

BEN J. MILLER, PH.D.

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EDUCATION

Doctor of Philosophy – Educational Psychology & Learning Sciences Summer 2018
The University of Iowa, Iowa City, IA

Degree Highlights

- Cumulative GPA: 4.0
- Dissertation: *Prescribing mediPLAYtion for pain: The relationship between digital media and distraction coaching during needle pokes*

Doctoral Program – Learning Sciences & Technology Fall 2014—Summer 2015
The University of Illinois at Chicago, Chicago, IL

Degree Highlights

- Cumulative GPA: 4.0

Master of Arts – Educational Psychology Summer 2014
The University of Iowa, Iowa City, IA

Degree Highlights

- Cumulative GPA: 4.0
- Thesis: *Applying learning theories to children and adolescents in healthcare settings*

Bachelor of Science – Psychology Spring 2009

Bachelor of Science – Leisure Studies [Emphasis: Therapeutic Recreation]
The University of Iowa, Iowa City, IA

FELLOWSHIPS

Digital Scholarship & Publishing Studio Summer Fellowship Summer 2017
The University of Iowa, Iowa City, IA

- Developed an infographic and mobile application prototype using Adobe InDesign regarding *Mediation* research work to communicate the results work to a broad public audience.
- Participated in weekly journal clubs with peers and published blog posts detailing the process of the designing and implementing digital scholarly research projects.
- Collaborated, designed, and promoted digital scholarship with developers and library scientists for over 160 hours in the Digital Scholarship & Publishing Studio at The University of Iowa Libraries.

PROFESSIONAL EXPERIENCE

Executive Learning Designer Feb. 2019—Present
LeapFrog Enterprises Inc., Emeryville, CA

- Acts as the internal learning expert on the intersection of children, technology, digital media, and PreK-3 pedagogy.
- Advises producers, designers, engineers, and leadership team on appropriate content, pedagogy and assessment strategies.
- Reviews internal scope and sequence and ensures alignment digital and physical product portfolio with learning objectives.
- Develops learning objectives using educational technology to create transformative curricular experiences.

- Supports prototype and usability testing through research and observation in naturalistic play settings.
- Creates and delivers company-wide education on engagement, motivation, and feedback in digital learning.
- Organized and led original research investigating the convergence of play and learning within the product portfolio.
- Recognized for outstanding products: *National Parenting Product Award*, *Parents Magazine Top Toys*, and *Mom's Choice Awards*.

Project Manager II

Oct.2018—Feb.2019

ACT, Inc., Iowa City, IA

- Ensured the learning benefits of curriculum, tools, and assessments in an online international curriculum for 1,000+ students.
- Orchestrated a 5-year strategic roadmap for the evaluation and renewal of learning outcomes across 26 global courses, ensuring content remained current and aligned with shifting industry standards.
- Identified and drove resolution of issues, dependencies, and risks that impact learning and intervention strategy success.
- Managed the alignment of a massive portfolio spanning digital and physical products, maintaining strict version control and consistency across diverse learning objectives and market needs.
- Coordinated work done internally and by external vendors for on-time delivery of assets in adjacent timelines.

Instructional Designer, Training Developer

Sep. 2017—Oct.2018

ACT, Inc., Iowa City, IA

- Researched and identified scope and sequence for key skills and successful approaches needed to enhance ACT tutoring and test preparation globally.
- Developed and implemented learning standards, processes, and best practices to ensure consistency throughout the training content and applicability to international clientele.
- Engineered educational interventions delivered via **three distinct mediums** (simulation, online, and print), establishing the technical and instructional foundation necessary for multi-modal learning at scale.
- Constructed, validated, and established benchmarks for accompanying certification exam and badging credential system.
- Delivered multiple tutor training programs and certification assessments to partner agencies in Shanghai, China and proposed improvements in response to market demands and client feedback.
- Coached educators on techniques for increasing learners' ACT scores using content aligned to Common Core State Standards.
- Collaborated with numerous departments (test development, test administration, social and emotional learning, product line management, customer care) on an iterative product design.
- Advised leadership on international and domestic customer needs and proposed improvements in response to market demands and client feedback collected during program delivery.
- Delivered professional learning training in China and US that generated \$100,000+ in first-year revenue.

