Research Agenda
Dr. James G Jones
Department of Technology and Cognition
University of North Texas

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Research Interest
My research interest is in expanding the way technology can be used to further the creation and distribution of knowledge and learning.

My research focuses on the combination of visualization systems, virtual communities, telementoring, and multi-user 3D online learning environments for teaching and learning. These emerging technologies support learning by the distribution of interaction and feedback across both time and space via interactive forms of multimedia. Teaching and learning relationships are no longer confined by space, but are defined by connectivity.

Research Goals
My research goals are:

Scholarship 2 articles and 2 or more presentations/workshops each year related to my research focus.
Research Continued focus on 3D visualization systems for distributed learning (discussed above).
External Funding Continue to seek external funding to support research.
Student Support Provide support for graduate student(s) through external research funding.
Research Interest Alignment to Departmental and College Academic Plan
My research aligns with both the departmental and the college’s academic plan, such that it:

1. Advances research in an emerging technology used for teaching and learning.
2. Increases national recognition of the department, college, and university by the creation and dissemination of new knowledge through publications and presentations at national and international forums.
3. Provides a mechanism for graduate student research in the area of technology- and information-driven environments that prepares them for scholarly activities in the future.
4. Increases the program's ability to understand and therefore improve its distributed learning opportunities and thus increase its prestige as a national leader in this area.
5. Is generating grants to support research and support graduate students in the program.

Scholarly and Creative Activities focused on Research Agenda
The following list of recent scholarly work is presented as being in alignment with Dr. Jones' research agenda. Each paper and article examines or presents research that furthers the research agenda as discussed above.

Recent Publications
Refereed Articles

This international journal article examined attitudes toward information technology for students in a 3D online learning environment versus those in face-to-face classroom instruction at the University of North Texas. What we found was that the students felt that the 3D online learning environment worked as well as the face-to-face course.

Jones, G. & Kalinowski, K. (in revision). Accelerating Curricular Material Development for Video Games in Education. INNOVATE.

This article appearing in the journal Innovate, published by University of South Carolina, Chapel Hill, discusses the development of an open source project to help educators implement video games in the classroom. The proposed model has the potential to support the timely development of curricular materials, help educators attain and align to state educational standards, and foster research for video games in the classroom.
Jones, J. G., Hancock, R., Kalinowski, K. E., Overall, T., & Knezek, G. A. (submitted). A virtual school environment for enhancing college preparation among high potential rural students. *American Journal of Distance Education.*

This article introduces a concept for increasing the number of high school students in rural areas that seek college education by restructuring current concepts of how school infrastructure is defined and implemented. The underlying assumption for this paper is that every child of the Xbox generation can have access to a caring, competent, highly qualified teacher in every subject he/she studies when schools cooperate in a larger educational entity (a virtual cooperative school district) that can take advantage of the benefits of both existing infrastructure and modern telecomputing technology. The anticipated result is that high school students who might not attend college because of lack of preparation, understanding, and support will have the opportunity to effectively prepare, attend, and be successful in college.


This journal article examines and discusses the technology of 3D online learning environments. Besides discussing Dr. Jones’ research using the technology in post-secondary settings, the article discusses in-depth the new barriers that face moving the technology into wider deployment within educational settings.

**Published Book Chapters (Refereed)**


**Published Abstracts / Proceedings of Professional Presentations (Refereed)**


Jones, J. G. (2005). 3D online learning environments improving online course discourse and community. Paper presented at the Cal'05 Virtual Learning, University of Bristol, Bristol, UK.


**Published Abstracts and Proceedings of Professional Presentations (Invited)**


**Presentations and Workshops (not published)**


distance. Presentation to members of the Texas Center for Distributed
Knowledge. University of North Texas, Denton, Texas.

**Presentations (Invited)**
The following are a list of invited presentations. These invited presentations
illustrate the growing interest in the research activities of Dr. Jones.

the L.O.W.: *International 3D Educational Environments*. Helsinki, Finland.

Jones, J. G. (2004, October). 3D Online Learning Environments for Online
Professional Development. Presentation to the International Society of
Technology in Education. Washington, DC.

Applications for Postsecondary Education. Presentation to IBM Digital Media

Technology Beyond Entertainment. Presentation to IBM Digital Media Group.
Watson Research Center, New York.

at the Association for Educational Communications and Technology Summer
Conference. Denton, Texas.

museum presentation and outreach. Presentation to the Smithsonian Institution
Cultural Resources Center. Washington, D.C.

Environments/Communities for use in Higher Education. Presentation to the
South Central Regional Technology in Education Consortium, Higher
Education Cadres. Dallas, Texas.

Environments. Presentation to the UTA Libraries professional development

Jones, J. G. (2004, October). 3D online learning environments to increase doctoral
level interactions. Presentation to the School of Library Information Sciences
doctoral program of the University of North Texas, Denton, Texas.

Jones, J. G. (2003, October). CRG 3D online learning environment. Presentation to
the College of Education faculty of the University of North Texas, Denton,
Texas.

Implementation. Presentation to the Computer Science faculty of the
University of Maine, Orono, Maine.

