Kym Buchanan, PhD

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Education

2006	**PhD in Learning, Technology, & Culture**, College of Education, Michigan State University
1999	MA in Teaching (English Language Arts), Concordia University (Portland, Oregon)
1998	BA in **Chemistry**, Reed College

Employment History

Aug 2006 - Present **Professor of Education** *40+ hrs/week*
University of Wisconsin-Stevens Point, Stevens Point, WI
Assistant Prof. 2006-2013, Associate Prof. 2013-2017, Full Prof. 2017-Present

Teaching and mentoring students with **passion, innovation, and kindness**; applying an inclusive vision for student success, based partly on adult learning principles, with 1,300+ hours of observing and evaluating teachers; deeply engaging on issues of diversity and pluralism; integrating technology in most aspects of my teaching; earning very positive student evaluations and comments (e.g., "knows a lot about the material but was never condescending or dismissive", "knows what he is talking about and is **always willing to learn**"); applying optimism, charisma, and command presence to build relationships and exercise authority; developed and taught 18+ courses across several disciplines, in person, hybrid, and online, in undergraduate, graduate, and continuing education; chaired or served on 30+ committees and task forces; earned tenure; earned full professor

Jan 2016 - Jan 2019 **Associate Dean & Head, School of Education** *40+ hrs/week*
University of Wisconsin-Stevens Point, Stevens Point, WI

Helped lead a comprehensive public university of 1200+ personnel serving ~7800 students; directly supervised 60+ faculty and staff serving 1000+ students; managed a two million dollar annual budget; recruited, mentored, evaluated, and retained instructors; oversaw course arrays for 4 majors and 16 minors; co-coordinated an additional 40 teaching majors and minors in partner departments; lead **alignment of instruction and assessment** with state mandates, professional standards, workforce needs, and accreditation; lead robust, aspirational advancement (e.g., an endowed annual $10K fellowship); prepared clear reports for internal and external stakeholders; **coached and supported** faculty, staff, and students through challenges and growth, both professional and personal

May 2013 - May 2015 **Senior Aide to the Provost & Chancellor** *10-20+ hrs/week*
University of Wisconsin-Stevens Point, Stevens Point, WI

Proactively engaged with numerous stakeholders across disciplines, personnel categories, and student government; demonstrated initiative, vision, creativity, and conflict resolution in project management, including composing a new university strategic plan and a new faculty/staff shared governance constitution and structure

Aug 2003 - July 2006	**Graduate Assistant**, Michigan State University, East Lansing, MI	*30 hrs/week*

Supervised and tutored in a writing center; collaborated with instructors to match their goals with optimal tools and support student success; developed simulations and methods for innovative teaching and learning; organized a technology conference

June 2002 - July 2003	**Research Specialist,** NW Regional Educational Laboratory, Portland, OR	*40 hrs/week*

Lead a research project on open source software and technology planning; interviewed educators to assess their needs, and then delivered timely professional development

Sep 1999 - June 2002 (3 years)	**Language Arts Teacher,** Tigard High School, Tigard, OR	*40+ hrs/week*

Taught and mentored students with passion, innovation, and kindness; built relationships with students, colleagues, and parents/guardians; taught courses across several disciplines, using innovative methods and technology; co-coached the speech team

Selected Expertise

- **Education**: equity, diversity, & inclusivity; middle & secondary methods; curriculum & instruction; leadership; assessment & evaluation; accreditation; supporting students with vulnerabilities (e.g., disability, anxiety, neurodiversity, ELL/ESL, international, poverty, etc.)
- **Psychology**: behaviorist, cognitive, and sociocultural models; motivation & resilience; creativity; identity & mindset; cognitive flexibility; human development; positive psychology
- **Media & Technology**: educational technology; technology planning; LMSs (e.g., Canvas); computer programming; teaching using games & simulations; media design; game design; pop media; new media
- **Communication**: public speaking; composition; rhetoric; publishing
- **Student Affairs**: residential living; academic support centers; student government; conduct (academic & non-academic); school safety; crisis & trauma issues (e.g., addiction, assault, suicide); relationships with parents/families; success at university; first year experience (including first year seminar)

