

Liese Zahabi

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

/// I: APPOINTMENTS, POSITIONS, EDUCATION, MEMBERSHIPS

ACADEMIC APPOINTMENTS AT UNH

Assistant Professor of Design | FALL 2018–PRESENT

Courses taught: principles of design, principles of typography, interaction and game 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, establishing a design lab space, writing curriculum, building interdisciplinary connections across campus, establishing and maintaining a digital presence for the program, and helping with recruitment and retention.

OTHER ACADEMIC APPOINTMENTS

Assistant Professor of Graphic/Interaction Design | UNIVERSITY OF MARYLAND, COLLEGE PARK, FALL 2015–SPRING 2018

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–SPRING 2018

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 AND PROJECTS

- 2022** **Edited proceedings**
L. Zahabi, editor. *SHIFT: Dialogue: Proceedings of the AIGA Design Educators Community Conferences*. Produced and hosted by Michigan Publishing on the behalf of The AIGA DEC; March 2022. <https://doi.org/10.3998/mpub.12571098>
- 2020** **Edited book chapter**
L. Zahabi, "Design for Good: Community Organization Partnership," M. Maxwell-Lane and R. Tegtmeyer, editors, *Collaboration in Design Education*, Bloomsbury, September 17, 2020; <https://www.bloomsbury.com/us/collaboration-in-design-education-9781350059016/>
- 2019** **Project featured in edited book**
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*, Bloomsbury; November 2019; <https://www.bloomsbury.com/us/graphic-design-process-9781350050785/>
- 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

- 2019** **Co-Author; published conference proceedings** | AIGA DIALOGUE
P. Lusch and L. Zahabi, *Making Assumptions: Pedagogy, Practice, and the Portfolio*, P. Napier and A. Ganci, editors, *MAKE*, AIGA Design Educators Community, 2019.
- 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)

MANUSCRIPTS IN PROGRESS

Single Author Book | SEEKING A PUBLISHING CONTRACT

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 solo research

Managing Online Search: How do college students use digital interfaces to manage research tasks?, IRB proposal approved in April 2022; study will take place June 2022–June 2023; research will include user testing with undergrad students and the ways they utilize digital tools as part of their research process. Results from this research will be disseminated as part of the single author book described above.

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 2021 and begin user studies in the fall.

PUBLICATIONS IN PROGRESS

Journal article

Thinking Out Loud: An invitation for designers to consider the Voice User Interface (VUI), 4600 word article; underwent two rounds of peer-review and revisions; under consideration for publication in the journal *Dialectic* for fall of 2022; awaiting journal's final decision.

Journal article

The effect of technology on the design portfolio, writing as a preliminary whitepaper to be shared on project website for feedback; plan to convert that into a 5000–7000 word article for submission to a design journal in late 2022.

CONFERENCES, WORKSHOPS, AND TALKS

Invited Talks

2022

Invited talk | MARCH

L. Zahabi, *Doing Design: A concise collection of current work*, UNH Center for Humanities, First Monday series, virtual. March 7, 2022.

<https://mobile.twitter.com/UNHFeminists/status/1500516570732371978/photo/1>;

<https://calendar.unh.edu/EventDetails.aspx?EventDetailId=69513>

2021

Invited talk | NOVEMBER

L. Zahabi, *AIGA One Designer, One Work: Gone Home*, AIGA (The Professional Organization for Design) One Designer One Work Series, virtual. November 18, 2021. 45 minute talk/presentation.

<https://www.youtube.com/watch?v=Y2mwOTkRiDk>;

<https://www.aiga.org/inspiration/talks/liese-zahabi-one-designer-one-work>

2018

Invited talk | MAY

L. Zahabi, *Visual Design for Interaction Bootcamp*, Human-Computer Interaction Lab Symposium, University of Maryland, College Park. May 24, 2018. <https://hcil.umd.edu/tutorial-visual-design-for-interaction-bootcamp/>

- 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>
- 2016** **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
L. Zahabi and P. Lusch, *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.
<https://designincubation.com/design-events/portfolio-success-strategies-for-professional-development/>

