

Tatiana E. Tchoubar, PhD

NEW YORK UNIVERSITY

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Research Interests: Information Science, Immersive Technology, Virtual Environments, Cognition & eLearning, Global Communication, Knowledge Management, Data Visualization, Experiment Design, Statistics (parametric and non-parametric)

Education:

Ph.D. in Technology, Policy, and Innovation (research in cognitive models of virtual communication), Department of Technology and Society, College of Engineering and Applied Sciences, Stony Brook University (2018), NY, USA

M.Ed. Cum Laude in Distance Learning Engineering in the domains of Languages, Arts, and Society, Sorbonne Nouvelle University (2008), Paris, France

M.S. Summa Cum Laude in Physics: Laser Optics and Quantum Electronics Computing

B.S. in Computer Science: Software Engineering and Database Administration, Versailles University (2004), France

Professional Experience:

Lecturer, Department of Technology & Society and Department of Electrical and Computer Engineering, Stony Brook University (2013 - present)

Teaching Master and undergraduate level courses on Visual Design, Virtual Environments, Immersive coding & Information Technologies. Authoring MOOCs. Writing grants, developing strategic partnerships, funding and implementation of SBU Virtual Learning Commons (Faculty TALENT grant); overseeing the creation of gamified Virtual Lab (SUNY High Needs grant).

Senior Instructional Designer, NYU Tandon Engineering (2017 - present)

Lead design of online courses and specializations; provide consultations in instructional design and educational technology; research on better teaching practices and new learning models. Manage workflow for educational technologists and many temporary staff. Advise instructors on developing interactive curriculum. Run research pilots and report the results at international conferences. Organize partnerships with universities, departments, faculty and third parties for creation of new academic programs.

Educational Design Technologist, NYU IT, Global Learning and Innovation

Content expert in STEM subjects and Language teaching (French) (2016 - 17)

Analyze, design, and develop courses (online, blended, technology enhanced face to face) and other educational materials that integrate media and technology including digital resources, software, hardware, data, multimedia, simulations, games, and collaboration tools. Benchmark and test educational tools and software.

Full-time faculty. Instructional Media Technologist/Title III Webmaster at Suffolk County Community College (2011 – 12)

Leadership of the faculty and staff team, assuring instructional design, web deployment and management of Virtual Commons, funded by the Title III Grant. Marketing development and budget administration.

Intern at the Distance Education Department, Sorbonne Nouvelle, Paris, France

Professor at Sacre Coeur College, Versailles, France

R&D Engineer, S.A. Lascom Technologies, San Diego – Paris

Software Assistant Engineer, S.A. Calystene: Big data & visualization, Meylan, France

University Teaching:Undergraduate level:

EST 240 Visual Rhetoric and Information Technology (online)

EST 304 Communication for Engineers and Scientists (F2F)

ESE 441 Engineering Design (F2F & EEO 441 online)

3D Programming and Augmented Reality (TechPrep, F2F)

Graduate level:

EST 574: Virtual Environments and Distance Learning (online, SBU)

EST 570: Educational Technology Lesson Development (hybrid, SBU)

MOOC:Multimedia Objects and Authoring ToolsTA:

EST 579.01 Educational Games

EEO 124 C Programming for Electrical Engineers (online)

Managed design teams creating:

Coursera Machine Learning in Finance, Information Visualization

EdX Cloud Security, Identity and Access Management

Foundations of Cybersecurity,

Programming in Python,

Computer Hardware & Operating Systems, Computer Networking,

Information Technology Systems Engineering and Management,

Information Security and Privacy

Evolutionary Biology and Population Genetics

Machine Learning and Data Science for Bioinformatics

Awards:

SUNY High Needs Grant, for Electrical Engineering Online Lab, 2016

Faculty TALENT Grant, SBU TLT, for Libraries Virtual Commons 2014

Mobile App Programming Contest, iPad Award, Crossfire Consulting, 2013

Participated in Title III Grant, for SCCC Virtual Learning Commons, 2011

Sorbonne Prize, Sorbonne Paris IV University, 2006

Peer-Reviewed Publications:

Tchoubar, T., Sexton, T. R., & Scarlatos, L. L. (2019). Role of Digital Fluency and Spatial Ability in Student Experience of Online Learning Environments. In *Science and Information Conference* (pp. 251-264). Springer Nature.

Tchoubar, T. (2018). *eLearning Model Creating Readiness to Use Global Information* (Doctoral dissertation, State University of New York at Stony Brook).

Scarlatos, L. L., Pratama, A. R., & Tchoubar, T. E. (2017) The Virtual Breadboard: Helping Students to Learn Electrical Engineering at a Distance. Proceedings of Future Technologies Conference (FTC), Vancouver, Canada.

