

MAURICEBOOTHEJR

maurice.boothejr@gmail.com • 608-574-8974 • New York, NY
www.mauriceboothejr.com • @boothemjr

DESIGN EXPERIENCE

CREATE Lab, NYU

New York, NY

Curriculum Designer & Research Assistant

September 2020 - May 2021

- Collaborated with remote instructors to design and iterate upon curriculum for LEAP, a comprehensive educational ecosystem intended to support over 200 learners across four refugee education sites

Department of Educational Communication and Technology, NYU-Steinhardt

New York, NY

Instructional Designer & Curriculum Designer

June 2020 - September 2020

- Spearheaded a multidisciplinary team of 5 learning and UI/UX designers to adapt instructional content to better facilitate online learning across 20 graduate level courses amidst the pandemic
- Evaluated, prioritized, and redesigned the “Designing Simulations and Games for Learning” course in collaboration with a team of a dozen faculty and designers

Center for K12 STEM Education, NYU-Tandon

New York, NY

Instructional Designer & Curriculum Designer

March 2020 - August 2020

- Co-designed curriculum with classroom teachers and content experts for the Sounds of New York City, a program that explores the impact of sounds on urban communities, while formalizing and enhancing the engaging activities informally employed by instructors from previous years
- Investigated and created curriculum while providing necessary training to a diverse team of classroom teachers for Science of Smart Cities, a program enabling students to positively impact their communities by way of 10 compelling activities that leverage technologies like microcontrollers and sensors

RESEARCH EXPERIENCE

AUGMENT-ED Lab, NYU

New York, NY

Research Assistant

October 2020 - Present

- Synthesized research such as OECD and CSAT to design and publish a pragmatic framework for collaboration to provide real-time feedback to instructors and students about remote collaboration activities to present at LAK '21

Killer Snails

New York, NY

Research Intern

January 2021 - May 2021

- Designed curriculum, completed user research, iterated design, and collaborated with industry partners while employing principles of multimedia and game-based learning in the development of the NSF-funded project, WaterWays, a learning experience that leverages VR and personal dashboards to help students understand the impact of water bodies near New York City

LEARN Lab, NYU

New York, NY

Research Assistant

November 2019 - May 2021

- Researched and published a thought-provoking paper, “Subversive Learning Analytics”, that challenges the embedded assumptions in the field of Learning Analytics and awarded Best Short Paper of LAK '21
- Critically evaluated and thoughtfully redesigned implementations of Learning Analytics at NYU

MAURICEBOOTHEJR

TEACHING EXPERIENCE

Turner College & Career High School

Pearland, TX

Spanish Teacher & Computer Science Teacher

August 2015 - August 2019

- Facilitated high school level Spanish I, Spanish II, and Pre-AP Computer Science courses
 - Implemented progressive, research-based language-teaching strategies to provide compelling and effective classroom instruction including TCI and TPRS
 - Served as advisor and mentor to student leaders for the Student Council and Spanish Honor Society
-

EDUCATION

New York University - Steinhardt

New York, NY

Master of Arts in Digital Media Design for Learning & Games for Learning

May 2021

University of Indiana - Bloomington

Bloomington, IN

Masters Certificate in Learning Sciences, Media, and Technology

August 2019

University of Wisconsin - Madison

Madison, WI

Bachelor of Arts in Spanish Education, Undergraduate Certificate in Computer Science

May 2015

- Lived and studied abroad in Santiago, Chile from July 2012 - July 2013
-

PUBLICATIONS

Boothe, M., Jr. (2021). *Mistoria: A narrative tool for language learning* [Master's thesis]. New York University.

<http://dx.doi.org/10.13140/RG.2.2.35280.23049>

Wise, A. F., Sarmiento, J. P., & Boothe, M., Jr. (2021). Subversive learning analytics. *LAK21: 11th International Learning Analytics and Knowledge Conference*, 639–645. <https://doi.org/10.1145/3448139.3448210>

Boothe, M., Jr., Yu, C., & Ochoa, X. (2021). Bridging the gap between theory and tool: A pragmatic framework for multimodal collaboration feedback. *Companion Proceedings of the 11th International Conference on Learning Analytics & Knowledge (LAK '21)*, 398–401.

https://www.solaresearch.org/wp-content/uploads/2021/04/LAK21_CompanionProceedings.pdf

AWARDS

Gates Millennium Scholar • Chancellor's Scholar of UW-Madison

Samuel Eshborn Service Award from NYU-Steinhardt • Leadership Certificate from UW-Madison

Best Short Paper Award for Wise et al. (2021) at LAK '21

CERTIFICATIONS

- Teaching License
 - New York (Spanish, 7-12)
- Spanish Fluency
 - Oral Proficiency Interview - Advanced Low
 - Written Proficiency Test - Intermediate High

INTERESTS

Former Humans vs Zombies Club President
Unity Game Developer • Ultimate Frisbee Player
Online Community Moderator (Twitch, Reddit)
Piano Player • Drummer • Cat-Owner
2020 NYC Virtual Marathon Finisher