Invited Talks / Panels and Group Presentations

- 2020** **Invited panel talk [international]** | DECEMBER
L. Zahabi, invited to speak along with three other members of the AIGA DEC Steering Committee (Meaghan Dee, Alberto Rigau, and Ali Place) about the AIGA, the SHIFT Summer Summit, and design education in the US, at the FLUID Design Forum conference titled ALIBI, hosted in Montenegro, December 5, 2020.
- 2020** **Invited panel talk** | OCTOBER
L. Zahabi, invited to speak along with five other design educators (Karen Zimmermann, University of Arizona; Hugo Escalante, Tecnológico de Monterrey; Mauricio Mejia, Arizona State University; Sheila Schumacher, Grand Canyon University; and Jacinda Walker, Founder of designExplorr) about the future of design education at the Phoenix AIGA Design Week, October 8, 2021. A recording of the talk can be viewed here: <https://www.crowdcast.io/e/phxdw-educationpanel>

Invited Talks / Public Interviews

- 2020** | **Invited public interview** | AUGUST
Invited to speak on the AIGA National Design Futures Instagram Live series about the SHIFT Summer Summit; the interview was watched live by members of the design community, and made available for viewing by AIGA National here: <https://www.instagram.com/p/CEXHmMogj9L/>

Invited Talks / Guest Lectures

- 2021** | **Invited talk; guest lecture** | APRIL
L. Zahabi, *Usability + Accessibility*, History 690/890: Digital History, taught by Julia Rodriguez; University of New Hampshire, April 8, 2021
- 2020** | **Invited talk; guest lecture** | APRIL
L. Zahabi, *Research + Scholarship*, COLA 402: Digging Deep, Cool COLA Research, taught by Michelle Dillon; University of New Hampshire, April 16, 2020
- 2019** | **Invited talk; guest lecture** | SEPTEMBER
L. Zahabi, *Typography Basics*, Photography Workshop: Book Making, taught by Mike Cardinali; University of New Hampshire, September 30, 2019
- Invited talk; guest lecture** | MARCH
L. Zahabi, *Usability + Accessibility*, History 690/890: Digital History, taught by Julia Rodriguez; University of New Hampshire, March 28, 2019

Refereed Presentations

- 2021** | **Refereed Presentation** | NOVEMBER
L. Zahabi, *Borrow, Adapt, Embrace, Remake: How and What Design Pedagogy and Practice Should Steal from STS*, Society for Social Studies of Science (4S) Annual Meeting 2021, Virtual (Toronto, Canada), Oct 6–9; <https://www.4sonline.org/>; https://4sonline.org/files/final_program_4S21.pdf
- 2020** | **Refereed Presentation** | NOVEMBER
L. Zahabi, *Thinking out loud: designing for the tangible intangibility of Voice User Interfaces (VUI)*, Bridges: AIGA National Design Conference 2020, Virtual, Nov 9–14 (was originally scheduled for March 2020)
- 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
- 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
- 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 Presentations / Co-authored

- 2021** **Refereed Presentation** | MARCH
K. Healey and L. Zahabi, *Songwriting as Public Discourse Intervention: Countering COVID-19 Disinformation*, AR@K Symposium, hosted by Kristiania University, Oslo, Norway [attended virtually], March 16
- 2019** **Refereed Presentation** | FEBRUARY
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** | JUNE
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
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
- 2012** **Refereed Presentation** | JUNE
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 Creative Work for Exhibition / Co-authored

2022 **Refereed Exhibition of Digital Artifacts** | MAY
K. Healey and L. Zahabi, *Angry Outsiders*, 72nd Annual International Communication Association Conference, Paris, France; May 26–30; https://www.icahdq.org/page/ICA22_GoParis

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

- 2021** **Poster Design [international exhibition, invited to submit]**
L. Zahabi, *Connecting Minds, Creating the Future*, 3rd Emirates International Poster Festival; the Emirates International Poster Festival is the first-of-its-kind creative platform in the MENA region developed to showcase and celebrate contemporary poster design from around the world. <https://start-vart.com/eipf-2021---the-3rd-emirates-international-poster-festival>
- 2021** **Hand Bound Book**
L. Zahabi, *Code Has Weight*, Biennial Faculty Show, University of New Hampshire, Durham, New Hampshire, August–November 2021
- 2021** **Animation/Motion Design**
L. Zahabi, *Angry Outsiders (digital video, 4:20 min running time)*, a collaboration with Kevin Healey (UNH Communication Department); animation can be viewed at <https://vimeo.com/manage/videos/586915103>

- 2020** **Animation/Motion Design**
L. Zahabi, *Dolphins in Venice* (digital video, 3:55 min running time), a collaboration with Kevin Healey (UNH Communication Department); animation can be viewed at <https://vimeo.com/497383905>
- 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
- 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

Artistic and Graphic Design / Co-authored

- 2022** **Animation/Motion Design**
K. Healey and L. Zahabi, *Come Back Home: Music, Dance, and Video Design as Methods of Relational Truth-Seeking* (digital video, 23:25 min running time), produced by Liese Zahabi and Kevin Healey as part of the We Hold These Truths grant program sponsored by the COLA GRSIL at UNH. Choreography and dance performances by Emily Wozer, Emily Shafritz, and Lily Neher. Video piece can be viewed at <https://www.youtube.com/watch?v=eCYrG3Jigqo>.

