

**Crystle Martin**  
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Digital Media and Learning Research Hub  
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## EDUCATION

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- June 2012      **Ph.D., Digital Media**, Department of Curriculum and Instruction  
University of Wisconsin–Madison  
Advisor: Dr. Constance Steinkuehler  
Committee: Dr. James Paul Gee, Dr. Catherine Compton-Lilly, Dr. Kurt Squire, Dr. Rebecca Willett  
Dissertation: *Information Literacy in Interest-Driven Learning Communities: Navigating the Sea of Information for an Online Affinity Space*
- December 2007      **M.L.I.S.**, School of Library and Information Studies  
Wayne State University  
Advisor: Dr. John Heinrich
- December 2004      **B.A., Latin**  
Michigan State University
- May 2003      **B.A., English**  
Michigan State University

## POSITIONS HELD

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- 2012 — Present      **Postdoctoral Researcher**, Mizuko (Mimi) Ito, P.I.  
*Digital Media and Learning Research Hub*  
University of California, Irvine
- 2012      **Data Analyst and Consultant**, Kurt Squire, P.I.  
*Just Press Play Project*, with Microsoft Research  
University of Wisconsin – Madison and Rochester Institute of Technology
- 2011 — 2012      **Lead Project Assistant**, Constance Steinkuehler, P.I.  
*PopCosmo Research Team* – Digital Media  
University of Wisconsin – Madison

- 2009 — 2011      **Project Assistant**, Constance Steinkuehler, P.I.  
*PopCosmo Research Team – Digital Media*  
 University of Wisconsin – Madison
- 2009              **Research Practicum**, Stephen Paling, P.I.  
 School of Library and Information Studies Library  
 University of Wisconsin – Madison
- 2008 — 2010      **Public Services Project Assistant**  
 School of Library and Information Studies Library  
 University of Wisconsin – Madison
- 2006 — 2007      **Graduate Reference Assistant**  
 School of Library and Information Science  
 Wayne State University

**GRANTS**

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- 2016 — 2018      **CAP: Workshop: Building a Network for Early Career Scholars of Games and Learning**, co-P.I.  
*NSF Cyberlearning CAP Grant*  
 \$99,982
- 2015 — 2017      **Interest-Driven Learning and Scratch**, P.I.  
*Sparks! Ignition Grants for Libraries*  
*Institute of Museum and Library Services*  
 \$24,000.00
- 2015              **Now and Then: Connecting the Visual Past with the Present**, Co-P.I.  
 Our Town: My Pasadena Grant  
*National Endowment of the Arts*  
 \$5,000.00
- 2014              **Youth library services and connected learning as means to support youth learning**, P.I.  
*Frances Henne/YALSA/ VOYA (Voice of Youth Advocates)*  
 \$1,000.00
- 2014              **Connected Learning Collaboration Travel Grant**  
*Connected Learning Research Network*  
 \$1,500.00

- 2013                    **Early Career Workshop Travel Grant**  
*Computer Supported Collaborative Learning Conference, Madison, WI*  
\$1,200.00
- 2012 — 2013        **Adolescent Literacy Practices and Online Affinity Spaces, Co-P.I.**  
*International Program Development Fund*  
\$6,600.00
- 2012                    **Dissertator Travel Fund Grant**  
*Department of Curriculum and Instruction*  
University of Wisconsin-Madison

## FELLOWSHIPS

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- 2014 — Present     **Cyberlearning Grant INDP: Collaborative Research: Coding for All: Interest-Driven Trajectories to Computational Fluency,**  
Postdoctoral Fellowship  
*National Science Foundation*  
Mizuko (Mimi) Ito, P.I., University of California Irvine  
\$168,816.00
- 2012 — 2014        **Connected Learning Research Network, Postdoctoral Fellowship**  
*MacArthur Foundation*  
PI: Mizuko (Mimi) Ito, University of California Irvine  
\$106,000.00

## PUBLICATIONS

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### Peer-Reviewed Journal Articles

**Martin, C.** (in preparation). The role of learning in youth library services and its impact on the future of libraries. In preparation for *Journal of Research on Libraries and Young Adults*.

**Martin, C., Larson, K., & Cho, A.** (in submission). Mentor and apprenticeship in three out-of-school learning spaces. Submitted to *Learning, Media, and Technology*.

**Martin, C.** (in submission). Collaborative support for search as learning in an online community. Submitted to *Information Retrieval*.

**Martin, C.** (in submission). Information literacy in online communities: An information literacy framework for the 21st Century. Submitted to *Journal of Information Literacy*.

**Martin, C.** (in submission). Collective intelligence and information sharing in videogame communities. Submitted to *Online Information Review*.

**Martin, C.** (accepted). The future of libraries as centers of innovation and learning. In preparation for *Public Library Quarterly*.

**Martin, C.** (2017). Expressing youth voice through code. *Knowledge Quest* forthcoming Special Issue.

**Martin, C.** (2017). Computational thinking, digital literacies, and diverse youth in libraries. *Knowledge Quest* forthcoming Special Issue.

**Martin, C.** (2016). Impact of new forms of learning on interest driven communities to future pathways for youth. *On the Horizon*, 24(3), 227-234.

**Martin, C.** & Martinez, R. (2016). Games in classroom and practice in Library and Information Science Education. *On the Horizon*, 24(1), 82-87.

**Martin, C.** (2015). Connected learning, libraries, and connecting youth interest. *Journal of Research on Young Adults and Libraries*.

<http://www.yalsa.ala.org/jrlya/2015/03/connected-learning-librarians-and-connecting-youth-interest/>

**Martin, C.** (2012). Video games, identity, and the constellation of information. *Bulletin of Science, Technology, and Society*, special issue: *Game On: The Challenges and Benefits of Video Games, Part I*, 32(5), 384-392.

Steinkuehler, C., Alagoz, E., King, E., & **Martin, C.** (2012). A cross case analysis of two out-of-school programs based on virtual worlds. *International Journal of Gaming and Computer Mediated Simulation*, 4(1), 25-54.