Selected Honors

■ University Leadership Mentor Award, UWSP	2019
■ Faculty Marshal, Winter 2018 Commencement, UWSP	2018
■ Phi Kappa Phi inductee, Chapter 245 (interdisciplinary honors society)	2016
■ Intergovernmental Relations Award, Student Government Association, UWSP	2014
■ Outstanding Chapter Advisor, Student Wisconsin Education Association	2014, 2016
■ Outstanding Local Advisor, National Education Association	2012
■ National Residence Hall Honorary	2009
■ Dean's Scholar Fellowship (tuition & stipend for doctoral studies)	2003 - 2006
■ Eagle Scout	1992

Scholarship

Selected Publications (Peer-Reviewed by Panel)

Sheridan, D.M., & Buchanan, K. (2016). Games and the search for 'contextually valid settings' in the writing classroom. In D. Eyman & A.D. Davis (Eds.), *Play/Write: Digital Rhetoric, Writing, Games*. Anderson, SC: Parlor Press.

Buchanan, K. (Executive Editor), & the Common Council Planning Committee. (2015, May). *Constitution of the Common Council*. Stevens Point, WI: University of Wisconsin-Stevens Point.

Buchanan, K. (Executive Editor), & the Strategic Planning Committee. (2014, May). *A Partnership for Thriving Communities: University Strategic Plan*. Stevens Point, WI: University of Wisconsin-Stevens Point. Available at http://tinyurl.com/y7ycktph

Buchanan, K., & Vanden Elzen, A.M. (Summer-Winter 2012). Beyond a fad: Why video games should be part of 21st Century libraries. *Education Libraries, 35*(1-2), 15-33.

Buchanan, K., & Cook, P. (Winter 2011-2012). Playing the Believing Game with Dr. Seuss and reluctant learners. *The Journal of the Assembly for Expanded Perspectives on Learning, 17*, 31-41.

Buchanan, K. (2007, Fall). Opportunity knocking: Playful Interest Bridging (PIB). *Wisconsin English Journal*, *49*(2), 7-10.

Published Essays (Peer-Reviewed by Editor)

Buchanan, K. (2018, May). Attracting & retaining: Ideas for overcoming today's teacher shortage. *Wisconsin School News*. Available at https://www.wasb.org/products-publications/wisconsin-school-news/2018-wisconsin-school-news/2018-may/

Buchanan, K. (2018, May 9). Masks, of course, can be the subtlest of traps--as seen in *Ready Player One*. *PopMatters*. Available at https://www.popmatters.com/ready-player-one-and-masks-2565682568.html

Buchanan, K. (2017, May 11). Hard fun in gaming: On finding the sweet spot in anxiety. *PopMatters*. Available at http://www.popmatters.com/feature/hard-fun-in-gaming-finding-sweet-spot-in-anxiety/

Buchanan, K. (2017, Apr 5). *Dungeons & Dragons* is cross-training for the mind. *PopMatters*. Available at http://www.popmatters.com/feature/dungeons-dragons-is-cross-training-for-the-mind/

Buchanan, K. (2016, Nov 10). Dying is a learning opportunity. *PopMatters*. Available at http://www.popmatters.com/post/dying-is-a-learning-opportunity/

Buchanan, K. (2016, Oct 24). Can transparency motivate gamers? *PopMatters*. Available at http://www.popmatters.com/column/can-transparency-motivate-gamers/

Buchanan, K. (2016, Sep 6). How games represent learning: Repetition and reward. *PopMatters*. Available at http://www.popmatters.com/post/how-games-represent-learning-repetition-and-reward/

Buchanan, K. (2016, Sep 1). How games represent learning: Simulation. *PopMatters*. Available at http://www.popmatters.com/post/how-games-represent-learning-part-1/

Buchanan, K. (2016, Aug 3). Why gamers love guilds. *PopMatters*. Available at http://www.popmatters.com/post/why-gamers-love-guilds/

Buchanan, K. (2016, Jul 19). Gamers believe in getting better. *PopMatters*. Available at http://www.popmatters.com/post/gamers-believe-in-getting-better/

Buchanan, K. (2016, May 19). Why gamers will save the world. *PopMatters*. Available at http://www.popmatters.com/post/why-gamers-will-save-the-world/

Buchanan, K. (2016, Apr 27). Go small: Find the thrill in humble stakes. *PopMatters*. Available at http://www.popmatters.com/post/go-small-find-the-thrill-in-humble-stakes/

Buchanan, K. (2016, Feb 25). How do video games force us to gain perspective? *PopMatters*. Available at http://www.popmatters.com/column/how-do-video-games-force-us-to-gain-perspective/

