

Liese Zahabi

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The University of New Hampshire, Department of Art & Art History, Durham, New Hampshire

/// I: PERSONAL INFORMATION

PERSONAL INFORMATION

Zahabi, Liese, Liann
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ACADEMIC APPOINTMENTS AT UNH

Assistant Professor of Design | FALL 2018–PRESENT

Courses taught: principles of design, interaction design, animation and motion design.

Role includes: the development of a new design program within the department, working with a committee of others to create the vision for the program, establish a design lab space, write curriculum, build interdisciplinary connections across campus, and help with recruitment and retention.

OTHER ACADEMIC APPOINTMENTS

Assistant Professor of Graphic/Interaction Design | FALL 2015–PRESENT

Courses taught: interaction design, typography and publication design, graphic design processes, advanced interaction design, senior portfolio/capstone course. Also worked with directed studies students and MFA students

Affiliation as Faculty in the Human-Computer Interaction Lab | FALL 2016–PRESENT

Invited by directors of the lab to serve as affiliate faculty; duties include organizing talks, attending faculty planning retreats, working with graduate students affiliated with the lab, and helping to organize and find sponsorship for the annual HCIL Symposium

Assistant Professor of Graphic Design | WEBER STATE UNIVERSITY, FALL 2011–SPRING 2015

Courses taught: interaction design, motion design, web design, graphic design, advanced graphic design, capstone seminar course/senior thesis, typography and publication design, experimental typography

OTHER EMPLOYMENT ACADEMIC TEACHING

Instructor | WILLIAM PEACE UNIVERSITY (FORMERLY PEACE COLLEGE), SPRING 2011

Course taught: Special Topics: Motion Design

Instructor | WAKE TECH COMMUNITY COLLEGE, SPRING 2011

Course taught: Design II

Teaching Assistant | NORTH CAROLINA STATE UNIVERSITY, SPRING 2010

Course taught: Senior Capstone Studio; supervised by Professor Martha Scotford.

Teaching Assistant | NORTH CAROLINA STATE UNIVERSITY, FALL 2009

Course taught: History of Graphic Design (this was an online/hybrid course); supervised by Professor Martha Scotford.

OTHER EMPLOYMENT PROFESSIONAL

Freelance Designer | AS ZAHABI DESIGN | MARCH 2008–PRESENT

Clients include American Institute of Architects (AIA), Inventory Solutions, Renal Pathology Society, University of North Carolina's Nephropathology Laboratory, Urban Design Forum coordinated by NC State University College of Design.

Designer | R.J. CONLIN, ANN ARBOR, MICHIGAN | MAY 2004–AUGUST 2008

Clients included General Motors, Arvin Meritor, MDen, and many others.

Designer and Graphics Manager | MESSAGE MAKERS, LANSING, MICHIGAN | JUNE 2000–JULY 2003

Clients included Harley Davidson, the Michigan Department of Transportation, the Lansing Old Town Jazz Festival, and many others.

EDUCATIONAL BACKGROUND

Master of Graphic Design | MAY 2010

North Carolina State University (NCSU): College of Design

Bachelor of Fine Arts | WITH HONORS IN BASIC STUDIES, MAY 2000

Eastern Michigan University (EMU) | *Major:* Graphic Design, *Minor:* Writing

PROFESSIONAL MEMBERSHIPS

College Art Association | 2016–PRESENT

Mid-America College Art Association (MACAA) | 2016–PRESENT

Association For Computing Machinery | 2014–PRESENT

American Institute of Graphic Arts, AIGA | 2008–PRESENT

Member and Faculty Advisor for UMD Student Group

Interaction Design Association, IXDA | 2013–PRESENT

Interaction Design Foundation | 2013–PRESENT

/// II: RESEARCH, SCHOLARLY, CREATIVE AND/OR PROFESSIONAL ACTIVITIES

PUBLISHED CHAPTERS

2013

Book chapter

“Visualizing Information-Triage: a speculative and metaphoric interface for making sense of online searching,” M. Huang and W. Huang, editors, *Innovative Approaches of Data Visualization and Visual Analytics*, IGI Global, July 2013.

PUBLISHED CONFERENCE PROCEEDINGS

2015

Co-Author; published conference proceedings | AMERICAN PUBLIC HEALTH ASSOCIATION

Santurri, L., Stander, A., Zahabi, L., Bennion, B., Matthews, J., *Picturing the health of a community: A community-engaged health assessment of Weber and Morgan counties in Utah*, American Public Health Association Annual Conference, Chicago, Illinois, 2015 Nov

2013

Paper published in proceedings | 15TH INTERNATIONAL CONFERENCE ON HUMAN-COMPUTER INTERACTION

L. Zahabi “Exploring Information-Triage: Speculative Interface Tools to Help College Students Conduct Online Research.” A. Marcus (Ed.):*DUXU/HCI 2013, Part IV*, LNCS 8015, pp. 611–620, 2013. (Published by Springer)

PUBLICATIONS UNDER CONTRACT

Edited book chapter | PROJECTED TO FINALIZE IN SUMMER OF 2018

L. Zahabi, “Design for Good: Community Organization Partnership,” M. Maxwell-Lane and R. Tegtmeier, editors, *COLLAB + DESIGN ED*, will be published by Bloomsbury; edits will be finished in spring of 2018.

Project featured in edited book | PROJECTED TO FINALIZE IN JULY OF 2018

A. Buck-Coleman and L. Zahabi, “Case Study: Open Brief // Capstone Project, University of Maryland,” A. Nottingham and J. Stout, editors, *The Graphic Design Process: how to be successful in design school*, will be published by Bloomsbury; edits will be finished in July of 2018.