**Martin, C.** (2011). An information literacy perspective on learning and new media. *On the Horizon*, 19(4), 268-275.

King, E., Alagoz, E., **Martin, C.**, Chu, S., Zhang, B., Oh, Y., & Steinkuehler, C. (2011). Soft modding in two out-of-school virtual-worlds based programs. *International Journal of Learning and Media*, 2(4). doi: 10.1162/ijlm\_a\_00054

Paling, S., & **Martin, C.** (2011). Transformative use of information technology in American literary writing: A survey of literary community members. *Journal of the American Society for Information Science and Technology*, 62(5), 947-962. doi: 10.1002/asi.21514

**Martin, C.** & Steinkuehler, C. (2010). Collective information literacy in massively multiplayer online games. *E-Learning and Digital Media*, 7(4), 355-365.

Heinrichs, J., & **Martin, C.** (2008). Developing videogames for promoting library and research instruction. *Journal of Interactive Instruction Development*, 20(1), 11-16.

### **Books**

Ito, M., **Martin, C.**, Cody-Pfister, R., Rafalow, M., Salen Tekinbaş, K., & Wortman, A. (in press). *Multiplayer Mode: How Online Affinity Networks Fuel Learning*. NY: NYU Press.

**Martin, C.** (2014). *Voyage across a constellation of information: Information literacy in interest-driven learning communities*. New York: Peter Lang.

**Martin, C.**, Ochsner, A., & Squire, K. (Eds.) (2012). *Proceedings of the Games, Learning, and Society Conference: Vol. 2*. Pittsburgh PA: ETC Press.

Steinkuehler, C., **Martin, C.**, & Ochsner, A. (Eds.) (2011). *Proceedings of the Games, Learning, and Society Conference: Vol. 1*. Pittsburgh PA: ETC Press.

### **Book Chapters**

**Martin, C.** (in submission). Information behavior as a means of facilitating learning in the participatory culture of a professional wrestling fandom. Submitted to upcoming book on *Information, Learning Sciences, and Education*.

**Martin, C.** (in press). Leveling Up: Connecting to Meaningful Opportunities. In Ito, M., **Martin, C.**, Cody-Pfister, R., Raffalow, M., Salen Tekinbaş, K., & Wortman, A., *Multiplayer Mode: How Online Affinity Networks Fuel Learning*. NY: NYU Press.

Pfister, R. & **Martin, C.** (in press). Affinity: Bonding through Shared Cultures and Practices. In Ito, M., **Martin, C.**, Cody-Pfister, R., Raffalow, M., Salen Tekinbaş, K., & Wortman, A., *Multiplayer Mode: How Online Affinity Networks Fuel Learning*. NY: NYU Press.

**Martin, C.** (in press). Supporting Youth to Envision Careers in Computer Science through an Interest in Computer Coding. In W. Tierney, Z. Corwin, & A. Ochsner (Eds.) *Digital equity and educational opportunity*. Baltimore: Johns Hopkins.

**Martin, C.** (in press). Information literacy. In K. Peppler (Ed.) *SAGE encyclopedia of out-of-school learning*. Thousand Oaks, CA: SAGE.

**Martin, C.** (in press). Cyberculture. In K. Peppler (Ed.) *SAGE encyclopedia of out-of-school learning*. Thousand Oaks, CA: SAGE.

**Martin, C.** (in press). Online communities. In K. Peppler (Ed.) *SAGE encyclopedia of out-of-school learning*. Thousand Oaks, CA: SAGE.

**Martin, C.** (2016). /Kayfabe: An in depth look at WWE and its fandom using digital ethnography. In L. Hjorth, H. Horst, A. Galloway, & G. Bell (Eds.) *The Routledge companion to digital ethnography*. London: Routledge.

**Martin, C.** (2015). Fantasy wrestling: Youth digital production and visual culture in a competitive fandom and connected learning environment. In I. Aquirre (Ed.) *Mor thn img cnsmr: Mapping and evaluating research on young people as visual culture producers* (pp. 217-229). Pamplona: Pamiela-Edarte (UPNA). <http://edarte.org/wp-content/uploads/2015/02/+THN-IMGS-English.pdf>

**Martin, C.,** Williams, C., Ochsner, A., Harris, S. King, E., Anton, G., Elmergreen, J., & Steinkuehler, C. (2012). Playing together separately: Mapping out literacy and social synchronicity. In G. Merchant, J. Gillen, J. Marsh & J. Davies (Eds.) *Virtual literacies: Interactive spaces for children and young people* (pp. 226-243). London: Routledge.

**Martin, C.,** Chu, S., Johnson, D., Ochsner, A., Williams, C., & Steinkuehler, C. (2011). Ding! World of Warcraft: Well played, well researched. In D. Davidson (Ed.), *Well played 3.0* (pp. 226-245). Pittsburgh, PA: ETC press.

### **Peer-Reviewed Conference Proceedings**

**Martin, C.** (forthcoming). Computational fluency as argumentation in Scratch. Paper to be presented at Games+Learning+Society Conference, Madison, WI, August 17-19. *Proceedings of the Games, Learning, and Society Conference: Vol. 5*.

**Martin, C. & Rafalow, M.** (2015). Gendered Constraints to Participation in Online Gaming Communities. *GenderIT '15: Proceedings of the Third Conference on GenderIT* (pp. 49-52). New York: ACM. <http://dl.acm.org/citation.cfm?id=2807713&CFID=570105282&CFTOKEN=39475199>

**Martin, C.** (2014). Information Sharing, Connected Learning, and a Professional Wrestling Fan Community. *Proceedings of the Association for Information Science and Technology (ASIS&T)*. <https://www.asis.org/asist2014/proceedings/submissions/posters/323poster.pdf>

**Martin, C.** (2014). Fantasy wrestling: Role-playing games and professional wrestling. In C. Williams, A. Ochsner, C. Steinkuehler, & J. Dietmeier (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 3*. <http://press.etc.cmu.edu/content/gls-90-conference-proceedings>

**Martin, C.** (2013). Fantasy wrestling: A Text-Based RPG as a Competitive Fandom and Place for Learning. *Proceedings of DiGRA 2013 Conference: DeFragging Game Studies*. [http://lmc.gatech.edu/~cpearce3/DiGRA13/papers/paper\\_88.pdf](http://lmc.gatech.edu/~cpearce3/DiGRA13/papers/paper_88.pdf)

**Martin, C.** (2013). Collaboration and learning in online communities. In N. Rummel, M. Kapur, M. Nathan, & S. Puntambekar (Eds.), *The Computer Supported Collaborative Learning (CSCL) Conference 2013 Vol. 2* (pp. 475-476). International Society of the Learning Science.

