL. (Regional)
- 27- Karumbaiah, S., **Rahimi, S.**, Baker, R., Shute, V. J., & D'Mello, S. (presented 2018, February). *Is student frustration in learning games more associated with game mechanics or conceptual understanding?* Paper presented at International Conference on Learning Sciences, ICLS, London, UK. (International)
- 28- **Rahimi, S.**, & Becker, B. (presented 2018, April). *The effectiveness of digital games on problem-solving skills in elementary and secondary education: A meta-analysis*. Paper presented at the American Educational Research Association, AERA, NYC, NY. (International)

- 29- **Rahimi, S.**, & Becker, B. (presented 2018, April). *The effectiveness of digital games on problem-solving skills in elementary and secondary education: A meta-analysis*. Paper presented at Council on Research in Education (CORE) Conference, College of Education, FSU, Tallahassee, FL.
- 30- Shute, V. J., Ke, F., Almond, R., Sun, C., **Rahimi, S.**, & Lu, X. (presented 2018, April). *Promoting formal knowledge and skills acquisition in Physics Playground*. Paper presented at the American Educational Research Association, AERA, NYC, NY. (International)
- 31- **Rahimi, S.** (presented 2017, November). *The effectiveness of digital games on problem-solving skills in elementary and secondary education: A meta-analysis*. Paper presented at Association for Educational Communications and Technology, AECT, Jacksonville, FL. (International)
- 32- **Rahimi, S.** (presented 2017, November). *Stealth Assessment Instructional Program*. Instructional program presented at Association for Educational Communications and Technology, AECT, Jacksonville, FL. (International)
- 33- Almond, R. G., Tingir, S., Lu, X., Sun, C., & **Rahimi, S.** (presented 2017, August). A Validation Tool for Conditional Probability Tables (CPT) for Physics Playground. In John-Mark Agosta and Tomas Singlair (Chair), *Bayesian Modeling Application Workshop 2017*. Symposium conducted at the meeting of Association for Uncertainty in Artificial Intelligence, Sydney, Australia. (International) Retrieved from <http://bmaw2017.azurewebsites.net/>
- 34- **Rahimi, S.**, & Shute, V. J. (presented 2017, April). *Designing the class as a game to promote active learning in K-12 education: A literature review*. Presented at CORE conference, COE, Florida State University.
- 35- **Rahimi, S.**, Shute V. (2016). *Designing the Class as a Game to Promote Active Learning in K-12 Education*. Presented in AECT Conference, Las Vegas, 2016.
- 36- Driscoll, M. P., Anglade, M., Murji, S., Parnell, A., Peruche, M., **Rahimi, S.**, Watkins, S., Sampson, J., Schwartz, R. (2015). *How do university presidents prepare for the job?* National Consortium for Instruction and Cognition (NCIC) Annual Meeting. Washington, D.C.
- 37- **Rahimi, S.**, Song H., & Agharazidermani, M. (presented 2011, July). *Perception and experiences of undergraduate students on using second life as a learning tool*. Presented at EDULEARN11 conference. Barcelona, Spain. (International).
- 38- Agharazidermani, M., Song, H., & **Rahimi, S.** (presented 2011, July). *Microblogging as an educational tool to advance learning: case studies and recent reports*. Presented at EDULEARN11 conference. Barcelona, Spain. (International)
- 39- Hasmiza, S. A., **Rahimi, S.**, & Nazirah, M. (2010). *The Effectiveness of Islamic Studies e-learning for Form 4 Students*. Regional Conference on Knowledge Integration in ICT. Kuala Lumpur.

### Courses Taught

- 1- Theory, Design, and Development of Stealth Assessment for Learning, UF (Spring 2022—present)
- 2- EME 3044 –Issues and Trends in Educational Technology, UF (Fall 2021—present)

- 3- EME 2040 – Introduction to Educational Technology, FSU
- 4- Virtual Reality, KLMU
- 5- Multimedia Authoring, KLMU
- 6- Animation Techniques, KLMU
- 7- 2D Animation, KLMU
- 8- 3D Animation, KLMU
- 9- Digital effects and compositing, KLMU
- 10- Multimedia Project Management, KLMU
- 11- Script Writing and Storyboarding, KLMU

#### **Workshops Designed and Conducted**

- 1- **Rahimi, S.** (2020 – 2021). *How to increase students motivation to learn* (1 day). Tadrīs Yaran group. One day workshop which occurred several times between 2020 and 2021 virtually in Iran for K-12 teachers.
- 2- **Rahimi, S.** (2016). *Instructional Systems Design and Evaluation of Training* (2 days). Payam Nour University, Tehran, Iran.
- 3- **Rahimi, S.** (2015). *Focus on Formative Feedback*. Ghaf Learning Institution, Tehran, Iran.
- 4- **Rahimi, S.** (2015). *Students' engagement, motivation, and interaction in an online course* (online-2 weeks). TCC Online center, Tallahassee, FL, USA.
- 5- **Rahimi, S.** (2010). *Multimedia Authoring in Adobe Flash Workshop*. KLMU, Kuala Lumpur, Malaysia.
- 6- **Rahimi, S.** (2010). *Animation in Adobe Flash Work*. KLMU, Kuala Lumpur, Malaysia.