Design Researcher**June 2015—June 2016***American Health Information Management Association, Chicago, IL*

- Created educational content for use in learning modules covering 6 modules on effective communication and organizational best practices in global workplace environments.
- Compiled and summarized existing research literature on the digital and communication skills utilized in a various industries and environments.
- Reviewed and analyzed research literature regarding various education and training methods used to integrate successful communication.

Senior Child Life & Therapeutic Recreation Specialist**Oct.2010—Aug.2014***The University of Iowa Stead Family Children's Hospital, Iowa City, IA*

- Promoted family-centered care and individual patient goals regarding coping and medical education in the Pediatric Intensive Care Unit.
- Provided daily interventions to a 35-bed inpatient unit that are seen by cardiology, pulmonology, neurology, ophthalmology, and orthopedic specialties.
- Co-developed and implemented a policy that integrated a customized comfort plan to increase comfort and coping during procedures involving pokes for pediatric inpatients.
- Co-designed educational materials provided to clientele regarding customized comfort plan to increase understanding and facilitate effective use for patients and families.
- Prepared budget and advocated for integration of iPad use by the Child Life Department
- Provided training and support regarding use of iPads for medical education, procedural preparation, coping skill development, and therapeutic distraction.

Certified Child Life Specialist**Oct.2009—Oct.2010***The Children's Hospital of Southwest Florida, Fort Myers, FL*

- Provided daily therapeutic interventions for 12 pediatric Hematology/Oncology patients.
- Provided comprehensive Child Life coverage for six units that serve pediatric patients.
- Presented and advocated Child Life services during Palliative Care and Surgery in-services.
- Created and instituted policy for cataloging and checking out patient technology resources.

TRAINING EXPERIENCE

Miller, B. (2018, November). *ACE: ACT-certified educator training*. 8-hour educator training course provided for seventh cohort of ACT tutors in New York City, NY.

Miller, B. (2018, November). *ACE: ACT-certified educator training*. 8-hour educator training course provided for sixth cohort of ACT tutors in Shanghai, China.

Miller, B. (2018, October). *ACE: ACT-certified educator training*. 8-hour educator training course provided for fifth cohort of ACT tutors in Shanghai, China.

Miller, B. (2018, June). *ACE: ACT-certified educator training*. 8-hour educator training course provided for fourth cohort of ACT tutors in Hefei, China.

Miller, B. (2018, June). *ACE: ACT-certified educator training*. 8-hour educator training course provided for fourth cohort of ACT tutors in Naperville, IL.

Miller, B. (2018, May). *ACE: ACT-certified educator training*. 8-hour educator training course provided for third cohort of ACT tutors in Hefei, China.

Miller, B. (2018, May). *ACE: ACT-certified educator training*. 8-hour educator training course provided for second cohort of ACT tutors in Hefei, China.

Miller, B. (2017, October). *ACT tutor certification training*. 8-hour educator training course provided for inaugural cohort of ACT tutors in Shanghai, China.

TEACHING EXPERIENCE

Miller, B. (2016, June). *The learning sciences and constructivism*. Lecture given for students in Dr. Mitch Kelly's Educational Psychology and Measurement course in the College of Liberal Arts and Sciences at The University of Iowa, Iowa City, IA.

Miller, B. (2013, November). *Hand mold workshop*. Instructional lecture given to the Child Life: Methods and Materials course at The University of Iowa, Iowa City, IA.

RESEARCH EXPERIENCE

Graduate Research Assistant

Oct. 2015—July 2018

Charmaine Kleiber, Ann Marie McCarthy & Kirsten Hanrahan: Distraction-in-Action
The University of Iowa College of Nursing, Iowa City, IA

- Refined assessment materials and instructions for interactive tablet application.
- Outlined materials for web-based tool to be hosted on hospital website.
- Produced scripts and directed on-set talent during filming of educational videos.
- Participated in and presented at UI Venture School workshops for entrepreneurial projects.

Graduate Research Assistant

Jan. 2017—Dec. 2017

Benjamin DeVane: NSF Notion of Motion Skatepark Physics Project
The University of Iowa College of Education, Iowa City, IA

- Designed and tested prototypes for interactive educational physics game used in research.
- Developed assessment materials for data collection in Iowa Children's Museum.
- Collaborated and submitted materials for IRB human subjects research application.