Buchanan, K. (2016, Feb 2). How video games engage the imagination muscle. *PopMatters*. Available at
http://www.popmatters.com/post/how-video-games-engage-the-imagination-muscle/ [appeared on the front
page of Google News, Feb 3, 2016]

Selected Publications (Not Peer-Reviewed)

Buchanan, K., & Krasnoff, B. (2005). Can open source software save school libraries time & money? *Knowledge Quest*,
33(3), 32-34.
Buchanan, K. (2003, October). Opportunity knocking: Co-opting & games. *ALT-N, 43*, 10-11. Available at
http://www.alt.ac.uk/docs/ALT43web.pdf
Buchanan, K. (2003, Fall). Open source software: An attractive choice for Northwest schools. *New Century Schoolhouse*.
Northwest Educational Technology Consortium at the Northwest Regional Educational Laboratory. (2003). *A road map
to open source & ed tech planning* [Poster]. Portland, OR: K. Buchanan.
Buchanan, K., et al. (2003). *Open options: Making decisions about open source software in K-12* [Web site]. Portland, OR:
Northwest Educational Technology Consortium at the Northwest Regional Educational Laboratory.
Buchanan, K. (2003, Winter). Open source software means more choices. *NETC Circuit*.

Selected Presentations (Peer-Reviewed)

Buchanan, K. (2013, June). *TriPP: Teaching social studies using simulations & games*. EdMedia 2013: World Conference on Educational Media and Technology. Victoria, Canada. [accepted but not presented]	International
Buchanan, K., & Ormes, G. (2011, June). *Work smarter: How an experimental learning management system (LMS) supports better teaching.* Paper presented at ED-MEDIA 2011 World Conference on Educational Multimedia, Hypermedia & Telecommunications. Lisbon, Portugal.	International
Buchanan, K., Beck, B., & Turner, D. (2010, June). *Engines of Greatness: Beyond proof of concept in serious games*. Workshop presented at the Games+Learning+Society 6.0 Conference. Madison, WI.	International
Sheridan, D., Buchanan, K., & Swenson, J. (2005, October). *Alternative (virtual) ecologies for writing centers: The promise of online multiplayer games*. Workshop presented at the International Writing Centers Association & the National Conference on Peer Tutoring in Writing (IWCA-NCPTW) Conference, Minneapolis, MN.	International
Buchanan, K. (2005, October). *George Bush vs. Pikachu: Students' familiarity with famous people vs. video game characters*. Poster presented at Future Play: The International Academic Conference on the Future of Game Design & Technology, East Lansing, MI.	International
Buchanan, K., & Sheridan, D. (2005, October). *It's just a game: Receptivity, immersion, & learning*. Paper presented at Future Play: The International Academic Conference on the Future of Game Design & Technology, East Lansing, MI.	International
Mishra, P., Heeter, C., ... , Buchanan, K., et al. (2005, June). *Gender impacts on game design process & products: An in depth analysis of middle school children's conceptualization of a learning game*. Symposium presented at the Digital Games Research Association (DiGRA) Conference, Vancouver, British Columbia.	International
Sheridan, D., & Buchanan, K. (2006, May). *Just for fun: Teaching writing through immersive online games*. Presented at the Computers & Writing Conference, Lubbock, TX.	National
Buchanan, K., & Hanfling, S. (2003, July). *Open source software: Is it right for you?* Presented at the National Educational Computing Conference (NECC), Seattle, WA.	National

Buchanan, K. (2016, April). *Happy teachers, happy children*. Workshop presented at the Early Childhood Education Conference. Menomonie, WI. — Regional

Buchanan, K., Cook, P., Gayton, H., & Olson, T. (2012, April). *Reluctance, courage, and playfulness*. Workshop presented at the Leading the Way Conference. Stevens Point, WI. — Regional

Buchanan, K., & Cook, P. (2010, April). *Green Eggs and Ham: Inspiration for reaching reluctant learners*. Workshop presented at the Early Childhood Education Conference. Menomonie, WI. — Regional

Buchanan, K., Beck, B., & Ropella, B. (2010, March). *Engines of Greatness: A free social studies card game*. Presented at the 2010 Great Lakes Regional Conference Sponsored by the Wisconsin Council for the Social Studies & International Education Annual Conference, Middleton, WI. — Regional