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

- 2020** **AETHER NSF Proposal Cover and graphics** | UNIVERSITY OF NEW HAMPSHIRE
Redesign of cover and graphics for NSF proposal; worked with Mark Milutinovich in the UNH Research Office, and the PI for the proposal James Clemmons in the department of Physics and Astronomy.
- 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.
- 2016** **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 / Mentions / Press

- 2021** **Featured in Communication Arts essay** | JANUARY
Written quotes and ideas featured in essay, "The Virtual Design Classroom," written and edited by Anne H. Berry, and published in the Typography issue of *Communication Arts*, January/February 2021. <https://www.commarts.com/magazine/2021-typography>
- 2020** **Featured in UNH COLA article** | DECEMBER
Interviewed in March of 2020 for this article, and helped the author coordinate with two design students to also be featured; article can be found here: <https://www.unh.edu/unhtoday/2020/12/cola-grows-design-studies-program>
- 2020** **Facilitated and moderated panel for SHIFT Summer Summit** | AUGUST
Organized recorded panel discussion (via Zoom) as part of the AIGA DEC SHIFT Summer Summit; panel was titled Research and Tenure & Promotion in the Age of Social Distancing; work included inviting appropriate panelists, organizing questions and content, and then editing the final video for publishing on YouTube. Video can be viewed here: <https://www.youtube.com/watch?v=wHlkyLcLBr4>
- 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

2020–ongoing

Experimental Video Game Design

L. Zahabi, *The Three Fates*; working on an experimental video game design concept focused on the mythology surrounding The Three Fates and connecting this to feminist perspectives within video game design, as well as the rich history in geographic area of Southern New Hampshire surrounding textiles; the three fates were described as Clotho who spins the thread of life, Lachesis who measures the thread, and Atropos who cuts it; the game will be functional and will explore the boundaries of game design and the use of narrative within games.

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. Submitted this work to several film festivals but haven't been successful yet.

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.

AWARDS

2020

Won Runner-Up Design Incubation Communication Design Educators Award | FALL

L. Zahabi, A. Rigau, and A. Place, SHIFT Summer Summit; self-nominated for a Service Award. Awards were determined by a jury of six distinguished Designers/Design Educators. More information can be found here: <https://designincubation.com/publications/awards/the-2020-design-incubation-communication-design-awards/>

2020

Nominated for a Design Incubation Communication Design Educators Award |

AUGUST

L. Zahabi and P. Lusch, *Beyond The Portfolio Whitepapers*; Nominated by Dan Wong for a Scholarship Publication Award. <https://designincubation.com/educators-awards/>

FUNDED RESEARCH AND GRANTS

2022

GRSIL We Hold These Truths Initiative Stipend and Grant | UNIVERSITY OF NEW HAMPSHIRE

"Truth and Typography," \$1000.00 stipend + \$1100.00 grant for materials

Project engaged with 15 Principles of Typography students to explore how concepts of truth are depicted and understood through type and text within the context of poster design; students conducted research and designed original posters which were printed and displayed as part of the event. More information about the final project can be seen here: <https://unhartsprojectspace.org/truthandtypography/>

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

2019

Applied for a Mozilla Research Grant | NOVEMBER

Mozilla Research Grants 2019H2; the proposed project was titled *Thinking Out Loud: Is Human Conversation the Best Framework for Voice User Interfaces?*; I worked with the UNH Research and Sponsored Projects Office to prepare the proposal and budget of \$40,000. Unfortunately my proposal was not funded.

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.

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

COURSES TAUGHT AT UNH

2022

ARTS610, Principles of Typography | SPRING | Enrollment: 15.

ARTS612, Interaction + Game Design | SPRING | Enrollment: 17.

2021

ARTS510, Principles of Design | FALL | Enrollment: 18.

ARTS614, Design + People | FALL | Enrollment: 12.

ARTS610, Principles of Typography | SPRING | Enrollment: 17.

ARTS611, Animation + Motion Design | SPRING | Enrollment: 17.