Graduate Research Assistant

Sep. 2015—Jan. 2017

Benjamin DeVane and Joyce Moore: Safer-Sim Grant- Older & Younger Drivers Using ACC
The University of Iowa College of Education, Iowa City, IA

- Organized and facilitated screening and scheduling procedures for participants.
- Collected participant data using online, written, and simulation assessments.
- Compiled and summarized existing research literature on multimedia and simulation learning in older adults and the differences in learning between various generations.
- Developed storyboards for driver simulations using advanced safety features.
- Collaborated with research team to formulate potential research scenarios and frameworks for assessing learning in collaborative and individual settings.

- Participated in training workshop to learn how to utilize NADS driving simulation software for the purposes of this study.

Graduate Research Assistant

Aug. 2014—July 2015

Josh Radinsky : Geographic Information Systems (GIS) Grant

The University of Illinois at Chicago, Chicago, IL

- Developed and implemented web curriculum for interactive GIS maps.
- Maintained and updated research website with via DreamWeaver on a weekly basis.
- Transcribed video recordings from classroom observations and coded teaching practices.

HONORS & AWARDS

LeapFrog *Magic Adventures Binoculars™*

2024

- France Toy Review: Jeu de découverte (Discovery Game) 202

LeapFrog *Magic Adventures Telescope™*

2023

- Tom's Guide Best Toy of the Year 2023
- Time Magazine's The Best Inventions of 2023
- The Toy Foundation's Toy of the Year 2023 - STEAM category finalist
- Spanish Toy Association Best Toy 2023 - Electronic Toys

LeapFrog *Magic Adventures Telescope™*

2022

- France Toy Review: Jouet de L'année (Toy of the Year) 2022
- France Toy Review: Jouet Scientifique (Science Toy) 2022

LeapFrog *Magic Adventures Microscope™*

2022

- Belgian Federation of Toys: Toy of the Year 2022
- Dutch Toy Association: Toy of the Year Award 2022
- Australian Toy Association / Australia Toy Fair: Overall Product of the Year 2022
- Australian Toy Association / Australia Toy Fair: STEAM Toy of the Year 2022

LeapFrog *100 Things That Go™*

2022

- The Toy Foundation: Toy of the Year 2022 Finalist - Infant/Toddler category

LeapFrog *Purrfect Counting Purse™*

2020

- Mom's Choice Awards: Toys, Games & Puzzles, Gold Award
- National Parenting Product Awards (NAPPA)
- PAL Awards Fall
- PAL Top 10 Toys: Toddler
- The National Parenting Center Seal of Approval

LeapFrog *Pick Up & Count Vacuum™*

2020

- Mom's Choice Awards: Toys, Games & Puzzles, Gold Award
- National Parenting Product Awards (NAPPA)
- PAL Awards Fall
- PAL Top 10 Toys: Toddler

- The National Parenting Center Seal of Approval

LeapFrog Yum-2-3 Toaster™

2020

- Parents Magazine Best Toys

Best Poster Presentation – Student Submission

Aug. 2016

Games + Learning + Society Conference 12, Madison, WI

Barry Bratton Memorial Award

Spring 2016

The University of Iowa College of Education, Iowa City, IA

PROFESSIONAL ORGANIZATIONS

Job Board Coordinator

Apr. 2020—Feb. 2022

Children's Media Association—Bay Area Chapter

- Identifies job opportunities and open positions that cater to the children's media community.
- Drafts uploads job postings for CMA Job Board on a weekly basis
- Collaborates with the BA Director of Marketing on strategizing the language and promotion of the Job Board
- Works with CMA's social media platforms on promoting job listings and job board pages

Director of Membership

Apr. 2020—Feb. 2022

Children's Media Association—Bay Area Chapter

- Developed and managed membership recruitment efforts including strategies for new member recruitment, processes for identifying member needs, and feedback on programs/services.
- Managed the membership application approval process and maintenance of standard letters.
- Coordinated with the national office to update job boards and member analytics.
- Negotiated arrangements for adding member programs and benefits.