**Martin, C.** (2012). Collective information literacy and collaboration in a constellation of information. In W. Kaminski & M. Lorber (Eds.), *Gamebased Learning: Clash of Realities 2012* (pp. 51-58). Munich, Germany: kopaed.

Ochsner, A., & **Martin, C.** (2012). Learning and cultural participation in Mass Effect and Elder Scrolls affinity spaces. In W. Kaminski & M. Lorber (Eds.), *Gamebased Learning: Clash of Realities 2012* (pp. 97-106). Munich, Germany: kopaed.

**Martin, C.** (2012). Collaborative learning and information literacy in the online affinity space of World of Warcraft. In **C. Martin**, A. Ochsner, & K. Squire (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 2* (pp. 197-204). Pittsburgh PA: ETC Press.

**Martin, C.,** & Williams, C. (2012). Game presence and literacy: A methodology refined. In C. Martin, A. Ochsner, & K. Squire (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 2* (pp. 205-208). Pittsburgh PA: ETC Press.

Ochsner, A., & **Martin, C.** (2012). Not just for the love of the game: Finding professional quality in game-based wikis. In **C. Martin**, A. Ochsner, & K. Squire (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 2* (pp. 589-590). Pittsburgh PA: ETC Press.

**Martin, C.,** Anton, G., Ochsner, A., Elmergreen, J., & Steinkuehler, C. (2012). Information literacy and online reading comprehension in games and school contexts. In **C. Martin**, A. Ochsner, & K. Squire (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 2* (pp. 209-216). Pittsburgh PA: ETC Press.

**Martin, C.,** Martinez, R., Harris, S., Lawley, E., Squire, K., & Phelps, A. (2012). How do badges make you feel: Interest and motivation in RITs Just Press Play Project. In **C. Martin**, A. Ochsner, & K. Squire (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 2* (pp. 217-222). Pittsburgh PA: ETC Press.

Harris, S., Martinez, R., **Martin, C.,** Lawley, E., Squire, K., & Phelps, A. (2012). The role of quantitative assessment in Just Press Play: A pervasive game addressing college retention issues and the overall college experience. In **C. Martin**, A. Ochsner, & K. Squire (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 2* (pp. 133-136). Pittsburgh PA: ETC Press.

Martinez, R., **Martin, C.,** Harris, S., Lawley, E., Squire, K., & Phelps, A. (2012). Just Press Play: Design implications for gamifying the undergraduate experience. In **C. Martin**, A. Ochsner, & K. Squire

(Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 2* (pp. 9-14). Pittsburgh PA: ETC Press.

**Martin, C.**, & Steinkuehler, C. (2011). Information literacy and online reading comprehension: Two interconnected practices. In C. Steinkuehler, **C. Martin**, & A. Ochsner (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 1* (pp. 169-173). Pittsburgh PA: ETC Press.

Steinkuehler, C., King, E., Alagoz, E., Anton, G., Chu, S., Elmergreen, J., Fahser-Herro, D., Harris, S., **Martin, C.**, Ochsner, A., Oh, Y., Owen, V. L., Simkins, D., Williams, C., & Zhang, B. (2011). Let me know when she stops talking: Using games for learning without colonizing play. In C. Steinkuehler, **C. Martin**, & A. Ochsner (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 1* (pp. 211-221). Pittsburgh PA: ETC Press.

Steinkuehler, C., King, E., **Martin, C.**, Oh, Y., Chu, S., Williams, C., Ochsner, A., Harris, S., Owen, V. E., Anton, G., & Elmergreen, J. (2011). Mixed methods to study games and learning. In C. Steinkuehler, **C. Martin**, & A. Ochsner (Eds.), *Proceedings of the Games, Learning, and Society Conference: Vol. 1* (pp. 223-229). Pittsburgh PA: ETC Press.

Steinkuehler, C., King, E., Alagoz, E., Oh, Y., Chu, S., Zhang, B., Bakar, A., & **Martin, C.** (2010). Using a designed, online games based affinity space as a quasi-natural ethnographic context and experiment lab. In K. Gomez, L. Lyons, J. Radinsky (Eds.) *Learning in the disciplines: Proceedings of the ninth International Conference of the Learning Sciences (ICLS 2010) Volume 2, Short Papers, Symposia, and Selected Abstracts* (pp. 220-221). Mahwah, NJ: Erlbaum.

**Martin, C.** & Steinkuehler, C. (2010). Calling on your peers: Collective information literacy if World of Warcraft. In Brian Winn (Ed.) *Proceedings of the International Academic Conference on Meaningful Play 2010*. East Lansing, MI: Meaningful Play.

### **Invited Publications**

**Martin, C.**, & Williams-Pierce, C.C. (in press). In-room and in-game practices of group activities in *World of Warcraft*. M. Chen (Ed.), *Extraordinary feats of gaming*.

**Martin, C.** (2016). A library's role in digital equity. *Young Adult Library Services*, 14(4), 34-36.

**Martin, C.** (2014). *Learning the ropes: Connected learning in a WWE fan community*. Irvine, CA: Digital Media and Learning Research Hub.

<http://dmlhub.net/sites/default/files/learning-the-ropes-final.pdf>

**Martin, C.**, & Ito, M. (2013). Connected learning and the future of libraries. *Young Adult Library Services*, 12(1), 29-32.