2020

ARTS613, Design + Place | FALL | Enrollment: 20.

ARTS610, Principles of Typography | SPRING | Enrollment: 18.

ARTS612, Interaction + Game Design | SPRING | Enrollment: 15.

- 2019** **ARTS510, Principles of Design** | FALL | Enrollment: 16.
ARTS596, Special Topics: Design + People | FALL | Enrollment: 7.
ARTS401, Principles of Design | SPRING | Enrollment: 16.
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.

ADVISING AND INDEPENDENT PROJECTS

Advising, Undergraduate Students

2018–present

Departmental advising (Design Concentration)

Serve as departmental advisor for students in the department; help advise on course selection for Discovery program, electives, and major; meet with students at least once a semester to plan classes, available to meet as needed.

Fall 2018 Advisees: 5

Spring 2019 Advisees: 5

Fall 2019 Advisees: 10

Spring 2020 Advisees: 13

Fall 2020 Advisees: 14

Spring 2021 Advisees: 13

Fall 2021 Advisees: 12

Spring 2022 Advisees: 11

Independent Projects, Undergraduate Students, In Process

- 2022** **Jaden Richardson** | INDEPENDENT STUDY | SPRING
 Conducting weekly meetings and advising student as they work on developing and illustrating a children’s book about manatees; final book will include approximately 68 pages/panels, and will be printed and hand bound.
- Grant Gilbert** | INDEPENDENT STUDY | SPRING
 Conducting weekly meetings and advising student as they work on learning about printing and hand-binding books; this supported BFA thesis work the student was conducting.
- Haley Dewsnap** | INDEPENDENT STUDY | SPRING
 Conducting weekly meetings and advising student as they research and work on advanced branding and packaging design; outcome is a branding system and series of packaging designs for a skincare line.

Independent Projects, Undergraduate Students, Completed

- 2021** **Nick Harvard** | INDEPENDENT STUDY | SPRING
 Conducting weekly meetings and advising student as they work on advanced animation and motion design projects; specifically exploring character and world development.
- Emily Miller** | INDEPENDENT STUDY | SPRING
 Conducting weekly meetings and advising student as they work on an advanced branding project.
- Angie Hur** | INDEPENDENT STUDY | SPRING
 Conducting weekly meetings and advising student as they research and work on advanced digital collage and illustration concepts and work using Photoshop and typography.

- 2020** **Meghan Feeney** | INDEPENDENT STUDY | FALL
Conducted weekly meetings and advised student as they researched and created a branding project and fully-functional, multi-media website, titled *Euphoria Fits*.
- Kaitlyn Grant** | HONORS THESIS | SPRING
Advised student as they researched and created their honors thesis; met weekly/bi-weekly to discuss progress and set goals; this thesis culminated in academic and visual research regarding monsters and humans and the visual forms they take; specifically Kaitlyn was interested in the reaction of people to different types of monsters based on how closely they resemble humans (or not); Kaitlyn's research culminated in a presentation given as part of the Naked Arts in the URC, their presentation was titled *Modern Monsters: Warping Humanity*.
- 2019** **Sydney Whittum** | STUDENT DESIGNED MAJOR ADVISOR/MENTOR | SPRING-ONGOING
Advised student as they created a course of study at UNH titled Sustainable Design; helped edit their successful proposal and proposed capstone project; will serve as advisor over the next two years as they complete their coursework and create the capstone project.
- Sydney Whittum** | UNDERGRADUATE DIRECTED STUDY | SPRING
Project: working with artist Tim Churchard to take a collection of 70 drawn portraits and accompanying texts and design a printed and bound book to display them; project includes meeting with the artist every other week, scanning the portraits and snapshots for each person, and then arranging the elements into the final book.
- 2018–2019** **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.
- University of Maryland**
- 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.

2016 (continued)

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.

Internships, In progress

2022

Alyssa Doust | UNDERGRADUATE DESIGN INTERNSHIP
Monitoring and advising internship Alyssa Doust is conducting with MintLeaf Marketing, located in Portsmouth, NH; this includes reviewing weekly time-logs, and establishing a contract of understanding between UNH, Kathleen, and the company.

Maggie Miller | UNH RESEARCH OFFICE INTERN
Working closely with Michael Thompson and Mark Milutinovich in the UNH Research Office to support Aachal as the second graphics intern in their office; meet with the three of them bi-weekly to discuss graphic projects, to offer my design expertise, and to give Aachal feedback and design help as needed for the year-long internship position.

