

OVERVIEW

A veteran instructional designer, technical writer, and distance learning specialist, Elizabeth Fanning has over fifteen years' experience as a manager, consultant, and developer of innovative, educational and interactive multimedia presentations and virtual learning spaces. She was the producer of the educational CD-ROM entitled *The Wall: A Living Memorial*, distinguished by awards from Multimedia Producer, AV Producer's Award, and the New York Festival Gold Medal, and has written award-winning scenario-based interactive video scripts. Currently, her projects focus on virtual learning environments, adult learning, and fostering knowledge building and community among learners and instructors in virtual learning spaces.

DEGREES

Magna Cum Laude, Ph.D.: Instructional Technologies; The University of Virginia, Charlottesville, Virginia. 2008.

Post Graduate Certificate: Distance Education; The University of Wisconsin, Madison, Wisconsin. 2000.

M.A.: Instructional Technologies; San Francisco State University, San Francisco, California. 1992.

Resident Fellowship: The Maine Photographic Workshop; Rockport, Maine. 1984.

B.A.: English and Film/Video Studies; University of Michigan, Ann Arbor, Michigan. 1983.

THESIS

Instructional Design Factors as They Relate to the Creation of a Virtual Learning Environment; February, 2008.

RESEARCH INTERESTS

- The design and fostering of virtual learning environments and learning communities
- User-generated content and community-building in virtual learning environments
- Diffusion of blended learning methods into adult learning environments

HONORS

Fulbright Senior Specialist Candidate

Serious Games 2005: Microsoft Academic All-Star.

Serious Games 2004: Microsoft Academic All-Star.

Awards from Multimedia Producer, AV Producer's Award, and the New York Film Festival Gold Medal for ***The Wall: A Living Memorial***.

The Communicator's Award for "Contractor's Guide", an instructional video on plumbing installation procedures to meet North American zoning codes.

TEACHING POSITIONS

Instructor, *Computer Technologies*, University of Virginia. Summer, 2009.

Graduate Teaching Assistant (TA), University of Virginia. *Instructional Game-based Learning*, Fall 2004.

Graduate Teaching Assistant (TA), University of Virginia. *Advanced Instructional Design*, Spring, 2003 and 2004.

Graduate Teaching Assistant (TA), University of Virginia. *Introduction to Instructional Technologies*, Fall, 2003 and 2004.

RESEARCH EXPERIENCE

- Currently researching how to use webconferencing tools to facilitate learning through role-playing games in adult learning settings.
- Worked with art therapists to determine approaches for using commercial off-the-shelf (COTS) computer-based games and simulations as a vehicle for conducting art therapy with children and families.
- Worked with middle school teachers and students to research factors for success and implementation for customizing COTS for classroom learning.

PUBLICATIONS

- Fanning, Elizabeth. (2010). Innovations in Education and Entertainment Settings: A Quest for Convergence. *International Journal of E-Learning (IJEL)*.(10) 2010.
- Fanning, Elizabeth. (2009). Instructional Design Factors as They Relate to the Creation of a Virtual Learning Environment. *Journal of Interactive Instruction Development* (21)2. Fall, 2009. http://www.salt.org/docs/journals/JIID_21_2.pdf
- Fanning, Elizabeth. (2009). Digital User-Generated Content and Its Role in Our Emerging Digital Literacy. *The New Internet: Collaborative Learning, Social Networking Technology Tools, and Best Practices* (9) 1. April, 2009.
- Becker, Daniel & Fanning, Elizabeth (2007). Painful Conversations, a Game-Based Simulation: How to Learn to Say What No One Wants to Hear. "Arnold P. Gold Foundation: How are we teaching humanism in medicine, and what is working.?" September, 2007.
- Fanning, Elizabeth & Brighton, Catherine. (2007). The Sims in Therapy: An Examination of Feasibility and Potential of the Use of Game-Based Learning in Clinical Practice. *Annual Review of CyberTherapy and Telemedicine*. June, 2007.
- Fanning, Elizabeth (2006). Game Mods: Customizable Learning in a K16 Setting. *International Journal of Information and Communications Technology Education (IJICTE)* October-December 2006,2 (4).
- Scheer, Stephanie and Fanning, Elizabeth (2006) A Strategy for Building Community and Knowledge Management. *OJDLA*, 9 (3). Available online: <http://www.westga.edu/~distance/ojdla/articles/fall2006/scheer93.htm>
- Fanning, Elizabeth (2005). Formatting a Paper-based Survey Questionnaire: Best Practices. *Practical Assessment Research & Evaluation*, 10(12). Available online: <http://pareonline.net/getvn.asp?v=10&n=12>

INVITED PRESENTATIONS

- Becker, Daniel & Fanning, Elizabeth (2007). Painful Conversations, a Game-Based Simulation: How to Learn to Say What No One Wants to Hear. Arnold P. Gold Foundation Symposium, Chicago, IL.