**Martin, C.** (2013). *Fantasy wrestling: Youth digital production and visual culture in a competitive fandom and connected learning environment*. For Youth and Visual Culture Symposium, Pamplona, Spain.

**Martin, C.** (2013). *Social interaction, motivation, and interest as support for reading in digital contexts*. Working paper prepared for McGraw-Hill Publishing.

**Martin, C.** (2013). Game-based landscape analysis. In **C. Martin** & E. King, *Education technology landscape analysis*. Working paper prepared for Joyce Foundation.

Steinkuehler, C., Alagoz, E., King, E., & **Martin, C.** (2010). Intentional versus interest driven learning: A cross case analysis of two out-of-school programs based on virtual worlds. Working paper prepared for Global Kids, Inc. New York, NY.

### Popular Press

- 2016, September 23 Libraries as hubs for 21st-century learning. Published on [Education Week](#)
- 2016, February 11 Many low-income students use only their phone to get online. What are they missing? Published on [The Conversation](#)
- 2015, August 19 Who says libraries are dying? They are evolving into spaces of innovation. Published on [The Conversation](#)
- 2015, May 6 How wealthy kids' use of social media sets them up for a more successful future Published in the [Washington Post](#)
- 2015, May 6 The new digital divide: No Snapchat, no Instagram Published in the [Houston Chronicle/Gray Matters](#)
- 2015, May 5 Teens without smartphones encounter a new digital divide Published on [The Conversation](#)

### **AWARDS AND HONORS**

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- 2016 **YALSA Writing Award**  
Young Adult Library Services Association (YALSA)
- 2016 **Causality: School Libraries and Student Success**  
2nd American Association of School Librarians (AASL) Research Summit
- 2014 **Causality: School Libraries and Student Success**

- American Association of School Librarians (AASL) Research Summit
- 2013      **International Symposium on Youth Production and Visual Culture**  
Pamplona, Spain
- 2013      **Computer-Supported Collaborative Learning Early Career Workshop**  
University of Wisconsin-Madison
- 2012      **International Conference of the Learning Sciences Doctoral Consortium**  
University of Sydney
- 2012      **Peer Mentor Award**  
University of Wisconsin-Madison
- 2007      **Recognition of Service Award**  
School of Library and Information Studies  
Wayne State University

## PRESENTATIONS

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### *Peer-Reviewed Research Conference Presentations*

**Martin, C.** (2017). *Scaffolding Long-Term Interest into Coding through Scratch*. Poster to be presented at American Education Research Association (AERA), Washington, D.C., April 27 – May 1.

**Martin, C.** (2017). *The library's evolution into centers of innovation and learning*. Paper to be presented at American Library Association Midwinter Conference Symposium on the Future of Libraries, Atlanta, GA, January 20-24.

**Martin, C.** (2017). *Continuing education for librarians: Equity in access of coding programs*. Poster to be presented at Association for Library and Information Science Education, Atlanta, GA, January 17-20.

**Martin, C.** (2016). *Connections and Missed Connections in Scratch: The Role of Caring Peers and Adults and the Power of Social Capital*. Paper presented at Digital Media and Learning, Irvine, CA, October 5-6.

**Martin, C.,** Rusk, N., Schilling, E., & Tsur, M. (2016). *Get Creative with Coding*. Workshop presented at Digital Media and Learning, Irvine, CA, October 5-6.

Ochsner, A., **Martin, C.,** Dijkers, S., Anderson, C., & Jaris, H. (2016). *Guiding Through Game-Based Implementations Without Getting A Game Over*. Panel presented at Games+Learning+Society Conference, Madison, WI, August 17-19.

**Martin, C.** (2016). *Computational fluency as argumentation in Scratch*. Paper presented at Games+Learning+Society Conference, Madison, WI, August 17-19.

**Martin, C.** (2016) *Bringing diverse youth into Scratch*. Panel presented at Scratch@MIT, Cambridge, MA, August 4-6.

Mack, C., Gov, J., & **Martin, C.** (2016) *A force for good: Impactful and engaging community-driven library programs and services*. Panel presented at California Library Association Youth Service Institute, Ontario, CA, May 6.

**Martin, C.** (2016). *Why doing well in school is not enough: The rise and fall of a creative writer*. In. K. Korobkova (Chair) *Learning identities: Trajectories of identification and participation in digital learning publics*. Paper presented at American Education Research Association (AERA), Washington, D.C., April 8 – 12.

**Martin, C.** (2016). *Computational thinking and argumentation in Scratch*. Paper presented at American Education Research Association (AERA), Washington, D.C., April 8 – 12.

**Martin, C.** (2016). *Scratch in libraries as a way to build equity in coding, computational fluency, and online communities*. In **C. Martin** (Chair) *Equity, technology, and youth: An examination of experiential design to bridge equity gaps*. Paper presented at American Education Research Association (AERA), Washington, D.C., April 8 – 12.

**Martin, C.** & Jones, E. (2015). *Full STEAM ahead: Lessons learned from a library coding camp*. Paper presented at Young Adult Services Symposium, Portland, OR, November 6.

Haduong, P. & **Martin, C.** (2015). *Supporting youth in digital media making: Best practices and lessons learned*. Workshop presented at Young Adult Services Symposium, Portland, OR, November 6 – 8.

Roque, R., Rusk, N., Schilling, E., **Martin, C.**, Protopapa, S., Avila, C., & Haduong, P. (2015) *Hip-Hop Dance and Scratch: Interest-Based Pathways into Computational Fluency*. Workshop presented at the Digital Media and Learning Conference, Los Angeles, CA, June 11 – 13.

Ito, M., **Martin, C.**, & Rafalow, M. (2015). *How Can We Support Connected Learners?: Delving Into the Learning Ecologies of Networked Teens*. Workshop presented at the Digital Media and Learning Conference, Los Angeles, CA, June 11 – 13.

**Martin, C.** & Rafalow, M. (2015). *Gendered barriers to participation in gaming culture*. Paper presented at GenderIT Conference, Philadelphia, PA, April 24 – 25.