Internships, Completed

2021

Kathleen Potter | UNDERGRADUATE DESIGN INTERNSHIP
Monitoring and advising internship Kathleen Potter is conducting with the Honor Yoga Foundation (remotely), located in New Jersey; this includes reviewing weekly time-logs, and establishing a contract of understanding between UNH, Kathleen, and the Foundation.

Aachal Ghimire | UNH RESEARCH OFFICE INTERN
Working closely with Michael Thompson and Mark Milutinovich in the UNH Research Office to support Aachal as the second graphics intern in their office; meet with the three of them bi-weekly to discuss graphic projects, to offer my design expertise, and to give Aachal feedback and design help as needed for the year-long internship position.

2020

Sydney Whittum | UNDERGRADUATE DESIGN INTERNSHIP
Monitored and advised internship Sydney Whittum undertook at the Forest and Ash Studio in Exeter, NH; this included reviewing weekly time-logs, and establishing a contract of understanding between UNH, Sydney, and the Studio.

2019–2020

John Rooney | UNH RESEARCH OFFICE INTERN
Worked closely with Michael Thompson and Mark Milutinovich in the UNH Research Office to support John Rooney as the first graphics intern in their office; met with the three of them bi-weekly to discuss graphic projects, to offer my design expertise, and to give John feedback and design help as needed for the year-long internship position. John created diagrams, illustrations, and other proposal graphics as needed; he also helped create a “Dos and Don’ts” Presentation for the office, and other graphics for internal communications.

Graduate Student Independent Projects, Completed

2019

Kyle Brewster | COMPUTER SCIENCE STUDENT PROJECT | FALL
Advised student for an independent study in which they conducted research and designed a mobile app built to help coaches and players on the UNH Men’s Soccer team; Radim Bartos served as the instructor of record for this independent study, but the student worked with me extensively on the design elements of the app, and to learn more about human-centered design principles and how to conduct user testing studies; met with student weekly to discuss progress and set goals, and end result was a functioning app and documentation of process and user testing results.

MFA Students, University of Maryland, 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

- 2020**
- Karen Sayers** | GRADUATE STUDENT IN INTERDISCIPLINARY STUDIES | SPRING
Met with Karen several times to discuss student's ideas for thesis project, and agreed to serve as thesis advisor/member of thesis committee. Project is to create/design the framework for connecting art students and research scientists for loose collaborations that result in a creative piece of artwork or design, and then exhibiting that work together in a public show for the university and local communities; Karen hopes to foster more conversations and collaborations between art and science in meaningful ways. Student is non-traditional, and with COVID-19 closures I am unsure when the project will be finalized.

University of Maryland

- 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 Interaction 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://hcil.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**
- AIGA 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 Critique / Lectures

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*.

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

- 2021–2022** | **ACUE Effective Teaching Practices Scholar** | UNH | FALL 2021–SPRING 2022
Applied for and was accepted for this donor funded training; Earned the Credential in Effective College Instruction on 04/19/22; Individuals who earn this certificate have satisfied the expectations of an ACUE course in Effective Teaching Practices. Certificate holders have demonstrated knowledge of and skill in implementing teaching practices that promote student success. Certificate holders typically have invested approximately 50 hours to meet course requirements.
- 2019** | **Collaborated with Molly Campbell in English on a project** | UNH | SPRING
Molly Campbell organized a collaboration between a literature class, one of her technical writing classes, and my principles of design class to choose a quote, propose a public space to display the quote, and then design the quote to be cut out of vinyl and hung as public art on campus.
- 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

- 2019** | **Kevin Rudolph won award at FLUX 2018, a national AIGA design competition**
Kevin's winning logo design project, titled *The Caged Bird*, was created in ARTT456 (Motion Design) in Spring 2018
- 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
- 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 innagural edition of the design journal *Dialectic*.

Reviewing for Conferences

- 2020**
- Peer Reviewer** | UCDA (UNIVERSITY & COLLEGE DESIGN ASSOCIATION) CONFERENCE | JANUARY
Served as a peer reviewer for the conference; I was asked to review 23 presentation proposals; service included carefully reviewing proposals and providing detailed assessment, recommendations, and feedback.

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.

Jurying

2020 + 2021 | **Juror** | SCHOLASTIC ART AWARDS OF NEW HAMPSHIRE | JANUARY
Served as a juror reviewing the work of high school art students from across New Hampshire; worked in a panel of three jurors to review hundreds of submissions and ranked them according to the Scholastic Art Awards system; also worked with the rest of the jurors to select top awards/best of show awards.