MANUSCRIPTS IN PROGRESS

Single Author Book | NEGOTIATING CONTRACT WITH INTERACTION-DESIGN FOUNDATION

L. Zahabi, *Beyond the search engine: navigating online search in the age of big-data, social media, and hyperbole*, currently have three of eight chapters fully drafted, and the remaining chapters outlined with preliminary research begun.

RESEARCH IN PROGRESS

IRB-approved research with collaborator

Beyond the Portfolio, qualitative research project with Peter Lusch, Professor of Practice at Lehigh University, PA; IRB approval granted in summer of 2017; 10 of 50 projected interviews with graphic design educators and practitioners have been conducted and transcribed; the team is writing up preliminary findings to present at design education venues.

IRB-approved solo research

Information Triage, currently writing a new IRB proposal to extend and continue this research (conducted in 2013–2015 at Weber State University); research will include user testing with undergrad students and the ways they utilize social media as part of their research process; hope to receive IRB approval in spring semester of 2018 and begin user studies in the fall.

PUBLICATIONS IN PROGRESS

Journal article

Lost in Translation: an exploration of nation-focused search engine interfaces, 5000 word article in process for submission to the journal *Design Issues* in spring of 2018. [This was submitted to the Design Research Society Conference, and while not accepted, received strong reviews; feedback will be implemented in a revised version of the paper which will then be submitted to the journal.]

Journal article

The Interaction Design of Long-Form Journalism, 5000 word article in process for submission to the journal *Visible Language* in fall of 2018.

Journal article

Defining Interaction Design, 5000 word article in process for submission to the journal *Dialectic* in spring of 2019.

CONFERENCES, WORKSHOPS, AND TALKS

Invited Talks

- 2017** **Invited talk** | MAY
L. Zahabi, *Not just playing around: Game design in the interaction design classroom*, Human-Computer Interaction Lab Symposium, University of Maryland, College Park. May 25, 2017. <http://hcil.umd.edu/events/event/hcil-annual-symposium/>
- 2016** **Invited talk** | NOVEMBER
L. Zahabi, *The Remarkable Ecosystem of Online Search: Moving Beyond the Search Box*, Interdisciplinary Interaction Design Conference, hosted by Millersville University, Pennsylvania. November 19, 2016. <http://www.iidcon.com/index.html>
- Invited talk** | SEPTEMBER
L. Zahabi, *An Exquisite Morass: Reimagining our Experience of Online News and Google Search*, DC Art Science Evening Rendezvous (DASER), SciArt Research (National Academy of Science, Washington DC). September 22, 2016. https://www.youtube.com/watch?v=aKYJ_1nbifM&list=PLLf dQrZVuMNVhZlePjQIV0tDCVlk-c1cR
- 2015** **Invited talk** | DECEMBER
L. Zahabi, *Exploring Information-Triage: Speculative interface tools to help college students conduct online research*, Campus Visualization Partnership (CVP) Lecture Series, University of Maryland, College Park, MD, 2015 Dec. Talk was recorded and is available at this URL: <http://www.viz.umd.edu/content/archives>
- Invited talk** | SEPTEMBER
L. Zahabi, *Exploring Information-Triage: Speculative interface tools to help college students conduct online research*, Human Computer Interaction Lab: Brown Bag Lunches, University of Maryland, College Park, MD, 2015 Sep
- Invited talk** | JANUARY
L. Zahabi, *Typographical Craft: the legacy of the Bauhaus and Black Mountain College*, Contextualizing Craft + Design Symposium, Utah State University, Logan, Utah, 2015 Jan

Invited Talks / Co-Authored

- 2018** **Invited panel talk** | SEPTEMBER
P. Lusch and L. Zahabi, *Beyond the Portfolio Research*; panel discussion title: *Portfolio Success: Strategies for professional development*, Design Incubation, hosted by the Type Director's Club, New York City, NY. September 22, 2018. (My colleague presented our co-authored research at this event I was unable to attend.)
<https://designincubation.com/design-events/portfolio-success-strategies-for-professional-development/>

Refereed Presentations

- 2019** **Refereed Presentation** | FEBRUARY
Co-Authored: P. Lusch and L. Zahabi, *Form, focus and impact: Pedagogy of a 21st-century design portfolio*, Design Incubation Colloquium 5.2, CAA Conference 2019, New York City, NY, Feb 13-19
- 2018** **Refereed Presentation** | OCTOBER
L. Zahabi, *User Experience Design in a World Where Machines Not Only Listen to Us, but Also Talk Back*, part of MACAA Panel titled *Homunculus to Hansen Robotics: Embodied Artificial Intelligence, Evil Geniuses and Ethical Futures*, Mid-American College Art Association (MACAA) Conference, University of Nebraska-Lincoln, Nebraska, 2018 Oct
- Refereed Presentation** | JUNE
Co-Authored: P. Lusch and L. Zahabi, *Making Assumptions: pedagogy, practice, and the portfolio*, AIGA MAKE Design Educator's Conference, Indianapolis, Indiana, June 7-9, 2018
- 2017** **Refereed Presentation** | FEBRUARY
L. Zahabi, *Not Just Playing Around: Game Design In The Interaction Design Classroom*, Design Incubation: Colloquium 3.2: Parsons Integrated Design, New York City, New York, 2017 Feb
- Refereed Presentation** | FEBRUARY
Co-Authored: A. Buck-Coleman, L. Zahabi, *Engaging multiplicity: A multimodal approach to teaching typographic history*, part of College Arts Association Panel titled *Teaching Design History Through Making*, College Arts Association (CAA) Conference, New York City, New York, 2017 Feb
- 2016** **Refereed Presentation** | OCTOBER
L. Zahabi, *When you make everything bold, nothing is bold*, part of MACAA Panel titled *Polymodal Sites: Graphic Design in the Expanded Field*, Mid-American College Art Association (MACAA) Conference, University of Cincinnati, Ohio, 2016 Oct
- 2014** **Refereed Presentation** | DECEMBER
L. Zahabi, *Percolation and Marination: Manipulating Iteration, Uncertainty and Unfamiliar Processes in the Creation of the Design Piece an Exquisite Morass*, part of the American Anthropological Association Conference Panel titled *Practice, Process, And Post-Rationalization: Notes on Making And The Temporality Of Creativity*, American Anthropological Association, 113th Annual Meeting, Washington D.C., 2014 Dec
- 2013** **Refereed Presentation** | JULY
L. Zahabi, *Exploring Information-Triage: speculative interface tools to help college students conduct online research*, Human Computer Interaction International Conference, Las Vegas, Nevada, 2013 July
- 2012** **Refereed Presentation** | OCTOBER
L. Zahabi, *An Exquisite Morass*, Imageword/Wordimage: 26th Annual National Conference on Liberal Arts and the Education of Artists, School of Visual Arts, New York City, New York, 2012 Oct
- Refereed Presentation** | JUNE
Co Authored: K. Stevenson, L. Zahabi, A. Moore, *A Process for Scaffold Assessment Planning*, Assessment in the Arts Conference, Rocky Mountain College of Art and Design, Denver, Colorado, 2012 June

