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Pullias Center for Higher Education
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EDUCATION

- 2008 Ph.D. Sociology. University of Southern California, Los Angeles, CA.
2005 M.A. Sociology. University of Southern California, Los Angeles, CA.
1999 M.A. Spanish. Saint Louis University, Madrid, Spain.
1998 Single Subject Secondary Education Credential & BCLAD certificate.
Spanish, ESL. California State University, Northridge, Northridge, CA
1993 B.A. Sociology. University of California, Los Angeles, Los Angeles, CA.

FELLOWSHIPS, AWARDS & HONORS

- Spencer Foundation Dissertation Fellowship, 2006–2007
John Randolph Haynes and Dora Haynes Foundation Dissertation Fellowship, 2006–2007
University of Southern California Dissertation Fellowship, 2006–2007
James Irvine Foundation Senior Fellow, University of Southern California, 2003–2004

RESEARCH EXPERIENCE

- (2012-present) *Assistant Research Professor*, Pullias Center for Higher Education, University of Southern California.
 - Co-principal investigator for \$1.5 million study funded by U.S. Department of Education on access and technology
 - Co-principal investigator for \$1 million study funded by the Bill & Melinda Gates Foundation on games, social media and access to college
- (2008–2012) *Postdoctoral Research Scholar*, Pullias Center for Higher Education, University of Southern California.
- (2001–2007) *Research Assistant* to University Professor and Wilbur-Kieffer Professor of Higher Education, William G. Tierney, Center for Higher Education Policy Analysis, University of Southern California.

SELECTED PUBLICATIONS

Edited books

- Tierney, W. G., Corwin, Z. B., Ragusa, G., & Fullerton, T. (Eds.). (in press). *Postsecondary play: The role of games and social media in higher education*. Baltimore: MD: John Hopkins Press.
Tierney, W. G., Corwin, Z. B., & Colyar, J. E. (Eds.). (2004). *Preparing for college: Nine elements of effective outreach*. Albany, NY: SUNY Press.

Journals & academic publications

- Corwin, Z.B., Ragusa, G. & Tierney, W.G. (in press). *Use of games to facilitate transition to college*. In (H.F. O’Neil, E.L. Baker & R.S. Perez, eds.) *Using games and simulations for teaching and assessment: Key issues*. Routledge Press.
Corwin, Z. B., Fullerton, T., Ragusa, G., & Tierney, W. G. (in press). *Why games and social media?* Baltimore: MD: John Hopkins Press.
Corwin, Z. B. (in press). *The use of games and social media in higher education*. Baltimore: MD: John Hopkins Press.

- Corwin, Z. B. (2009). The paper trail of Lily Salazar. In W. G. Tierney & J. E. Colyar (Eds.), *Urban high school students and the challenges of access* (2nd. ed., pp. 113–139). New York, NY: Peter Lang.
- Tierney, W. G., & Corwin, Z. B. (2007). The tensions between academic freedom and institutional review boards. *Qualitative Inquiry*, 13, 388–398.

Practitioner-oriented monographs

- Tierney, W. G., Ragusa, G., Corwin, Z.B., & Fullerton, T. (2013). *Ready or not, here we play: The impact of Collegeology Games on college readiness, access and student success*. Los Angeles: Pullias Center for Higher Education.
- Corwin, Z. B., Tierney, W. G., Swensen, E., Bouchard, S., Fullerton, T. & Ragusa, G. (2012) *Gaming the system: Fostering college knowledge through play*. Los Angeles: Pullias Center for Higher Education.
- Corwin, Z. B. & Tierney, W. G. (2007). *Getting there and beyond: Building a culture of college-going in high schools*. Los Angeles: Center for Higher Education Policy Analysis, University of Southern California.

SELECTED PRESENTATIONS

Invited presentations

- Corwin, Z.B. (April, 2014). *Current approaches to broadening postsecondary education*. Invited presentation for the Division J Vice Presidential Session, at the American Educational Research Association, Philadelphia, PA.
- Corwin, Z.B. (2014, February). Digital innovation and college access. Debriefing made to Senate and State Assembly members. Sacramento, CA.
- Corwin, Z.B. (2013, September). *Games and social media innovations in college readiness, access and completion*. Bill & Melinda Gates Foundation & College Summit College Knowledge Challenge launch, Costa Mesa, CA.
- Corwin, Z.B. (2013, September) *Game and Social Media Innovations in College Readiness, Access & Completion*. Players & Professors symposium for the Pullias Center for Higher Education, Los Angeles, CA.
- Corwin, Z.B. (2013, June). *Collegeology games*. First Look LA, Los Angeles Venture Association, Los Angeles.
- Corwin, Z. B. (2013, April). *New media literacies and learning: The Role of Social Media in Reducing Poverty*. Presidential session, American Education Association, San Francisco, CA.
- Corwin, Z.B. (2013, April). *Exploring the Future of Digital Media & Learning*. Players & Professors symposium for AERA, San Francisco, CA.

Peer-reviewed presentations

- Corwin, Z.B. & Eagen, K. (April, 2014). *Measuring changes in college-going efficacy: A Case study of an innovative digital game intervention*. Paper to be presented at the annual meeting of the American Educational Research Association, Philadelphia, PA.
- Corwin, Z.B. & Evora, J. (April, 2014). *Preparing Middle School Students for College through an Innovative Online Game Intervention*. Paper to be presented at the annual meeting of the American Educational Research Association, Philadelphia, PA.
- Corwin, Z. B & Perkins, J. (November, 2013). *Digital aspirations and real-life applications: Examining the effects of an online college access intervention*. Paper presented at the annual meeting of the Association for the Study of Higher Education, St. Louis, MO.
- Perkins, J., Corwin, Z.B., Ragusa, G. (November, 2012). *Digital impact: Examining the effects of an online college access intervention*. Poster presented at the Association for the Study of Higher Education Annual Meeting. Las Vegas, NV.