**Martin, C. & Rafalow, M. (2015).** *Gendered Constraints to Participation in Online Gaming Communities*. Paper presented at American Education Research Association (AERA), Chicago, IL, April 16 – 20.

**Martin, C. (2015).** Connected Learning, Coding, and Supporting Non-Expert Librarians in Technical Programming. In Rebecca Reynolds (Chair) *Potential Futures for School Libraries: Researcher Perspectives*. Panel presented at American Education Research Association (AERA), Chicago, IL, April 16 – 20.

**Martin, C. & Rafalow, M. (2015).** *Gendered Play: Pathways and barriers to young women's participation in online gaming communities*. Paper presented at Anthropology of Children and Youth Interest Group Conference, Long Beach, CA, March 12 – 15.

**Martin, C. (2014).** *Information Sharing, Connected Learning, and a Professional Wrestling Fan Community*. Poster to be presented at Association for Information Science and Technology (ASIS&T), Seattle, WA, October 31 – November 4.

**Martin, C. (2014).** *Online wrestling community fosters literacy and digital media skills*. Paper present at American Education Research Association (AERA), Philadelphia, PA, April 3 – 7.

**Martin, C. (2014).** *Digital media and connected learning in the practice of school and youth Librarians*. Poster present at American Education Research Association (AERA), Philadelphia, PA, April 3 – 7.

**Martin, C. (2014).** Discourses of change in a professional wrestling participatory culture. In C. Martin (Chair) *Equity, diversity and discourses of change in participatory culture*. Paper presented as part of a panel at Digital Media and Learning, Boston, MA, March 6 – 8.

**Martin, C. (2013).** Connected learning and transformative literacy in a professional wrestling fan. In L. Schwartz (Chair), *A connected learning approach to transformative literacy*. Panel presented at Literacy Research Association 2013, Dallas, TX, December 4 – 7.

**Martin, C. (2013).** *Fantasy wrestling: Role-playing games and professional wrestling*. Presented at Games+Learning+Society 9.0, Madison, WI, June 12 – 14.

**Martin, C. (2013).** Using information horizon maps to explore literacy and information literacy. In A. Ochsner (Chair), *Videogames and literacy—Understanding and supporting practices, skills, and trajectories*. Symposium presented at the 2013 American Educational Research Association (AERA) Annual Meeting and Exhibition, San Francisco, CA, April 27 – May 1.

**Martin, C. (2013).** WWE as a site for identity creation. In C. Martin & M. Rafalow (Chairs), *Beyond the classroom: Learning in online communities*. Panel presented at DML (Digital Media and Learning) 2013: Democratic Futures, Chicago, IL, March 14 – 16.

**Martin, C.** (2013). *Information practices in MMO: Opportunities for connected learning*. Presented at the Southwest/Texas Popular Culture and American Culture Associations, Albuquerque, NM, February 13 – 16.

**Martin, C.** (2012). *The role of gaming in the development and practice of new literacies* (Chair). Presented at the Literacy Research Association Conference, San Diego, CA, November 28 – December 1.

Ochsner, A., & **Martin, C.** (2012). *Read, write, play: Interest-driven literacy learning in game-based wiki spaces*. Presented at the Literacy Research Association Conference, San Diego, CA, November 28 – December 1.

Grave, I., Tinnerman, L., & **Martin, C.** (2012). *Texting is ruining our schools!: Dispelling the myths about “New Literacies” and standardized English language instruction*. Presented at the National Council of Teachers of English, Las Vegas, NV, November 15 – 18.

**Martin, C.** (2012). *Collaborative learning and information literacy in the online affinity space of World of Warcraft*. Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

**Martin, C.,** & Williams, C. (2012). *Game presence and literacy: A methodology refined*. Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

Ochsner, A., & **Martin, C.** (2012). *The culture and learning experiences of the single player games*. Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

Halverson, E., Malaby, T., **Martin, C.,** Simkins, D., Zimmerman, E., and Wolfenstein, M. (2012). *You Put Your Right Foot In...* Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

**Martin, C.,** Anton, G., Ochsner, A., Elmergreen, J., & Steinkuehler, C. (2012). *Information literacy and online reading comprehension in games and school contexts*. Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

**Martin, C.,** Martinez, R., Harris, S., Lawley, E., Squire, K., & Phelps, A. (2012). *How do badges make you feel: Interest and motivation in RITs Just Press Play Project*. Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

Harris, S., **Martin, C.,** Martinez, R., Lawley, E., Squire, K., & Phelps, A. (2012). *The role of quantitative assessment in Just Press Play: A pervasive game addressing college retention issues and the overall college experience*. Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

Martinez, R., Harris, S., **Martin, C.,** Lawley, E., Squire, K., & Phelps, A. (2012). *Just Press Play: Design implications for gamifying the undergraduate experience*. Presented at Games+Learning+Society 8.0, Madison, WI, June 13 – 15.

**Martin, C., & Ochsner, A.** (2012). *Learning and cultural participation in Mass Effect and Elder Scrolls affinity spaces*. Presented at Clash of Realities - International Computer Game Conference Cologne, Germany, May 23 – 25.

Williams, C., & **Martin, C.** (2012). *Focus and presence: Shifting between informational, digital, and physical*. Presented at Wisconsin Alumni Research Foundation Discovery Challenge, Madison, WI, May 24.

Williams, C., & **Martin, C.** (2012). *Game presence and literacy: A methods workshop*. Presented at the 2012 Doctoral Research Program Educational Research Conference. Madison, WI, May 1.

**Martin, C.** (2012). Collective information literacy. In C. Steinkuehler (Chair), *Massively multiplayer online games, teenage guys, and learning: Experiments in an after school game-based casual learning lab*. Symposium conducted at the 2012 American Educational Research Association Annual Meeting and Exhibition, Vancouver, BC, April 13 – 17.

**Martin, C.** (2012). *Interest-based crap detecting*. Ignite talk presented at the Digital Media and Learning Conference, San Francisco, CA, March 1 – 3.

