

Matthew T. Marino

Curriculum Vitae

Associate Professor of Exceptional Education
University of Central Florida
matthew.marino@ucf.edu
[Faculty Website](#)

Vitae at a glance

- Ph.D. in Special Education, 2006
- 21 Years of Teaching Experience
- \$3 Million in External Funding from NSF, IES, & OSERS
- 34 Peer-Reviewed Publications
- 65 International, National, & Regional Presentations
- Patent Pending: SN# 61/907289
- “Outstanding” faculty evaluations in Teaching, Research, & Service every year at UCF
- [Google Scholar Citations](#)

Education

Ph.D. in Special Education, 2006, University of Connecticut: Storrs, CT
Master of Arts in Education, 1998, Johnson State College: Johnson, VT
Bachelor of Science, 1994, University of Connecticut: Storrs, CT

Employment

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| 2012 – Present | Associate Professor of Exceptional Education
Lockheed Martin Academy (Affiliate faculty)
Interactive Systems and User Experience Research Cluster of Excellence
(Affiliate Faculty)
iSTEM Fellow
University of Central Florida, Orlando |
| 2006 – 2012 | Assistant / Associate Professor of Special Education
Washington State University
Pullman, WA |
| 2003 – 2005 | Professional Development Center Coordinator
University of Connecticut: Storrs, CT |
| 2003 – 2004 | Universal Design Research Assistant
University of Connecticut: Storrs, CT |
| 2002 – 2003 | Learning Specialist
University Program for College Students with Disabilities, University of Connecticut |
| 1998 - 2002 | Middle Level Teacher & Technology Coordinator
Montgomery Elementary & Middle School: Montgomery, VT |
| 1996 - 1997 | Exceptional Education Teacher
The Discovery Program: Newport, VT |

Professional Honors & Awards

- 2017 Research Incentive Award, University of Central Florida.
- 2017 Video Games developed from IES and NSF funded projects featured as exemplar science learning games by the U.S. Department of Education in the publication "[Reimagining the Role of Technology in Education](#)" (p. 22).
- 2016 Video Games developed from IES and NSF funded projects featured as exemplar science learning games in the U.S. Department of Education publication "[Future Ready Learning](#)" (p. 20).
- 2015 iSTEM Fellow, University of Central Florida.
- 2012 Most Innovative Technology Product Award Winner with partner Filament Games. SIIA Innovation Incubator Award.
- 2011 National STEM Video Game Challenge Grand Prize Winner with partner Filament Games. \$50K award presented by Aneesh Chopra, United States Chief Technology Officer.
- 2011 Nominated for the Council for Exceptional Children Division for Research Early Career Publication Award.
- 2011 Invited Co-Facilitator, Technology and Media Division showcase presentation on STEM education, Council for Exceptional Children 2011 Annual Conference, Washington D.C.
- 2010 [Featured Research Scientist](#) by The Center on Technology and Disability. A project funded by the U.S. Department of Education, Office of Special Education Programs (OSEP).
- 2010 Co-Guest Editor, Journal of Special Education Technology, Topical Issue on STEM Education for Individuals with Disabilities.
- 2010 Empirical articles featured on the National Center on Universal Design for Learning Website, a project funded by the U.S. Department of Education.
- 2010 Excellence in Collaboration and Networking Award, Washington State University.
- 2005 University of Connecticut Doctoral Fellowship Award
- 2004 Pi Lambda Theta International Honor Society in Education
- 2002 Nominations**
- ♦ State of Vermont: **Teacher of the Year**
 - ♦ Franklin North-East Supervisory Union: **Teacher of the Year**

Inventions, Patents, Disclosures & Trademarks

Matthew T. Marino, Eleazar Vasquez III, Darin E. Hughes, & Marc H. Zimmerman, "*Systems and Methods for Career Preference Assessments*" Patent Pending SN# 61/907289.

This patent proposal includes 16 unique inventions that will improve career selection, performance, assessment, and satisfaction for people who have difficulty with social engagement, physical activities, or intellectual processing.

Publications

* Denotes doctoral scholarship from funded research projects.

