

Janell Baxter

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EDUCATION

University of Chicago, Chicago, IL, M.S., Computer Science. 2006
University of Illinois at Chicago, Chicago, IL, B.F.A., Studio Arts. 1993
William Rainey Harper College, Palatine, IL, A.A. 1991

CERTIFICATIONS

Core Instructor Certification, McCarthy Technologies, Inc. 2004
Core Certification, McCarthy Technologies, Inc. 2002

ACADEMIC POSITIONS

Associate Chair, Department of Interactive Arts and Media, Columbia College Chicago, Chicago, IL. August 2010 to December 2013
Associate Professor, Columbia College Chicago, Chicago, IL. 2015 to present
Assistant Professor, Columbia College Chicago, Chicago, IL. 2009 to 2015
Artist In Residence, Columbia College Chicago, Chicago, IL. 1999 to 2008
Part-Time Faculty, Columbia College Chicago, Chicago, IL. 1998 to 1999

COURSES TAUGHT: COLUMBIA COLLEGE CHICAGO

Department of Interactive Arts and Media

Introduction to Programming. 2007, 2013-present
McCarthy Technologies BootCamp. 2006-present
Computational Media Development. 2012
Indie Team Studio (senior capstone). 2012
Indie Team Project (senior capstone). 2011
Simulation Design. 2008-2014
Introduction to Game Development. 2010-2011
Authoring Interactive Media. 2006-2010
Generative and Algorithmic Art. 2008-2009
IAM Team (senior capstone). 2007-2008
Game Culture. 2006-2007
Simulation Design II. 2007
Production: Word and Image. 2006

Interactive Multimedia Program

Interactive Multimedia Production II (senior capstone). 1999-2007
Interactive Multimedia Production (senior capstone). 1999 to 2006
Individual Vision (senior capstone). 2005-2006
Introduction to Interactive Multimedia Production. 2004-2005
Portfolio Practicum. 2003
Aesthetics for Interactive Multimedia. 2000-2001
Graphics and Animation for Interactive Multimedia. 1998-1999
Creating Websites. 1998

Institute for Science Education and Science Communication

Computer Models and Virtual Worlds in Science, co-instructor. 1998-1999
Multimedia Seminar. 1999

Division of Continuing Education

Multimedia Authoring: Flash. 1998-1999

Beginning Director. 1998-1999

Beginning Website Design. 1998-1999

PROFESSIONAL ACTIVITIES

Curricular Coordination, Columbia College Chicago

Programming and Mobile Media Coordinator (Mobile Media Programming BA, Game Programming BA, Game Programming BSc). 2012-present

Game Art Coordinator (Game Design Major). 2009-2011

Web Development Coordinator (Web Development Minor). 2007-2008

Game Development Coordinator (Game Design Major). 2005-2007

Curricular Development, Columbia College Chicago

Developed Programming minor. 2013

Co-led group of full and part-time faculty to develop a learning community between two core courses required by all majors in the Department of Interactive Arts and Media resulting in curricular revisions to both classes. 2013-2014

Developed *Computational Media Development*, a required core course for all IAM Department majors. 2012

Led the Applied Programming team that created three new majors in 2011/2012, and primary author of proposal (Game Programming BSc, Game Programming BA, and Mobile Media Programming BA).

Developed and piloted *Studio Collaboration*; junior students work with seniors on a capstone project. 2011

Developed courses: *2D Art for Games*, *2D Motion for Games*, *Advanced CSS Design*, *Individual Visions*, *Generative and Algorithmic Art*, *Graphics Application Programming Portfolio Practicum* and *Technical Art Programming*. 2002-2013

Co-developed course: *Interactive Advertising Campaign* (with Marketing Communication faculty). 2008-2009, and *Data Storytelling* (with Journalism faculty). 2013

Participated in the revision of the Interactive Arts and Media major. 2009

Collaborated on the creation of the Game Design major. 2004-2005

Participated in the revision of the Interactive Multimedia Program. 2004-2005

Reworked the Interactive Multimedia Project Management concentration with faculty in the Arts, Entertainment & Media Management (AEMM) department.

Committee Service, Columbia College Chicago

Faculty Senate. School-wide At-Large Senator representing the School of Media Arts. Re-elected for second two-year term. August 2012-present

Ad Hoc Distance Learning Committee, Faculty Senate. 2013

Ad Hoc Curriculum Committee, Faculty Senate. 2013

Academic Affairs Committee, Faculty Senate. Secretary 2012-2015, Vice Chair 2015 to present

Associate Chair, Department of Interactive Arts and Media. August 2010 – December 2013

