
DAVID R. SQUIRES

6300 Ocean Dr, Corpus Christi, TX 78412 • (361) 825-2453 • david.squires@tamucc.edu

 faculty.tamucc.edu/dsquires



Knowledge is not worth anything if it cannot be shared.

Education

- 2017 Ph.D. in Learning, Design, & Technology
[The University of Georgia](#)
Athens, Georgia

Dissertation: Augmented Reality Information Overlay Mapping Bridging the Gap Between Virtual and Direct Learning Experiences

Committee: Michael A. Orey, Robert M. Branch, Martha M. Carr, Nancy F. Knapp
- 2013 M.Ed. in Instructional Design & Technology Research
[The University of Georgia](#)
Athens, Georgia

Thesis: Implications in Learning Domain Specificities, Adaptive Learning, Feedback, Augmented Reality, and The Future of Online Learning

Chair: Michael A. Orey
- 2011 B.A. in History
[Southwestern University](#)
Georgetown, Texas
- 2007 [Universidad De Guanajuato](#)/ ISA Program
Guanajuato, Mexico

Academic Employment

- 2023 - Present Associate Professor
[Texas A&M University-Corpus Christi](#)
Corpus Christi, Texas
 - Instructional Design and Educational Technology Program
 - Curriculum, Instruction, and Learning Sciences Department
 - College of Education and Human Development
 - College of Graduate Studies
- 2023 - Summer Affiliated Research Scientist - Research & Development Directorate
[Lone Star UAS Center of Excellence & Innovation Texas A&M University-Corpus Christi](#)
Corpus Christi, TX
 - Oversee the requirements analysis process for online development and simulated training research
 - Leading a development team consisting of GRAs, student workers and UAS pilots, ground control station operators, and visual observers to develop interactive training models specific to internal LSUASC training, focused on post-secondary adult learning
 - Implementing recommendations for developing LSUASC online coursework and developing a recommendation for the purchase of a learning management system for evaluation within LSUASC
 - Supervise LSUASC Graduate Research Assistants and develop recommendations for LSUASC Graduate Research Assistants (GRA)
- 2022 - Summer Consultant
[Texas A&M University](#)
College Station, TX

- TAMU Mentoring and Coaching Academy
 - Online training delivery
- 2017 - 2023 Assistant Professor
[Texas A&M University-Corpus Christi](#)
 Corpus Christi, Texas
- Instructional Design and Educational Technology Program
 - Curriculum, Instruction, and Learning Sciences Department
 - College of Education and Human Development
 - College of Graduate Studies
- 2014 - 2017 Instructional Design & Development Administrative Support
[The University of Georgia](#)
 Athens, GA
- Provided major instructional assistance for IDD courses each semester
 - Participated in planning meetings with faculty instructors
 - Lead major instructional units
 - Supported student projects
 - Grading
 - Coordinated spring EDIT 6210 comprehensive exam sessions
 - Coordinated summer portfolio defense process
 - Assisted with the annual conference
- 2013 - 2015 Graduate Researcher
[The University of Georgia](#)
 Athens, GA
- Project manager for a 2-year implementation and iterative cycle development study for the Patient-Centered Outcomes Research Institute & Shepherds Center Spinal Care Injury Hospital
 - Identified key competencies and learning objectives for the patient and family education program
 - Established a mechanism for assessing and prioritizing patient learning needs and customizing instruction to address needs
 - Developed discrete instructional models that chunk content into brief instructional sessions
 - Incorporated reverse classroom and blended learning strategies that combined online and face-to-face instruction
 - Developed Shareable Content Object Reference Models (SCORM) and analytic tracking for custom online learning simulation modules housed in a Learning Management System (LMS) within the Shepherds Center's online database
 - Adaptive eLearning content accessible to current Shepherds Center patients on mobile devices (Smartphones, tablets) and personal computers
- 2012 - 2017 Graduate Assistant
[The University of Georgia](#)
 Athens, GA
- Managed the development and implementation of several web-based and interactive design-based research and training projects, including:
 - Lead eLearning developer for the United States Army Training Evaluation and Technical Support for the Army Survivor Outreach Services (SOS) Program online learning USDA-sponsored program
 - Lead developer for the How To Teach Online Project with the University of Suwon in South Korea
 - Instructional support and teaching assistant

Business and Industry Employment

- 2014 - Present Founder
[Adaptive Learning Research, LLC.](#)
- ALR is a technology consultancy and software development company
 - Subject matter and technology education research and development
- 2013 - 2014 Chief Technology Officer
 ARwerks, Inc.
 Panama City, Panama & Athens, GA
- ARwerks specialized in industry specific augmented reality based solutions
 - Industries included education, sports, tourism, entertainment, and publishing
- 2012 - 2013 Project Manager, Lead Developer, and Instructional Designer
 MoWerks, LLC.
 Athens, GA

- Lead instructional designer for Cord Math Academy online training development
- Project manager, lead developer, and instructional designer for a comprehensive eLearning retail bank teller training program

2012 - 2013

Freelance

[Docebo, Inc.](#)

Naples, Italy & Athens, GA

- Handling the localization of technical and custom Learning Management System software documentation

2011 - 2012

Multimedia Developer

[Kashida Learning](#)

Beirut, Lebanon

- Multimedia and Online Learning Developer

Scholarly and Professional Memberships

2023 - Present

National Training & Simulation Association ([NTSA](#)) - <https://www.nts.org/about-nts>

2023 - Present

National Defense Industrial Association ([NDIA](#)) - <https://www.ndia.org/about>

2018 - Present

Immersive Learning Research Network [iLRN](#) - <https://immersivelrn.org/>

2017 - Present

The Virtual World Society [VWS](#) - <http://virtualworldsociety.org/>

2017 - Present

World Education Research Association [WERA](#) - <https://www.weraonline.org/page/AboutWERA>

2013 - Present

Association for Educational Communications and Technology [AECT](#) - <https://www.aect.org/> — Division of Emerging Technology

Research

Institutional Review Board Approved Research

- Squires, D., Johnson, R. (2023 - Present). Principal Investigator, IRB ID: 2023-0782. Meeting the Demand for Skilled UAS Pilots: An Adaptive Learning Approach to Training. Approved by Texas A&M University-Corpus Christi Office of Research Compliance.
- Squires, D., Massey, S. (2023-Present). Principal Investigator, IRB ID: 2023-0717. Investigating educational neuroscience concepts in Texas public university teacher preparation courses. Approved by Texas A&M University-Corpus Christi Office of Research Compliance.
- Squires, D., Fomenko, J., Loika, E., & Massey, S. (2020-Present). Principal Investigator, IRB ID: 08-072. Online Nursing Simulation & Clinical Learning Center Innovation Research. Approved by Texas A&M University-Corpus Christi Office of Research Compliance.
- Squires, D., & Johnson, R. (2020-Present). Principal Investigator, IRB ID: 04-042. Scenario-Based Designs Within Immersive Learning Simulations: Impacts On Associative Information Processing & Cognitive Load In Online Learning Field-Based Experiences. Approved by Texas A&M University-Corpus Christi Office of Research Compliance.
- Squires, D. (2018-Present). Principal Investigator, IRB ID: 107-18. Mobile Learning Just-In-Time Cognitive Support Application Systems. Approved by Texas A&M University-Corpus Christi Office of Research Compliance.
- Squires, D. (2017 - 2021). Principal Investigator, IRB ID: 89-17. Augmented Reality Human Interface Learning Overlay Mapping & Working Memory. Approved by Texas A&M University-Corpus Christi Office of Research Compliance.