Refereed Posters

- 2016** **Refereed Poster and Speaker on panel** | MARCH
L. Zahabi, *Play in the interaction design classroom as an activity and an end-result*, In Play: Games, Aesthetics, Performance Symposium, Hosted by the UMD English Department, University of Maryland, College Park, 2016 March

COMPLETED CREATIVE WORKS

Artistic and Graphic Design

- 2018** **Digital Video Project accepted to Juried Show**
L. Zahabi, *Quotidian Menology (digital video, 6 min running time)*, The Cube Art Project, third competition, Juried by Sean Capone, work shown June–October 2018 on public screen in Lincoln, Nebraska; <https://www.cubelincoln.com/>
- 2017–2018** **Poster and Identity Design**
L. Zahabi (collaboration with digital artist M. Morin), *Creativity and Collaboration: Revisiting Cybernetic Serendipity*, National Academy of Sciences Sackler Colloquium and Student Symposium September 2017–March 2018; designed the event poster and web graphics for the colloquium and symposium events; 1000 copies were printed and distributed to promote the events around the US and North America.
- 2014** **Digital Installation and Hand-Bound Book**
L. Zahabi, *An Unreasonable Longing*, Biennial Faculty Show, Weber State University, Ogden, Utah, September–November 2014
- Poster Show**
L. Zahabi, *Vernon, Florida Poster*, printed poster, 18" by 24", Popcorn Posters Exhibition, Toledo, AIGA, Toledo, Ohio, September 2014
- 2014** **Digital and Mixed-Media Installation**
L. Zahabi, *An Exquisite Morass Made Tangible*, part of the exhibition Non-Text: An Exhibition of Text as Image, Tarble Arts Center, Eastern Illinois University, January–February 2014
- 2013** **Digital and Mixed-Media Installation**
L. Zahabi, *An Exquisite Morass Made Tangible*, part of the exhibition Non-Text: An Exhibition of Text as Image, Eastern Michigan University Gallery, Ypsilanti, Michigan, October–December 2013
- Hand-bound and Designed Book**
L. Zahabi, *Xylophobia: A Compendium*, part of the exhibition Chasing Papers in the Ford Gallery at Eastern Michigan University, Ypsilanti, Michigan, October–November 2013
- 2012** **Digital Installation**
L. Zahabi, *An Exquisite Morass*, Biennial Faculty Show, Weber State University, Ogden, Utah, September–November 2012

Exhibition/Installation

- 2015** **PhotoVoice Community Exhibition** | JANUARY–MAY 2015 | OGDEN, UTAH
Collaborated with Laura Santurri (Assistant Professor of Health-Promotion at Weber State University), Nam Tran Dang (Undergraduate Design Student), and the Weber-Morgan County Health Department. The exhibit was hung in the WMHD facility, and posted online as a website.
URL: http://zahabidesign.com/wmhd_photovoice/

Other Graphic Design Projects

- 2018** **Renal Pathology Laboratory Website** | UNIVERSITY OF NORTH CAROLINA, CHAPEL HILL, NC
Redesign of lab website, updating content and use of images, formatting design in the WordPress web design platform.
- 2017** **14th Annual Urban Design Conference** | NORTH CAROLINA STATE UNIVERSITY, RALEIGH, NC
Identity and logo design and other print materials for the conference *Designing Beyond Downtown: The Future of the Suburbs*, work completed March 2017.

Other Graphic Design Projects (continued)

2016 (continued)

Designing the User Interface, Sixth Edition | UNIVERSITY OF MARYLAND, HUMAN COMPUTER INTERACTION LAB ASSOCIATES

Collaborated with authors Ben Shneidermann and Catherine Plaisant to create artwork for the sixteen chapter introductions for the book, August 2015 through April 2016. The artwork has also been hung in the Computer Science Instructional Center here at UMD on the second floor as a temporary exhibition.

College of Design Recruitment Brochure | NORTH CAROLINA STATE UNIVERSITY, RALEIGH, NC
Redesigned an accordion fold brochure, created a set of unique pattern illustrations for the piece, work completed May 2016.

13th Annual Urban Design Conference | NORTH CAROLINA STATE UNIVERSITY, RALEIGH, NC
Identity and logo design and other print materials for the conference *Design for Evolving Downtowns: People. Place. Practice.*, work completed March 2016.