Tchoubar, T. (2015). Spatial Ability and Digital Fluency via 3D Game Programming and 3D Printing, 2015. Journal of Immersive Education (JIED) & Oral Presentation at 5th European Immersive Education Summit (EiED), Paris, France

Tchoubar, T. (2014). Effective use of multimedia explanations in open e-learning environment fosters student success. *International Journal of Information and Education Technology*, 4(1), 63.

Tchoubar, T. (2008). Les œuvres d'art comme support de transmission des connaissances sur Internet: étude comparative des domaines de langues latines, germaniques et slaves. Academic Dissertation, Sorbonne Nouvelle University, Paris

Bomberova, T.E. Holographic four-wave interaction in a nonlinear optical medium.
Master's Thesis

Research presentations:

Role of Digital Fluency and Spatial Ability in Student Experience of Online Learning Environments. Lori L. Scarlatos, Thomas R. Sexton, Tatiana Tchoubar. Computing Conference (Science and Information (SAI)), London, UK, July 2018

What Students Like Best in SBU Virtual Commons, SBU 7th Teaching & Learning Colloquium, Expo table, April 17, 2015

Multimedia Information Management, Processing and Utilization by a College Community, 10th International Conference & Expo on Emerging Technologies for a Smarter World, held by Center of Excellence Wireless and Information Technology Conference (CEWIT 2013), Melville, NY, October 21-22, 2013

Virtual Learning Commons (VLC) Improves Student Engagement & Success with S.Lieberthal and M.Su, SUNY Conference on Instruction & Technology (CIT 2012), Stony Brook University, Stony Brook, NY, May – June 2012

Virtual Learning Commons Improves Student Engagement through Visual Literacy with S.Lieberthal and M.Su, Campus Technology Forum (CTF 2012), Long Beach, CA, April – May 2012

Making the Virtual Learning Commons (VLC) an Effective Tool to Improve Student Engagement through Online Learning with M.DuBois and M.Su, ISETL (International Society for Exploring Teaching and Learning) 2012 annual conference, San Antonio, TX, October 12, 2012

Effective Use of Multimedia Explanations in Open E-learning Environment Fosters Student Success, Oral presentation and publication in IJIET, International Conference on Distance Learning and Education (ICDLE), Paris, France, October 12-13, 2013

Social Media:

LinkedIn (>700 followers)

ePortfolio

[Homepage](#)

Professional Certificates

Quality Matters Evaluator, February 2017

Mobile Application Development for Android and Mac OSX, September 30, 2013

Scholarship of Teaching and Learning, Pacific Crest, March 2, 2012

Adobe CS6 eLearning Suite Workshop Series Certificates, 2012

Windows 7, Mac OSX, Excel 2010 CustomGuide completed training certificates, 2012

Completed training in D2L Learning Management System Certificate, 2011

DLC Tandberg Videoconferencing System, Video Streaming, Camtasia, October 2011

Conferences and Workshops attended

IEEE Computing Conference, London, July 2018

NYU Media Lab – Future Technologies Summit, 2016, 2017, September 2018
Sakai Conference, NYU, May 2016
SBU 7th Teaching & Learning Colloquium, Stony Brook, April 17, 2015
11th International Conference & Expo on Emerging Technologies for a Smarter World, CEWIT, Melville, Long Island, NY, October 2013, 2014, 2015, 2016
SLN SUNY Online Learning Summit, New York City, February 26-28, 2014
Distance Education Symposium, Stony Brook University, September 27, 2013
International Conference on Distance Learning and Education, Paris, France, 2013
SUNY Conference on Instruction & Technology (CIT 2012), SBU, Stony Brook, NY, 2012
Campus Technology Forum (CTF 2012), Long Beach, CA, April – May 2012
CEWIT 8th International Conference “Emerging Technologies for a Smarter World”, 2011
CEWIT Cloud Computing Symposium, Stony Brook University, November 12, 2010
Educational Technologies in Your Classroom Workshop, February 20, 2012
iLearning Forum Paris 2008, 4 – 5 February 2008, Palais des Congres, Paris

Membership in professional organizations

ACTFL, International Society for Technology in Education, eLearning Francophone, eLearning 2.0, alumni network of Sorbonne University

Computer skills

Graphic and educational software: Adobe Creative Suite, HP Reveal, Articulate, AR Studio, Snips, Captivate, TopHat, LaTeX, Cerego, WordPress, Story Maps, Wonda 360

Operating systems: Windows, Android, iOS/Mac OS

Programming languages: J2EE, C, JavaScript, ASP, CSS3, HTML5, JQuery Mobile

Statistical and Quantitative tools: SPSS, Analytica, Microsoft Excel, R

Online Learning & Web Content Management Systems: Blackboard, Sakai, Moodle, Canvas, Liferay, Mahara, WebEx, Adobe Connect, GoToMeeting, Zoom, Google Apps

Data Bases: SQL, PL-SQL for Oracle, SQL Server, Ozone, Access, MySQL

Project Management Software: JIRA, Microsoft Project, Trello, Basecamp