Brinkman, D., Fullerton, T., Watson, J., Stokes, B., Lawley, L., Phelps, A., & **Martin, C.** (2012). *This is not an orientation: Gameful layers for the freshman experience*. Panel presented at the Digital Media and Learning Conference, San Francisco, CA, March 1 – 3.

**Martin, C., & Steinkuehler, C.** (2011). *Information literacy and online reading comprehension: Two interconnected practices*. Presented at Games+Learning+Society Conference, Madison, WI, June 15 – 17.

Williams, C., & **Martin, C.** (2011). *Game presence and literacy: A methodology*. Presented at Games+Learning+Society Conference, Madison, WI, June 15 – 17.

Steinkuehler, C., King, E., Alagoz, E., Anton, G., Chu, S., Elmergreen, J., Fahser-Herro, D., Harris, S., **Martin, C.**, Ochsner, A., Oh, Y., Owen, L., Simkins, D., Williams, C., & Zhang, B. (2011). *Let me know when she stops talking: Using games for learning without colonizing play*. Presented at Games+Learning+Society Conference, Madison, WI, June 15 – 17.

Steinkuehler, C., King, E., **Martin, C.**, Oh, Y., Chu, S., Williams, C., Ochsner, A., Harris, S., Owen, E., & Anton, G. (2011). *Mixed methods to study games & learning*. Workshop presented at Games+Learning+Society Conference, Madison, WI, June 15 – 17.

**Martin, C.** (2011). *Lost in Azeroth? Let information literacy be your guide*. Presented at Creativity, Play and the Imagination across Disciplines, Teachers College, New York, May 26 – 28.

**Martin, C.**, Williams, C., Steinkuehler, C., Ochsner, A., King, E., & Anton, G. (2011). *Playing together separately: Mapping out literacy and social synchronicity*. Presented at the Annual Meeting of the National Council of Teachers of English Assembly for Research (NCTEAR), Madison WI, February 18 – 20.

**Martin, C.** & Steinkuehler, C. (2010). *Calling on your peers: Collective information literacy if World of Warcraft*. Presented at the Meaningful Play Conference, East Lansing MI, October 21 – 23.

King, E., Herro, D., & **Martin, C.** (2010). *From research to practice: Digital media and games as meaningful tools for learning*. Presented at the Meaningful Play Conference, East Lansing MI, October 21 – 23.

Steinkuehler, C., King, E., Alagoz, E., Oh, Y., Chu, S., Zhang, B., Bakar, A., & **Martin, C.** (2010). *Using a designed, online games based affinity space as a quasi-natural ethnographic context and experiment lab*. Presented at the International Conference of the Learning Sciences, Chicago, June 29 – July 2.

**Martin, C.** & Steinkuehler, C. (2010). *Hey, how do you...? Collective information literacy practices in World of Warcraft*. Presented at the Games+Learning+Society Conference, Madison, WI, June 9 – 11.

Steinkuehler, C., King, E., Chu, S., Oh, Y., Alagoz, E., **Martin, C.**, & Zhang, B. (2010). *PopCosmo: An out-of-school casual learning lab based on WoW*. Presented at the Games+Learning+Society Conference, Madison, WI, June 9 – 11.

King, E., Alagoz, E., **Martin, C.**, Chu, S., Zhang, B., Oh, Y., & Steinkuehler, C. (2010). *Soft modding: Production & performance*. Presented at the Games+Learning+Society Conference, Madison, WI, June 9 – 11.

**Martin, C.** (2010). “Trouble in the archives” and beyond: Information literacy in digital environments. In King, E. M. (Chair) *Engagement and learning with games and digital media*. Symposium at 104th annual Western Wisconsin Education Conference, LaCrosse Wisconsin, February 19.

Paling, S., & **Martin, C.** (2009). *Transformative use of information technology in American literary writing: A survey of literary community members*. Presented at the ASIS&T (The Association for Information Science & Technology): Special Interest Group-Social Informatics, Vancouver, BC, November 6 – 11.

**Martin, C.** (2009). *Student Research Forum: Using video games to promote information literacy*. Presented at the Wisconsin Library Association, Appleton, WI, October 5.

**Martin, C.** (2009). *Playing by the book: A history of play in libraries*. Presented at the Games+Learning+Society Conference, Madison, WI, June 10 – 12.

**Martin, C.** (2009). *The use of portable devices and software applications by Undergraduates to organize personal research information: A pilot survey*. Presented at the Communication Crossroads 2009, Madison, WI, April 3.

Andrews, M., McGinnis, R., Sensiba, M., Hawthorne, M., & **Martin, C.** (2009). *Reference area redesign: Do it yourself on a budget though the use of 3D modeling software*. Presented at the ACRL, Seattle, WA, March 12 – 15.

Clark, B., Cordes, C. S., Heinrichs, J. H., & **Martin, C.** (2008). *Launching lifelong learning: Literacy instruction at two Midwestern universities*. Panel presented at EDUCAUSE Midwest Regional Conference, Chicago, IL, March 17 – 19.

### **Conference Keynotes**

**Martin, C.** (2015). *Keynote: Connected Learning in Practice: Youth Supported Learning in Libraries*. Massachusetts Teen Summit, Worcester MA, October 7.

**Martin, C.** (2014). *Connected learning and young adult library service*. Keynote at YALSA's (Young Adult Library Services Association) President's Program on Connected Learning, Las Vegas, June 26 – July 1.

### **Invited Conference Presentations**

**Martin, C.** (2015). Invited participant, in G. Richard, Y. Kafai, and B. Tynes, *Diversifying and Expanding Inclusive Game Design for Serious Games and Serious Pathways in STEM*. Panel presented at the Digital Media and Learning Conference, Los Angeles, June 11 – 13.

**Martin, C.** (2013). *Youth digital production and visual culture*. Presented at International Symposium on Youth Production and Visual Culture, Pamplona, Spain, November 22 – 23.

**Martin, C.** (2013). *Youth, video games, and the constellation of information*. Presented at HCI International 2013, Las Vegas, NV, July 21 – 26.