Other

2014

Design Artifact featured in Published Book | AUGUST

The hand-bound book, *Xylophobia: A Compendium*, featured in *The Open Book Project* book, edited by L. Atzmon and R. Molloy, 2014 Aug

2013

Thesis | NORTH CAROLINA STATE UNIVERSITY, COLLEGE OF DESIGN

L. Zahabi, *Seeking Information-Triage: Comparative interface tools to help users manage complexity and mitigate anxiety during online searching*, Master of Graphic Design Thesis (Advisor: Martha Scotford; Committee Members: Denise Gonzales Crisp, Meredith Davis)

2008

Featured in HOW Magazine's online article | PAPER MARKET | APRIL

Selected by Bryn Mooth of HOW Magazine to be featured in this online article, which can be found at howdesign.com/article/PaperMarket/, original designed cards and other products were included

CREATIVE WORKS IN PROGRESS

Artistic and Graphic Design

2017–ongoing

Digital Video and Sound

L. Zahabi, *LadyBird Johnson Pieces*; working with an open-source archive of LadyBird Johnson's home videos, I have been creating different collections and manifestations of the contained imagery, exploring ideas related to documentation, the historical record, memory, and sense of time and place. One manifestation of this work, titled *What She Captured*, was submitted to the Outwin Portrait Competition (hosted by the National Portrait Gallery in D.C.), and a variation will be exhibited in the UNH Faculty Exhibition in October of 2018.

2018–ongoing

Book, Animation and 3D Design

L. Zahabi, *Code Has Weight*; exploring multiple visual manifestations for computer code, including the creation of books/booklike objects, animated motion pieces, and digitally fabricated three-dimensional pieces; content material includes the source code for popular websites like Facebook, Twitter, Google, and Amazon.com.

FUNDED RESEARCH AND GRANTS

- 2017** **Creative and Performing Arts Award (CAPAA)** | UNIVERSITY OF MARYLAND
"Code Has Weight," \$9000.00
Project will explore different visual manifestations for computer code, including the creation of books/booklike objects, and digitally fabricated pieces.
- 2013** **John A. And Telitha E. Lindquist Fellowships For Creative and Artistic Endeavors** |
SPRING | WEBER STATE UNIVERSITY
"Extension of Exquisite Morass Creative Work," \$4000.00
Used to purchase a 3D printer and other materials for line of creative research, for shipping of creative work, and travel and materials for OpenBook Workshop in Lake Ann, Michigan
- 2012–2013** **WSU New Faculty Research Grant** | WEBER STATE UNIVERSITY
"Information-Triage Ethnography, Interface Development and User Testing," \$1439.00
Successfully applied for an Institutional Review Board (IRB) research study approval, and conducted ethnographic user testing sessions with students; received internal grant for materials and supplies.
- 2013** **WSU Academic Resources and Computing Committee (ARCC) Grant** | SPRING |
WEBER STATE UNIVERSITY
"Mobile Technology for Interaction Design and Visual Arts," \$4515.48
Used to purchase multiple brands/types of mobile devices for use by department and Interaction Design courses.
- 2012–2013** **WSU New Faculty Travel Grants** | FALL 2012–SPRING 2013 | WEBER STATE UNIVERSITY
Received funding to travel to conferences in New York City and Las Vegas.
- 2011** **WSU Academic Resources and Computing Committee (ARCC) Grant** | FALL |
WEBER STATE UNIVERSITY
"Interaction Design & App Design & Development," \$2580.00
Used to purchase iPads and iPod Touches for use in a course on Interaction Design.

FELLOWSHIPS

- 2013** **Funded Participant** | OPEN BOOK WORKSHOP | AUGUST
Creative residency workshop exploring concepts surrounding books, typography and structures of information; fully funded as a participant; residency led by guest faculty Jon Sueda and Everett Pelayo.

GRANTS: OTHER

- 2014** **Applied for National Science Foundation (NSF) Grant** | JANUARY
Information and Intelligent Systems (IIS): Core Programs, solicitation NSF 13-580; the proposed project was titled *Information-Triage and Online Search Interfaces for College Students Conducting Academic Research* and solicited funds to engage students in the creation of online interface prototypes, and conduct a large scale user-testing study. The proposal was submitted in January of 2014, and while rejected, the reviewers provided positive feedback and encouraged me to apply again. I hope to do so when another appropriate call is published.

/// III: TEACHING, EXTENSION, MENTORING, AND ADVISING

COURSES TAUGHT

- 2019** **ARTS401, Principles of Design** | SPRING | Enrollment: 17.
ARTS596, Special Topics: Animation + Motion Design | SPRING | Enrollment: 17.
- 2018** **ARTS401, Principles of Design** | FALL | Enrollment: 14.
ARTS596, Special Topics: Interactive Design | FALL | Enrollment: 8.
ARTT456, Motion Design | SPRING | Enrollment: 20.
ARTT357, Interactive Design | SPRING | Enrollment: 23.

- 2017** **ARTT457, Advanced Interactive Design** | FALL | Enrollment: 16.
ARTT356, Graphic Design Processes | FALL | Enrollment: 23.
ARTT458, Graphic Design Portfolio; Advanced Graphic Design | SPRING | Enrollment: 21.
ARTT357, Interactive Design | SPRING | Enrollment: 20.
- 2016** **ARTT457, Advanced Interactive Design** | FALL | Enrollment: 17.
ARTT356, Graphic Design Processes | FALL | Enrollment: 19.
ARTT458, Graphic Design Portfolio; Advanced Graphic Design | SPRING | Enrollment: 23.
ARTT357, Interactive Design | SPRING | Enrollment: 22.
- 2015** **ARTT457, Advanced Interactive Design** | FALL | Enrollment: 22.
ARTT355, Intermediate Graphic Design Principles | FALL | Enrollment: 23.

