Karen Cooper

Karen Cooper is a Research Scientist for the US Navy's Naval Air Systems Command. As a scientist and engineer, she holds several computer and network certifications and is a graduate of both DoD leadership and technology programs.

Karen is currently supporting several major programs within the Navy and with the Office of Secretary of Defense (OSD)'s Advanced Distributed Learning (ADL) Initiative. Her focus is the research and engineering of future learning science & technologies (LS&T), supporting the training and education of our service people. She has held speaker engagements, technology discussion panels, and teaches graduate students on learning science and technologies part time.

Karen's schooling includes a bachelor's in Math/Computer Science (TCNJ) and a master's in Information Management (Syracuse). She received the DoD SMART scholarship in 2006 and finished a Ph.D. in Instructional Technology from the University of Central Florida. The SMART program enabled Karen's doctoral studies, which facilitated her detail to ADL, including work of the Total Learning Architecture (TLA).

Her research focuses include the most emergent technologies - virtual worlds, LVC, mobiles, serious games, gamification, MOOCs, adaptive learning, crowd sourcing, digital story, social networking architectures - and their impact on our 21st century learner, worker and service person.

One Para Version:

Karen is currently supporting several major programs within the Navy and with the Office of Secretary of Defense (OSD)'s Advanced Distributed Learning (ADL) Initiative. Her focus is the research and engineering of future learning science & technologies (LS&T), supporting the training and education of our service people. She also teaches graduate students on learning science and technologies part time. Karen received the DoD SMART scholarship in 2006 and finished a Ph.D. in Instructional Technology from the University of Central Florida. The SMART program enabled Karen's doctoral studies, which facilitated her detail to ADL, including work of the Total Learning Architecture (TLA). Her research focuses include the most emergent technologies - virtual worlds, LVC, mobiles, serious games, gamification, MOOCs, adaptive learning, crowd sourcing, digital story, social networking architectures - and their impact on our 21st century learner, worker and service person.