2019 | **Juror** | UNIVERSITY OF WISCONSIN-STOUT; SCHOOL OF ART & DESIGN | MARCH-APRIL
Served as one of three jurors for the Best of Design Biennial Exhibition; reviewed the work of 69 students (most had multiple entries) and worked with the other jurors to select the best work for the exhibition, and chose an overall best of show winner and other honorable mention winners.

SERVICE TO THE DISCIPLINE AND NATIONAL ORGANIZATIONS

Leadership Roles

2022-2024 | **Co-Chair: Steering Committee** | AIGA DESIGN EDUCATORS COMMITTEE
Duties will include framing and leading monthly conference calls, facilitating and supporting other steering committee members to promote and further initiatives of the committee, helping to organize and run design educator conferences and the design educator portion of the AIGA national conference, and helping to think through what design education should be doing and how our committee can best help design education faculty.

2019-2022 | **Member: Steering Committee** | AIGA DESIGN EDUCATORS COMMITTEE
Duties will include participating in monthly conference calls, working with the other committee members on various initiatives, suggesting and working on new initiatives, helping to organize and run design educator conferences and the design educator portion of the AIGA national conference, and helping to think through what design education should be doing and how our committee can best help design education faculty.

Leadership Roles in Meetings and Conferences

2022 | **Fellowship Co-organizer** | AIGA DESIGN EDUCATOR'S COMMUNITY DESIGN + WRITING FELLOWSHIP PROGRAM | JANUARY-JUNE
Worked with Rebecca Tegtmeier to put out a call for applicants, organize peer-review of applicants, create structure for 6 month fellowship program, and facilitate and host monthly meetings with fellows. Eighteen design educators from around the country were selected to participate in this virtual fellowship experience, which asks fellows to explore the research format of the Visual Essay and the ways it connects to design discourse. Each fellow is working on a visual essay of their own, and Rebecca and I have helped to peer review these essays, as well as promoting sharing of the work across the group of fellows. The plan is to facilitate and edit these essays as a published collection.

2021 | **Conference Chair** | AIGA DESIGN EDUCATOR'S COMMUNITY SHIFT{ED} SUMMER SUMMIT | MAY-AUGUST
Managed a small team to conceive, organize, build, and facilitate a virtual conference for design educators for August 4-8; over 1600 participants signed up for the asynchronous communication platform (Slack), and hundreds of educators from all over the world attended the live events; work included managing volunteers; inviting speakers and panelists; curating, writing, and organizing content, building and managing content in the communication platform (Slack),

moderating a pre-recorded panel session, and helping to facilitate 18 live sessions on Zoom. The Summit was a rousing success, and outcomes include an accessible and editable online repository titled “Living Archives” and a call for submissions for publications from and about the summit topics. More details about the SHIFT{ed} Summer Summit can be found here: <https://educators.aiga.org/shift-2021/>

2020 **Co-Organizer** | AIGA DESIGN EDUCATOR’S COMMUNITY SHIFT SUMMER SUMMIT | MAY–AUGUST
Worked with two colleagues to conceive, organize, build, and facilitate a virtual conference for design educators for August 3–7; over 1200 participants signed up for the asynchronous communication platform (Slack), and hundreds of educators from all over the world attended the live events; work included helping to manage volunteers, writing and organizing content, building and managing content in the communication platform (Slack), moderating a pre-recorded panel session, and helping to facilitate 19 live sessions on Zoom. The Summit was a rousing success, and outcomes include an accessible and editable online repository titled “Living Archives” and a call for submissions for publications from and about the summit topics. More details about the SHIFT Summer Summit can be found here: <https://educators.aiga.org/shift-2020/>

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.

Other service to discipline

2020 **Volunteer** | AIGA WEBINAR | OCTOBER
Served as volunteer for the virtual webinar hosted by the AIGA, titled *Activating Type and Image for Advocacy*, hosted by Natascha Poggio and Nancy Skolos. Duties included a two-hour long zoom practice session before the webinar to help figure out technology and pacing, and helping to facilitate a breakout room session during the two-and-a-half-hour webinar.