Refereed Journal Articles

- Pearl, C. E., Vasquez, E., **Marino, M. T.**, Wienke, W. *Donehower, C., & *Gourwitz, J. (2017). Establishing content validity of the Quality Indicators for Classrooms Serving Students with Autism Spectrum Disorder instrument. *Teacher Education and Special Education*. doi: 10.1177/08884064166814
- Israel, M., *Wang, S., & **Marino, M. T.** (2016). A Multilevel Analysis of Diverse Learners Playing Life Science Video Games: Interactions Between Game Content, Learning Disability Status, Reading Proficiency, and Gender. *The Journal of Research on Science Teaching*. 53(2), 324-345. doi 10.1002/tea.21273.
- Vasquez III, E., Nagendran, A., Welch, G. F., **Marino, M. T.**, Hughes, D. E., *Koch, A., & *Delisio, L. (2015). Virtual learning environments for students with disabilities: A review and analysis of the empirical literature and two case studies. *Rural Special Education Quarterly*, 34(3), 26-32.
- Hayes, M. T. & **Marino, M. T.** (2015). Utopia: An imaginative, critical and playful dialogue on the meaning and practice of contemporary education. *E-learning and Digital Media*, 12(3-4), 327-342. doi: 10.1177/2042753015571039.
- Marino, M. T.**, *Becht, K., Vasquez III, E., *Gallup, J., Basham, J. D., & *Gallegos, B. (2014). Enhancing secondary science content accessibility with video games. *Teaching Exceptional Children*, 47(1), 27-34. DOI: 10.1177/0040059914542762.
- Marino, M. T.**, Gotch, C., Israel, M., Vasquez, E. III, Basham, J. D., & *Becht, K. M. (2014). UDL in the middle school science classroom: Can video games and alternative text heighten engagement and learning for students with learning disabilities? *Learning Disability Quarterly*. 37, 87-99.
- *Coy, K., **Marino, M. T.**, & *Serianni, B. (2014). Using Universal Design for Learning in synchronous online instruction. *Journal of Special Education Technology*, 29(1), 63-74.
- Marino, M. T.**, Israel, M., *Beecher, C. C., & Basham, J. D. (2013). Students' and teachers' perceptions of using video games to enhance science instruction. *Journal of Science Education and Technology*. 22, 667-680.
- Basham, J. D., Smith, S. J., Greer, D. L., & **Marino, M. T.** (2013). The scaled arrival of K-12 online education: Emerging realities and implications for the future of education. *Journal of Education*. 193(2), 51-60.
- Israel, M., **Marino, M.**, Basham, J., & *Spivak, W. (2013). 5th graders as app designers: How diverse learners conceptualize educational apps. *Journal of Research on Technology in Education*, 46(1), 53-80.
- Basham, J. D., & **Marino, M. T.** (2013). Understanding STEM education and supporting students through Universal Design for Learning. *Teaching Exceptional Children*. 45(4), 8-15.

- Marino, M. T.,** & Hayes, M. T. (2012). Promoting inclusive education, civic scientific literacy, and global citizenship with video games. *Cultural Studies of Science Education* 7(4), 945-954.
- Marino, M. T.,** Tsuruski, B. K., & Basham, J. D. (2011). Selecting science software for students with learning disabilities and other special needs. *The Science Teacher*, 78(3), 70-72.
- Marino, M. T.,** Basham, J. D., & *Beecher, C. C. (2011). Using video games as an alternative science assessment for students with disabilities and at-risk learners. *Science Scope*, 34(5), 36-41.
- Marino, M. T.,** & *Beecher, C. C. (2010). Conceptualizing RTI in 21st Century secondary science classrooms: Video games' potential to provide tiered support and progress monitoring for students with learning disabilities. *Learning Disability Quarterly*, 33(4), 299-311.
- Marino, M. T.** (2010). Defining a technology research agenda for elementary and secondary students with learning and other high incidence disabilities in inclusive science classrooms. *Journal of Special Education Technology* 25(1), 1-28.
- Basham, J. D., & **Marino, M. T.** (2010). Introduction to the topical issue: Shaping STEM education for ALL students. *Journal of Special Education Technology*, 25(3), 1-2.
- Marino, M. T.,** Black, A., Hayes, M., & *Beecher, C. C. (2010). An analysis of factors that affect struggling readers' comprehension during a technology-enhanced STEM astronomy curriculum. *Journal of Special Education Technology*, 25(3), 35-48.
- Marino, M. T.,** Coyne, M. D., & Dunn, M. W. (2010). Technology-based curricula: How altered readability levels affect struggling readers' passage comprehension. *Journal of Computing in Mathematics and Science Teaching*, 29(1), 31-49.
- *Messinger-Willman, J., & **Marino, M. T.** (2010). Universal Design for Learning and assistive technology: Leadership considerations for promoting inclusive education in today's secondary schools. *NASSP Bulletin* 94(1), 5-16.
- Marino, M. T.** (2009). Understanding how adolescents with reading difficulties utilize technology-based tools. *Exceptionality*, 17(2), 88-102.
- Marino M. T.,** Sameshima, P., & *Beecher, C. C. (2009). Integrating TPACK in pre-service teacher education: Frameworks for promoting inclusive educational practice. *Contemporary Issues in Technology and Teacher Education*. 9(2), 186-207.
- Marino, M. T.,** & *Beecher, C. C. (2008). Assistive technology policy: Promoting inclusive education for students with reading disabilities. *Northwest Passage: Journal of Educational Practices*, 6(1), 14-22.
- Marino, M. T.,** Marino, E. C., & Shaw, S. F. (2006). Making informed assistive technology decisions for students with high incidence disabilities. *Teaching Exceptional Children*, 38(6), 18-25.

Journal Guest Editorship

J. D. Basham & **M. T. Marino** (Eds.). (2010). Science, Technology, Engineering, and Mathematics in Special Education. *Journal of Special Education Technology*, 25(3), 1-2.