Research Interests

- Currently researching Innovation in online learning, online simulation-based training, adaptive & personalized learning, Adaptive Learning Management system integration with generative Artificial Intelligence, working memory, and cognitive load in online learning environments.
- I am interested in Metacognitive Strategies & Self-Regulated Learning Within Augmented, Virtual, Mixed-Reality, & Experience Reality (XR) Immersive Learning Environments; Cognitive Training with Augmented Reality Mobile Devices; The Impact on Participant Working Memory When Training With Augmented Reality Mobile Learning Applications; Virtual Reality Course Authoring & VR Classroom Simulation Training; Emerging Human Performance Technology; Online Learning Rapid Student Feedback Response Systems; Just-In-Time (JIT) Learning Strategies; Implementation of Augmented, Virtual, Mixed-Reality (XR) Laboratory Design & Development Spaces Involving Science, Technology, Reading, Engineering, Art, & Mathematics (STREAM) Designs; Immersive Online Training, & Cognitive Modeling; Mobile Learning & Online Learning Instructional Design Strategies; Multimodal and Adaptive Learning Course Design; Encryption and Data Security In Online Learning Environments; & Learning Management System Data Collection.

Peer-Reviewed Journal Articles

- Squires, D., Massey, S., Pizzitola, R., Tejeda-Delgado, C., & Jimenez, D. D. (2025). Designing online learning modules for pre-service teachers using cognitive load theory and adaptive expertise: A design-based research study. *i-Manager's Journal of Educational Technology*, 22(1).
- Johnson, R. M. & Squires, D. R. (2025). Applying Learning Engineering and Design-Based Research in UAS E-Learning Design: From Theory to Flight. *International Consortium for Innovation and Collaboration in Learning Engineering (ICICLE): Solving for Complexity at Scale*. <https://doi.org/10.59668/2109.21836>
- Guerra, E., & Squires, D. (2024). Enhancing engagement in nursing education: The impact of gamification on eLearning modules. *i-manager's Journal on Nursing*, 14(3), 8-13.
- Squires, D. (2023). The Convergence of AI, Design-Based Research, and the Learning Sciences: A Potential Journey Marking AI's Integration into the Academy. *Journal of Educational Technology*.
- Squires, D., Massey, S., Fomenko, J., & Amidon, B. (2023). Evaluating the Impact of Scenario-Based Online Simulations on Cognitive Load, Self-Efficacy, and Skill Transfer in Nursing Education. *Journal on Nursing*.
- Johnson, R., Squires, D., & Tejeda-Delgado, C. (2022). The Development of Scenario-Based Simulation Modules for Online Field-Based Experiences. *National Association for Professional Development Schools*.
- Squires, D. (2021). Online Learning Strategies With Custom mLearning Applications: Just-In-Time Learning Support In Graduate eLearning. *Journal of Educational Technology*.
- Squires, D. (2019). Immersive Learning Experiences: Technology Enhanced Instruction, Adaptive Learning, Augmented Reality, and M-Learning in Informal Learning Environments. *Journal of Educational Technology*.
- Squires, D. (2018). Bridging the Learning Gap - Augmented Reality's Impact on Associative Information Processing, Cognitive Load, & Working Memory: A Mixed-Methods Research Study. *Journal of Educational Technology*.
- Squires, D. (2017). Working Memory & Augmented Reality's Trajectory: A Literature Review of AR in Education, Online Learning, Workforce Training, and Working Memory Research. *Journal of Educational Technology*.
- Squires, D. (2017). Augmented Reality Application Classroom Development: New Technology and New Media, Education, and Intelligent Classrooms. *Journal of Educational Technology*.
- Squires, D. (2017). Psychometric Studies: Review on Theories of Intelligence and Achievement. *Journal on Educational Psychology*.
- Squires, D., Orey, M. (2015). Multimodal & Adaptive Learning Management: An Iterative Design. *Journal of Educational Technology*.
- Squires, D. (2014). M-Learning: Implications in Learning Domain Specificities, Personalization, Feedback, Augmented Reality, and the Future of Online Learning. *Journal of Educational Technology*.

Book Chapters

- McClendon V.J., Squires D.R. (2019) Introduction. In: Branch R., Lee H., Tseng S. (eds) Educational Media and Technology Yearbook. Educational Media and Technology Yearbook, vol 42. Springer.
- Squires D.R. (2019) Instructional Designs and Educational Technologies Within Augmented Reality Storytelling: IDET ARTS. In: Branch R., Lee H., Tseng S. (eds) Educational Media and Technology Yearbook. Educational Media and Technology Yearbook, vol 42. Springer.

Google Scholar Citations

- <https://scholar.google.com/citations?user=Ai5GvoYAAAAJ&hl>

Grants and Funding

Funded Graduate Assistantships in Instructional Design and Educational Technology

Lead project manager for client partnerships to fund IDET graduate students with paid work experience, fully funded graduate tuition, and/or monthly pay contracts. Graduate Assistantships (GA) are funded through client partnerships in an applied design and development instructional design and technology apprenticeship model. The design, development, and research-based model apprenticeships provide graduate students with paid work-for-hire experiences. The apprenticeship model is designed to simulate a constructivist and experiential learning environment based on the Adaptive Learning Research, LLC., industry instructional design framework.

2023 - 2024

- Conrad Blucher Institute online learning professional development curriculum for hydrographic surveying modules.
 - [funded]

2022 - 2024

- Lonestar UAS Instructional Design and Educational Technology apprenticeship-model Graduate Assistantship development.

