Seyedahmad Rahimi
College of Education
University of Florida
2821 Norman Hall
PO Box 117048
Gainesville, FL
Office: 0105A

srahimi@ufl.edu

Last Updated: *November 25, 2022*

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[1].
              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-   *Assistant Professor of Educational Technology*
present   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.

---

[1] 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). *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). *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 *Supervisors*: Dr. Valerie Shute, and Mario Piacentini
2016 (May-July)	*Instructional designer* *Institution:* Center for Distance Learning (CDL), Tallahassee Community College, Tallahassee, FL.
2016 (January-May)	*Graduate Assistant* *Institution:* Office of Distance Learning (ODL), Florida State University, Tallahassee, FL.
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 *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 *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 *Advisor*: Dr. Valerie Shute.
2015 (January-June)	*Instructional designer* *Institution:* Center for Distance Learning (CDL), Tallahassee Community College, Tallahassee, FL.
2014 (May-August)	*Graduate Assistant* *Institution*: Educational Leadership & Policy Studies department, Florida State University, Tallahassee, FL. *Supervisor*: Dr. Peter Easton.
2013 (May-Oct.)	*Research Assistant* *Institution*: College of Education, University of Malaya (UM), Kuala Lumpur, Malaysia.
2012 - 2013	*Senior Instructor* *Institution*: Multimedia Department, Kuala Lumpur Metropolitan University College (KLMU), KL, Malaysia.
2009 - 2012	*Instructor* *Institution*: Multimedia Department, Kuala Lumpur Metropolitan University College (KLMU), KL, Malaysia.
2005 - 2008	*Multimedia Specialist* *Institution*: Deed Film Co., Tehran, Iran.
2003 - 2005	*Multimedia Specialist* *Institution*: Niknam Advertising Co., Tehran, Iran.

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).

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., Langsford, 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

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. & **Rahimi, S.** (2022). Stealth assessment: A Primer. *Rapid Community Report Series*. Digital Promise and the International Society of the Learning Sciences. https://repository.isls.org//handle/1/7671, pp. 1-11.

3- 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.

4- **Rahimi, S.** (2020). Virtual Reality in education. *The Iranian encyclopedia of curriculum and instruction* (9 pages). Talaei, E. (Ed.). Tehran, Iran. 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, November). Stealth assessment of hard-to-measure constructs. *Research trends in STEM class* taught by Dr. Justice Toshiba Walker. The University of Texas at El Paso. (virtual).

2- **Rahimi, S.** (2022, August). *Stealth assessment of creativity in Physics Playground*. American Psychological Association (APA) conference (Division 10). Minneapolis. MN.

3- **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.

4- **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.

5- **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.

6- **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.

7- **Rahimi, S.** (2021, November). *Assessing and Supporting Creativity.* Graduate seminar class taught by Dr. Shiyi Chen. University of Idaho, Moscow, Idaho.

8- **Rahimi, S.** (2021, October). *Stealth Assessment of physics understanding.* Graduate seminar class taught by Dr. Robert Moore. University of Florida, Gainesville, FL.

9- **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

10- **Rahimi, S.**, Shute, V. (2021, June). *Stealth assessment of creativity in Physics Playground*. The CREA consortium. Aarhus University of Denmark. (virtual).

11- **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).

12- **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.

13- **Rahimi, S.** (2020, April). *PISA 2021: creative thinking assessment*. Large Scale Assessment Class, Ebrahim Talaei, Tarbiat Modarress University, Tehran, Iran.

14- **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.

15- **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.

16- **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.

17- **Rahimi, S.** (2020, February). *Physics Playground and Stealth Assessment*. Dr. Barry Fishman's class on game-based learning. University of Michigan, Ann Arbor, MI.

18- **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).

19- 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).

20- 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).

21- 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 (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.

Referenced Symposiums at Conferences
1- Rahimi, S. (2022). Stealth assessment course. Symposium presented four projects from the stealth assessment class in 2022. Presented at Florida Educational Research Association, FERA. (National). Daytona Beach, FL.

Courses Taught
1- Theory, Design, and Development of Stealth Assessment for Learning, UF (2022—present)

2- EME 3044 –Issues and Trends in Educational Technology, UF (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

New Course Development

1- Theory, Design, and Development of Stealth Assessment for Learning, UF

Workshops Designed and Conducted
1- **Rahimi, S.** (2020 – 2021). *How to increase students' motivation to learn* (1 day). Tadrisyaran 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.

Doctoral Committee Chair

1- Elizabeth King (co-Chair)

Doctoral Committee Member

1- Eric Brown

2- Javier Duenas

3- Lisa Scavone

4- Lisa Sedlock

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*. Flroida 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/10MPlBeAlH8

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

1- Journal of Research on Technology in Education (JRTE)

2- Journal of Computers & Education (CAE)

3- The Computers in Human Behavior journal (CHB)

4- Journal of Computer Assisted Learning (JCAL)

5- Journal of Computing in Higher Education (JCHE)

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

7- The Internet and Higher Education (INTHIG)

8- 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/VSEAOtX8e04

Service
2022 – present	Committee member, College of Education's Merit & Promotion Committee, UF
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

1- American Psychology Association (APA)

2- International Society of Learning Sciences (ISLS)

3- American Educational Research Association (AERA)

4- International Society for the Study of Creativity and Innovation (ISSCI)

5- National Consortium for Instruction and Cognition (NCIC)

6- Association for Educational Communication & Technology (AECT)

7- 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).