Book Chapter

Marino, M. T. (2002). Developing a middle level science learning center investigation. In Voss, R. (Ed.), *The world in the minds of our pupils: A necessary change of perspectives in teaching methods* (pp. 85-104). Neuwied, Germany: Luchterhand.

Commissioned Paper

Israel, M., **Marino, M.**, *Delisio, L., & *Serianni, B. (2014). Supporting content learning through technology for K-12 students with disabilities (Document No. IC-10). Retrieved from University of Florida, Collaboration for Effective Educator, Development, Accountability, and Reform Center (CEEDAR). Website: <http://cedar.education.ufl.edu/tools/innovation-configurations/>

Professional Development Handbooks

Marino, M., *Rollins, G., *Deleon, A., & *Roselle, R. (2005). Professional development center coordinator handbook. Storrs: University of Connecticut, Neag School of Education.

Marino, M., Scott, S., McGuire, J., & *Embry, P., (2004). Assess the assessment: A case study on the application of Universal Design for Instruction in the graduate teaching assistant role. Storrs: University of Connecticut, Center on Postsecondary Education and Disability.

Marino, M., Scott, S., McGuire, J., & *Embry, P., (2004). Dramatic tension: A case study on the application of Universal Design for Instruction in the graduate teaching assistant role. Storrs: University of Connecticut, Center on Postsecondary Education and Disability.

Refereed Proceedings

Marino, M. T., Vasquez, E., & Basham, J. D. (2017). Preparing special educators to promote college and career readiness in STEM: The iCAN project. Proceedings from the American Education Research Association Annual Meeting. San Antonio, TX.

Marino, M. T., Basham, J. D., & Vasquez, E. (2017). Teen Career Pathway: An analysis of a career preparation video game for middle school students with and without disabilities. Proceedings from the American Education Research Association Annual Meeting. San Antonio, TX.

*Coy, K., **Marino, M. T.**, & *Serianni, B. (2015). Measuring Universal Design for Learning in the Virtual School Landscape 91-110. *Implementing Universal Design for Learning: Selected papers from the 2014 UDL-IRN Summit*. Lawrence, KS: UDL IRN published monograph

*Koch, A., Vasquez, E., **Marino, M. T.**, Straub, C., Schaffer, K., & *Donehower, C. (2014). Trial based functional analysis in virtual environments for teacher preparation. Proceedings from the Second Annual TeachLivE Conference. Orlando, FL.

- Vasquez, E., Straub, C., *Nagendran, A., **Marino, M. T.**, Schaffer, K., *Koch, A., *Delisio, L., & Russel, M. (2014). A comparison of simulated and traditional environments on the social responses for children with autism. *Proceedings from the Second Annual TeachLive Conference. Orlando, FL.*
- Israel, M., *Wang, S., **Marino, M. T.**, & Basham, J. D. (2014). *A multilevel analysis of diverse learners playing science video games: Interactions between gaming features, learning disability status, reading proficiency, and gender.* Paper presented at the American Educational Research Association 14th Annual Meeting. Philadelphia, PA.
- Marino, M. T.**, & Black, A. (2010). *Factors associated with struggling readers' achievement in a technology-based astronomy curriculum.* Paper presented at the American Educational Research Association 10th Annual Meeting. Denver, CO.
- Marino, M. T.** (2008). Washington State University Technology Resource Database: Identifying effective technology designs for students with dyslexia. *ED-MEDIA World Conference on Educational Multimedia, Hypermedia, and Telecommunications* (pp. 1302-1306). Vienna, Austria.
- Marino, M. T.** (2007). Technology-based curricula: Implications for adolescent students with reading difficulties. In G. Marks (Ed.), *Association for the Advancement of Computing in Education. Society for Information Technology & Teacher Education: 18th International Conference* (pp. 3634-3640). San Antonio, TX.
- Page, M., Marlowe, B., Hauge, K., **Marino, M. T.**, & Maloney, D. (2003). The tyranny of progressive public schooling: Shaking up the dominant class. In J. Lasonen & L. Lestinen (Eds.), *Teaching and Learning for Intercultural Understanding, Human Rights and a Culture of Peace. UNESCO Conference Proceedings: Intercultural Education, Institute of Educational Research* (pp. 15-18.), University of Jyväskylä, Finland.
- Manuscripts in Press or Review**
- Marino, M. T.**, Israel, M., Vasquez, E. Fisher, K. M., & Gallegos, B. (in press). Teaching and learning with technology. In A.S. Canestrari, & B.A. Marlowe (Eds.) *The handbook of educational foundations: International perspectives.* New York, NY: Wiley-Blackwell.
- Vasquez, E., **Marino, M. T.**, Pearl, C., Wienke, W., *Donehower, C., & *Stone, S. (in press). Trial-based functional analysis in virtual environments. *Rural Special Education Quarterly.*
- Marino, M. T.**, Basham, J. D., Vasquez, T. (in review). Teen Career Pathway: A usability study of career preparation software. *Journal of Educational Multimedia and Hypermedia.*
- Vasquez, E. & **Marino, M. T.**, Basham, J., Israel, M. Schaffer, K., Rubus, L., & Donehower, C. (in review). A replication of synchronous online tutoring for students with learning disabilities. *Journal of Special Education Technology.*
- Israel, M., *Stark, E., **Marino, M. T.**, & Basham, J. D. (in review). The interplay of gender and sociocultural variables on the gaming experiences of girls in science education: A review of the literature. *Review of Educational Research.*

*Jingrong, X., Basham, J. D., **Marino, M. T.**, & Rice, M. (in review). Reviewing research on mobile learning for students with and without disabilities in k-12 educational settings. *Journal of Special Education Technology*.