- [funded]

2022 - 2024

- College of Nursing and Health Sciences online simulations and serious-play gamification development.
 - [funded]

2020 - 2021

- The Online Field Based classroom simulation development. Development of Scenario-Based Simulation Modules for Online Field-Based Experiences focus on authentic learning experiences for our students to simulate instructional choices they would encounter in the field using simulations and "Day in the life of ..." scenarios.: <https://fbe.tamucc.edu/>
 - [funded]

2018 - 2020

- College of Nursing and Health Sciences Simulation & Clinical Learning Center Innovation Project at Texas A&M University-Corpus Christi & developer for the "CONHS Space" a learning module site for Instructional Design and Educational Technology Graduate Student developed eLearning: <https://www.conhs.space/>
 - [funded]

Research & Grant Applications

- Jimenez, D.D. (PI), Squires, D. (Co-PI), Tejeda-Delgado, C. (Co-PI), Watson, J. (Co-PI). (2025). Project Islander Educator Preparation for Teacher Candidates of Future English Learners. Proposal submitted to Department of Education [not Funded]
- Jimenez, D. D. (PI), Tejeda-Delgado, C. (Co-PI), Robertson, P. (Co-PI), Lara, D. (Co-I), Squires, D. (Co-I), & Espinoza, L. (Co-I). (2024) Empowering and Preparing Teachers of Future Emergent Bilingual Students (Project E-PROFES). Proposal submitted to Department of Education [not Funded]
- Jimenez, D.D. (PI), Tejeda-Delgado, C. (Co-PI), Robertson, P. (Co-PI), Lynch-Davis, K. (Co-PI), Watson, J. (Co-PI), & Squires, D. (Co-PI). (2024). Project Islander Educator Preparation for Teacher Candidates of Future Emergent Bilingual Students (Project I-PROFES). Proposal submitted to Department of Education [not Funded]
- Ekici, C., (PI), Squires, D. (Co-PI), Guardiola, J. (Co-PI), Jin, L. (Co-PI), Miller, J. (Co-I), Rangel, P. (Co-I), Wei, Z. (Co-I). (2024). DSER Hub for Data Science Education & Research for Students, Faculty, Community, and Workforce. Proposal submitted to the National Science Foundation (NSF), Arlington, VA. [not Funded]
- Squires, D. (2022-23). Hypermedia Course Authoring Tools Software Development and Online Learning Licenses for Instructional Design & Educational Technology Graduate Student Learners. The College of Education and Human Development. Texas A&M University-Corpus Christi [funded \$10,000]
- Ekici, C., Mehrubeoglu, R., Squires, D. (2020). Collaborative: Modeling, Transfer, and Support of Complex Learning for Interdisciplinary Mathematics, Engineering and Computing Education with Virtual and Augmented Reality: IMECE-VAR. Proposal submitted to the National Science Foundation (NSF), Arlington, VA. [not funded]
- Johnson, R., Squires, D., Tejeda-Delgado, C. (2020). The Development of Scenario-Based Simulation Modules for Online Field-Based Experiences. College of Education and Human Development Research Enhancement Fund. Texas A&M University-Corpus Christi. [funded \$2,500]
- Squires, D. (2020). Hypermedia Course Authoring Tools Software Development and Online Learning Licenses for Instructional Design & Educational Technology Graduate Student Learners. The College of Education and Human Development. Texas A&M University-Corpus Christi [funded \$4,990]
- Squires, D. (2019). The XR-Lab — Learning Laboratory Technology Check-Out Program. The office of the Provost, Texas A&M University-Corpus Christi. [funded \$11,000]
- Emerick, S., Rodriguez, L., Squires, D. (2019). Augmented, Virtual, & Mixed Reality (XR), Science, Technology, Reading, Engineering, Arts, and Mathematics Lab (X-STREAM Lab). Proposal submitted to the Institute of Museum and Library Services (IMLS), Washington, D.C. [not funded]
- Squires, D. (2019). The X-S.T.R.E.A.M. Education Learning Lab. Proposal submitted to the Spencer Foundation, Chicago, IL. [not funded]
- Squires, D. (2019). Mobile Learning Just-in-time Cognitive Support Application Systems. Digital Scholar Grant. The Office of Distance Education and Learning Technologies, Texas A&M University-Corpus Christi. [funded \$1,500]
- Squires, D. (2019). The XR Lab Pilot. Research Equipment and Infrastructure Grant. Division of Research and Innovation, Texas A&M University-Corpus Christi. [funded \$1,200]
- Squires, D. (2019). Hypermedia Course Authoring Tools Software Development and Online Learning Licenses for Instructional Design & Educational Technology Graduate Student Learners. The College of Education and Human Development. Texas A&M University-Corpus Christi [funded \$7,485]
- Elwood, S., Squires, D., Reinhardt, K., Rhoden, A. (2018). Science, Technology, Engineering, Arts and Math Learning in Informal Family Environments (STEAM LIFE). Proposal submitted to the National Science Foundation (NSF), Arlington, VA. [not funded]

- Squires, D., Elwood, S. (2018). Instructional Design & Educational Technology Augmented Reality Storytelling, (IDET ARTS) Impact Multiplier Grant — The Office of Community Outreach, Texas A&M University-Corpus Christi. [not funded]
- Elwood, S., Squires, D. (2018). Instructional Designs and Educational Technologies within Augmented Reality Storytelling (IDET ARTS) through Learning Informally in Environments with Science, Technology, Engineering, Arts, and Math (STEAM). Office of University Research, Commercialization, and Outreach, Texas A&M University-Corpus Christi. [not funded]
- Squires, D., Elwood, S. (2017). Instructional Designs and Educational Technologies within Augmented Reality Storytelling (IDET ARTS). Office of University Research, Commercialization, and Outreach, Texas A&M University-Corpus Christi. [funded \$2,208]
- Squires, D. (2016). New Technology and New Media, Education, and Augmented Reality Intelligent Classrooms. Office of the Vice President for Research, The University of Georgia. [funded \$3,194]
- Squires, D. (2015). Augmented Reality Classroom Development. Office of the Vice President for Research, The University of Georgia. [funded \$1,700]

