

## **Personal statement**

Throughout my life, I have worked as a teacher for K-12, a teaching assistant for Higher Education and even a gymnastics coach for a while, but no matter what I did, it was all based on the instruction. Moreover, depending on the quality of instruction, I, as a teacher, could get satisfactory or non-satisfactory results.

Over the years of studying for my bachelor's and two master's, I mastered my skills and currently feel confident in teaching at the primary school, ESL, and university levels and presenting as a guest lecturer. Furthermore, my research on international students' perception of their adaptation experiences promotes intercultural competence and exchange between students in my blog and the universities where I present (Southern Federal University, Minin University).

IDD&E program brought a more theoretical and practical understanding of analyzing, designing, developing, implementing and evaluating instructions to achieve the best performance. Currently, I am working on promoting Instructional Design key principles in Russia in my educational podcast and additional online lectures, as well as working in the Office of Institutional Effectiveness at Syracuse University to dig into the understanding of how universities work.

Moreover, I would like to contribute to the scientific community and apply for a Ph.D. to explore opportunities for game-based education to maximize students' potential, as I have experience working in a Game development start-up. I believe that games can be beneficial for students in multiple ways.

I see myself as a scientist and professor in the future. I want to promote accessible education for students from all over the world towards the 4th Goal of Sustainable development to make the world a better place.