ADVISING

Undergraduate Students, Completed

- 2018** **Grace DeWitt** | HONORS THESIS DIRECTOR | SPRING
 Conducting weekly studio visits to help shape body of work student will submit as their undergraduate honors thesis project, which will include a public exhibition off campus in February of 2018, and a public exhibition on campus in May of 2018.
- Noa Chazan** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: user experience and interface design, and exploration of user testing and research; development of game design projects and a mobile app design.
- 2018** **Katie Zeng and Penny Hutchins** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: working with the design team at The Clarice Center for Performing Arts to create and execute the visual identity and design materials for the NextNowFest.
- 2016–2018** **Sana Shah** | INDIVIDUAL STUDIES PROGRAM | BEGAN MEETING FALL 2016–STUDENT WILL GRADUATE IN SPRING 2018
 Working with student over the next couple of years as faculty mentor in the IVSP program; the student’s specially designed major is titled *Information Design and Visualization*; I have helped student with the crafting of her major/capstone proposal, and will be advising student as she completes her coursework and then creates her capstone project.
- 2017** **Brittany Kookaby** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: development and creation of an illustrated web comic book and website.
- Gira Patel** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: development and creation of a series of promotional videos for the UMD Graphic Design Concentration.
- Mycah Shelton** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: research, development and creation of a video game prototype titled WATTZ, which is centered around teaching people about alternative energy.
- 2016** **Aliza Grant** | UNDERGRADUATE DIRECTED STUDY | FALL
Project: research and development of a mobile app prototype.
- Keren Straus** | UNDERGRADUATE DIRECTED STUDY | FALL
Project: research and development of two mobile app prototypes.
- Leo Anglin-Alonso** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: research and development of two branding and identity designs.
- Cheri Wang** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: research and development of multiple typographic experiments and a final interactive publication design.

Undergraduate Students, In Process

2018 **Austin Prusik** | COMPUTER SCIENCE SENIOR PROJECT MENTOR | FALL-SPRING
Conducting weekly meetings to help shape student project to create a digital audio-generator and player; student will be working with my user-experience and interface design expertise to explore those aspects of the project, and will be working with Radim Bartos in the Computer Science department to create a working application.

MFA Students, Completed

2018 **Jessica Van Brakle** | GRADUATE DIRECTED STUDY; 2D AND PRINT MEDIA; THESIS DIRECTOR | SPRING
Visited student studio weekly to help direct and shape student's current body of work.

Beki Basch | GRADUATE DIRECTED STUDY; 3D AND SCULPTURE; THESIS COMMITTEE MEMBER | SPRING
Visited student studio weekly to help direct and shape student's current body of work.

Monroe Isenberg | GRADUATE DIRECTED STUDY; 3D AND SCULPTURE | SPRING
Visited student studio weekly to help direct and shape student's current body of work.

2017 **Jessica Van Brakle** | GRADUATE DIRECTED STUDY; 2D AND PRINT MEDIA | FALL
Visited student studio weekly to help direct and shape student's current body of work.

Beki Basch | GRADUATE DIRECTED STUDY; 3D AND SCULPTURE | FALL
Visited student studio weekly to help direct and shape student's current body of work.

Gina Takaoka | GRADUATE DIRECTED STUDY; 2D AND PRINT MEDIA | FALL
Visited student studio weekly to help direct and shape student's current body of work.

Zac Benson | GRADUATE DIRECTED STUDY; 3D AND SCULPTURE; THESIS COMMITTEE MEMBER | SPRING
Visited student studio weekly to help direct and shape student's current body of work; served as thesis committee member as well.

Curtis Brooks | GRADUATE DIRECTED STUDY; 2D AND PRINT MEDIA; THESIS COMMITTEE MEMBER | SPRING
Visited student studio weekly to help direct and shape student's current body of work; served as thesis committee member as well.

Clay Dunklin | GRADUATE DIRECTED STUDY; 2D, 3D AND DIGITAL MEDIA | SPRING
Visited student studio weekly to help direct and shape student's current body of work.

2016 **Jessica Van Brakle** | GRADUATE DIRECTED STUDY; 2D AND PRINT MEDIA | FALL
Visited student studio weekly to help direct and shape student's current body of work.

Curtis Brooks | GRADUATE DIRECTED STUDY; 2D AND PRINT MEDIA | FALL
Visited student studio weekly to help direct and shape student's current body of work.

Zac Benson | GRADUATE DIRECTED STUDY; 3D AND SCULPTURE | SPRING
Visited student studio weekly to help direct and shape student's current body of work.

Other Advising Projects

2018 **Evan-Zane Green and Daniel Puaw** | UNDERGRAD DESIGN WORK TO SUPPORT THE RESEARCH OF PHD CANDIDATE | SPRING
Met with Daniel Puaw to determine needs, and then worked with both students to create a set of digital stickers for a mobile phone messaging service, as part of the Science Everywhere research being conducted in the Human-Computer Interactio Lab; stickers would be utilized by middle school aged students participating in the Science Everywhere research (more information about the overall project can be found here: <http://hclil.umd.edu/science-everywhere/>).

2016–2017 **Finding Mnemosyne** | FUTURE OF INFORMATION PROPOSAL | FALL 2016–SPRING 2017
Worked with Graduate students **Gina Takaoka** (MFA candidate, Art), **Vinita Atre** (Graduate Student, HCIM, iSchool), and undergraduate students **Gira Patel** and **Catie Medlock** (seniors in the Graphic Design Concentration in the Art department); worked with students to conduct preliminary user testing, conduct research, and develop preliminary designs for a prototype for an Augmented Reality mobile phone app that connects users with a digital archive at an institution like the Library of Congress.

Other Advising Activities

2016–2018

AIIGA Student Group | FACULTY ADVISOR | UNIVERSITY OF MARYLAND

2018

The Student-Initiated Course (STIC) | FACULTY ADVISOR, UMD | SPRING

Worked with Elise Nichols to help her develop, deploy, and teach an experimental special topics course on graphic design software to undergraduates; helped her develop the syllabus and materials for the class, and served as an advisor and mentor; also responsible for final grading for the course.