*Mrstik, S., Pearl, C., *Hopkins, R., Vasquez, E., & **Marino, M. T.** (in review). Combating special educator attrition: Mentor teachers' perceptions of job satisfaction, resiliency and retention. Submitted to *Remedial and Special Education*.

External Funding

National Funding

2015 – 2017 [Interdisciplinary Coaching As a Nexus for transforming how institutions support undergraduates in STEM \(iCAN\)](#). \$250,000, Principal Investigator, National Science Foundation (NSF 14-588). Award #1505202.



2015 – 2020 **Preparing special educators in Autism Spectrum Disorders**. \$1.25 million, Co-Principal Investigator, U.S. Department of Education Office of Special Education and Rehabilitation Services (CFDA 84.325). Award # H325K150201.

2010 - 2013 **Game-enhanced interactive life science for students with learning disabilities**. \$838,000, Co-Principal Investigator. U.S. Department of Education, Institute of Education Sciences. Education technology products for students (ED-IES-10-R-0008). Award # ED-IES-10-C-0023.



Teacher & Student Guides



4 main units



2 enrichment units



For web & tablet*

2010 - 2013 **Interactive Field Investigation Guide (iFIG): An accessible platform to provide STEM for ALL** \$400,000, Co-Principal Investigator, U.S. Department of Education, Office of Special Education & Rehabilitative Services, Steppingstones of technology innovation for children with disabilities (CFDA 84.327A), Award # H327A100047.



2011 **Game-enhanced Interactive Physical Science**, \$150,000, Co-Principal Investigator, National Science Foundation (NSF 09-541) Award # IIP-1046229.



Pending

2018 – 2022 **Technology Enhanced Learning Enabled by Partner Organizations, Research, and Teaching Success** (UCF-TELEPORTS). \$1.25 million, Principal Investigator, U.S. Department of Education Office of Special Education and Rehabilitation Services (CFDA 84.325).

2018 – 2022 **Preparing special educators in Autism Spectrum Disorders**. \$1.25 million, Co-Principal Investigator, U.S. Department of Education Office of Special Education and Rehabilitation Services (CFDA 84.325).

State-level Funding (< \$100k)

2008 Using PDAs to enhance STEM learning

Principal Investigator
Washington State University, Pullman, WA.

2008 Alhadeff Teachers of Teachers Faculty Award

Project Manager
Washington State University

2007 Washington State University Technology Resources Database

Principal Investigator
Washington State University, Pullman, WA.

2005 Hypermedia: Improving science literacy for students with reading difficulties

Principle Investigator
Teachers for a New Era (TNE): Student Initiated Research Grant
University of Connecticut, Storrs, CT.

2002 Vermont Technology Literacy Challenge Grant

Author & Project Manager
Montgomery Elementary School, Montgomery, VT.

Invited Presentations, Workshops, & Webinars

Marino, M. T. (2017, April). *Infusing Universal Design for Learning in Video Games*. **Presentation**. Public Broadcast System (PBS) Kids & WestEd. Washington: DC.

Gardner, J. E., Lowery, A., **Marino, M. T.**, Rao, K., Smith, S., & Wojic, B. (2017, March) *Critical Issues for UDL Research*. **Panel Discussion**. UDL Implementation and Research Network Summit. Orlando, FL.

Gardner, J. E., Lowery, A., **Marino, M. T.**, Rao, K., Smith, S., & Wojic, B. (2017). *UDL research: the next phase*. **Panel Discussion**. UDL Implementation and Research Network Summit. Orlando, FL.

Marino, M. T. (2016, November). **Presentation**. *Research strategies to promote academic success*. University of New South Wales (UNSW). Sydney: AU.