#### **Invited Talks and Panel Discussions**

1. **Rahimi, S.** (2022, October). *Learning Supports and Stealth Assessment in Educational Games*. Online via Escribo's YouTube channel. For the Brazilian audience. See the talk here: <https://youtu.be/FHDLhKSckno>
2. **Rahimi, S.** (2021, April). *Advances in assessment in online-learning environments: stealth assessment*. Florida Distance Learning. University of Florida, FL.
3. **Rahimi, S.** (2021, March). *Emergency teaching in Iran during COVID-19*. Chaharsoogh Confernece in Iran. Online via Skyroom. Tehran, Iran.
4. **Rahimi, S.** (2020, September). *How to measure creativity. FSU-UF Combined Measurement & Statistics Colloquia*. Online via Zoom. Tallahassee, FL.

5. **Rahimi, S.** (2020, August). Simulations and Stealth Assessment. *Silver lining for Learning*. Live YouTube show during COVID-19's pandemic. See the episode here: <https://youtu.be/10MPIBeAIH8>
6. **Rahimi, S.** (2020, June). *How did educational systems around the world kept education going during COVID-19's pandemic?* (Online, remote presentation) Innovation House Education in Iran, Mohammad Azin, Tehran, Iran.
7. **Rahimi, S.** (2017, Jan). The total solar eclipse 2017, stress, and motivation are related. *PIE conference, Florida State University*. See the talk here: <https://youtu.be/y6IDGqdHznE>

### **Reviewer for Refereed Journals**

Journal of Research on Technology in Education (JRTE)

Journal of Computers & Education (CAE)

The Computers in Human Behavior journal (CHB)

Journal of Computer Assisted Learning (JCAL)

Journal of Computing in Higher Education (JCHE)

The international journal of Technology, Instruction, Cognition, and Learning (TICL)

The Internet and Higher Education (INTHIG)

Computer Science Education (CSE)

### **Information and Communication Technology**

#### **Computer Software Development**

Shute, V. J., Almond, R. G., & **Rahimi, S.** (2019). *Physics Playground* (v 1.3) [Computer software]. Tallahassee, FL: FSU: Public Domain. Retrieved from <https://pluto.coe.fsu.edu/ppteam/pp-links/>

Shute, V. J., Zhao, W., & **Rahimi, S.** (2017). *Physics Playground* (v 1.2) [Computer software]. FSU: Public Domain. Retrieved from <https://pluto.coe.fsu.edu/ppteam/pp-links/>

#### **Internet Web Site Development**

Shute, V. J., & **Rahimi, S.** (2017). *Physics Playground*. Retrieved from Florida State University: <https://pluto.coe.fsu.edu/ppteam/>



### **Audio/Visual Projects**

**Rahimi, S.** (2021, December). *Physics Playground [mini film]*. Tallahassee, FL. See the short film here: <https://youtu.be/DxBskY7AHDU>

**Rahimi, S.** (2018, December). *Physics Playground [short film]*. Tallahassee, FL. See the short film here: <https://youtu.be/HqIY9x5dUf0>

Garbarino, D., Shute, V. J., & **Rahimi, S.** (scriptwriting, editing, supplies). (2017, August). ISLT Master's student recruitment video [original video]. FSU. See the video here: <https://youtu.be/Pr8Wt64VRuY>

**Rahimi, S.**, Agharazidermani, M. (2017, July). Interview with John Keller - The beautiful mind behind the ARCS model of motivation [original video]. Tallahassee, FL. See the interview here: <https://youtu.be/VSEA0tX8e04>

### **Service**

- 2022 –present     Committee member, College of Education's Long Range Planning Committee, UF
- 2018 –2019     Committee member, Instructional Systems Students Association (ISSA), FSU
- 2017 – 2018     Committee member, head of the reporting committee, ISSA, FSU
- 2016 – 2017     Committee member, head of the reporting committee, ISSA, FSU

### **Membership in Professional Organizations**

- American Psychology Association (APA)
- International Society of Learning Sciences (ISLS)
- American Educational Research Association (AERA)
- National Consortium for Instruction and Cognition (NCIC)
- Association for Educational Communication & Technology (AECT)
- Society for Learning Analytics Research (SOLAR)

### **Certificates**

- Human Subjects Research, Florida State University, CITI training (2018-2021).
- Hazing Prevention: It's Everyone's Responsibility™ 10.
- Independent Applying the QM Rubric (APPQMR).