

Wayne A. Nelson
314.323.1944
wayne@waynelson.com

About

A significant part of my career has been spent as a teacher and a designer, creating learning experiences and developing the materials and systems necessary to enact the designs I envision. More recently, I have served as a leader in various settings, and continue to look for new ideas, educational innovations and other work that inspires me and has potential for disruptive innovation. As I transition to a new focus for my work, I envision consulting with clients who seek an experienced professional with skills as a teacher, designer, editor, and web developer.

Experience

Teaching

- Taught nearly 700 college courses over 25 years – 75% at the graduate level – more than 100 online
- Subject matter expertise in learning theories, instructional design, interactive learning, research design, design thinking, project management
- Conducted professional development seminars for college and K-12 teachers related to technology integration and instructional design

Scholarship

- Published more than 40 articles in academic journals (see Google Scholar listing)
- Presentations at more than 45 conferences
- Reviewed more than 30 articles in academic journals

Design

- Extensive experience in instructional design, user experience design, educational game design, print design, and research design
- Worked with clients in educational and business settings
- Certificate in human-centered design and design thinking from IDEO

Tools

- Adobe Creative Suite
- PHP
- HTML
- CSS
- Learning Management Systems (Blackboard, Moodle, etc.)
- Content Management Systems (Word Press, Joomla, Cascade, etc.)
- Statistics (SPSS, Excel)
- Articulate
- Digital Audio & Video

Research

- Conducted design-based research validating instructional designs
- Conducted theoretical research validating instructional theories and interventions
- Completed \$1.8 million of funded research studies of theoretical and implementation research projects

Skills

- Design Thinking
- User Experience Design
- Learning Analytics
- Performance Improvement
- Program Evaluation
- Project Management
- Writing / Editing
- Research

Education

Ed. D. - Virginia Polytechnic Institute and State University, Blacksburg, VA.

M. A. - University of Montana, Missoula, MT.

B. A. - South Dakota State University, Brookings, SD.

Employment

- 2012 – Now *Faculty Fellow for Online Learning* – Southern Illinois University Edwardsville (SIUE)
Advises on policies, training for online learning initiatives, and support. Conducts faculty development activities. Coordinates Excellence in Undergraduate Education grant program.
- 1993 – 2012 *Professor – Instructional Technology Program, SIUE*
Teach master's courses in educational psychology, instructional design, interactive multimedia, instructional technology, computer programming, authoring systems.
- 1995 - 2010 *Chairperson – Department of Educational Leadership, SIUE*
Provide administrative leadership for department of 12 faculty members and four graduate programs.
- 1988 – 1993 *Assistant / Associate Professor – Instructional Technology Program, SIUE*
Taught doctoral courses in cognitive science, research design, learning. Taught master's courses in educational psychology, instructional systems design, interactive multimedia, instructional technology, computer programming, authoring systems. Program Director for Instructional Technology.

Academic Projects

- Now *Competency-based education* – engage in strategic planning to implement competency-based education courses and programs
- Now *Rapid Instructional Development* - create a new design and development model based in Agile methods for online course development projects
- 2014 *Open Educational Resources* – designer in a pilot project using Open Educational Resources (OER) in 11 courses.
- 2013 *eLearning Survey* - conduct research to help understand the experiences and attitudes of faculty and students regarding online learning.
- 2011 - Now *Online Course Design* - design and deliver a seminar on online course design for faculty
- 2011 *GameLab* - provided opportunities for SIUE student teachers to gain experience by teaching game design to students from diverse backgrounds at the East St. Louis Charter High School.
- 2011 *iPads for Autism* - collaborated to create a program that brought iPads and specially-designed apps for children with autism
- 2008 - 2011 *Studio Teaching* – led the incorporation of a design studio pedagogy in some Instructional Technology courses.
- 2007 *Teaching in Second Life* – facilitated student creation of learning environments in Second Life.
- 2006 *Educational Podcasts* - created a series of audio podcasts that elaborated on various aspects of the Cyberville exhibit at the St. Louis Science Center.
- 2001 - 2004 *Preparing Tomorrow's Teachers* - proposal author and project director for a \$1.6 million U. S. Department of Education grant designed to help K-12 teachers, SIUE student teachers, and SIUE faculty integrate technology into their teaching.
- 1998 - 2002 *Engaged Learning Institutes* – designed and presented more than 30 professional development seminars focused on the use of technology by K-12 classroom teachers in the Illinois / Missouri region.

Consulting

- 2008 - Now *Triangle Associates of St. Louis* - designed and continue to manage an online survey system that provides 360-degree feedback reports to school administrators.
- 2011 - Now *Disney Nature* – Member of design team creating educational materials for several films including *Born in China*, *Bears*, *Chimpanzee*, *African Cats*, *Monkey Kingdom*, and *Wings of Life*
- 2010 - 2012 *Disney Educational Productions* – Member of design team of that created educational materials for Disney products, including *Frankenweenie*, *Finding Nemo*, and games for learning that appeared in the *Club Penguin* online community.
- 2009 - 2011 *Disney Connected Learning (Imagicademy)* – Member of design team that created an adaptive learning environment using iPad games integrated with a reporting and advising system that recommended individualized content and reported learning progress to parents via Facebook. The prototype served as the basis for the current Disney Imagicademy products.
- 2000 - 2002 *Human Code / Albertson Foundation* – Member of design and implementation team for *Teaching with Technology*, a comprehensive technology integration program for K-12 teachers in Idaho
- 2000 *Learning Code* - Investigated and documented the design model and processes used to create effective learning environments at Human Code, Austin, TX.
- 1995-1998 *Real Estate Appraisal Institute* – designed and developed online course modules for training and certification of real estate appraisers.
- 1992 *Southwestern Bell* – created training materials for employees interested in learning marketing basics as practiced in the company.
- 1990 *Illinois Science Teachers Association* – led a team of designers and developers that created interactive, computer-based hands-on assessments of science knowledge and skills for high school students.