Scholarly Presentations

- Guerra, E., & Squires, D. (2025). Enhancing engagement in nursing education: The impact of gamification on eLearning modules. Association for Educational Communications and Technology (AECT) International Convention.
- Squires, D. (2024). *Community-Oriented Academic Simulations Training & Advanced Learning (COASTAL)*. Transformative Alliance for Student Success (TASS), Texas A&M University-Corpus Christi, Texas.
- Massey, S., Squires, D., Fomenko, J., Amidon, B. (2024). *Evaluating the Impact of Scenario-Based Online Simulations in Nursing Education*. Association for Educational Communications and Technology (AECT) International Convention.
- Squires, D. (2023). *Instructional Design & Educational Technology Augmented Reality Storytelling (IDET ARTS)*. Emerging Technologies Showcase. Association for Educational Communications and Technology (AECT) International Convention: Reflections & Transformations.
- Massey, S., Squires, D., Fomenko, J., Amidon, B. (2023). *Online and Simulation-Based Training: Preparing Nursing Students For Deeper, Practical Engagement*. Student Symposium for Innovation, Research & Creative Activities (SSIRCA) at Texas A&M University-Corpus Christi.
- Squires, D. (2022). *Instructional Design & Educational Technology Augmented Reality Storytelling (IDET ARTS)*. Emerging Technologies Showcase. Association for Educational Communications and Technology (AECT) International Convention: Impacting Student Learning.
- Squires, D., Johnson, R., Tejeda-Delgado, C. (2022). *The Development of Scenario-Based Simulation Modules for Online Learning*. 2022 Chancellor's Conference on Academic Technology.
- Johnson, R., Squires, D., Tejeda-Delgado, C. (2021). *The Development of Scenario-Based Simulation Modules for Online Field-Based Experiences*. International Society for Technology in Education (ISTE). ISTE Live: Designing A New Learning Landscape.
- Squires, D. (2021). *Online Learning Strategies With Custom mLearning Applications: Just-In-Time Learning Support In Graduate eLearning*. Division of Emerging Learning Technologies. Association for Educational Communications and Technology (AECT) International Convention: A Return to Learning through Innovation.
- Squires, D. (2021). *Instructional Design & Educational Technology Augmented Reality Storytelling (IDET ARTS)*. Emerging Technologies Showcase. Association for Educational Communications and Technology (AECT) International Convention: A Return to Learning through Innovation.
- Johnson, R., Squires, D., Tejeda-Delgado, C. (2021). *The Development of Scenario-Based Simulation Modules for Online Field-Based Experiences*. International Society for Technology in Education (ISTE). ISTE Live: Designing A New Learning Landscape.
- Squires, D. (2020). *Instructional Design & Educational Technology Augmented Reality Storytelling (IDET ARTS)*. Design and Development Learning Performance and Technology. Association for Educational Communications and Technology (AECT) International Virtual Convention towards culturally-situated learning design and research.
- Squires, D. (2020). Invited Panel Speaker — *Virtual & Augmented Futures*. Presentation made to students and faculty for a better understanding of the potential for new technologies and the burgeoning field of new careers available to graduate students. University of Houston-Clear Lake, Houston, Texas.
- Squires, D. (2019). *Instructional Design & Educational Technology Augmented Reality Storytelling — IDET ARTS*. Emerging Technology Showcase, Association for Educational Communications and Technology (AECT) International Convention, Las Vegas, Nevada.
- Squires, D. (2018). [Invited Keynote Speaker](#) — *Technology, Society, & The Future of Learning*. Learning Transformed Technology Conference, Education Service Center, Corpus Christi, Texas.
- Squires, D. (2018). *Instructional Design & Educational Technology Augmented Reality Storytelling*. Emerging Technology Showcase, Association for Educational Communications and Technology (AECT) International Convention, Kansas City, Missouri.

- Squires, D., Elwood, S. (2018). *Augmented Reality With IDET ARTS*. Research Brown Bag Series, Texas A&M University-Corpus Christi, Texas.
- Squires, D. (2017). *Augmented Reality Information Overlay Mapping: Bridging the Gap between Virtual and Direct Learning Experiences*. Innovation, Reform, and Education Change in a Contemporary World, The World Educational Research Association (WERA) & The Hong Kong Educational Research Association (HKERA), The Education University of Hong Kong, China.
- Squires, D. (2017). *Augmented Reality Bridging the Gap Between Virtual and Direct Learning Experiences*. Emerging Technology Showcase, Association for Educational Communications and Technology (AECT) International Convention, Jacksonville, Florida.
- Squires, D. (2016). *Augmented Reality Information Overlay Mapping Cognitive Training and Working Memory Design*. Emerging Technology Showcase, Association for Educational Communications and Technology (AECT) International Convention, Las Vegas, Nevada.
- Yohan, Y., Squires, D. (2016). *Understanding Value: Online Learning Designed for Performance Excellence Using Lean Six Sigma Principles in Business*. Instructional Design & Development (IDD) Conference, Athens, Georgia.
- Squires, D. (2016). *Augmented Reality Application Classroom Development: New Technology and New Media, Education, and Intelligent Classrooms*. Educational Technology World Conference (ETWC), Bali, Indonesia.
- Squires, D. (2015). *Augmented Reality Application & Classroom Development*. The Association for Educational Communications and Technology (AECT) - Learning and Knowledge Analytics in Open Education, Shanghai, China.
- Squires, D. (2015). *Augmented Reality Training Applications*. Talk Tech, Boyd Science Library, Athens, Georgia.
- Squires, D. (2014). *Augmented Reality and Classroom Applications*. Presentation at the 2014 Frasier Equity and Excellence STEM Talent Development Conference, Athens, Georgia.
- Squires, D. (2013). *Augmented Reality and Virtual History Applications in Georgia*. Presentation at the 2013 Frasier Equity and Excellence STEM Talent Development Conference, Athens, Georgia.

Instructional Innovations



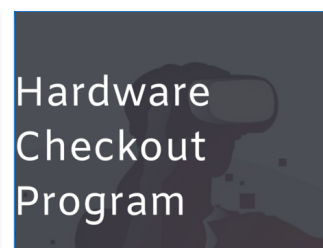
150/50 Project Georgia Virtual



IDET ARTS



AMST Augmented Reality



The XR-Laboratory

Software Developed & Copyrights

- Squires, D. (2025). Custom Developed Learning Management System. An Online Collaboration and Resource System (OCRS) <https://www.davidsquires.info/courses>
- Squires, D. (2020). *The IDET App Mobile Application*. <https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2019). *Art Museum of South Texas — AMST app*. <https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2019). *IDET 5360 Mobile Application*. <https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2019). *IDET 5310 Mobile Application*. <https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2018). *IDET 5397 Mobile Application*. <https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2017). *Instructional Design & Educational Technology Augmented Reality Story Telling — IDET ARTS Mobile Augmented Reality Application*. <https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2017). *EDUC 5358 Mobile Application*. <https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2017). *IDET 5304 Mobile Application*.

<https://www.davidsquires.info/samples-of-work#MobileApplications>

- Squires, D. (2017). *IDET 5320 Mobile Application*.
<https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2017). *Night at the Museum Mobile Augmented Reality Application*.
<https://www.davidsquires.info/samples-of-work#MobileApplications>
- Squires, D. (2014). *Augmented Reality Education (AReduction) Mobile Application*.
<https://www.davidsquires.info/samples-of-work#MobileApplications>

Courses Developed

Designed, Developed, & Delivered the Following *Fully Online Graduate Courses*:

Texas A&M University-Corpus Christi, 2017 - Present

Undergraduate Course Redesign and Development:

- IDET 3100 - Educational Technology for Preservice Teachers in Schools

Master's Course Development (IDET + Master's and Certification Program + Educational Foundations):

- IDET 5303 - Instructional Hypermedia
- IDET 5304 - Instructional Design
- EDFN 5304 - Introduction to Research
- IDET 5310 - Internet Resources in Training & Education
- IDET 5317 - The Design and Development of Instructional Design Research
- IDET 5320 - Strategies for Technology Integration
- EDUC 5358 - Applied Research & Professional Writing
- IDET 5360 - Design Strategies for Online Instruction & Learning Management Systems
- IDET 5365 - Instructional Materials Development for Learning Management Systems
- IDET 5397 - Educational Technology Practicum

Doctoral Course Development (IDET + Curriculum & Instruction Program):

- IDET 6375 - Theoretical Foundations and Frameworks of Learning Environments
- IDET 6380 - The Design & Development of Research
- IDET 6385 - Design-Based Research Methods
- EDCI 6390 - Special Topics in Curriculum: Applied Research
- IDET 6390W1 - Special Topics in Instructional Design
- IDET 6390W2 - Special Topics in Strategies for Technology Integration
- IDET 6390W3 - Special Topics in Instructional Hypermedia
- IDET 6391 Professional Experience - Development Pathways
- IDET 6394 Professional Experience - Research & Development Pathways

Open Online Course Development

The University of Georgia, 2013-2016

- ARV 1, 2, 3, 4 - Mobile Learning & Augmented Reality

Augmented & Virtual Reality Instructional Design Graduate Course Development

- Emphasizes hypermedia development tools highlighting simulated learning environments, Virtual Reality course development, instructional materials, and shared multimedia presentations. Participants explore a variety of current technological inputs including eLearning, Mobile, and VR development while utilizing industry-standard course authoring software.