CONFERENCE PRESENTATIONS

- Fanning, Elizabeth. (2010). American Idol, Online Behaviors, and Voting for a President. *International Journal of E-Learning (IJEL)*.
- Fanning, Elizabeth. (2009). Instructional design factors as they relate to the creation of a virtual learning environment. Washington Interactive Technologies Conference, Arlington, Virginia.
- Fanning, Elizabeth. (2009). Digital User-Generated Content and Its Role in Our Emerging Digital Literacy. Technology, Colleges, and Community Conference, The University of Hawai'i at Manoa, Hawaii.
- Fanning, Elizabeth & Brighton, Catherine. (2007). The SIMs in Therapy: An Examination of Feasibility and Potential of Game-based Learning in a Clinical Practice. Poster session presented at the CyberTherapy 2007 Conference, Washington, DC.

Becker, Daniel & Fanning, Elizabeth (2007). Painful Conversations: How to Learn to Say What No One Wants to Hear. Poster session presented at the CyberTherapy 2007 Conference, Washington, DC.

Becker, Daniel & Fanning, Elizabeth (2007). Painful Conversations: How to Learn to Say What No One Wants to Hear. Medicine Meets Virtual Reality; Long Beach, CA.

Jacobson, Dov, Fanning, Elizabeth, & Kechner, Nancy (2006) Improving Attitudes Toward the Disabled with a Game. Games for Health; Baltimore, MD.

ARTICLES UNDER REVIEW FOR PUBLICATION

Fanning, Elizabeth. (2010). Reality TV and a Presidential Election: A Study in Learning Transference and Online Behaviors.

Fanning, Elizabeth & Nair, Lakshmi (2008). Creating a Virtual Learning Community in Biomedical Nanotechnology. Currently under review for publication.

MANUSCRIPT REVIEW PARTICIPATION (AD HOC)

International Journal of Information and Communications Technology Education (IJICTE)
The International Journal of Technology, Knowledge and Society

PROFESSIONAL EXPERIENCE

Upward Bound, The University of Virginia, Charlottesville, Virginia **2008**
Technology and Computer Skills Instructor

- Taught a summer course to at-risk high school students on computer literacy, as well as communication and job skills.

The Administration on Aging, Washington, D.C. **2008 to 2009**
Online Instructional Developer

- Designed and managed the production of online instruction on the care for elders in the American Indian community.
- Conducted usability tests, focus groups, and implementation strategy to build virtual community among the intended learners.

The University of Virginia School of Continuing and Professional Studies,
Charlottesville, Virginia **2005 to 2008**

Learning Manager/Education Technology Specialist

- Coordinated effort to support instructors, staff, and students in adapting existing courses to blended learning methods.
- Provided instructional design for blended and fully online courses.
- Conducted Needs Assessments.
- Produced support and outreach materials.
- Created and conducted face-to-face and online instruction for instructors on how to use a learning management system and webconferencing software.
- Developed standards of instruction and related syllabi templates to ensure that accreditation requirements were met.

The University of Virginia School of Medicine, Department of Humanism,
Charlottesville, Virginia **2005-2008***Simulation Game Producer*

- Designed and coordinated development of a prototype online game-based simulation for medical professionals to facilitate developing an approach for delivering difficult news to patients.
- Conducted focus groups, created research design, wrote proposals, project managed production, and developed presentations for the Cybertherapy and MMVR Conferences, 2007.

The University of Virginia, Charlottesville, Virginia**2003 – 2005***Teaching Assistant*

- Assisted in the development and delivery of course materials and activities for Education Leadership, Foundations, and Policy (EDLF) 700, Introduction to Instructional Technologies, EDLF 801, Advanced Instructional Technologies, and EDLF 703, Educational Game Design.
- Taught EDLF 700 Introduction to Instructional Technologies, and co-taught EDLF 801 and EDLF 703.

Bureau of Indian Education, Washington, DC**2003-2005***Project Consultant*

- Worked annually with educational representatives from First Nations throughout the United States to evaluate approaches for creating and sustaining culturally aligned education through the support of available technology.
- Coordinated with team members, provided reports, contributed to grant proposals, and provided detailed recommendations.

Center of Multicultural Human Services, Falls Church, Virginia **2003-2005***Project Manager*

- Coordinated and led a team of education consultants, administrators, and art therapists in the evaluation and adaptation of technology-based methods to support the treatment of traumatized children.
- Explored the use of commercial off-the-shelf (COTS) games and simulations for therapeutic application.

Educational Resources, Herndon, Virginia**1996 – 2008***Distance Learning Project Manager*

- Worked with subject matter experts, instructors, and production team to translate several existing workshops to multi-platform distance learning delivery systems.
- Created a learner support strategy to provide instructional support and mediation.
- Developed an interactive course guide to accompany the revised and uploaded courseware.
- Wrote successful proposals for the development of a series of distance learning courses on adult basic skills, and created the design documents and course outline for the courses.
- Developed and coordinated the production of online courses to prepare adults for distance learning and employability test taking.

