



Abiodun Stephen Ijeluola

Instructional Designer | Trainer | Researcher

Experienced instructional designer adept at creating engaging learning experiences. Skilled in curriculum design and e-learning technologies and passionate about improving learning outcomes through innovative strategies.

- **Portfolio:** <https://stevenjel.net>
- **Google Scholar:** <https://shorturl.at/DFI68>
- **ResearchGate:** <https://www.researchgate.net/profile/Abiodun-Ijeluola>
- **ORCID:** <https://orcid.org/0000-0001-9344-1646>

CONTACT ME



WORK EXPERIENCE

Faculty instructional Designer February 2023 - Date

James Madison University, Harrisonburg, Virginia

- Consulting with faculty members to design and redesign learning materials.
- Facilitating learning strategies and training for faculty members.
- Co-leading the Learning Access for Universal Design Fellowship, 2023-2024
- Developing learning content using different authoring tools and LMS, including Articulate 360, Canvas, and Camtasia.
- Training new employees on the use of instructional design technology tools as part of the onboarding process
- Carrying out project management responsibilities within the instructional design department

Training & Learning Development Specialist 2017 - 2023

TeacherPedia Training and Consultancy Services, Lagos

- Collaborated with subject matter experts and stakeholders to gather content and ensure training materials aligned with organizational goals and objectives.
- Developed and led professional development for school teachers and staff.
- Identified training needs aligned with educational goals.
- Created educational resources to support training.
- Collaborated with administrators to align training with priorities.
- Evaluated training effectiveness through feedback mechanisms and performance assessments, refining programs based on results.
- Stayed updated on industry trends and best practices.

Instructional Technology Dept. Research Assistant 2021 - 2023

The University of Alabama, Tuscaloosa, Alabama

- Conducted professional development for teachers on the integration of Computational Thinking at the Tuscaloosa City School.
- Designed Game-Based Learning documents for a Minecraft Research Project.
- Conducted Literature Review analysis, observing and interviewing research participants
- Built Minecraft artifact for the GBL Research Project

EDUCATION

Instructional Technology, PhD

The University of Alabama

2021 - 2025

Educational Technology, MA

University of Tartu, Estonia

2018 - 2019

English Education, BA

Obafemi Awolowo Univeristy, Nigeria

2006 - 2009

SKILLS

Articulate 360

Project Management

ADDIE Model

Storyboarding

LMS

Needs Analysis

Data Collection

PROFESSIONAL AFFILIATIONS

- The Association for Educational Communications and Technology (AECT)
- IEEE Education Society
- Alabama Education Association
- Association for Talent Development
- American Educational Research Association
- Online Learning Consortium

AWARDS

- Recipient, 2018 University of Tartu Study Expenses Scholarship
- Recipient, 2021 Levitez Leadership Grants
- Recipient, 2022 Anna and Harold Paige Scholarship Fund

INTERESTS

- Gaming
- Playing Musical Instruments
- Making Music
- Travel
- Photography
- Cooking & Baking

PUBLICATIONS, CONFERENCE, SEMINAR

Moon J., Sheunghyun Y., Qi S., **Ijeluola A.S.** (2024) A Scoping Review of Game-based Learning for Mathematics Teacher Education. *International Journal of Mathematical Education In Science & Technology*

Ijeluola A.S. (2024) Navigating the Landscape of AI in Education: Fostering Responsible AI Use Through Inclusive Rubrics. University of Alabama, *Online Learning Innovation Summit*

Ijeluola A.S., Bahlmann C.B., Henry D. (2024) Faculty Community of Practice to Support Teaching with UDL Principles. Conference on Higher Education Pedagogy™

Luo F., **Ijeluola A.S.**, Westerlund J., (2023) Elementary Teachers' Computer Science Integration: A Cross-Case Analysis. AERA Annual Meeting

Luo, F., **Ijeluola, S. A.**, Westerlund, J., Walker, A., Denham, A., Walker, J., & Young, C. (2023). Supporting Elementary Teachers' Technological, Pedagogical, and Content Knowledge in Computational Thinking Integration. *Journal of Science Education and Technology*, 1-14.

Ijeluola S., Westerlund J., Luo F. (2022, October 23 - 26) Paper Presentation - The Role of Professional Development in Building Teachers' Confidence to Integrate Computational Thinking [Conference session]. *2022 SRCEA Conference*.

Moon, J., **Ijeluola, S.** (2022, October 24 - 28) Poster Presentation Developing Computational Thinking Competencies of Learners with Autism through 3D Block Design during Minecraft Gameplay [Conference session]. *2022 AECT International Convention*.

Ijeluola S. (2020) Conducting Learning Analytics through Gamification; A Presentation at the Webinar Organized by TeacherPediaNG, Online.

Ijeluola S. (2020) The Use of Technology-Enhanced Assessment in 21st Century: A Case Study of Edulastic Interactive Assessment Platform; A Presentation at the Webinar Organized by TeacherPediaNG, Online.

Ijeluola S. (November 2019) Reflecting on the Use of Online Collaborative Learning Tools; Paper presented at the 19th *INGED International ELT Conference*.

Ijeluola S. (2018) Using Technology to Enhance Collaboration among Teachers; A presentation at the workshop organized by the department of English, Bahcesehir College, Ankara

TRAINING ATTENDED

- Applying the QM Rubric, Quality Matters, February 2024
- Designing Inclusive and Equitable Learning Environments, EDUCAUSE, November 2023.
- Impacting Student Learning, AECT International Convention, Las Vegas, United States, October 2022
- AERA Annual Meeting, Chicago, April 2023
- "From Teacher to Teacher Leaders: Empowering English Language Teachers with Leadership Skills", US Embassy Ankara, Turkey's English Language Fellow Program, February - March 2019.