- Basham, J. D., Dieker, L. A., Gardner, J. E., **Marino, M. T.**, & Vasquez, E. (2016, November). *Innovative technologies in Teacher Preparation Programs*. **Panel Discussion**. Teacher Education Division of the Council for Exceptional Children Annual Conference. Lexington, KY.
- Israel, M., **Marino, M. T.**, Moody, A., & Munson, J. (2016, September). **Webinar**. *Innovations in STEM education: Technology to support students with autism*. U.S. Department of Education Offices of Special Education Programs and STEM initiatives.
- Marino, M. T.** (2016, April). **Presentation**. *iCAN: A collaborative study to promote STEM performance and persistence for college students with disabilities*. Landmark College, Putney VT.
- Marino, M. T.**, Vasquez, E., Hines, R. & Holbrook, J. (2016, April). *Technology Innovations at the University of Central Florida*. **Workshop**. Florida Technology Leadership Consortium. Orlando, FL.
- Basham, J. D., **Marino, M. T.**, DeCoste, D., & Diedrich, J. (2016, February). **Presentation**. Universal Design for Learning Town Hall Forum. Assistive Technology Industry Association (ATIA) Annual Conference. Orlando, FL.
- Marino, M. T.** (2016, January). **Presentation**. Bringing a model of STEM supports for students with disabilities to scale: The iCAN project. American Educational Research Association special education STEM meeting. University of California, Santa Barbara, CA.
- Israel, M. & **Marino, M. T.** (2015, May). **Webinar**. Enhancing Content Learning with Technology for Students with Disabilities. CEEDAR Center. University of Florida. Gainesville, FL.
- Marino, M. T.** (2014, November). **Keynote**. *Designing learning environments for all students: Increasing access through technology*. Urban Collaborative 20th Anniversary Meeting. Houston, TX.
- Marino, M. T.** (2014, August). **Workshop**. *Designing effective online special education graduate programs*. University of Kansas Center for Research on Learning. Lawrence, KS.
- Coy, K., **Marino, M. T.**, & Serianni (2014, January). **Pre-conference workshop**. *Universal Design for Learning in k-12 virtual schools*. Florida Education Technology Conference. Orlando, FL.
- Marino, M. T.**, Osmond, S., Pineda, L., Merritt, G. C., & Leboff, J. (2014, January). **Presentation**. *Can video games make you smarter?* Orlando Science Center. Orlando, FL.
- Marino, M. T.** (2013, April). **Presentation**. *Universal Design for Learning in virtual learning environments*. Harvard Graduate School of Education. Cambridge, MA.
- Marino M. T.** (2012, November). **Featured Speaker**. *Increasing middle school students' STEM performance using video games*. University of Central Florida Research and Commercialization Outreach Services annual meeting. Orlando, FL.

- Rose, D., Edyburn, D., Basham, J. D., & **Marino, M. T.** (2012, April). **Presentation.** *Supporting UDL: Current and future innovations.* Council for Exceptional Children Annual Convention. Denver, CO.
- Marino, M. T.** (2011, May). **Keynote.** *Using video games to engage all students in STEM!* Bringing STEM Innovations to Life Annual Conference. Cincinnati, OH.
- Marino, M. T.** (2011, October). **Presentation.** *Enhancing STEM education with video games.* University of Kansas, Center for Research on Learning. CRL Learns Lecture Series. Lawrence, KS.
- Basham, J. D., Israel, M., **Marino, M. T.**, Gardner, J. E., & *Gauthier, W. (2011, April). **Presentation.** *Using technology to support science, technology, engineering, and mathematics (STEM) for all.* Council for Exceptional Children Annual Convention: Technology and Media Showcase Presentation. Baltimore, MD.
- Marino, M. T.** (2009, April). **Presentation.** *Improving curriculum access with multiplayer virtual reality games.* Council for Exceptional Children Annual Convention. Seattle, WA.
- Marino, M. T.** (2004, November). **Presentation.** *Assessment in the inquiry-based science classroom.* Galileo Project. Storrs, CT.
- Kelleher, J., & **Marino, M. T.** (2004, October). **Presentation.** *Using measurement, evaluation and communication to introduce a new electronic portfolio assessment system in the Neag School of Education.* Assessment Institute. Indiana University-Purdue University Indianapolis, IN.
- Marino, M. T.** (2004, April). **Presentation.** *Implementing science curriculum reform.* Galileo Project. Storrs, CT.
- Marino, M. T.** (2003, September). **Presentation.** *Creating a constructivist-learning environment in your classroom. Second Congress on Educational Reform.* Reinventing Schools: Praxis, Reflection & Instruction. Koblenz, Germany.

Refereed Conference Presentations

International

- Berkeley, S. L., **Marino, M. T.**, & Vasquez, E. (2017, April). *Video Games in Science Education.* National Association for Research on Science Teaching (NARST) annual international conference. San Antonio, TX.
- Marino, M. T.**, Vasquez, E., & *Coy, K. (2016, November). *An analysis of Universal Design for Learning during online instruction.* Australian Association of Research in Education. Melbourne, AU.
- Marino, M. T.**, Vasquez, E., & Basham, J. D. (2016, November). *Teen Career Pathway. A science, technology, engineering, and mathematics (STEM) career video game pilot study.* Australian Association of Research in Education. Melbourne, AU.