Capital One, Richmond, Virginia**2004 – 2005***Instructional Design Consultant*

- Created and coordinated the production and presentation of an interactive standup course with game-based learning elements on The Value Chain, a process to support the management of IT-based projects.
- Provided production schedule and managed teams to meet milestones.

- Created interactive job aids to support new and current project managers in managing IT-based projects.

Windwalker Corporation, McLean, Virginia**1996 - 2004***Instructional Designer/Content Writer*

- Coordinated production of scenario-based, online interactive, scenario-based instructional games for adult learning audiences, and wrote scripts and design documents. Projects have involved sales, system and customer service training, while others provided instruction on money management, from basic banking skills to negotiating a mortgage.
- Wrote promotional materials and magazine articles for sales and technical professionals on product features and updates.
- Developed interactive video scripts and print-based instructional materials for a customer contact skills curriculum. <http://www.windwalker.com/multimedia.htm>
- Created print-based instruction for marketing professionals on how to use web-based resources to research and promote document solutions.
- Developed content for print-based materials and a multimedia instructional game for use by sales professionals on developing sales strategies and meeting customer needs.
- Edited storyboards written by other instructional designers for print, computer, and web-based instruction.
- Edited test questions for an online SAT preparatory course.

Genworth Richmond, Virginia**2004***Management Consultant*

- Conducted needs assessment for the training department dedicated to supporting and maintaining clients.
- Addressed issues of internal organization, delivery methods, and areas related to improving the focus and quality of instruction and communication.

Re:discovery Software, Charlottesville, Virginia**2002 – 2003***Instructional Design Consultant***Clark Construction**, Bethesda, Maryland**1997 - 2005***Training Projects Manager and Curriculum Writer***Re-Learning/ORS Interactive**, Leesburg, Virginia**2001-2003***Instructional Design Consultant***ESI, Inc.**, Fairfax, Virginia**2001-2002***Instructional Design Consultant***Government Institutes**, Rockville, Maryland**2001***Distance Learning Consultant***DAI**, Alexandria, Virginia**1999 - 2000***Instructional Design Consultant***ELF, Inc.**, Bethesda, Maryland**1996 - 2000***Instructional Design Consultant*

Pack-Online , Herndon, Virginia <i>Technical Writer</i>	2000
Northern Virginia Community College Extended Learning Institute , Alexandria, Virginia <i>Distance Learning Specialist</i>	1998 - 1999
University Online , Rockville, Maryland <i>Instructional Design Consultant</i>	1998
PerformTech , Silver Spring, Maryland <i>Instructional Design Consultant</i>	1997-1999
C2 Multimedia, Inc. , Falls Church, Virginia <i>Instructional Design Consultant</i>	1996-1997
Lucent Technologies - Network Systems Division , New Jersey <i>Instructional Design Facilitator</i>	1997
Carney Interactive , Alexandria, Virginia <i>Instructional Design Consultant and Project Manager</i>	1996-1997
UP, Inc. , Herndon, Virginia <i>Instructional Design Consultant</i>	1995-1997
PTI , Annandale, Virginia <i>Instructional Designer</i>	1995
Genuine Intertainment , Jacksonville, Florida <i>Content Developer and Proposal Writer</i>	1995
Avalon Integrated Systems , Roslyn, Virginia <i>Interface Consultant and Proposal Writer</i>	1994
Magnet Interactive Studios , Washington, D.C. <i>Multimedia Producer and Proposal Writer</i>	1992-1994
The Training Corporation , Occoquan, Virginia <i>Instructional Design Consultant and Script Writer</i>	1992 - 1998
ITC , Herndon, Virginia <i>Instructional Design Consultant</i>	1992
ASA , McLean, Virginia <i>Instructional Design Manager</i>	1992
The Fine Arts Museums of San Francisco <i>Special Projects Coordinator, Department of Public Education</i>	1990-1992
Pacific Gas and Electric Company , San Francisco, California <i>Project Manager</i>	1989-1991

VIZ FX, San Francisco, California
Contributing Writer and Illustrator

1988-1990

REFERENCES

Dr. Echol Marshall

Department Head, Distance Learning

804343.6525 x280
echol.marshall@gmail.com

MathScience Innovation Center
2401 Hartman Street
Richmond, VA 23223

Dr. Bill Ferster

Senior Scientist

540.592.7001
baf2t@virginia.edu

PO Box 400116, Virginia Center for Digital History
Charlottesville, VA 22904

Dr. Nancy Kechner

Research Computing Support Coordinator

434.924.0911
kechner@virginia.edu

Information Technology and Communication
ITC-Alderman Library, 160 McCormick Rd, Box 400129, 4th F
Charlottesville, VA 22904