Buchanan, K. (2009, September). *Kat: Increasing authenticity & ownership with an experimental course management system (CMS).* Poster presented at the Lilly Conference on College and University Teaching and Learning. Traverse City, MI. — Regional

Buchanan, K., & Hanfling, S. (2003, April). *Open source software: Is it right for you?* Presented at the Northwest Council for Computer Education (NCCE) Conference, Portland, OR. — Regional

Buchanan, K., & Herr, M. (2016, April). *Ready-to-use diversity activities*. Poster presented at the Office of Professional & Instructional Development (OPID) Spring Conference. Green Lake, WI. — State

Buchanan, K., & Bjustad, M., & DeJardin, A. (2016, March). *Safe Zone training*. Workshops presented at the Wisconsin Education Association Council Professional Issues Conference, Wisconsin Dells, WI. — State

Buchanan, K., Herr, M., O'Leary, E., & DeJardin, A. (2016, March). *Ready-to-use diversity activities*. Workshops presented at the Wisconsin Education Association Council Professional Issues Conference, Wisconsin Dells, WI. — State

Buchanan, K., & Sheridan, D. (2006, March). *Ink: A free, online, multiplayer game for writing & community*. Presented at Bright Ideas: Spring Conference on the English Language Arts (Michigan Council of Teachers of English), East Lansing, MI. — State

Buchanan, K. (2005, April). *Co-opting: Your curriculum + Their interests = Great teaching*. Presented at Bright Ideas: Spring Conference on the English Language Arts (Michigan Council of Teachers of English), East Lansing, MI. — State

Buchanan, K., Bouck, E., Curcic, S., & Heutsche, A. (2004, March). *Innovative history instruction in inclusive classrooms*. Presented at the Michigan Association for Computer Users in Learning (MACUL) Conference, Grand Rapids, MI. — State

Buchanan, K., Hanfling, S., & Story, E. (2003, February). *The cost of free: Open source software & curriculum*. Presented at the Education Now & In the Future Conference, Portland, OR. — State

Selected Presentations (Invited)

Buchanan, K. (2018, February.) *Why gamers will save the world*. Invited speaker at the Small City, Big Ideas TEDx Conference. Stevens Point, WI. — Regional

Buchanan, K. (2018, February.) *Joy, creativity, and play*. Invited speaker at the Wisconsin State Reading Association Conference. Milwaukee, WI. — Regional

Buchanan, K. (2017, April). *Happy teachers, happy children*. Invited workshop presented at the Early Childhood Education Conference. Menomonie, WI. — Regional

Buchanan, K., & Cottrell, L. (2014, April). *Reluctance, courage, and playfulness*. Invited workshop presented at the Early Childhood Conference, Menomonie, WI. — Regional

Buchanan, K. (2018, June). *Leading with joy*. Invited keynote speaker at the Brigade's Leadership Training Conference. Waupaca, WI.   State

Buchanan, K. (2018, February). *Sustaining ourselves & our students*. Invited workshop presented to the Wisconsin Council of Teachers of the Year. Stevens Point, WI.   State

Buchanan, K. (2017, October). *Firing up the Minecraft generation.* Keynote speaker at the annual joint convention of the Wisconsin Educators of Business and Information Technology and the Wisconsin Marketing Education Association, Stevens Point, WI.   State

Buchanan, K. (2017, September). *Sustaining yourself & your unit*. Keynote speaker at the annual Wisconsin Sheriff Administrative Professionals meeting, Stevens Point, WI.   State

Buchanan, K. (2016, January). *Challenges & opportunities in early childhood education.* Invited workshop presented at the UW Childcare Directors Meeting.   State

Buchanan, K., & Gee, K. (2015, January). *Technology in the classroom*. Invited workshop presented at the Wisconsin Education Association Council Professional Issues Conference, Wisconsin Dells, WI.   State

Buchanan, K., & Wohlgemuth, J. (2014, February). *Technology bytes: A book of dragons for teachers*. Invited workshop presented at the Wisconsin Education Association Council Winter Leadership Academy, Wisconsin Dells, WI.   State

Buchanan, K. (2008, May). *Video games, literacy, & 21st Century skills.* Invited featured speaker at the Adolescent Literacy Leadership Conference, Madison, WI.   State

