

CURRICULUM VITAE AND LIST OF PUBLICATIONS

- **Personal Details**

Name: Merav Hayak

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ORCID iD1: 0000-0002-6556-673X

- **Education**

B.A. 1996-1999, The Open University of Israel, Management and Sociology

M.A. 2011-2014, The Open University of Israel, Education Technologies, and Learning Systems (**Magna Cum Laude**)

Name of advisor: Prof. Orit Avidov-Unger

Title of thesis: Teachers' perceptions of integrating digital games in their teaching at different career stages.

- **Employment History**

2019-present	Adjunct Lecture, Achva Academic Collage, Faculty of education.
2018-2019	Director of the Digital Department, Accessibility for all LTD.
2018-2019	Research Assistant, Achva Academic Collage, Graduate School of education.
2016-2018	Head of the department of product manager of digital and innovation. Bank Leumi.
2012-2016	Head of the department of system analysis and UX/UI, Bank Leumi.
2002-2012	Project manager of digital technologies, Bank Leumi.
2000-2002	Project manager of web sites, Sepia.
1998-2002	Head of the department of "Pelephone Express", Pelephone Communication LTD.
1994-1998	Head of the department of help desk and accounting for dealers, Pelephone Communication LTD.

- **Professional Activities**

Positions in academic administration (departmental, faculty & university)

2019-2020 Head of the department of innovation in Faculty of education, Achva Academic Collage.

2018-present Teaching assistant, Achva Academic Collage, Faculty of education.

Ad-hoc reviewer

Technology Knowledge and learning (Q1)

- **Educational activities**

Courses taught

Undergraduate

2019	Teachers and School Leaders breakthrough entrepreneurs in Education - Achva Academic Collage (jointly taught with a number of other)
2019	The integration of Digital Game-based Learning in Education - Achva Academic Collage.
2019	The integration of Digital Game-based Learning in Education - Achva Academic Collage.
2019	Escape Room in Education - Achva Academic Collage
2019	The integration of Digital Game-based Learning in Education- Achva

- Academic Collage.
- 2020 Teachers and School Leaders breakthrough entrepreneurs in Education - Achva Academic Collage (jointly taught with a number of other lecturers).
- 2020 The integration of Digital Game-based Learning, AR (Augmented Reality) and VR (Virtual Reality) in Education- Achva Academic Collage.
- 2020 Becoming a real GameChangerZ in Education (jointly taught with a number of other lecturers), Achva Academic Collage.

- **Awards, Citations, Honors, Fellowships**

- 2018 M.A. with honors, The Open University of Israel.
- 2020 Faculty Scholarship for Ph.D. Research, the Department of Education, Ben Gurion University of the Negev.
- 2020 PhD fellowship from The Israel Scholarship Education Foundation (ISEF) for academic excellence and social leadership.
- 2020 Humphrey excellence student Seminar, Ben Gurion University of the Negev.

- **Scientific Publications**

Chapters in collective volumes

1. Avidov-Ungar, O & **Hayak, M.** (2021). Innovation in instruction: Case study of teachers adopting and integrating Digital game-based learning. In Arar, K., Kurtz, G. & Chen, D., Eds., *Education as a Complex System*. Haifa: Pardes. (Hebrew).

Refereed articles in scientific journals

1. **Hayak, M.**, & Avidov-Ungar, O., (2020). The Integration of Digital Game-Based Learning into the Instruction: Teachers' Perceptions at Different Career Stages. *TechTrends*, 64(6), 887-898. (RG IF: 0.97, SRJ education 443/ 1044, Q2).
2. Avidov-Ungar, O., & **Hayak, M.**, (2021). Teacher Perception of the Adoption and Implementation of DGBL in Their Classroom Teaching: Adoption and Implementation of DGBL Among Teachers. *International Journal of Game-Based Learning (IJGBL)*, 11(1), 17-30. (IF: 1.43, SJR education 511/1044, Q2).
3. Avidov-Ungar, O. & **Hayak, M.** (accepted). Role perceptions of early childhood teachers leading professional learning community who are a part of the early childhood new policy. *Leadership and Policy in Schools*. (IF: 0.88, SJR education 222/1041, Q1)

- **Lectures and Presentations at Meetings and Invited Seminars**

Presentation of papers at conferences/meetings Academic

1. **Hayak M.**, & Avidov Ungar, O. (February, 2019). *Teachers` perceptions of integrating digital game-based learning into their instruction at different career stages*. 14th Chais Conference on the Research of Innovation and Learning Technologies. Open University, Raanana, Israel.
2. **Hayak, M.** & Avidov-Ungar, O. (March, 2019). Elementary schools teachers' perceptions of integrating digital games in their teaching at different career stages. *SITE 2019 - The Society for Information Technology & Teacher Education*. Las Vegas, Nevada, USA.