SMA Faculty Advising Steering Committee. 2012-2013

Department of Interactive Arts and Media Assessment Committee Chair. 2010-2013

Department of Interactive Arts and Media Curriculum Committee. 2005-present

Search Committee: Interactive Arts and Media Faculty. 2009-2010

Search Committee: Marketing Communication Faculty. 2009-2010

Search Committee: Director of Faculty Advising/Assistant Dean. 2009

3G Advisory Committee. 2009-2011

FAAR Working Group. Summer 2009

Student Affairs Committee Alternate, CCFO Elected Alternate. 2005-2006

Search Committee: Interactive Arts and Media Chair. 2005

School of Media Arts Curriculum Committee. 2004

Interactive Multimedia Program General Education and Electives Task-Force. 2002

Additional Service, Community and Columbia College Chicago (CCC)

Pivot Working Group (CCC). A faculty group charged by the School of Media Arts Dean to identify “new opportunities for teaching, learning, and partnership across the School”. Spring 2014
Executive Board Member, Child’s Play Touring Theatre, and member of the Annual Benefit Planning Committee. 2012-present
2013 Manifest Game Challenge Organizer (CCC). 2013
IAM Summer Challenge Coordinator (CCC). 2012
Transfer Evaluation Coordinator (CCC). 2010-2013
Academic Advising, New Student Orientation, and Open House (CCC). 1999-present
Administrator: I AM Columbia Second Life Island (CCC). 2010- 2014
School of Media Arts Faculty Salon Committee Member (CCC). 2009-2011
Youth Journalism Genius Café Participant, Issue Lab. 2009
Tutor Supervisor, Department of Interactive Arts and Media and Interactive Multimedia Program (CCC). 2002 - 2006
Freshmen Retention Program Coordinator (CCC). 2001-2003
Exhibition Coordinator, Department of Interactive Arts and Media Program (CCC). 2000-2005
DAPME/online Senior Project Manager, AEMM Department (CCC). 2002-2003
Seminar/Workshop Coordinator, Department of Interactive Arts and Media Program and (CCC). 2001-2006
Program Assessment Task-Force Lead, Interactive Arts and Media Program (CCC). 2001-2004
Annual Portfolio Review Lead, Interactive Arts and Media Program (CCC). 1999-2002

Selected Related Professional Experience

Application Developer and Consultant, Crisis Communication Response Project, Columbia College Chicago. 2011-2012
Freelance Artist (Game Assets), 2009-2014
Interaction Designer and Consultant: Hi-rise Evacuation and Learning Platform (H.E.L.P.). Grant Project. 2006-2007
Web Developer, McCarthy Technologies, Inc. 2007
Core Instructor, McCarthy Technologies, Inc. 2004-present
Web Developer, Versive L.L.C. 2000-2005, 2009-2010
Web Site Administrator, Institute for Science Education and Science Communication 1997-2000
Freelance Developer, Chicago. 1995-2001

Presentations, Workshops, Conferences, and Seminars

STEM Education: Creating Meaningful Experiences with Interaction Design, co-chair, special session at the 6th International Conference on Intelligent Technologies for Interactive Entertainment. July 2014
Game Design + Interactive Art + Programming: Documenting Interactive Projects, presentation and panel coordinator, #DocYourWorld, Columbia College Chicago. April 2014
Gen Art: The Ongoing Personification of a Chunk of Code, presentation, Chicago Women Developers, 1871 (Merchandise Mart), Chicago. January 2014
Visiting Artist Lecture Series: Matt Board and Janell Baxter, Columbia College Chicago. April 2011
3G Summit: The Future of Girls, Gaming and Gender, Panel Moderator and Facilitator August 12-15, 2010
Games for Change: Creating Games of Social Value, with Mindy Faber, Claiming Creativity: Art Education in Cultural Transition, European League of Institutes of the Arts. 2010
Limited Set: Generative Intersections of Theater and Artificial Life, presentation and panel member, College Art Association’s New Media Caucus. 2010
The Culture of Gaming: A Glimpse into the World of Simulated Reality, presentation and panel member, Chicago Cultural Center. 2006
Got Game: Building a Game Design Major with an Interdisciplinary Team, UFVA Conference. 2005
Collaboration Cram, Columbia College Chicago, with David Gerding. 2005
Creating Successful Portfolios, Minority in Communications Association (MICA), Eastern Illinois University. 2003

Creating Successful Portfolios, SPC 3300 Interviewing, Eastern Illinois University. 2003 *Portfolio Development*, Columbia College Chicago. 2001
Virtual Learning Community, Society for Information Technology & Teacher Education (SITE), with Dr. Barb Iverson. 2001
Teaching with Style, Columbia College Chicago, with Dr. Barb Iverson. 2000
Teaching with Style Syllabus Conference, Chicago, with Dr. Barb Iverson. 2000
Creating Web-based Instructional Tools for Classroom Use Institute for Science Education and Science Communication at Columbia College Chicago. 1998-1999
Printmaking, Chicago Children's Museum. 1994