Digital Media Coordinator

Oct. 2019—Apr. 2020

Children's Media Association—Bay Area Chapter

- Developed and maintained online event calendar, event registration forms, and directory of local members and prospects.
- Managed and integrated digital assets into appropriate layouts for responsive electronic communication.
- Coordinated delivery of email communication related to chapter events, news, and updates.

PUBLICATIONS

DeVane, B., Dietmeier, J., Missall, K., Nanda, S., Cox, M., **Miller, B.**, Ethan, V. and Dunkhase, D. (2019), "Dropping in to game design: Iterations of a skatepark physics game for a children's museum exhibit. *Information and Learning Sciences, Vol. 120, No. 9*, 663-678.
<https://doi.org/10.1108/ILS-03-2019-0023>

Hanrahan, K., Kleiber, C., **Miller, B.**, Davis, H, & McCarthy, A.M. (2018). The Distraction in Action Tool©: Feasibility and usability in clinical settings. *Journal of Pediatric Nursing, 41*, 16-21.
<https://doi.org/10.1016/j.pedn.2017.11.002>.

Dietmeier, J., **Miller, B.**, DeVane, B., Missal, K., & Nanda, S. (2017, August). Shredding with mom and dad: Intergenerational physics gaming in a children's museum. *Proceedings of the 12th International Conference on the Foundations of Digital Games*, Hyannis, MA. New York, NY: Association for Computing Machinery. <https://doi.org/10.1145/3102071.3106365>.

INVITED PRESENTATIONS

- Miller, B. (2026, June). Building Better Learning Tools: A Look Inside the Sandbox for Literacy Innovations. Panel presentation on LeapFrog's approach to literacy innovation and co-design, presented at the Joan Ganz Cooney Center webinar.
- Miller, B. (2026, March). Business Careers in Entertainment Club (BCEC). Guest presentation given at the UC Berkeley Haas School of Business in Berkeley, CA.
- Miller, B. (2025, April). *E-books and Early Literacy: Tech, Text, and Timing*. Company-wide presentation given for employees at LeapFrog in Emeryville, CA.
- Miller, B. (2024, October). *LA fall preview: September 2024 Recap*. Company-wide presentation given for employees at LeapFrog in Emeryville, CA.
- Miller, B. & Vanphravong, S. (2024, June). *Brainstorming & you*. Presentation given for the leadership team at LeapFrog in Emeryville, CA.
- Miller, B. (2024, June). *The toy foundation interview*. Company-wide presentation given for employees at LeapFrog in Emeryville, CA.
- Miller, B. (2023, July). *Apps, digital games, books, websites, podcasts, and interactive toys*. Virtual presentation given for students in the Introduction to Children's Media: Developmentally Sensitive and Inclusive Practices seminar course at Tufts University in Medford, MA.
- Miller, B. (2023, April). *The American kid consumer*. Company-wide presentation given for employees at LeapFrog in Emeryville, CA.
- Miller, B. (2023, June). *Generative AI at work*. Company-wide presentation given for employees at LeapFrog in Emeryville, CA.
- Miller, B. (2022, November). *Purposeful play: Development, design & delivery of toys*. Featured speaker at Children's Media Association virtual event.
- Miller, B., Gourley-Delaney, P., Levin, M., & Sun, B. (2022, November). *Topics in digital content, children, & families*. Company-wide presentation given for employees at LeapFrog in Emeryville, CA.
- James, C., **Miller, B.**, Gourley-Delaney, P., & Levin, M. (2022, May). *Learning trends 2022-23*. Company-wide presentation given for employees at LeapFrog in Emeryville, CA.