Buchanan, K. (2007, November). *The more things change: Taming the tempest of pop media & tech.* Invited featured speaker at the Wisconsin Council of Teachers of English (WCTE) State Convention, Madison, WI.   State

Buchanan, K., & Hanfling, S. (2003, May). *Open source software: Is it right for you?* Presented at the Association for Computer Professionals in Education (ACPE) Conference, Welches, OR.   State

Buchanan, K. (2018, October). *The joy of teaching*. Invited keynote speaker at the Story Starts with You Conference. Hayward, WI.   Area

and 40+ more State and Area peer-reviewed or invited presentations

University Courses Taught

- EDSU 920 Dissertation Seminar & Writing (committee chair)
- EDUC 708 Social & Cultural Foundations of Education
- **EDUC 702 Advanced Educational Psychology: Theory Into Practice**
- EDUC 398 Student Teaching / EDUC 498 Intern Teaching
- EDUC 385/585 Teaching the Early Adolescent
- EDUC 382 Managing Learning Environments
- **EDUC 381 Educational Psychology**
- EDUC 370/570 Choosing & Using Free Software
- EDUC 370/570 Motivating & Teaching Using Video Games
- EDUC 370/570 Motivation, Safety, & Community
- EDUC 370/570 Teaching Online & Hybrid Courses
- EDUC 370/570 Teaching Social Studies Using Games
- EDUC 370/570 Using Pop Media & Tech for Motivation & Critical Thinking
- EDUC 335 Advanced Analysis of Modern Media
- EDUC 331 Educational Technology
- **EDUC 205 Pluralism for Educators**
- EDUC 200 Professional Portfolio Development I

- **EDUC 135 Thinking & Feeling in Modern Media**
- FYS 103 Power, Diversity, & Democracy
- TE 150 Reflections on Learning (at Michigan State University)

Grants

- Course Development Grant (2013). Stipend ($2000): FYS 103 Power, Diversity, & Democracy. First Year Seminar, UW-Stevens Point.
- Mini Technology Grant (2012). Adobe Creative Suite lease ($320). College of Professional Studies, UW-Stevens Point.
- Curricular Redesign for the Online Environment Program (2011). Stipend ($3000): EDUC 708 Social & Cultural Foundations of Education. Center for Academic Excellence & Student Engagement, UW-Stevens Point.
- Course Development Grant (2010). Stipend ($500): EDUC 370/570 Esmé Raji Codell: Personal Pedagogy & Imaginative Instruction. College of Professional Studies Continuing Education, UW-Stevens Point
- Mini Technology Grant (2009). Bloggie Video Cameras ($516). College of Professional Studies, UW-Stevens Point.
- Course Development Grant (2008). Stipend ($1000): EDUC 370/570 Teaching Social Studies Using Games. Continuing Education in the College of Professional Studies, UW-Stevens Point.
- Mini Technology Grant (2007). Hardware & software (~$1000): Infrastructure for custom learning management system. College of Professional Studies, UW-Stevens Point.
- Course Development Grant (2007). Training & stipend ($4900): EDUC 370/570 Motivation, Safety, & Community. College of Professional Studies Continuing Education, UW-Stevens Point.
- Ink Development Grant (2005 - 2007). Staff etc. for game development ($72,000): Writing in Digital Environments Research Center, Michigan State University.
- Jeanine Dubois G3 Grant for Video Editing in the Classroom (2001). Multimedia computer & software (~$1500).

Leadership & Professional Activities

University of Wisconsin-Stevens Point

- Student Course Evaluation Subcommittee (2016)
- Common Council, councilor & parliamentarian (2015 - Present)
- Information Technology Council (2007 - 2010), chair (2015 - 2016)
- Faculty Staff Gay-Straight Alliance (FSGSA) (2006 - Present), vice chair (2015 - 2017)
- Diversity Council (2015)
- Common Council Planning Committee, chair (2015)
- Budget Review & Advisory Committee, co-chair (2013 - 2015)
- University Personnel System Committee, shared governance architect (2013 - 2015)
- University Affairs Committee, chair (2013 - 2015)
- Nominations & Elections Subcommittee (2013 - 2015)
- Strategic Planning Committee (2012 - 2015), acting chair (2013 - 2015)
- Faculty Senate, senator & parliamentarian (2011 - 2015)
- Stevens Point Academic Representation Council (2011 - Present), executive committee (2011 - 2013, 2016 - 2019)
- First Year Student Success Initiatives
    □ First Year Experience MAP-Works Stakeholders Team (2013 - 2015)
    □ First Year Seminar Planning Committee (2013 - 2015)
    □ First Year Interest Group Mentor (2013)
- Residence Hall Faculty Mentor (2009 - 2013)
- Guest Speaker: EDUC 145 Introduction to Mentoring and EDUC 345 Leadership and Transition in Mentoring (2018), EDUC 331 Educational Technology (2014), COMM 373 Communication & Social Change (2009, 2010, 2011, 2012)