GRANTS, FELLOWSHIPS, AWARDS, AND NOMINATIONS

Virtual Learning Community (VLC) Fellowship, Columbia College Chicago. 2013-2014
Faculty Development Grant, Columbia College Chicago. 2007
Faculty Letters of Commendation, University of Chicago. 2006
Excellence in Teaching Award Nomination, Columbia College Chicago. 2003
Artemisia Mentorship, Artemisia Gallery. 1996
Oxbow Fellowship, The School of the Art Institute. 1993
Renaissance Outstanding Achievement Award, Columbia College. 1997, 1998
Phi Theta Kappa National Honor Fraternity member. 1990

SELECTED EXHIBITS

A Landmark & A Mission. Curated group exhibit. Pittsburgh, PA, Ann Arbor MI, Cleveland, OH. 2012
Transmediation. Group exhibit. The Project Room, Columbia College Chicago, Chicago, IL. 2010
Faculty Exhibition. Group exhibit. The Project Room, Columbia College Chicago, Chicago, IL. 2010
Liminality. Group exhibit. ANTENA, Chicago, IL. 2010
Faculty and Staff Exhibition. Group exhibit. The Project Room, Columbia College Chicago. Chicago, IL. 2009
Gallery Art Portfolios. The Project Room, Koscielak Gallery, Chicago, IL. 2008
The Art of Play. The Project Room, Columbia College Chicago, Chicago, IL. 2008
COMA 16: Roam. Group exhibit. California Occidental Museum of Art. Chicago, IL. 2008
COMA 12. Group exhibit. California Occidental Museum of Art. Chicago, IL. 2007
Crossmediale 2. Group exhibit. Gosia Koscielak Studio & Gallery. Chicago, IL. 2007
Interactive Arts and Media Faculty Exhibit. Group exhibit. Gallery 416. Chicago, IL. 2007
BMOMA2. Bridgeport Museum of Modern Art. Chicago, IL. 2005
BMOMA Premiere. Group Exhibit. Bridgeport Museum of Modern Art. Chicago, IL. 2005
New Works on Paper. Group Exhibit. Lisa Boyle Gallery. Chicago, IL. 2004
DFP-1q. Invitational Exhibit. 1 Quarterly Gallery. Chicago, IL. 2004
Sketchy. Hokin Gallery. Chicago, Illinois. 2002
Softcore. Invitational Exhibit. Century Gallery 900. Chicago, IL. 2001
compoundfracture. Invitational Exhibit. Hyde Park Art Center. Chicago, IL. 2001
The Library Project. Temporary Services Gallery. Chicago, IL. March 2001
Organic Produce: A Gut Show. Invitational Exhibit. International Museum of Surgical Science. Chicago, IL. 2000
On Your Mark. Group exhibit and auction. Artemisia Gallery. Chicago, IL. 1998
Twenty-Five Bucks. Group exhibit. Beret Gallery. Chicago, IL. 1998
Partners: An Exhibition of Collaborative Works. Juried exhibit of collaborative work. Lakeside Cultural Center. Chicago, IL. 1996
Ten Emerging. Artemisia. Chicago, IL. 1995

PUBLICATIONS AND PAPERS

Articles

STEM Education: Creating Meaningful Experiences with Interaction Design (Extended Session Abstract). Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, Vol. 136, 2014

Generative Art and Pragmatic Physical Computing. Media-N, Journal of the New Media Caucus, V.06 N.01, 2010

Introduction to HTML Authoring. Aesthetics of Interactive Multimedia Course-Pack, 2002

Virtual Learning Community: Online Tools Support In-class Teaching. Iverson, B.K. & Baxter, J. SITE, 2001

Editorial

Technical Editor, *Return on Engagement: Content Strategy and Web Design Techniques for Digital Marketing* by Tim Frick and Kate Eyster-Werve. 2nd Edition, ISBN: 978-0-415-84461-1. 2014

Contributing Editor, *BootCamp Manual*. McCarthy Technologies. 2003, 2006

Contributing Editor, *Dictionary of Artists, Managers, Performers, and Entrepreneurs* by Chuck Suber. 3rd Edition, ISBN: 0929911059. 2002.

TECHNICAL SKILLS

Authoring and design: C#, PHP, XML/HTML/xHTML/HTML5, CSS, JavaScript, SQL, Java, Unity 3D, Maya, and Photoshop.

Traditional studio arts: accomplished in drawing, printmaking, painting and sculpture.

TEACHING INTERESTS

Application design and development (including simulations and serious games)

Programming

Teamwork and collaboration

Interaction design

RESEARCH INTERESTS

Interface design and application development

Simulations and serious games

Teamwork (best practices for high-performance teams)

Emergent and adaptive systems

Virtual communities and collaboration

MEMBERSHIPS

Association for Computing Machinery (ACM), with memberships in: SIGART, SIGGRAPH, and SIGSIM

Chicago New Media Alliance

College Art Association (CAA)

International Digital Media and Arts Association (iDMAa)

International Game Developers Association (IGDA)

New Media Caucus (NMC)

Rhizome

REFERENCES

Available upon Request