Hosted Online Courses And Content With The Following Learning Management Systems

- LMS365
- Talent LMS
- Brightspace/Desire2Learn
- Adobe Prime
- Moodle
- Blackboard Learn & Blackboard Ultra
- Docebo
- Canvas
- Digital Chalk
- Custom Developed Learning Management Systems: OCRS

Teaching

Evaluation = Average Student Course Evaluation (Scale 1-5)

Instructional Design and Educational Technology Undergraduate Courses - IDET

Instructor of Merit, Texas A&M University-Corpus Christi

Date	Course	Credit	Level	Evaluation
Sum, 2024	IDET 3100 Educational Technology for Preservice Teachers in Schools This field-based integrated course is designed to provide educators with an overview of basic resource tools and instructional methods to be considered when designing and developing educational technology integrated curriculum plans.	1	Undergrad	5.00

Instructional Design and Educational Technology Masters Program - IDET

Instructor of Merit, Texas A&M University-Corpus Christi, 2017 - Present

Date	Course	Credit	Level	Evaluation
Spr, 2025	IDET 5303 Instructional Hypermedia	3	Graduate	4.95
Spr, 2024	IDET 5303 Instructional Hypermedia	3	Graduate	4.62
Spr, 2023	IDET 5303 Instructional Hypermedia	3	Graduate	4.81
Spr, 2022	IDET 5303 Instructional Hypermedia	3	Graduate	4.93
Spr, 2021	IDET 5303 Instructional Hypermedia	3	Graduate	4.75
Spr, 2020	IDET 5303 Instructional Hypermedia	3	Graduate	4.77
Spr, 2019	IDET 5303 Instructional Hypermedia	3	Graduate	4.99
Spr, 2018	IDET 5303 Instructional Hypermedia Application of a variety of computing applications integral to effective hypermedia development. Study of hypermedia design research. Production of a series of hypermedia objects in audio, video, and graphics production, as well as a final project related to selected instructional goals utilizing industry-standard course authoring tools.	3	Graduate	4.91
Fall, 2025	IDET 5304 Instructional Design	3	Graduate	5.00
Fall, 2023	IDET 5304 Instructional Design	3	Graduate	4.93
Fall, 2022	IDET 5304 Instructional Design	3	Graduate	4.95
Fall, 2021	IDET 5304 Instructional Design	3	Graduate	4.87
Fall, 2020	IDET 5304 Instructional Design	3	Graduate	4.70
Fall, 2019	IDET 5304 Instructional Design	3	Graduate	4.73
Fall, 2018	IDET 5304 Instructional Design	3	Graduate	4.93
Fall, 2017	IDET 5304 Instructional Design Provides an introduction to instructional design theory, principles, techniques, and related learning theories. Considers various instructional design models including the Instructional Systems Development Model. Includes the development of a final instructional design project.	3	Graduate	4.90
Sum, 2025	IDET 5310 Internet Resources in Education and Training	3	Graduate	4.98
Sum, 2024	IDET 5310 Internet Resources in Education and Training	3	Graduate	4.85

Sum, 2023	IDET 5310 Internet Resources in Education and Training	3	Graduate	5.00
Sum, 2022	IDET 5310 Internet Resources in Education and Training	3	Graduate	4.89
Sum, 2021	IDET 5310 Internet Resources in Education and Training	3	Graduate	4.97
Sum, 2020	IDET 5310 Internet Resources in Education and Training	3	Graduate	4.94
Sum, 2019	IDET 5310 Internet Resources in Education and Training	3	Graduate	4.98
Sum, 2018	IDET 5310 Internet Resources in Education and Training Considers design standards and software tools for web development, and the instructional strategies involving the use of Internet resources to support learning.	3	Graduate	4.93
Spr, 2025	IDET 5317 The Design and Development of Instructional Design Research This fully online graduate course immerses students in the MS in Instructional Design and Educational Technology program in a post-positivist perspective on planning and executing qualitative, quantitative, and mixed-methods research. Students critically evaluate methodological, paradigmatic, and ontological viewpoints relevant to research, design, and development in the field. Guided by the instructor, participants formulate researchable questions, conduct comprehensive literature reviews (methodological and topic-specific), and recognize that no single methodology is universally superior—rather, techniques must fit specific contexts. The course introduces the diverse spectrum of mixed-methodological approaches and the unique requirements of instructional design researchers, distinguishing the field from general research disciplines. By the end, students produce a draft research manuscript and gain foundational understanding of multiple research processes essential for future iterative studies in instructional design and educational technology.	3	Graduate	4.59
Fall, 2025	IDET 5320 Strategies for Technology Integration	3	Graduate	5.00
Fall, 2023	IDET 5320 Strategies for Technology Integration	3	Graduate	4.80
Fall, 2022	IDET 5320 Strategies for Technology Integration	3	Graduate	5.00
Fall, 2021	IDET 5320 Strategies for Technology Integration	3	Graduate	4.71
Fall, 2019	IDET 5320 Strategies for Technology Integration	3	Graduate	4.84
Fall, 2018	IDET 5320 Strategies for Technology Integration	3	Graduate	4.85
Fall, 2017	IDET 5320 Strategies for Technology Integration A course designed to enable participants to thoughtfully plan for integration of computers and other media in instruction. Examines the Project-Based Learning Model to engage learners in projects requiring investigation, analysis, synthesis, and presentation in real-world situations. Considers a rationale for technology integration, learning theory, evaluation of interactive media, strategies for technology integration, and related student assessment.	3	Graduate	5.00
Sum, 2025	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems	3	Graduate	4.88
Sum, 2024	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems	3	Graduate	4.99
Sum, 2023	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems	3	Graduate	4.88