PROFESSIONAL AND EXTENSION EDUCATION

Workshops (as speaker)

2016

HCIM Portfolio Workshop | ISCHOOL, UMD | FALL

Invited to co-panel a workshop discussing how to best set up portfolios for graduate students in the HCIM program to apply for jobs; prepared slides, workshoped resumes and portfolios, answered questions.

HCIM Portfolio Workshop | ISCHOOL, UMD | SPRING

Invited to co-panel a workshop discussing how to best set up portfolios for graduate students in the HCIM program to apply for jobs; prepared slides, workshoped resumes and portfolios, answered questions.

Workshops (as organizer)

2016

Graphic Design Program Clarvit Sponsored Workshop | UMD | SPRING

Invited Frank Dankwa, Senior User Experience Designer at Vivint Solar in Utah to lead a three day workshop with the graphic design students; organized and facilitated the workshop.

Guest Lectures; Guest Critique

2018

Guest Judge/Critic | COLORWARS (PART OF BITCAMP) | SPRING

Guest Judge/Critic for the Colorwars design competition, which is part of UMD's annual Bitcamp event. Invited by the students organizing the event, and served on a panel of three to judge the design competition. <http://bitca.mp/colorwar.html>

2017

Guest Judge/Critic | COLORWARS (PART OF BITCAMP) | SPRING

Guest Judge/Critic for the Colorwars design competition, which is part of UMD's annual Bitcamp event. Invited by the students organizing the event, and served on a panel of three to judge the design competition. <http://bitca.mp/colorwar.html>

2015

Guest Critic | JOURNALISM DEPARTMENT, UMD | FALL

Guest Critic for *Storytelling with Data Visualization* course in the Journalism Department, 2015 Dec, Was invited by Assistant Professor Nick Diakopoulos, Affiliate Assistant Professor of Information Studies and Computer Science, to be a guest critic for the final presentations of projects by graduate students in the above mentioned course.

2013

Visiting Artist, Lecturer, and Critic | EASTERN MICHIGAN UNIVERSITY | OCTOBER

Served as guest critic in Advanced Graphic Design class, and gave a public lecture regarding Information-Triage research and the creation of *An Exquisite Morass*.

2013

Participant and Co-Lecturer | CS 4830 USER EXPERIENCE SEMINAR, WEBER STATE UNIVERSITY | SPRING

Multi-disciplinary course exploring the landscape of User Experience and Interaction Design organized by David Ferro, dean of the College of Applied Science and Technology.

2010

Guest Lecturer | BOWLING GREEN STATE UNIVERSITY (BGSU) | SEPTEMBER

Presented design and thesis work to two sections of an Interactive Design course at BGSU.

2007

Guest Critic | SWEAT WORKSHOP, ORGANIZED BY AMY FIDLER AND JENN STUCKER | MONCLOVA, OHIO, JULY

CONTRIBUTION TO LEARNING OUTCOMES ASSESSMENT

- 2017** | **Facilitated assessment system** | GRAPHIC DESIGN CONCENTRATION, UMD | SPRING & FALL
Facilitated assessment system for Graphic Design Concentration in the Art Department; both faculty in the concentration used the form and rubric to assess all graduating seniors in Spring 2017; also helped to write a portion of the Learning Outcomes Assessment report with Wendy Jacobs in Fall of 2017.
- 2016** | **Created new assessment system** | GRAPHIC DESIGN CONCENTRATION, UMD | SPRING & FALL
Created assessment system for Graphic Design Concentration in the Art Department; both faculty in the concentration used the form and rubric to assess all graduating seniors in Spring 2016; also helped to write a portion of the Learning Outcomes Assessment report with Wendy Jacobs in Fall of 2016.
- 2012–2013** | **Facilitated assessment system** | DEPARTMENT OF VISUAL ARTS, WEBER STATE UNIVERSITY
Facilitated and helped reshape assessment system for the department; helped rewrite learning outcome rubrics and create an electronic capturing system for faculty to utilize during BFA reviews; collected evidence and reports from faculty; wrote official assessment report to file with college and university assessment office.

OTHER TEACHING ACTIVITIES

- 2014** | **Invited and Hosted Hurst Visiting Artist Jonathan Harris** | WEBER STATE UNIVERSITY | OCTOBER
Wrote awarded proposal to invite and host artist and computer scientist Jonathan Harris for a one-week residency on campus; Harris gave several lectures and conducted a workshop with my Interaction Design class during his visit; visit was part of a sponsored program; department was awarded \$15,000 to fund visit and workshop.
- 2009–2010** | **Certificate of Accomplishment in Teaching** | RECIPIENT | NORTH CAROLINA STATE UNIVERSITY
This one year program required participants to take a series of classes and workshops centered on pedagogy, to work with an advisor and mentor, to have teaching mentor-reviewed, and to submit a final teaching portfolio.

MENTORED STUDENTS RECEIVING EXTERNAL RECOGNITION

- 2018** | **Gabby Abella won a Silver ADDY Award for *Mobile Design* in the 2018 American Advertising Awards Washington D.C. student competition**
Gabby's winning logo design project, titled *Lifeboat App*, was created in ARTT457 (Advanced Interaction Design) in Fall 2017
- 2017** | **Jonah Chazan won a Silver ADDY Award for *Logo Design* in the 2017 American Advertising Awards Washington D.C. student competition**
Jonah's winning logo design project, titled *Mars Grain Company*, was created in ARTT356 (Graphic Design Processes) in Fall 2016
- Gira Patel won a Silver ADDY Award for *Animation or Special Effects* in the 2017 American Advertising Awards Washington D.C. student competition**
Gira's winning animation project, titled *7 Weird Creatures from New Zealand*, was created in ARTT457 (Advanced Interaction Design) in Fall 2016
- Mycah Shelton won a Silver ADDY Award for *Single Occurance or Installation* in the 2017 American Advertising Awards Washington D.C. student competition**
Mycah's winning game design project, titled *WATTZ*, was created in ARTT457 (Advanced Interaction Design) in Fall 2016
- Paola Sorto won a Silver ADDY Award for *Publication Design* in the 2017 American Advertising Awards Washington D.C. student competition**
Paola's winning publication design project, titled *Eyes Peeled for Type*, was created in ARTT356 (Graphic Design Processes) in Fall 2016