COMMITTEES, PROFESSIONAL AND CAMPUS SERVICE

UNH: Department

- 2021–2022** | **Member** | UNH, DEPARTMENT MISSION AND BRANDING WORKING GROUP | AUGUST–ONGOING
- 2019–2020** | **Member** | UNH, RECRUITMENT AND RETENTION WORKING GROUP | AUGUST–ONGOING
- Member** | UNH, CURRICULUM AND COLLABORATION WORKING GROUP | AUGUST–ONGOING
- 2018–2019** | **Chair** | UNH, DESIGN PROGRAM WORKING GROUP | AUGUST–MAY
- Member** | UNH, VISUAL RESOURCE CENTER WORKING GROUP | AUGUST–MAY

UNH: College

- 2021–2022** | **Member** | UNH, CENTER FOR HUMANITIES ADVISORY BOARD | JUNE 2021–JULY 2022
- 2021** | **Member** | UNH, COLA, PCAC WORKING GROUP (COMMITTEE ON CAMPUS AESTHETICS) | MARCH–JUNE
- 2019** | **Reviewer** | UNH, COLA, DIRECTOR FOR THE CENTER FOR HUMANITIES SEARCH | AUGUST
- 2018–2019** | **Member** | UNH, COLA, CENTER FOR THE HUMANITIES COMMITTEE | NOVEMBER–APRIL

UNH: University

- 2019–2021** | **Faculty Senator** | UNH, FACULTY SENATE | SEPTEMBER–MAY
- 2019–2021** | **Member** | UNH, FACULTY SENATE, INFORMATION TECHNOLOGIES COMMITTEE | SEPTEMBER–MAY
- 2020** | **Member** | UNH, PROCTORING SOFTWARE REVIEW COMMITTEE, ORGANIZED BY PROVOST | AUGUST
- 2019–2020** | **Member** | UNH, DIGITAL COMMUNICATION STEERING COMMITTEE | SEPTEMBER–MAY

UNH: Campus outreach / Other

- 2021–ongoing** | **Branding and Design Strategy** | UNH, MUSEUM OF ART | JANUARY–ONGOING
Working with the Kristina Durocher and the team at the MoA as a consultant to help shape the consistency of messaging and design across all communication channels; initial brainstorming and information gathering is happening now, and the plan is to build an effective and sustainable strategy together, and involve students in the design concentration long-term.
- 2020–ongoing** | **Student Internship** | UNH, OFFICE OF RESEARCH DEVELOPMENT | OCTOBER–ONGOING
Served as advisor for students working as a design intern in the UNH Office for Research Development; working closely with Michael Thompson and Mark Milutinovich as they assign design projects that support faculty across campus who are submitting funding proposals; the plan is to make this a long-term relationship which benefits both the Research Development Office and the student interns placed with them.
- 2020** | **Student Project** | UNH, GERMAN STUDIES | JANUARY–JUNE
Worked with Charles Vannette in German Studies and studio art/design student Lauren Hellman to create a series of large stand-up banners to help commemorate the anniversary of the Holocaust; this commemoration was to happen throughout campus during the Spring of 2020, but has been postponed for some time in the future; Lauren will be working on the 8 banners (which each serve to highlight the story of a Holocaust survivor) so they can be printed over the summer.
- 2019** | **Web Designer** | UNH, NEW ENGLAND HUMANITIES CONSORTIUM—DIGITAL HUMANITIES | JULY–AUGUST
Worked with Eleanor Harrison-Buck, Scott Smith, and Stephen Trzaskoma to develop a website for a Digital Humanities retreat on Appledore Island in the Isles of Shoals; the retreat took place August 23–25, 2019, and I was slated to attend but was unable to at the last minute; the website can be found here: <https://mypages.unh.edu/digital-humanities-island-retreat>

2019 **Campus Project** | UNH | JANUARY–MAY
Working with Nikhil Tomar, Assistant Professor of Occupational Therapy, the Stop the Stigma student group, PACS, Residential Life, SHARPP, and several other campus partners we created the Stigma Free 603 initiative; for 2019 this included tabling on April 17th in Holloway Commons to promote mental health on campus, a call for students to submit posters and photographs for a digital exhibition, and an open mic night on April 18th at MUB theater I in which students spoke about their experiences with mental health and shared stories, writing, and poetry. My contribution to the initiative was to create a visual identity, a website, and other design elements. We plan to build on these efforts over the next several years.