Sum, 2022	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems	3	Graduate	4.97
Sum, 2021	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems	3	Graduate	4.97
Sum, 2020	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems	3	Graduate	4.91
Sum, 2019	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems	3	Graduate	4.92
Sum, 2018	IDET 5360 Design Strategies for Online Instruction & Learning Management Systems This course is designed to provide an overview of the instructional and programmatic factors that should be considered when designing, developing, and delivering an online course.	3	Graduate	4.97
Sum, 2022	IDET 5365 Instructional Materials Development for Learning Management Systems	3	Graduate	4.86
Sum, 2021	IDET 5365 Instructional Materials Development for Learning Management Systems	3	Graduate	5.00
Sum, 2020	IDET 5365 Instructional Materials Development for Learning Management Systems	3	Graduate	4.89
Sum, 2019	IDET 5365 Instructional Materials Development for Learning Management Systems	3	Graduate	4.99
Sum, 2018	IDET 5365 Instructional Materials Development for Learning Management Systems A course addressing research and best practices related to the development of instructional activities and materials for online instruction within a learning management system environment. Successful completion of IDET 5365 and IDET 5360 fulfills the TxSVN professional development requirements for delivering online instruction.	3	Graduate	4.64
Spr, 2024	IDET 5397 Educational Technology Practicum	3	Graduate	4.98
Spr, 2023	IDET 5397 Educational Technology Practicum	3	Graduate	4.95
Spr, 2021	IDET 5397 Educational Technology Practicum	3	Graduate	4.99
Spr, 2020	IDET 5397 Educational Technology Practicum	3	Graduate	4.33
Spr, 2019	IDET 5397 Educational Technology Practicum	3	Graduate	4.98
Spr, 2018	IDET 5397 Educational Technology Practicum On-the-job guided practice in the planning and use of educational technologies and instructional design skills in educational settings. Prerequisite: Candidates must have completed or must be completing at least 12 semester hours of approved coursework to be eligible to complete this course.	3	Graduate	5.00

Master's & Certification Program - MAC

Instructor of Merit, Texas A&M University-Corpus Christi, 2017 - Present

Date	Course	Credit	Level	Eval
Spr, 2022	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.93
Fall, 2021	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.62
Spr, 2021	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.75

Fall, 2020	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.68
Spr, 2020	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.89
Fall, 2019	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.74
Sum, 2019	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.98
Spr, 2019	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.80
Fall, 2018	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.97
Sum, 2018	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.88
Spr, 2018	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.73
Fall, 2017	EDUC 5358 Applied Research and Professional Writing	3	Graduate	4.67

A final capstone course emphasizing the finding, interpreting, and use of research to achieve a stated educational goal for each individual student. Concepts of tests and measurements are emphasized for interpreting research results and gathering data for applied research. Students will develop and execute an applied inquiry project. Prerequisites: EDUC 5351, 5352, 5353, 5354, 5355, 5356, 5357.

Educational Foundations (EDFN)

Instructor of Merit, Texas A&M University-Corpus Christi

Date	Course	Credit	Level	Eval
Spr, 2023	EDFN 5301 Introduction to Research (fully online)	3	Graduate	4.55
	The graduate level course is offered in support of graduate degree programs in the College of Education. It is designed to introduce the student to the fundamentals of research in education and applied behavioral sciences. That is, students will explore what research involves, the various types of research, the techniques for conducting research studies, ethical behavior in the conduct of research, and research in educational settings. Descriptive and inferential statistics will be presented in the context of the research study. Social issues related to educational research will also be presented and discussed.			

Instructional Design and Educational Technology (IDET) Doctoral Emphasis track Curriculum and Instruction (C&I), Ph.D.

Instructor of Merit, Texas A&M University-Corpus Christi

Date	Course	Credit	Level	Eval
Sum, 2024	IDET 6390 Special Topics in Instructional Design and Educational Technology	3	Doctoral	4.76
	Application of research regarding contemporary theoretical and applied issues in instructional design and educational technology. Topics vary with professional needs and interests and participants.			
Spr, 2024	IDET 6375 Theoretical Foundations and Frameworks of Learning Environments	3	Doctoral	4.70

Spr, 2022	IDET 6375 Theoretical Foundations and Frameworks of Learning Environments	3	Doctoral	5.00
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This fully online course introduces foundational andragogical and learning science principles for the design of paradigmatic learning environments and innovative instructional artifacts. Learners analyze and explore a survey of contemporary learning theories forming the foundational design of student-centered learning environments, innovation-based design, and applied frameworks for efficacious implementation of educational technologies. Consequently, readings in this course will focus on design theory, both in general and those related to instructional design. The products of the course include an instructional artifact and substantial written work; detailing a broader context that can be elaborated on for data collection, future research, dissertation work, and the grant proposal writing process.

Curriculum and Instruction, Ph.D. Program - EDCI

Instructor of Merit, Texas A&M University-Corpus Christi

Date	Course	Credit	Level
Sum, 2019	EDCI 6390 Special Topics in Curriculum: Applied Research	3	Doctoral
	This course addresses contemporary issues in education. Topics vary. It may be repeated when topics vary.		

Instructional Technology Education - EDIT

Co-Facilitator for Dr. Michael A. Orey, The University of Georgia, Athens, 2014 - 2017

Date	Course	Credit	Level
Spr, 2017	EDIT 6190 Design and Development Tools	3	Graduate
Spr, 2017	EDIT 8400 Games and Learning	3	Graduate
	Combining hands-on experience with relevant research and theory, this course examines how games of all kinds, both existing and new, can be used to foster learning in school and out.		
Fall, 2016	EDIT 6200 Learning Environments Design I	4	Graduate
Fall, 2016	EDIT6150E Intro to Digital Learning	3	Graduate
Sum, 2016	EDIT 7520 Distance Learning/Telecommunications,	3	Graduate
Spr, 2016	EDIT 6190 Design and Development Tools	3	Graduate
	Students learn a variety of tools appropriate for computer-based development. These include graphics, media, and software development tools. Students are required to write a contract for the specific tools to be learned		
Fall, 2015	EDIT 6150E Intro to Digital Learning	3	Graduate
	Introduction to ideas, concepts, and strategies for using digital technologies to enhance and support learning and performance in a variety of contexts. The course focuses on models for integration, specific applications, and how they can be used in the classroom and other learning contexts.		
Spr, 2015	EDIT 6200 Learning Environments Design I	4	Graduate
	Instructional design, learning theory, project management, and evaluation of designing interactive learning environments for education and training. Students and faculty work in teams to produce interactive multimedia, electronic performance support systems, internet resources, and other evolving forms of technology-enhanced learning environments.		

An introduction to the world of teaching and learning online, including discussion of instructional strategies and current innovations and issues. From choosing and setting up course elements in a Learning Management System through the actual delivery and interactions of an online class.

Open Online Courses: Augmented Reality Mobile Learning

Instructor of Merit, The University of Georgia, 2013 - 2016, Supervised by Dr. Michael A. Orey

2016 ARV 4 Mobile Learning & Augmented Reality

2015 ARV 3 Mobile Learning & Augmented Reality

2014 ARV 2 Mobile Learning & Augmented Reality

2013 ARV Mobile Learning & Augmented Reality

Students learn how to implement Augmented Reality based trigger images in both synchronous and asynchronous classroom environments. The course structure is designed to account for uninitiated learner experiences with AR systems, and help to shed light on AR's use, functionality, and integration within informal learning environments.