- Marino, M. T., & Vasquez E.** (2016, November). *Teaching teachers to promote college and career readiness in science, technology, engineering, and mathematics (STEM): The iCAN project*. Australian Association of Research in Education. Melbourne, AU.
- *Coy, K., **Marino, M. T.**, & *Serianni, B. (2013, October). *Universal Design for Learning in the virtual school landscape*. International Association for K-12 Online Learning (iNACOL) Blended and Online Learning Symposium annual conference. Orlando, FL.
- Basham, J. D., Dunn, A., **Marino, M. T.**, Rose, D., H., Yoo, D., & Zabala, J. (2013, June). *Innovation and Universal Design for Learning*. International Society for Technology in Education Annual Convention. San Antonio, TX.
- Marino, M. T.** (2008, July). *Washington State University Technology Resource Database: Identifying effective technology designs for students with dyslexia*. ED-MEDIA World Conference on Educational Multimedia, Hypermedia, and Telecommunications. Vienna, Austria.
- Marino, M. T.** (2007, March). *Technology-based curricula: Implications for adolescent students with reading difficulties*. Society for Information Technology & Teacher Education: 18th International Conference. San Antonio, TX.
- Marlowe, B., & **Marino, M. T.** (2003, June). *The tyranny of progressive public schooling: Shaking up the dominant class*. UNESCO: Teaching and Learning for Intercultural Understanding, Human Rights and a Culture of Peace. Jyväskylä, Finland.

National Presentations

- Marino, M. T., Vasquez, E., & Basham, J. D.** (2017, April). Preparing special educators to promote college and career readiness in STEM: The iCAN project. Proceedings from the American Education Research Association Annual Meeting. San Antonio, TX.
- Marino, M. T., Basham, J. D., & Vasquez, E.** (2017, April). Teen Career Pathway: An analysis of a career preparation video game for middle school students with and without disabilities. Proceedings from the American Education Research Association Annual Meeting. San Antonio, TX.
- Marino, M. T., Vasquez, E., & Banerjee, M.** (2016, June). *Interdisciplinary Coaching As a Nexus for transforming how institutions support undergraduates in STEM (iCAN)*. Postsecondary Disability Training Institute. Philadelphia, PA.
- Marino, M. T., Basham, J. D., Vasquez, E., & Israel, M.** (2016, April). *Gaming and Learners with Disabilities*. Council for Exceptional Children Annual Convention, St. Louis, MO.
- Coy, C. & **Marino, M. T.** (2016, April). *Applying UDL in digital learning environments*. Council for Exceptional Children Annual Convention, St. Louis, MO.
- Marino, M. T., Vasquez, E., & *Donehower, C.** (2016, March). *iCAN: An exploratory study of UDL principles for college students with and without disabilities*. Universal Design for Learning Implementation Research Network annual convention. Towson University, MD.

- Israel, M., **Marino, M. T.**, & Basham, J. D. (2014, April). *Teaching science with video games: Implications for engaging students with disabilities*. Council for Exceptional Children Annual Convention, Philadelphia, PA.
- Israel, M., Wang, S., **Marino, M. T.**, & Basham, J. D. (2014, April). *A multilevel analysis of diverse learners playing science video games: Interactions between gaming features, learning disability status, reading proficiency, and gender*. Paper presented at the American Educational Research Association 14th Annual Meeting. Philadelphia, PA.
- Basham, J. D., **Marino, M. T.**, Lowery, A. & Gardner, J., & *Coy, K. (2014, March). *Overcoming barriers to UDL implementation. Universal Design for Learning Implementation Research Network annual convention*. John's Hopkins University, MD.
- Vasquez, E., & **Marino, M. T.** (2014, March). Project Autism Spectrum Disorders. Paper Presented at the *American Council on Rural Special Education Conference*, Tempe, AZ.
- Marino, M. T.**, *Beecher, C. C., *Delisio, L., & *Becht, K. (2013, April). *Increasing students' STEM performance using video games*. Council for Exceptional Children Annual Convention, San Antonio, TX.
- *Coy, K. A., Smith, S., **Marino, M. T.**, & Basham, J. (2013, April). *Online instruction with Universal Design for Learning in the K-8 virtual classroom*. Council for Exceptional Children Annual Convention, San Antonio, TX.
- Gardner, J., Basham, J., *Coy, K. A., Israel, M., **Marino, M. T.**, & Smith, S. (2013, April) *Universal Design for Learning: Operation, measurement, and fidelity of implementation issues*. Council for Exceptional Children Annual Convention, San Antonio, TX.
- Israel, M., & **Marino M. T.** (2012, November). *Resources for understanding STEM in special education*. Council for Exceptional Children Teacher Education Division Annual Conference. Grand Rapids, MI.
- Basham, J. D., Israel, M., & **Marino M. T.** (2012, April). *Cool tools to engage students in STEM education*. Council for Exceptional Children Annual Convention. Denver, CO.
- Marino, M. T.**, *Beecher, C. C., & *Coy, K. (2012, April). *Teaching with video games: Engaging ALL students in STEM education*. Council for Exceptional Children Annual Convention. Denver, CO.
- Marino, M. T.**, White, D., Norton, D., Quinn, B., & Basham (2011, June). *Designing middle school science games for students who struggle with reading*. Games+Learning+Society. Seventh Annual Conference. Madison, WI.
- Marino, M. T.**, Basham, J. D., & White, D. (2011, March). *Using video games to help students with learning disabilities and other at-risk students succeed in secondary science classes*. National Science Teachers Association National Conference on Science Education. San Francisco, CA.