2019 **Student Project** | UNH, PACS | JANUARY–MAY
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

2015–2017 **Web Designer** | DESIGN CONCENTRATION & ART DEPT. WEBSITES | OCTOBER 2015–MAY 2017
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

2015–2017 **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

2017–2018 **Chair** | ARHU, COMMITTEE ON NEW TECHNOLOGIES | AUGUST 2017–MAY 2018

Member | ARHU, RESEARCH COMMITTEE | AUGUST 2017–MAY 2018

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

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

UMD University

2017–2018 **Member** | UNIVERSITY LEARNING TECHNOLOGIES WORKING GROUP | AUGUST 2017–MAY 2018

2016–2018 **Senator** | UNIVERSITY SENATE | AUGUST 2016–MAY 2018

2016–2018 **Member** | UNIVERSITY SENATE STUDENT AFFAIRS COMMITTEE | AUGUST 2016–MAY 2018

Member | PHILLIPS PARTNERSHIP: EDUCATION COMMITTEE | JANUARY 2016–MAY 2018

PROFESSIONAL DEVELOPMENT

Conferences

- 2022** | **Attendee** | BEYOND BORDERS: TOWARDS A TRANSNATIONAL WORLD HISTORY OF DESIGN | VIRTUAL ONE DAY SYMPOSIUM, APRIL
Hosted by Design History Society.
- 2021** | **Attendee** | ADOBE MAX | VIRTUAL CONFERENCE, OCTOBER
Hosted by Adobe.
- Attendee** | AIGA NATIONAL CONFERENCE, A BRIEF HISTORY OF NOW | VIRTUAL CONFERENCE, SEPTEMBER
Hosted by AIGA (the professional association for design).
- Attendee** | RE:SOLUTIONS 2021 | VIRTUAL CONFERENCE, FEBRUARY
Hosted by AIGA Orlando.
- Attendee** | DESIGN EDUCATORS TYPOGRAPHY INTENSIVE | VIRTUAL CONFERENCE, JANUARY
Hosted by Hoffmitz Miken Center for Typography and ArtCenter.
- Attendee** | VISION 20/20: HINDSIGHT, INSIGHT & FORESIGHT IN XR & IMMERSIVE LEARNING | VIRTUAL CONFERENCE, JUNE
The 6th International Conference of the Immersive Learning Research Network.
- 2020** | **Attendee** | TEACHING PLACE CONFERENCE | VIRTUAL CONFERENCE, JULY
Hosted by Minneapolis College of Art and Design (MCAD)
- Attendee** | VISION 20/20: HINDSIGHT, INSIGHT & FORESIGHT IN XR & IMMERSIVE LEARNING | VIRTUAL CONFERENCE, JUNE
The 6th International Conference of the Immersive Learning Research Network.
- Attendee** | PIVOT 2020: DESIGNING A WORLD OF MANY CENTERS | VIRTUAL CONFERENCE, JUNE
Hosted by The Phyllis M. Taylor Center for Social Innovation and Design Thinking at Tulane University and the Pluriversal Design SIG of the Design Research Society
- Attendee** | 2020 SEGD ACADEMIC SUMMIT | VIRTUAL CONFERENCE, JUNE
- Attendee** | 2020 UMD HCIL SYMPOSIUM | VIRTUAL SYMPOSIUM, MAY
Hosted by the University of Maryland Human Computer Interaction Lab.
- 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

Workshops

2020 **Attendee/Participant** | EXPLORING PHYSICAL-DIGITAL DEVICES AND DATA THROUGH THING-CENTRED DESIGN | OCTOBER
Attended virtual workshop hosted by designer and Postgraduate Researcher Matthew Lee-Smith at the EPSRC Center for Doctoral Training in Embedded Intelligence, School of Design and Creative Arts at Loughborough University in the United Kingdom. Learned new concepts and techniques about thing-centered design, and ways to teach it, that will prove useful in my research and in the classroom.

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

2020 **Remote Learning and the Student Experience** | CEITL | JULY
Attended workshop via Zoom.

Strategies for Flexible Instruction | CEITL | JUNE
Attended workshop via Zoom.

Promoting Student Engagement through Team-based Learning | CEITL | JANUARY
Attended workshop.

2019–2020 **FITSI** | ACADEMIC TECHNOLOGIES | JUNE 2019, JANUARY 2020
Attended the multi-day FITSI course; had the chance to work with a cohort of other faculty from across campus and learn from many different sources about the use of technology for teaching; implemented several things I learned within my classroom including the use of Kaltura to capture more effective tutorial videos that have proper closed captioning.

2019 **A Contextual Approach to Connecting the Research, Theory and Practice of Teaching, Dr. Stephen Chew, Samford University** | CEITL | APRIL
Attended Victor A. Benassi Annual Colloquium on Teaching and Learning lecture.

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