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- James, C., **Miller, B.**, & Gourley-Delaney, P. (2022, March). *Playful moments research: 5-year-olds*. Company-wide presentation given for employees at LeapFrog and VTech in Emeryville, CA and Arlington Heights, IL.
- Miller, B. (2021, October). *Ph.D. talk: Life after graduation*. Presentation given for students in the Educational Psychology graduate program at The University of Iowa, Iowa City, IA.
- Miller, B. (2021, September). *Measuring play and learning*. Presentation given for Consumer Insights and Learning Team departments at LeapFrog in Emeryville, CA.
- James, C., **Miller, B.**, & Gourley-Delaney, P. (2021, June). *Playful moments research: 3-year-olds*. Company-wide presentation given for employees at LeapFrog and VTech in Emeryville, CA and Arlington Heights, IL.
- Miller, B. (2020, October). *It's all fun and games-based learning*. Company-wide presentation given for employees at LeapFrog and VTech in Emeryville, CA and Arlington Heights, IL.
- Miller, B. (2017, April). *Tableau: Bringing health data back to life*. Presentation given for students in Dr. Mary Charlton's Public Health Data course in the College of Public Health at The University of Iowa, Iowa City, IA.
- Hanrahan, K. & **Miller, B.** (2017, April). *Distraction in action: Not just for needle pokes*. Presentation given for Clinical Research Unit staff at The University of Iowa Hospitals & Clinics, Iowa City, IA.
- Miller, B. (2016, December). *Digital mediation: Reducing distress via cooperative tablet engagement*. Presentation given for students in Lecturer Emily Mozena's Child Life Seminar course in the College of Liberal Arts and Sciences at The University of Iowa, Iowa City, IA.
- Miller, B. (2016, December). *Digital mediation: Reducing distress via cooperative tablet engagement*. Presentation given at the Bi-annual Educational Psychology & Learning Sciences Research Symposium 2016, Iowa City, IA.
- Miller, B. (2015, October). *Assisting coping behaviors using biofeedback*. Interactive educational multimedia project using LiveCode for Dr. Alessi's "Designing Educational Multimedia" course at The University of Iowa in Iowa City, IA.
- Miller, B. (2015, May) *MedLab: Asthma!* Presentation given for the University of Illinois at Chicago's Department of Learning Sciences in Chicago, IL.
- Miller, B. (2015, April) *MySquareMeals: The visualization of nutritional data for health*. Presentation given for the University of Illinois at Chicago's Department of Art & Design in Chicago, IL.
- Miller, B. (2015, April) *The vital signs of inquiry*. Presentation given for the University of Illinois at Chicago's Department of Learning Sciences in Chicago, IL.

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- Miller, B. (2015, January) *10 Steps for navigating Social Explorer*. Presentation given electronically for Chicago Public School teachers in Chicago, IL.
- Miller, B. (2014, May). *Making sense of medical terminology*. Educational webpage project for Dr. Alessi's "Web-based Learning" course at The University of Iowa in Iowa City, IA.
- Miller, B. (2014, November). *The "Mr. Wilson" effect and other observation on collaboration afforded by the spatial configuration of student workspaces in LSRI*. Poster presented at the University of Illinois at Chicago's Department of Learning Sciences in Chicago, IL.
- Miller, B. (2013, October). *The purpose and effectiveness of child life in nursing*. Presentation given to the Department of Nursing, The University of Iowa.
- Miller, B. (2013, October). *Comfort plan implementation: Bridges and barriers*. Presentation given to the Pediatric Palliative Care Unit, The University of Iowa Hospitals and Clinics.
- Miller, B. (2013, January). *Child life specialist: What it takes and getting there*. Presentation given to the Child Life Student Organization, The University of Iowa.
- Miller, B. (2013, January). *The purpose and effectiveness of child life in nursing*. Presentation given to the Department of Nursing, The University of Iowa.
- Miller, B. (2012, October). *Creating the comfort plan*. Presentation given to the Pediatric Palliative Care Unit, The University of Iowa Hospitals and Clinics.
- Miller, B. (2012, May). *The purpose and effectiveness of child life in nursing*. Presentation given to the Department of Nursing, The University of Iowa.
- Miller, B. (2010). *You're going to put me to sleep?!: The importance of familiarity during pre-operational procedures*. Presentation given to the Department of Surgery, The Children's Hospital of Southwest Florida.

CONFERENCE PRESENTATIONS

- Miller, B. (2017, October) *Media-cation for pain: A digital Rx for distracting kids during needle pokes*. Ignite presentation delivered at the Digital Media & Learning Conference 2017, Irvine, CA.
- DeVane, B., Dietmeier, J., Gee, E., **Miller, B.**, Missal, K., Nanda, S., Siyahhan, S., Squire, K. (2017, August) *Researching intergenerational learning in and around games*. Panel discussion presented at the Digital Media & Learning Conference 2017, Irvine, CA.
- Miller, B. (2017, August) *Prescribing medication for pain: How digital media enhances distraction coaching during needle pokes*. Doctoral consortium presented at the 12th International Conference on the Foundations of Digital Games, Hyannis, MA.