Served on, Chaired/ Co-Chaired Doctoral Dissertation Committees — Texas A&M University-Corpus Christi (TAMU-CC)

Lizzy Guerra, Doctorate of Philosophy in Curriculum and Instruction

Renée Johnson-Richter, Doctorate of Philosophy in Curriculum and Instruction

Clarissa M. Guerra, Doctorate of Philosophy in Curriculum and Instruction

Carlos Almaraz, Doctorate of Philosophy in Curriculum and Instruction

John Hornsby, Doctorate of Philosophy in Curriculum and Instruction

Sameera Massey, Doctorate of Philosophy in Curriculum and Instruction

Served on Master's Graduate Practicum Committee — Texas A&M University-Corpus Christi (TAMU-CC)

Gabriella Zepeda, Master of Science in Instructional Design and Educational Technology

Christina Rameriz, Master of Science in Instructional Design and Educational Technology

Misty Johnson, Master of Science in Instructional Design and Educational Technology

Micaela Gonzalez, Master of Science in Instructional Design and Educational Technology

Eva Cantwell, Master of Science in Instructional Design and Educational Technology

Alisha Strickland, Master of Science in Instructional Design and Educational Technology

Kelsey Harris, Master of Science in Instructional Design and Educational Technology

Amy Alvarez, Master of Science in Instructional Design and Educational Technology

Betty McQueen, Master of Science in Instructional Design and Educational Technology

Amanda Miles, Master of Science in Instructional Design and Educational Technology

Brittany Lang, Master of Science in Instructional Design and Educational Technology

Kalani Stone, Master of Science in Instructional Design and Educational Technology

Deshawna Colvin, Master of Science in Instructional Design and Educational Technology

Ashley Brown, Master of Science in Instructional Design and Educational Technology

Ted Koehler, Master of Science in Instructional Design and Educational Technology

Emily White, Master of Science in Instructional Design and Educational Technology

Razan Valle, Master of Science in Instructional Design and Educational Technology

Tamara Lawson, Master of Science in Instructional Design and Educational

Frances Sto Domingo, Master of Science in Instructional Design and Educational

Patricia Gonzalez, Master of Science in Instructional Design and Educational Technology

Julia Tamez, Master of Science in Instructional Design and Educational Technology

Monica Munoz, Master of Science in Instructional Design and Educational Technology

El excia Sanchez, Master of Science in Instructional Design and Educational Technology
 Elizabeth Campbell, Master of Science in Instructional Design and Educational Technology
 Susan Cowart, Master of Science in Instructional Design and Educational Technology
 Maria Flores, Master of Science in Instructional Design and Educational Technology
 Cary Perales, Master of Science in Instructional Design and Educational Technology
 Brandey Addison, Master of Science in Instructional Design and Educational
 Rachel Zarosky, Master of Science in Instructional Design and Educational

Professional Service

2024 - 2025	Committee Chair, Digital Student Recruitment Online Innovations Committee The Digital Student Recruitment Online Innovations Committee is an integral initiative designed to advance the digital outreach and recruitment capabilities of the Department of Curriculum Instruction and Learning Sciences. Recognizing the immense potential of online strategies, this committee's mission is to harness 21st-century digital tools to enhance student recruitment efforts.
2024 - 2024	VIVO Implementation Task Force: Provided faculty feedback and next steps
2023 - 2024	Faculty Advisor, XR Visionary Society Student Organization. The society promotes the understanding, knowledge, and application of XR technologies among the student body at TAMU-CC. Through educational activities, workshops, and collaborative projects, we strive to empower students with the skills and insights needed to thrive in this rapidly evolving field. We aim to create a supportive community where students can exchange ideas, share experiences, and foster innovation in XR.
2023 - Present	Committee Member, Transformative Alliance for Student Success (TASS)
2022 - Present	Editor-in-Chief of i-manager's Journal on Augmented & Virtual Reality (JAVR)
2022	CILS Family Weekend Teaching & Learning Demo with Augmented Reality Mobile Learning
2022 - 2023	Entrepreneurship Task Force Member — Discuss entrepreneurship efforts on the TAMU-CC campus.
2021 - 2022	Member, representative for COEHD I-Know Advisory Committee.
2020 - Present	Reviewer, Sage Open. SAGE Open is an open access publication from SAGE. It publishes peer-reviewed, original research and reviews articles in an interactive, open access format.
2020 - Present	Project manager for the "learning innovation space" an Online Learning Pilot project for Field-Based Experiences at Texas A&M University-Corpus Christi.
2020 - 2022	Committee Member, Texas A&M University-Corpus Christi, College of Education, Learning Innovations Going Higher Team — Goal to establish a foundation and create new innovative ideas that will allow further advancement into 21st century technology, computer simulations, gaming, and XR for teacher preparation and student learning.
2019 - Present	Reviewer, International Journal of Emerging Technologies in Learning (IJET).
2019 - 2023	Committee Member, Texas A&M University-Corpus Christi, Curriculum, Instruction, and Learning Sciences Research Committee.
2019 - Present	The X-STREAM Lab equipment checkout program at Texas A&M University-Corpus Christi for Augmented, Virtual, and Mixed Reality instructional training.
2019 - Present	Member of the Editorial Board of i-manager's Journal of Educational Technology (JET).
2019 - 2020	Advisor for the Antonio E. Garcia Arts & Education Center Augmented & Virtual Reality Coding camp implemented at the Very Important Kids (VIK) camp.
2019 - 2022	Developed the Augmented Reality mobile application platform AMST for the permanent collection at The Art Museum of South Texas with programmed self-led Augmented Reality tours.