**Martin, C.** (2013). *Post-docs and positions outside the university*. Panel presented at the 2013 American Educational Research Association (AERA) Annual Meeting and Exhibition, San Francisco, CA, April 27 – May 1.

**Martin, C.** (2012). *Games and literacy: Interest to improvement*. Presented at the 31<sup>st</sup> Annual University of Wisconsin Reading Research Symposium, Madison, WI, June 22 – 23.

**Martin, C.** (2012). *Collective information literacy and collaboration in a constellation of information*. Presented at Clash of Realities - International Computer Game Conference Cologne, Germany, May 23 – 25.



**Martin, C., & Ochsner, A.** (2012). *Literacies in virtual worlds and online communities*. Presented at the 2012 American Educational Research Association Annual Meeting and Exhibition, Vancouver, BC, April 13 – 17.

Steinkuehler, C., King, E., Alagoz, E., Anton, G. Chu, S., Elmergreen, J., Fahser, D., Harris, S., **Martin, C.**, Ochsner, A., Oh, Y., Owen, L., Simkins, D., Williams, C., & Zhang, B. (2011). *Connected cognitive ethnography of online games*. Presented at the Annual Meeting of the American Education Research Association (AERA), New Orleans, LA, April 8 – 12.

Herro, D., **Martin C.**, McKenzie, J. (2010). *Technology implementation in schools*. Panel discussion at Games+Learning+Society Conference, Madison, WI, June 12.

### ***Invited Talks***

**Martin, C.** (2016). *What does the future hold? Libraries as centers of innovation and learning*. University Club Forum for the Osher Lifelong Learning Institute, Irvine, February 17.

**Martin, C.** (2015). *Youth, connected learning, and the role of libraries*. Presented to the School of Information and Library Science at the University of North Carolina. <https://vimeo.com/119877830>

**Martin, C.** (2015). *Connected learning and library implementation*. Presented to Master's class at the University of North Carolina, School of Information and Library Science.

**Martin, C.** (2014). *Libraries and connected learning*. Interview for the YALSA's (Young Adult Library Services Association) President's Program on Connected Learning, June 26 – July 1.

Peterson, S., Ito, M., & **Martin, C.** (2014). *Chat and Q&A on Connected Learning for YALSAblog*.

**Martin, C.** (2013). *Information literacy and World of Warcraft*. Games and Learning MOOC, Coursera, University of Wisconsin-Madison. <https://class.coursera.org/videogameslearning-001/lecture/85>

Ochsner, A., & **Martin, C.** (2013). *Connected learning in interest-driven knowledge building communities*. Presented at CoCo - Centre for Research on Computer Supported Learning and Cognition, University of Sydney, Sydney, Australia, August 7.

<http://webconf.ucc.usyd.edu.au/p3yunowt3pg?launcher=false&fcsContent=true&pbMode=normal>

**Martin, C., & Martinez, R.** (2012). *Videogames and learning*. Presented at the 2011-2012 Professional Development Seminar for the State Student Wisconsin Education Association, LaCrosse, WI, February 10 – 11.

**Martin, C., Williams, C., & Anton, G.** (2012). *Why games are good for you (or: the most delicious broccoli you've ever had to eat)*. Presented at Evercon, Wassau, WI, January 14.

**Martin, C.** (2011). *Cognition, learning, and the constellation of information: Research in World of Warcraft*. Presented for r u game: games and public libraries series, *World of Warcraft*, November 18.

**Martin, C.** (2011). *Games and libraries: An important match*. Presented at University of Wisconsin-Whitewater, October 6.

**Invited Participation**

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|-------------|---|
| 2015        | YALSA President’s Program: Taking a Deep Dive into Digital Literacy:<br>“Shark Tank” for Library Staff<br>American Library Association Conference |
| 2012 – 2013 | MacArthur 21st Century Digital Media Learning and Assessment Project<br>Founder James Paul Gee<br>Arizona State University                        |

**TEACHING**

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**University of Wisconsin-Madison**

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|---------|--|
| LIS 847 | Games in Libraries: New Opportunities for Learning and Exploration<br>Instructor<br>(Summer 2011, Summer 2013) |
| C&I 675 | Research on Online Virtual Worlds<br>Facilitated with Dr. Constance Steinkuehler<br>(Summer 2010)              |
| LIS CE  | Games and Libraries<br>Instructor<br>(Fall 2011)   |

**Wayne State University**

- |          |  |
|----------|--|
| LIS 7440 | Scripting Languages for Library Applications<br>Instructor<br>(Fall 2010, Winter 2011) |
| LIS 7850 | Gaming and Libraries: New Opportunities for Literacy                                   |

	Instructor (Spring/Summer 2010)
LIS 6080	Information Technology Instructional Assistant (Fall 2008, Winter 2009, Spring/Summer 2009, Fall 2009)
LIS 7410	Software Productivity Tools for Information Instructor (Winter 2008, Spring/Summer 2008)
BA 1010	Critical Thinking for Consumer Decisions Library Session Instructor (Winter 2007, Fall 2007)

## SERVICE TO PROFESSION

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### Committees

2015 – Present	AERA (American Education Research Association) Media, Culture, and Learning SIG Secretary/Treasurer
2016 – Present	Young Adult Library Services Association (YALSA), Secretary
2015 – 2016	Young Adult Library Services Association (YALSA), Board Director
2014 – 2016	Member Manager, YALSAblog
2013 – 2015	AERA (American Education Research Association) Media, Culture, and Learning SIG President
2014 – 2015	Steering Committee for Professional Pathways Disturbed Open Collaborative Course (DOCC), Digital Media and Learning

### Editorial/Advisory Board

2016 – Present	Editor, <i>Young Adult Library Services</i>
2015 – Present	Editor, Academia.edu
2012 – Present	Editorial Board, <i>International Journal of Game-Based Learning</i> (IJGBL)