- Miller, B., Hanrahan, K., McCarthy, A., & DeVane, B. (2017, August). *iVs and iPads: How joint media engagement helps children “cope with pokes”*. Poster session presented at the 12th International Conference on the Foundations of Digital Games, Hyannis, MA.
- Gee, E., Siyahhan, S., Tran, K., DeVane, B., Dietmeier, J., **Miller, B.**, Missal, K., Nanda, S., Banerjee, R., & Yip, J. (2017, August). *Intergenerational game play and family learning: current insights and future directions*. Panel discussion presented at the 12th International Conference on the Foundations of Digital Games, Hyannis, MA.
- Hanrahan, K. & **Miller, B.** (2017, April). *Distraction in action: Not just for needle pokes*. Presentation given at the 2017 National Association of Orthopaedic Nurses Conference: The Good, the Bad, and the Ugly of Orthopedic Conditions, Coralville, IA.
- Miller, B., Hanrahan, K., McCarthy, A. & Kleiber, C. (2017, January). *Distraction in action: A predictive and personalized intervention app for painful pokes in children*. Showcase demonstration presented at the 17th International Meeting on Simulation in Healthcare (IMSH) 2017: 7th Annual Spectrum of Ideas Showcase, Orlando, FL.
- Miller, B., Hanrahan, K., McCarthy, A., & DeVane, B. (2016, August). *iVs and iPads: How joint media engagement helps children “cope with pokes”*. Poster session presented at the Games+Learning+Society Conference 12, Madison, WI.
- Miller, B., Moore, J., DeVane, B., Zhou Y., & Valentine, E. (2016, August). *Grand test auto: Designing simulator assessments of game-based mental models of automotive safety technology*. Poster session presented at the Games+Learning+Society Conference 12, Madison, WI.
- Miller, B. (2014, April). *Pain management in orthopaedic pediatric patients*. Presentation given at 2014 National Association of Orthopaedic Nurses: Hot Topics in Orthopaedics Conference, Coralville, IA.
- Miller, B., & Piazza, J. (2013, November). *Collaboration for comfort: How to help patients and families cope with pokes and procedures across the healthcare continuum*. Presentation given at the Midwest Child Life Conference in Peoria, IL.

PODCASTS

- Miller, B. (2024, October 20). *Purposeful play & learning design: Dr. Ben Miller* [Audio podcast episode]. In *The Playground Podcast*. Apple Podcasts. <https://podcasts.apple.com/us/podcast/purposeful-play-learning-design-dr-ben-miller/id1460620985?i=1000673708190>

FEATURED PRESS

- Betz, A. (2026, June 18). Like bringing old friends home: The most buzzworthy Toy Story 5 toys and gifts. *Forbes*. Available at: <https://www.forbes.com/sites/forbes-personal-shopper/article/toy-story-5-toys/>

Shoemaker, S. (2023, June 1). 'LeapFrog's Magic Adventures Microscope really works and your kids (probably) won't break it'. Mashable. Available at: <https://mashable.com/review/leapfrog-magic-adventures-microscope>

Heldt, D. (2013, April 13). 'Medical play' helps young patients heal. The Gazette. Available at: <https://www.thegazette.com/news/medical-play-helps-young-patients-heal/>

LANGUAGES

- English – native language
- Spanish – speak, read, and write proficiently in conversational contexts

RESEARCH SKILLS

- Proficient in the use of technology for the support of designing curriculum using LMS software including LiveCode, Processing, Adobe InDesign, Adobe Illustrator, Adobe DreamWeaver.
- Dedication to maintaining compliance with IRB policies by submitting necessary forms and ensuring deadlines are met.
- Trained to collect data through observation notes and analysis of audio and video recording to produce transcripts and coding themes for discourse analysis.
- Experience implementing and analyzing parental responses to questionnaires regarding unit based policy implementation and its effectiveness and consistency in use

RESEARCH INTERESTS

- Mobile technology and education
- Digital media design
- Instructional design
- Collaborative and situated learning
- Formal and informal learning environments
- Medical and health education