Marino, M. T., & Black, A. (2010, May). *Factors associated with struggling readers' achievement in a technology-based astronomy curriculum*. Paper presented at the American Educational Research Association Annual Meeting. Denver, CO.

Marino, M. T., & Basham, J. D. (2010, April). *Using technology to enhance science, technology, engineering, and mathematics (STEM) learning*. Council for Exceptional Children Annual Convention. Nashville, TN.

Marino, M. T., & *Antony, P. (2008, April). *The effect of altered readability levels in a technology-based middle school science curriculum*. Council for Exceptional Children Annual Convention. Boston, MA.

Marino, M. T. (2005, April). *Implementing electronic portfolios as an accountability measure in pre-service special education programs*. 28th Annual Teacher Education Division of the Council for Exceptional Children Convention. Portland, ME.

Marino, M. T. (2005, April). *Technology: Improving access to the general education curriculum*. Council for Exceptional Children Convention. Baltimore, MD.

Regional Presentations

Marino, M. T., Vasquez, E., Hines, R. & Holbrook, J. (2016, April). *Technology Innovations at the University of Central Florida*. Workshop for Florida Technology Leadership Consortium.

*Coy, K., **Marino, M. T., & *Serianni, B.** (2014, February). *Universal Design for Learning in K-12 virtual schools*. Florida Education Technology Conference. Orlando, FL.

Marino, M. T. (2010, March). *Enhancing middle school science performance with universally designed video games*. Washington Association of School Administrators Annual Conference. Yakima, WA.

Marino, M. T. (2008, January). *Effective technologies that support inclusive science instruction*. Florida Education Technology Conference (FETC). Orlando, FL.

Marino, M. T., & Roy, K. (2007, April). *Using technology to promote science literacy for students who struggle with reading*. National Science Teachers Association National Conference on Science Education. St. Louis, MO.

Marino, M. T. (2007, February). *Supporting students with reading difficulties using technology*. 25th Annual Inter-Disciplinary Educational Alternate Strategies (IDEAS) Conference. Spokane, WA.

Marino, M. T., Roy, K., & Nichols, S. (2005, November). *Students with learning disabilities and science: Technology lights the learning fire*. National Science Teachers Association Eastern Area Convention. Hartford, CT.

University Teaching

University of Central Florida, Orlando

- EEX 4242 – Teaching Exceptional Students in Secondary Settings (Undergraduate)
- EEX 4941 – Student Teaching Supervisor (Undergraduate / Graduate)
- EEX 4763 – Technology for Teachers of Students with Special Needs (Undergraduate)
- EEX 6065 – Programming for Students with Disabilities at the Secondary Level (Graduate)
- EEX 6938 – College and Career Readiness for Adolescents with Disabilities (Graduate)
- EEX 7527 – Professional Writing / Grant Writing (Doctoral)

Washington State University, Pullman

- SPED 595 – Universal Design for Learning (Doctoral)
- SPED 420/520 – Teaching in the Inclusive Classroom (Undergraduate/Masters)
- SPED 403 /503 – Secondary Education for Students with Disabilities (Undergraduate/Masters)
- T&L 470 - Methods for Teaching English Language Learners and Students with Disabilities for Secondary Teachers (Undergraduate)

University of Connecticut, Storrs

- EPSY 308 - Instruction for Students with Special Needs in the Mainstream
- EDCI 391 – Learning Theories
- EGEN 294, 295, & 297 – Student Teaching Seminars
- Students with Disabilities for Secondary Teachers (Undergraduate)

National Review Service

- Institute of Education Sciences (IES) Technical Reviewer (2016 – present)
- National Science Foundation - Technical Reviewer (2008 - present)
- External Tenure and Promotion Reviewer (2015 – Present)
- Journal of Special Education Technology – Editorial Board (2009 - present)
- Science Activities (2017)
- FOCUS – Review Board (2015 – present)
- Exceptionality Education International – Review Board (2014 – present)
- Teaching Exceptional Children - Review Board (2012 – present).
- Remedial & Special Education – Review Board (2012 – present)
- Journal of Science Education and Technology – Review Board (2010 – present)
- Journal of Research in Science Teaching –Review Board (2009 – present)
- American Education Research Association Annual Conference Reviewer (2008 – 2012)
- Council for Exception Children Annual Conference Reviewer (2008 – 2012)
- Journal of Postsecondary Education and Disability - Editorial Board (2011 – 2013)
- NASSP Bulletin – Review Board (2010 – 2012)
- Northwest Passage: Journal of Education Practices - Review Board (2008 – 2011)

National Committee Work

- Co-Chair UDL Committee on District Certification Design (2017 – Present).
- UDL Council (sponsored by Center for Applied Special Technology, UDL Implementation and Research Network, & the National Universal Design for Learning Taskforce) –Invited member (2016 – present).
- UDL Implementation & Research Network Senior Advisor to Executive Team (2014-Present).