2012 – Present	Editorial Board, <i>Journal of Games and Virtual Worlds</i>
2014 – 2016	Advisory Board, <i>Young Adult Library Services</i>
2013 – 2015	Advisory Board, <i>Journal of Research on Libraries and Young Adults</i>
2012	Assistant Editor, <i>Network</i>

### **Conference Organization**

2015 – 2016	Conference on Game-Based Learning
2012 – 2013	Games+Learning+Society (GLS) Doctoral Consortium Committee
2011 – 2012	Games+Learning+Society (GLS) Conference Co-Chair
2012	Clash of Realities Conference Program Committee
2012	Foundation of Digital Games (FDG) Workshop Program Committee
2009 – 2012	Games+Learning+Society (GLS) Conference Committee Member

### **Reviews for Professional Conferences and Journals**

2015 – Present	iConference
2015 – Present	<i>Library &amp; Information Science Research</i>
2015 – Present	<i>Journal of Applied Research in Higher Education</i>
2013 – Present	Literacy Research Association (LRA) Conference
2013 – Present	Internet Research (IR) Conference
2011 – Present	Computer-Supported Collaborative Learning (CSCL) Conference
2011 – Present	International Conference of the Learning Sciences (ICLS) Conference
2010 – Present	Games+Learning+Society (GLS) Conference
2013	DiGRA (Digital Games Research Association) Conference

### **University Service**

2011 — 2012	Graduate Student Representative
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Faculty Search Committee for a Digital Media Position  
University of Wisconsin – Madison

**PROFESSIONAL MEMBERSHIP**

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Digital Media and Learning (DML)  
Games+Learning+Society (GLS)  
American Educational Research Association (AERA)  
Young Adult Library Services Association (YALSA)  
American Society for Information Science and Technology (ASIST)  
Digital Games Research Association (DiGRA)  
Higher Education Video Game Alliance (HEVGA)

**MEDIA COVERAGE**

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2016, April 1            YALSA honors four members with 2016 YALSA Writing Award. [Press release](#)

2016, March 10        Meet Maria: Learning the Ropes. Article on [inpoints](#)

2016, February 24     Many low-income students use only their phone to get online. What are they missing? Mentioned on [School of Education, University of Wisconsin-Madison](#)

2016, February 17     Many low-income students use only their phone to get online. What are they missing? Republished on [The Edvocate](#)

2016, February 17     Many low-income students use only their phone to get online. What are they missing? Republished on [Phys.org](#)

2016, February 16     Many low-income students use only their phone to get online. What are they missing? Mentioned in [Trends & Issues in Instructional Design, Educational Technology, & Learning Sciences](#)

2016, February 16     Why mobile internet only is encouraging inequality. Republish on [CITI IO](#)

2016, February 12     Low-income youth and ‘smartphone internet’. Republished on [The Malaysian Insider](#)

2016, February 12     Teens without smartphones encounter a new digital divide  
Republished on [University of California](#)

- 2016, February 11 Many low-income students use only their phone to get online. What are they missing? Republished on [Huffington Post](#)
- 2016, February 11 What low-income students miss when their only internet access is through their phone. Republished on [Center for Digital Education](#)
- 2016, February 11 Many low-income students use only their phone to get online. What are they missing? Republished on [EconoTimes](#)
- 2016, January 29 Who says libraries are dying? They are evolving into spaces of innovation. Republished on [The Edvocate](#)
- 2015, November 11 Who says libraries are dying? They are evolving into spaces of innovation. Republished on [Filled with Deities](#)
- 2015, September 23 Who says libraries are dying? They are evolving into spaces of innovation. Republished on [Elsevier SciTech Connect](#)
- 2015, August 21 Who says libraries are dying? They are evolving into spaces of innovation. Republished on [ENCA](#)
- 2015, August 19 Who says libraries are dying? They are evolving into spaces of innovation. Republished on [Center for Digital Education](#)
- 2015, May 22 The future of library services to teens. Published in [American Libraries Magazine](#)
- 2015, May 11 Teens without smartphones encounter a new digital divide Republished in [Scroll.in](#)
- 2015, May 11 Teens without smartphones Republished on [American Libraries Magazine Website](#)
- 2015, May 8 Comment: Teens without smartphones encounter a new digital divide Republished on [SBS \(Austalia\)](#)
- 2015, May 8 Participation and the digital divide Published on [Teaching in the Digital World](#)
- 2015, May 7 What about teens who don't have smartphones? Published in [New York Times](#)
- 2015, May 7 The digital divide goes mobile: Teens without smartphones are falling behind Republished on [Quartz](#)
- 2015, May 5 Teens without smartphones encounter a new digital divide

- Republished in [Epoch Times](#)
- 2015, May 5      Teens without smartphones encounter a new digital divide  
Republished on [University of California](#)
- 2015, May 5      There's a divide for teens without smartphones, and we have to fix it  
Published on [Hello Giggles](#)
- 2015, April 17    Coding and computer science in school libraries: Research QA  
Published on [Education Week](#)
- 2015, March      Lots of learning thanks to Minecraft, WWE, and The Walking Dead  
Published on [Game, Play, Learn Show](#)
- 2014, November 21    An Alaska native myth tells of a never-ending blizzard-Now you can learn about it on Xbox  
Published in [YES! Magazine](#)
- 2014, April 15    Crystle Martin appointed member manager of YALSAblog  
Published on [ALANews](#)
- 2014, March 14    UCI researcher gets grant to study youth library services  
Published in [Daily Pilot](#)
- 2014, March 12    Bravo! Orange resident garners research grant  
Published in [Orange County Register](#)
- 2014, February 24    Martin wins Frances Henne Research Grant  
Published on [ALANews](#)
- 2013, September 24    The fanatical fantasies of pro wrestling fans  
Published on [BoingBoing](#)
- 2013, June 24      My three best game moments of the past two weeks  
Published on [Kidscreen](#)
- 2012, June 30      Ed Gamer 58 – Crystle Martin of UW-Madison  
Published on [EdReach](#)
- 2012, June 15      Ed Gamer special: On the road at GLS!  
Published on [EdReach](#)