

# Jean M. Haefner, BFA, MFA

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Instructor  
Intermediate Video Game Design | LERN  
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## Academic Background

Northwestern University Kellogg Institute | Master of Product Design and Development Management Executive Program  
Design Thinking -October 2014

Educational Technology Specialization | 46 PhD. credits in Education -2007-2013 | Walden University

Master of Fine Arts | Computer-Mediated Art: Web, Interactive, and Time-Based Forms | University of Wisconsin – Madison

Bachelor of Fine Arts | Photography, and Advertising Design | University of Wisconsin – Madison

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## Research Interests

In addition to traditional visual art research and production, other areas of research include interactive ways to enrich learning, serious games and simulation, and situated learning in virtual space. These areas of inquiry involve exploring emerging design principles in planned environments. Blending a visual approach with these areas of technology, I explore and report research that I believe is pertinent to art, design, and education communities.

## Qualifications and Experience

Learning Resources Network (LERN), 10/16 to Present

Instructional Designer, University of Wisconsin-Madison, 1/14 to 7-17

Adjunct Professor, University of Wisconsin - Stout, 8/05 to 1/14

Technology-Based Curriculum Designer, University of Wisconsin - Stout, 1/05 to 2009.

Assistant Professor - Graphic Imaging and Multimedia, University of Wisconsin - Platteville, 1/01 to 5/03.

Information Processing Consultant - Online Course Developer, UW Learning Innovations, 11/97 to 1/01.

Adjunct Professor - Computer Enhanced Art, University of Wisconsin - Madison, 7/98 to 5/99.

Teaching and Project Assistant - Interactive Media, Continuing Education Extension, University of Wisconsin, 5/96 to 8/97.

Media Lab Consultant, Division of Information Technology (DoIT), New Media Center, University of Wisconsin, 10/95 to 5/96.

Computer Graphic Artist Assistant and Associate Artist, Center on Education and Work, University of Wisconsin, 5/94 to 8/95.

## Proficiencies

Experience with Unity, Autodesk Maya, and Zbrush.

Proficient in: Game Maker, Vue, Mudbox, Photoshop, Dreamweaver, Premiere, iMovie, Illustrator, Adobe Animate, Audacity.

## Past & Present Courses Taught

### Learning Resources Network (LERN)

### Intermediate Video Game Design -**Present**

### University Of Wisconsin - Stout

DES 220 - 2D Digital Imagery

DES 325 - Multimedia Web Design

Tech 230 - Exploring Technology

GDD 101 - Intro to Computer and Video Game Design and Development

GDD 325 - 2-Dimensional Game Design and Development

Media 204 - Exploring Photography

### University of Wisconsin - Platteville

Survey of Graphic Communication

Web Site Development

Multimedia Applications

Desktop Publishing

Publication and Advertising Design

Applied Communication

Basic Darkroom Photography

Color and Digital Photography

Special Topics - Advanced Multimedia

### University of Wisconsin - Madison

Computer Imaging Techniques

Computers in the Visual Arts

Computer-Mediated Art

## Professional Associations

CAA - College Art Association

Rhizome.org - The New Museum

IGDA - International Game Developers Association

ISEA - Inter-Society for the Electronic Arts

Games 4 Change

AIGA Design Education

Games, Learning + Society - LinkedIn

## **Presentations and Paper Publications**

### ***Game Design in Education: An Interdisciplinary Approach.***

First author and moderator at the Wisconsin Game Developers Conference, University of Wisconsin - Milwaukee -April, 2013.

### ***mLearning by Design***

First author and presenter at the 28th Annual Conference on Distance Teaching and Learning, Madison, WI - August, 2012.

### ***iPads for Utility and Learning***

First author and presenter at the 28th Annual Conference on Distance Teaching and Learning, Madison, WI - August, 2012.

### ***Use Those Cell Phones!***

Co-presenter, and brief paper for the 26th Annual Conference on Distance Teaching and Learning, Madison, WI - August, 2010.

### ***iPhone Enhanced Instruction***

Co-presenter, and brief paper for the 26th Annual Conference on Distance Teaching and Learning, Madison, WI - August, 2010.

### ***Second Life and Project-Based e-Portfolios***

Presentation and brief paper for the 25th Annual Conference on Distance Teaching and Learning, Madison, WI - August, 2009.

### ***eFolios: Design Considerations***

Co-presenter, and brief paper for the 25th Anniversary Conference on Distance Teaching and Learning, Madison, WI - August, 2009.

### ***ePortfolios: Blended Visions of Assessment***

Co-presenter, and brief paper for the 24th Annual Conference on Distance Teaching & Learning, Madison, WI - August, 2008.

### ***Form Follows Function: Why ePortfolios in Higher Education***

Co-presenter, Brief Paper, and Demonstration, ED-MEDIA--World Conference on Educational Multimedia, Hypermedia & Telecommunications, Vancouver, BC - June 24-29, 2007.

### ***Accessorizing Your Video Conferences***

Panel Member Presentation, Society for Information Technology and Teacher Education (SITE) 2004, Atlanta, GA - March 1-6, 2004.

### ***Interactive Videoconferencing: Linking Research and Best Practices***

Panel Member Presentation, National Education Computer Conference (NECC) 2004, New Orleans, LA - June 2004.

### ***Using Interactive Technologies for Collaborative Learning***

Remote Artist / Expert Panel Member, Video Conferencing, NECC Workshop 1998.

## **Exhibitions and Web Site Publications**

2013 School of Art and Design Faculty Exhibition, Menomonie, WI

2011 *Arts West 32*, Juried Exhibition, Eau Claire, WI.

2010 *Department of Art and Design Faculty Exhibition*, Menomonie, WI.

2008 jmhaefner.com - Web site -redesigned in 2010. Currently archived awaiting redesign.

2006 *Northern/Southern Exposure*, University of Wisconsin - Stout, and University of Louisville.

2004 *Accessorizing Your Video Conferences* - Group Presentation Website for S.I.T.E.

2004 *Interactive Videoconferencing: Linking Research and Best Practices* - Group Presentation Website for N.E.C.C.

2003 JJHaefner.com - Web site - archived and under construction.

2003 Winnebago Studios Gallery Night and Studio Walk, Madison, WI.

2003 *Photography at the Crossroads*, Center for Photography Show, Madison Art Center.

2002 *All UW-Platteville Juried Art Show*, Platteville, WI.

2002 *1st Annual Winnebago Studio Photography Show*, Madison, WI.

2002 Winnebago Studios Gallery Night, Madison, WI.

2002 *WALLPATCH*, Commonwealth Gallery, Madison, WI.

2001 *Social Transformation through the Arts (STARTS)*, Invitational, Commonwealth Gallery, Madison, WI.