- UWSP AFT Organizing Committee (2009 - 2011)
- 2% Technology Fee Committee (2007 - 2011)
- Search & Screen Committees: Academic Skills Specialist, Tutoring-Learning Center (2019); Academic Skills Specialist, Tutoring-Learning Center (2017); Dean of Students (2013)

School of Education

- Faculty and staff mentor (2015 - Present)
- EdD in Educational Sustainability Development Committee (2015 - 2019)
- Scholarships & Awards Committee, chair (2014 - 2015, 2016 - Present)
- Retention and Promotion Committee (2013 - Present)
- Academic Staff Review Committee (2012 - Present)
- Merit Committee (2011 - 2015)
- Core Committee, specialist (2009 - 2011)
- Student Wisconsin Education Association / Aspiring Educators, co-advisor (2008 - Present)
- Personnel Committee (2008 - 2011)
- Student Advising (~40 students/semester) (2007 - Present)
- Portfolio Committee, chair (2007 - 2013)
- Portfolio Studio Coordinator (hiring, training, & supervising employees) (2007 - 2011)
- Webmaster (2007 - 2008)
- Student Success Committee, chair (2007 - 2008)
- Search & Screen Committees: Academic Department Associate (2019); Special Education (2015), Educational Sustainability (2015), Educational Technology (2011 - 2012), Educational Technology (2007 - 2009), Recruitment & Retention Coordinator (2007 - 2008), Educational Psychology (2007 - 2008), Reading (2006 - 2007)

Outreach & Community Engagement

- Wisconsin Professional Standards Council (teacher licensing advisement and oversight) (2017 - Present)
- Wisconsin Association of Colleges of Teacher Education (WACTE) (2016 - Present)
- Point in Common, executive committee (2016 - Present), event coordinator (2013 - 2014)
- Leadership Portage County, graduate (2015 - 2016)
- College Days for Kids workshops (6th grade)
    □ Digital Storytelling (2013, 2014, 2015, 2016, 2017, 2018, 2019)
    □ Art & Science of Video Games (2007, 2008, 2009, 2010, 2011, 2012)
- Youth In College summer academy (K-12th grade)
    □ Co-Director (2016, 2017)
    □ Crime Lab Camp class (2015)
    □ Myths & Mayhem! (Level 2) class (2014)
    □ Lights! Camera! Story! class (2012, 2013)
    □ Games & Gamers class (2008, 2009, 2010, 2011)
    □ Io Adventure class (2007)
- Conference Director, Center for Teaching & Technology Conference, East Lansing, MI (2004)
- Assistant Coach, Tigard High School Speech Team (2000 - 2002)

Volunteering

- Family Crisis Center (Stevens Point, WI) (2018 - Present)
- Professional Development Plan Reviewer (2016 - 2018)
- Soccer Coach, YMCA (2016, 2017)

- Family Crew (Parent-Teacher Organization (PTO)), Point of Discovery School, secretary (2015 - 2016)
- Drama Club, assistant coach, Point of Discovery School (2016)
- Safe Zone Workshops, developer & facilitator (2015 - Present)
- Destination Imagination, program coordinator, coach, & state tournament official (Washington Elementary, 2014 - 2017; Point of Discovery School, 2014 - 2015)
- Girl Scouts, Co-Leader (Troop 6091) (2012 - 2013)
- Miscellaneous service projects (e.g., YMCA, Humane Society, Children's Museum, senior centers, etc.) (2007 - Present)
- Building Representative, Tigard-Tualatin Education Association (2001 - 2002)
- Judge: Promising Young Writers (2007, 2008); Regional Academic All-Stars portfolio/scholarship competition (2003); Regional & state speech tournaments (2000 - 2002); Regional & state mock trial tournaments (1999 - 2000)
- Regular blood donor (200+ donations) (1994 - Present)