3. **Hayak, M. &** Avidov-Ungar, O. (June, 2019). Israeli Teachers` Perceptions on the Integration of Digital Game-Based Learning (DGBL) into their Instruction Merav. 7th International Conference on Teacher Education: The Story of Innovation in Teacher Education, Tel-Aviv, Israel.
4. **Hayak, M. &** Avidov-Ungar, O. (July 2019). Innovation in teaching: the typology of the integration of DGBL into the instruction among teachers. *The Meital 17th Annual National Conference on New Technologies in Teaching and Learning in Higher Education: Directions and Trends*. Rabin Center, Israel.
5. Avidov-Ungar, O., & **Hayak, M.** (August, 2019). The integration of digital game-based learning into the instruction: teachers' perceptions in different career stages. World Education Research Association (WERA) 2019: Focal Meeting in Tokyo. *Future of Democracy and Education: Realizing Equity and Social Justice*. Tokyo, Japan.
6. Avidov-Ungar, O. & **Hayak, M.** (September, 2020). *Factors that Hinder and Encourage Teachers at Different Career Stages Regarding the Integration of DGBL into their Instruction*. ECER 2020. The University of Glasgow, Scotland. (accepted but because of the Covid-19 pandemic the conference was canceled).
7. **Hayak, M. &** Avidov-Ungar, O. (July 2020). Elementary-school teachers' perceptions: teachers' knowledge and planning patterns used to integrate digital game-based learning into their classroom. *The Meital 18th Annual National Conference on New Technologies in Teaching and Learning in Higher Education: Directions and Trends*. Online, Israel.
8. Avidov Ungar, O., **Hayak M.** & Cherni, S., (February 2021). Teachers` educators` perceptions and patterns of integration of digital game-based learning in teacher training during the Corona-19. 15th Chais Conference on the Research of Innovation and Learning Technologies. February 2021, Open University, Raanana, Israel.
9. Avidov Ungar, O., **Hayak M.** & Kesler, A., (February 2021). Teacher Training Colleges positions towards Integrating DGBL in teacher training. 15th Chais Conference on the Research of Innovation and Learning Technologies. February 2021, Open University, Raanana, Israel.
10. **Hayak, M. &** Avidov-Ungar, O. (June 2021). The integration of digital games-based learning in teacher training: coping with the phenomenon during the Covid-19 pandemic in the light of experiences of teacher educators. IAIE 2021 conference: *Intercultural Education in an Age of Information and Disinformation*. June 2021, Tel Aviv, Israel.
11. **Hayak, M. &** Avidov-Ungar, (September, 2021). Prototypes representing policy-makers' positions in academic colleges of education regarding integration of digital games-based learning (DGBL) in teacher training during the COVID-19 pandemic. ECER 2021. Online Conference.
12. Avidov-Ungar, O. & **Hayak, M.** (September, 2021). Teachers Educator Perceptions and Patterns of Use of the Integration of Digital Games-Based learning (DGBL) during the COVID-19 Pandemic. ECER 2021. Online Conference.

- **Research Grants**

- 2019 O. Avidov-Unger (PI) & **Hayak, M.** (Project Coordinator), Open University of Israel. Integrating a digital game into teaching in teacher training: The

perspective of policymakers and teacher educators: defining the phenomenon and its characteristics. 9/2019-11/2020, \$11,790.

- 2020 O. Avidov-Unger (PI), **Hayak, M.** (PI) and O. Levin (PI). (under review). The Chief scientist Ministry of Education. Digital innovation during Covid-19: the integrating of digital game-based learning within online learning in elementary schools.

- **Present Academic Activities**

Research in progress

Hayak, M., & Avidov-Ungar, O., *Integrating a Digital Game-Based learning into teacher training: The perspective of policymakers and teacher educators: defining the phenomenon and its characteristics*, Expected completion: 12/2020.

Submitted for publication

Hayak, M., & Avidov-Ungar, O. (submitted). Knowledge and planning among teachers integrating digital game-based learning into elementary school classrooms. *Education and Information Technologies*. (Q1)