2019 - 2020	Committee Member, Texas A&M University-Corpus Christi, College of Education & Human Development Representative for the Quality Enhancement Program (QEP), Digital Information Literacy Program.
2019 - 2020	Development of Curriculum, Instruction, and Learning Sciences (CILS) promotional video: https://vimeo.com/328469346
2018 - Present	Member, EDUCAUSE. EDUCAUSE is a nonprofit association whose mission is to advance higher education through the use of information technology and help shape strategic IT decisions at every level in higher education https://members.educause.edu/david-squires
2018 - 2019	Committee Member, Texas A&M University-Corpus Christi, Curriculum, Instruction, and Learning Sciences Budget Committee.
2018 - Present	Reviewer, conference proposals - Association for Educational Communications and Technology
2018 - Present	Project Manager for the Instructional Design & Educational Technology partnership with the College of Nursing and Health Sciences Simulation & Clinical Learning Center Innovation Project at Texas A&M University-Corpus Christi & developer for the "CONHS Space" a learning module site for Instructional Design and Educational Technology Graduate Student developed eLearning: https://www.conhs.space/
2018 - Present	Advisor, Corpus Christi Special Interest Group (SIG) Workforce & Talent Development.
2017 - Present	Designed, developed, and maintaining content for the "IDET Space" for the Instructional Design and Educational Technology Program at Texas A&M University-Corpus Christi. Resources & Student Portal: https://www.idet.space/
2017 - Present	Development and hosting for the Instructional Design and Educational Technology Program at Texas A&M University-Corpus Christi Alumni Group: https://groups.google.com/d/forum/idet-tamucc
2017 - Present	Augmented Reality project manager and AR app developer for The Art Museum of South Texas, IDET ARTS application, Night at the Museum Application, AMST application. Users take a virtual tour at the Art Museum of South Texas with AR artifact immersive interactions. Augmented Reality Developer for the Digital Darkroom exhibit (2017), Los Tejanos exhibit (2018), Vilcek exhibit (2018), Hechinger exhibit (2019), Confluence (2019) TAMU-CC Art Faculty Biennial, The Kent Ullberg: Celebrating the Wild and Wonderful exhibit (2019), continued digital docent Tour and app hosting in the Apple App Store.
2017 - 2020	Faculty Advisor, Aquatics Swim/Surf Club at Texas A&M University-Corpus Christi.
2017 - 2019	Special Section Guest Editor for the Educational Media & Technology Yearbook (EMTY) Vol. 42 — Virtual Reality (VR) and Augmented Reality (AR).
2017 - 2019	Committee Member, Texas A&M University-Corpus Christi, Open Educational Resources.
2017 - Present	Hosting and developing of the OER (open educational resources) website for the Instructional Design and Educational Technology Program at Texas A&M University-Corpus Christi.
2017 - 2018	Committee Member, Texas A&M University-Corpus Christi, Curriculum, Instruction, and Learning Sciences Marketing and Recruitment Committee.
2016 - Present	MAXQDA Professional Trainer , Consulting & workshops offered with professional software for qualitative and mixed methods research - MAXQDA Standard, Plus, & Analytics Pro, MAXQDA starter workshops, advanced workshops, and mixed-methods data collection strategies.
2015 - Present	Reviewer, Springer Journal - Technology, Knowledge, and Learning
2015 - 2017	Reviewer, conference proposals - Instructional Design & Development Research Conference
2015 - 2017	Member of the Association for Talent Development, Atlanta Chapter ATD - https://atdatlanta.org/
2015 - 2017	Partner & Member of Board of Directors at Turnkey-Digital, Inc - Blockchain Distributed Ledger Technology (DLT) Integration, Augmented Reality Smart Dashboards, Computer Vision & Azure Cognitive Services
2014 - Present	Campus Ally, Electronic Frontier Alliance EFF - https://www.eff.org/fight

Honors and Awards

2022	Nominated, 2022 Digital Innovator of the Year – Student Choice Award
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2021	Nominated, 2021 Digital Innovator of the Year – Student Choice Award
2020	Nominated, 2020 Digital Innovator of the Year – Student Choice Award
2019	Nominated, 2019 Digital Innovator of the Year – Student Choice Award honors a faculty member who has made a difference in the student's learning experience by incorporating technology into the course or academic program
2018	Invited to the Honor Society of Phi Kappa Phi at Texas A&M University-Corpus Christi
2016	Research Paper Award, Educational Technology World Conference, Bali, Indonesia
2015	Invited to the Honor Society of Kappa Delta Pi at The University of Georgia
2013	The University of Georgia Research Master's in Instructional Design & Technology Program Graduate with Distinction Award
2013	Development Project Excellence Award for Augmented Reality Mobile Application Development From The University of Georgia Learning, Design and Technology EDIT 6210 Studio - Blue Sock Award

Media Highlights

2018	Art Museum of South Texas Wins Bronze at International Awards: https://www.tamucc.edu/news/2018/06/art_museum_muse_award.php
2018	New app brings Cheech Marin collection to life: https://islandwavesnews.com/5708/entertainment/new-app-brings-cheech-marin-collection-to-life/
2017	Augmented reality app puts museum tour guide in your pocket: https://www.ccbiznews.com/augmented-reality-app-puts-museum-in-your-pocket
2017	Art Museum of South Texas exhibits come to life with an augmented reality app: https://www.caller.com/story/news/education/2017/11/27/art-museum-south-texas-exhibits-come-life-augmented-reality-app/876355001/
2017	Island University Professor Revolutionizes Museum Visit with Augmented Reality: https://photos.tamucc.edu/Web-Stories/110117-IDET-ARTS/

Certifications

2025	Inspiring Inquiry and Preparing Lifelong Learners - The Association of College and University Educators (ACUE)
2024	Promoting Active Learning - The Association of College and University Educators (ACUE)
2023	How to Research and Write Using Generative AI Tools
2022	Google Data Analytics Certificate
2021	Distributed Ledger Technology (DLT) Professional Certification
2020	Google Analytics Individual Qualification
2019	Adobe Captivate 2019 eLearning & Virtual Reality Development
2018	Magic Leap LuminSDK Spatial Computing
2017	Google Certified Educator - Level 2
2016	MAXQDA Mixed Methods Data Analysis Software - Certified Trainer
2015	Articulate Storyline Course Authoring
2015	Data Science Certificate - Johns Hopkins University
2015	Cybersecurity Certificate - Kennesaw State University
2014	Myo Gesture Control Armband Arm-Band Software
2014	Google Glass - GDK Software Development
2013	Google Play App Developer - Android

2013	Amazon Web Services - AWS Cloud Computing
2013	Windows Azure Cloud Computing Platform
2013	Google Analytics Partner, AdWords, Search Engine Optimization
2012	iOS Apple Developer - Xcode
2012	Adobe eLearning Suite
2010	Certified Lifeguard - American Red Cross
2009	Swim Instructor Certification - American Red Cross
2009	Cardiopulmonary Resuscitation Certified - American Red Cross

Contact David with Pretty Good Privacy (PGP)

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Gllqyhe4DxjQVNmxo/GDPaYK6BxgFoeLojhGpgwwwvpmTemCPuKnlgBl/qUmOrvsF
KFAv3B+PA1ibZ5Pztsibh9A4cEPCnEWqm3AAzDyA2rHr1YNSg7NBCyUqKva5KhJr
Gyv0msM4/gQhDlBG6WZCvUkBYuU5V5D/34ludH1l1yXaD7YxklxH1MqPejaMCvJ
3adrx6q5nZQV2xyrHC9B+y0duTS3lt7FaEuZsmY/a/MpFHH+kiFf2bfN4mXc0KRO
KTSzJhUgXciHQ3M46Y2vGybw3uNpjbld0UA9BKl4C3ii0LkGT2qDwmkoTSuFbAgn
1D1LqcRrdzSTBLhubhKCrw==
=ExQ0
```

-----END PGP PUBLIC KEY BLOCK-----

You can use the above key to encrypt and secure messages.

To start using it, you'll need to install an OpenPGP software on your computer.

Below you'll find a list of possible solutions for your operating system:

- macOS <https://gpgtools.tenderapp.com/kb/how-to/first-steps-where-do-i-start-where-do-i-begin-setup-gpgtools-create-a-new-key-your-first-encrypted-mail>
- Linux <https://ssd.eff.org/en/module/how-use-gpg-linux>

- Windows <https://ssd.eff.org/en/module/how-use-pgp-windows-pc>
- iOS <https://itunes.apple.com/app/ipgmail/id430780873?mt=8>
- Android <https://play.google.com/store/apps/details?id=org.sufficientlysecure.keychain>