- 2017** **Ruoyu Zhu won a Silver ADDY Award for Logo Design in the 2017 American Advertising Awards Washington D.C. student competition**
 Ruoyu's winning logo design project, titled *Glory Pens*, was created in ARTT356 (Graphic Design Processes) in Fall 2016
- Akil Alleyene won award at FLUX 2017, a national AIGA design competition**
 Akil's winning project was created in ARTT457 (Advanced Interaction Design) in Fall 2016

TEACHING AWARDS

- 2016–2017** **MVP (Most Valuable Professor) Award, Department of Athletics** | UMD GYMNASTICS TEAM
Chosen by student Sarah Faller, two years in a row
 Honored at a gymnastics meet as Sarah's Most Valuable Professor
- 2016** **Philip Merrill Scholar Faculty Mentor Award** | UMD PHILIP MERRILL SCHOLAR PROGRAM
Chosen by student and Merrill Scholar Chloe Isaac
 Honored as Chloe's UMD Faculty Mentor at the award luncheon as part of the Philip Merrill Scholar program

/// IV: SERVICE AND OUTREACH

EDITORSHIPS, EDITORIAL BOARDS, AND REVIEWING ACTIVITIES

Reviewing for Journals

- 2018** **Peer Reviewer** | PNAS (PROCEEDINGS OF THE NATIONAL ACADEMY OF SCIENCES) | JUNE
 Served as a peer reviewer for this journal.
- 2017** **Peer Reviewer** | ICO-D (INTERNATIONAL COUNCIL OF DESIGN; FORMALLY ICOGRADA) | JUNE
 Served as a peer reviewer for this international journal.
- 2016** **Peer Reviewer** | AIGA DESIGN EDUCATOR'S JOURNAL, *DIALECTIC* | AUGUST
 Served as a peer reviewer for the inaugural edition of the design journal *Dialectic*.

Reviewing for Conferences

- 2018** **Peer Reviewer** | MAKE CONFERENCE, AIGA DESIGN EDUCATOR'S COMMITTEE | FEBRUARY
 Served as a peer reviewer for the conference; I was asked to review four presentation proposals; service included carefully reviewing proposals and providing detailed assessment, recommendations, and feedback.
- 2017** **Peer Reviewer** | COLLOQUIUM 3.3: KENT STATE UNIVERSITY | JANUARY
 Served as a peer reviewer for the colloquium; I was asked to review two presentation proposals; service included carefully reviewing two proposals and providing detailed assessment, recommendations, and feedback.

COMMITTEES, PROFESSIONAL AND CAMPUS SERVICE

UNH: Department

- 2018–ongoing** **Chair** | UNH, DESIGN PROGRAM WORKING GROUP | AUGUST–ONGOING
- Member** | UNH, VISUAL RESOURCE CENTER WORKING GROUP | AUGUST–ONGOING

UNH: College

- 2018–ongoing** **Member** | UNH, COLA, CENTER FOR THE HUMANITIES COMMITTEE | NOVEMBER–ONGOING

UNH: Campus outreach / Other

2019–ongoing

Student Project | UNH, PACS | JANUARY–ONGOING

Working with Nikhil Tomar, Assistant Professor of Occupational Therapy and Shari Robinson Director of the Psychological and Counseling Services program, animation students will learn about mental health issues and create animations directed at addressing mental health stigma and informing the UNH community about the services offered at PACS. These animations will be available for the PACS program and others to use, and we hope to screen them in multiple venues on campus.

Service at Previous Institutions

UMD: Department

2015–ongoing

Web Designer | DESIGN CONCENTRATION & ART DEPT. WEBSITES | OCTOBER 2015–PRESENT
Edited and managed content and design for both websites.

2015–2017

Member | UMD, DEPARTMENT CHAIR REVIEW COMMITTEE | MARCH–MAY

Member | UMD, ADVISORY COMMITTEE | AUGUST 2015–MAY 2017

Member | UMD, CURRICULUM COMMITTEE | AUGUST 2015–MAY 2017

Member | UMD, FUTURES COMMITTEE | AUGUST 2015–MAY 2017

2015–ongoing

Web Designer | DESIGN CONCENTRATION & ART DEPT. WEBSITES | OCTOBER 2015–PRESENT
Edited and managed content and design for both websites.

2015–2017

Member | UMD, DEPARTMENT CHAIR REVIEW COMMITTEE | MARCH–MAY

Member | UMD, ADVISORY COMMITTEE | AUGUST 2015–MAY 2017

Member | UMD, CURRICULUM COMMITTEE | AUGUST 2015–MAY 2017

Member | UMD, FUTURES COMMITTEE | AUGUST 2015–MAY 2017

UMD Graphic Design Program

2015–ongoing

Co-organizer of Clarvit Lecture Series

Helped plan and organize annual lecture series, facilitated and planned by the Graphic Design Program Director Audra Buck-Coleman

2017

Organizer of inaugural Graphic Design Senior Student Capstone Exhibition

Helped students frame and design projects, worked with them to hang the exhibition in the Maril Gallery