State Service

University of Central Florida

- Faculty Senate Undergraduate Common Program Oversight Committee (2017)
- Faculty Senate Research Council (2013 – present)
- Faculty Council (alternate) (2014 – 2016)
- Coordinator - Exceptional Education M.A. & M.Ed. Graduate Programs (2013 – 2015)
- Annual Faculty Evaluation Standards and Procedures Committee (2013 – 2014)
- Chair - Research Incentive Award Selection Committee (2012 – 2013)

Other Central Florida Service

- Chair: Central Florida STEM Education Council Advisory Committee (2013 – 2014)
- Central Florida STEM Education Council Advisory Committee (2012 – 2013)

Washington

Office of the Superintendent of Public Instruction

- WEST-E Special Education Certification Assessment (2009)
- Special Education Endorsement Standards (2006 – 2009)
- Elementary Education Endorsement Standards (2006 – 2008)

Washington State University Committees

- Graduate Studies (2010 – 2012)
- Center for Education, Research, and Outreach (2008 – 2009)

College of Education Committees

- Graduate Studies (2010 – 2012)
- Grant Proposal Review (2010 – 2012)
- Futures (2009)
- Chair - Electronic Portfolio Assessment and Accreditation (2007)

Department of Teaching and Learning Committees

- Special Education (2006 – 2012)
- Elementary Education (2006 – 2012)
- Secondary Education (2007 – 2012)

Mentoring & Leadership

Post-Doctoral Fellowship

Dr. Benjamin Gallegos (2016-2017) with NSF funded project iCAN

Doctoral Dissertation Committees

Chair

Coy, K. (2012). Online instruction with Universal Design for Learning in the synchronous K-12 Classroom. Ph.D. Dissertation. Department of Teaching and Learning. Washington State University.

Fisher, K. (2016). The relationship between extracurricular STEM activities and performance on the Florida Science Assessment. Ph.D. Dissertation, University of Central Florida, College of Education and Human Performance, Department of Child, Family, and Community Sciences.

Committee Member

Donehower, C. (2017). The Effect of an Interactive Robot on the Social Skills of early Childhood Learners. Ph.D. Dissertation, University of Central Florida, College of Education and Human Performance. Department of Child, Family, & Community Sciences.

Gallegos, B., (2016). The role of virtual avatars in supporting middle school students from culturally and linguistically diverse backgrounds on science in after school programs Ph.D. Dissertation, University of Central Florida, College of Education and Human Performance. Department of Child, Family, & Community Sciences.

Koch, A. (2016). Project iCAN: An analysis of Landmark College Model of Supports. Ph.D. Dissertation, University of Central Florida, College of Education, Department of Child, Family, and Community Sciences.

Bukaty, C. A. (2015). Effects of mixed-reality peer interactions on workplace problem-solving of young adults with intellectual disabilities. Ph.D. Dissertation, University of Central Florida, College of Education and Human Performance, Department of Child, Family, and Community Sciences.

Delisio, L. A. (2015). Effects of the KNWS graphic organizer and video self-modeling through voice thread on the mathematical word problem solving of students with disabilities. Ph.D. Dissertation, University of Central Florida, College of Education and Human Performance. Department of Child, Family, & Community Sciences.

Hardin, S. E. (2014). Predictors of school engagement for females with emotional and behavioral disabilities. Ph.D. Dissertation, University of Central Florida, College of Education and Human Performance. Department of Child, Family, & Community Sciences.

Hughes, D. E. (2014). The design and evaluation of a video game to help train perspective-taking and empathy in autism spectrum disorder children. Ph.D. Dissertation, University of Central Florida. College of Sciences, Department of Modeling and Simulation.

Serianni, B. (2014). An analysis of online instruction practices for students with disabilities in K-12 settings. Ph.D. Dissertation, University of Central Florida, College of Education, Department of Child, Family, & Community Sciences.

Ehrli, H., F. (2014). Examining the perspectives of college students with learning disabilities on their secondary education experience as it relates to serving students with learning disabilities and preparing them for graduation. Ed.D. Dissertation, University of Central Florida, College of Education, Department of Child, Family, and Community Sciences.

Hayes, A. T. (2013). Effects of social presence on learning outcomes in virtual learning environments. Ph.D. Dissertation, University of Central Florida. College of Sciences, Department of Modeling and Simulation.

Beecher, C. C. (2011). A latent growth curve analysis of reading achievement for an at-risk population. Ph.D. Dissertation. Department of Teaching and Learning. Washington State University.

External

Carter, R. A. (2017). Understanding blended learning for students with and without disabilities. Ph. D. Dissertation, University of Kansas, Department of Special Education.

Alsalem M. A. (2015). Considering and supporting the implementation of Universal Design for Learning among teachers of student who are deaf and hard of hearing in Saudi Arabia. Ph.D. Dissertation, University of Kansas, Department of Special Education.

UCF Advising

- Advising for over 200 M.A. and M.Ed. students in Exceptional Education.

Professional Associations

- Universal Design for Learning Implementation and Research Network (2014 – present)
- Council for Exceptional Children (2002 – present)
- American Education Research Association (2005 – present)
- International Society for Technology in Education (2010 – 2012)
- Association for the Advancement of Computing in Education (2007 – 2012)
- National Science Teachers Association (2005 – 2010)