UMD College

2017–ongoing

Chair | ARHU, COMMITTEE ON NEW TECHNOLOGIES | AUGUST 2017–PRESENT

Member | ARHU, RESEARCH COMMITTEE | AUGUST 2017–PRESENT

2016–2017

Member | ARHU, WEBSITE REDESIGN COMMITTEE | MAY 2016–MAY 2017

Member | ARHU, COMMITTEE ON NEW TECHNOLOGIES | AUGUST 2016–MAY 2017

UMD University

- 2017–ongoing** | **Member** | UNIVERSITY LEARNING TECHNOLOGIES WORKING GROUP | AUGUST 2017–PRESENT
- 2016–ongoing** | **Senator** | UNIVERSITY SENATE | AUGUST 2016–PRESENT
- 2016–ongoing** | **Member** | UNIVERSITY SENATE STUDENT AFFAIRS COMMITTEE | AUGUST 2016–PRESENT
- Member** | PHILLIPS PARTNERSHIP: EDUCATION COMMITTEE | JANUARY 2016–PRESENT

Leadership Roles in Meetings and Conferences

- 2018–2019** | **Chair: Readers/Presenters Committee** | AIGA DESIGN EDUCATOR'S SYMPOSIUM, PART OF AIGA NATIONAL CONFERENCE | NOVEMBER–JANUARY
Worked with conference organizers to solicit calls for proposal readers and proposals; organized and helped recruit 45+ readers; organized, anonymized and distributed 150 proposal submissions to readers; tabulated rankings and organized feedback from readers and re-distributed to submitters; handled task of correspondence including answering reader and submitter questions.
- 2017–2018** | **Co-Chair: Sackler Fellows Student Symposium** | NATIONAL ACADEMY OF SCIENCES, SACKLER COLLOQUIUM + SYMPOSIUM | AUGUST 2017–MARCH 2018
Invited to organize and facilitate a graduate student symposium that will connect with the Sackler Colloquium exploring collaborations between science/medicine/engineering and art/design. Working with my collaborator Molly Morin (Weber State University) and the members of the Colloquium committee, we wrote the call for submissions, designed the symposium poster, invited guest speakers, chose students to participate and receive travel stipends, shaped the creative exhibition/poster session part of the event, organized logistics for the symposium, and built the event schedule. We will also handle other administrative tasks such as dealing with symposium related emails/questions.
- 2016** | **Chair: Readers/Presenters Committee** | AIGA DESIGN EDUCATOR'S NUTS + BOLTS CONFERENCE | JANUARY–JULY
Worked with conference organizers to solicit calls for proposal readers and proposals; organized and helped recruit 30+ readers; organized, anonymized and distributed 147 proposal submissions to readers; tabulated rankings and organized feedback from readers and re-distributed to submitters; handled task of correspondence through the conference email account including answering reader and submitter questions.

/// V: OTHER

PROFESSIONAL DEVELOPMENT

Conferences

- 2015** | **Attendee** | AIGA NATIONAL DESIGN CONFERENCE | NEW ORLEANS, LOUISIANA, OCTOBER
- Attendee** | ARTSYSTEM SYMPOSIUM | UTAH STATE UNIVERSITY, LOGAN, UTAH, APRIL
- 2014** | **Attendee** | AIGA DESIGN EDUCATOR'S CONFERENCE, CONNECTING DOTS | CINCINNATI, MARCH
- 2012** | **Attendee** | UTAH CAMPUS COMPACT'S COMMUNITY ENGAGED FACULTY INSTITUTE | HOMESTEAD RESORT, UTAH, AUGUST
- Attendee** | MOUNTAIN WEST ARTS CONFERENCE | SALT LAKE CITY, MAY
- 2011** | **Attendee** | AIGA DESIGN CONFERENCE, PIVOT | PHOENIX, OCTOBER
- 2010** | **Volunteer and attendee** | AIGA DESIGN EDUCATORS CONFERENCE, NEW CONTEXTS/ NEW PRACTICES | RALEIGH, OCTOBER
Served on the documentation team taking photographs and video during the conference
- 2009** | **Attendee** | AIGA DESIGN EDUCATORS CONFERENCE, FUTURE HISTORY 3 | CHICAGO, MARCH

Courses

2015 **Completed online course titled “Game Design”** | ADOBE EDUCATION EXCHANGE | DECEMBER
Completed a six week online course for creative professionals and design educators to learn software and techniques related to teaching game design; received a certificate of completion from Adobe.

UNH Sponsored Workshops and Seminars

Teaching Focused

2019 **Cognitively-based Study Strategies Positively Affect Student Learning, and Are Easy to Incorporate into Course Assignments** | CEITL | JANUARY
Attended workshop.

Open Educational Resources (OER), Part 1: Fundamentals: Getting Started | CEITL | JANUARY
Attended workshop.

Internationalizing Your Teaching: Assessments, Interaction & Expectations | CEITL | JANUARY
Attended workshop.

Research Focused

2018 **Digital Marketing Symposium** | PAUL COLLEGE | SEPTEMBER
Attended symposium hosted by Paul College featuring speakers from industry experts in digital marketing.

UMD Sponsored Workshops and Seminars

Research Focused

2016 **NSF Insider Seminar** | UMD RESEARCH WORKSHOP SERIES | MARCH
Insider’s Guide to the NSF and other Federal Agencies, given by Kathie L. Olsen, PhD, Founder and Managing Director of ScienceWorks

Teaching Focused

2016 **How to make your teaching more accessible: disabilities & universal design** | UMD TLTC WORKSHOPS | SEPTEMBER
Part of the Diversity and Inclusion Workshop Series; discussion of “challenges of engaging with issues of disability and access in our classrooms and online; session will explore ways to make disability an empowering component of classroom diversity, and offered useful resources to increase the accessibility of teaching”

Teaching Portfolio Workshop | UMD TLTC WORKSHOPS | JANUARY
Attended workshop sponsored by the Teaching and Learning Transformation Center, offering advice and tips for putting together the Teaching Portfolio requirement for tenure