Janell Baxter

janell@janellbaxter.com, janellbaxter.com

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, January 2017-present
Associate Professor, Columbia College Chicago, Chicago, IL. Aug 2015-present
Acting Chair, Columbia College Chicago, IL. Summer 2018.
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

Programming I (previously named Introduction to Programming). 2007, 2013-present
Programming II (previously named Object Oriented Programming). 2017-present
INMD 250A Topics in Interactive Arts and Media: Museum Immersion (AI+Art). 2019
Simulation and Serious Game Design. 2014-2018
McCarthy Technologies BootCamp. 2006-2017
Computational Media Development. 2012
Indie Team Studio (senior capstone). 2012
Indie Team Project (senior capstone). 2011
Simulation Design. 2008-2012
Directed Study: Interactive Arts and Media. 2011
Independent Project: Interactive Arts and Media. 2011
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

COLLEGE AND COMMUNITY SERVICE

Curricular Coordination (Columbia College Chicago)
Programming Coordinator (Game Programming BA, Game Programming BSc, Programming minor). 2012-present
Mobile Media Coordinator (Mobile Media Programming BA). 2012-2015
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
New course development: Co-developed and co-taught with Kristin Taylor, Curator of Academic Programs and Collections, Museum of Contemporary Photography the course *INMD 250A Topics in Interactive Arts and Media: Museum Immersion (AI+Art)*. As students learned about algorithms, machine learning, and AI, they also learned how technology is embedded with racial and gender biases, ethical concerns, surveillance issues, privacy problems, and other equity and equality controversies. They read articles about these important issues, viewed how contemporary artists were addressing these concerns, and produced their own creative response as final projects.
Drafted proposal for the master's degree in Interaction Design. 2017-2018
Revised a course required for several majors: *Object Oriented Programming I*. Substantial revision of course materials, including authoring content, editing and revising older content, developing new scaffolding assignments, and creating rubrics for all assignments. 2017
Developed proposal for new course *Code* with adjunct faculty member David Noffs. Experience in coding logic and syntax is essential for students in a variety of disciplines. Course supports students with no prior experience to gain insight into computational thinking and the application of abstraction at multiple levels, from logic gates and bits, to larger global, social, and political topics. Students complete the semester with programming work for their portfolio. 2017
Developed new degree: Programming BS. Revised and combined the three programming majors (Game Programming BSc, Game Programming BA, and Mobile Media Programming BA) into two; the renamed Programming (BSc and BA) now have concentrations in application and game programming. 2015-2016
New course development: *Object-Oriented Programming II*. Course builds on and further develops object-oriented programming theory and production skills begun in Object-Oriented Programming I. 2015
New course development: *Algorithms*. 2015
Changes to Mobile Media Programming Major. Included the requirement for a theory course (Interactive Culture or Game Culture), modified the balance of required courses versus

electives (to make room for the new theory requirement), and added a professional writing course to the list of electives (in consultation with the Department of English). 2013

New course: *Technical Art Programming*. 2013. This course combines programming and game art; in the game industry this role is becoming increasingly sought after as games and technology become more complex. [Curriculum Development Type: New course design]

Co-developed *Data Storytelling* with Barbara Iverson (Journalism). Journalists are often expected to find "big data", clean it up, analyze it, and find the story in it that will engage an audience and answer topical questions. [Curriculum Development Type: New course design]

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 three 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

Associate Chair, Department of Interactive Arts and Media. August 2010 – December 2013, January 2017-present

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

Online Program Review and Oversight Committee, Fall 2021 - present

Museum of Contemporary Photography Faculty Advisory Committee Member. 2018-present

School of Media Arts Curriculum Committee Chair. Spring 2021

School of Media Arts Curriculum Committee Member. 2020-2021

Department of Interactive Arts and Media Curriculum Committee Chair. 2020-2021

Game Art/Animation Faculty Search Committee. 2019-2020

Faculty Senate. School-wide At-Large Senator representing the School of Media Arts. Re-elected
for second two-year term. August 2012-2017

Course Scheduling Project Task Force Member. Project led by Susan Marcus in Fall 2014, and David Valadez in Spring 2015.

Academic Affairs Committee: Vice-Chair 2014-2015, Secretary 2012 – 2014

Ad Hoc Distance Learning Committee, Faculty Senate. 2013

Ad Hoc Curriculum Committee, Faculty Senate. 2013

SMA Faculty Advising Steering Committee. 2012-2013

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

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, Columbia College Chicago (CCC)
Faculty Evaluator. Lauren Liss (2018-present), and Joshua Fisher (2019-present)
Scholarship Review (Faculty Recognition Award). 2017, 2018, 2019
Game Development Conference (GDC) booth management. 2006, 2009, 2012, 2015, 2018, 2019
    Co-coordinated booth equipment, furniture, utilities, promotional materials, student work,
    and student presence.
Faculty advisor for the student organization JAM (Japanese Anime and Manga) 2017-present
Faculty advisor for the student organization AlphaLab 2017-2020
    AlphaLab provides teaching workshops and game jams.
Baxter, Janell R., Shannon Downey, and Pearl Dick. "Twists & Turns: Life After Your Degree."
    Panel for the student organization Herstory at Columbia College Chicago. 2017
Taught *Getting Started with Moodle*. Online course for CCC faculty. 2014
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
Manifest Game Challenge Organizer (CCC). 2013, 2017, 2018
IAM Summer Challenge Coordinator (CCC). 2012, 2013, 2016
Transfer Evaluation Coordinator (CCC). 2010-2013, 2017-present
Academic Advising, New Student Orientation, and Open House (CCC). 1999-present
Administrator: I AM Columbia Second Life Island (CCC). 2010-May 2014
School of Media Arts Faculty Salon Committee Member (CCC). 2009-2011
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

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

PUBLICATIONS AND PAPERS
Articles
Six Steps to Optimize Your Social and Digital Presence: A How-To Guide for Academics. Accepted for publication by Inside HigherEd. Baxter, Janell R., and Anne M. Mitchell, 2018

Gamiformics: A Systems-Based Framework for Moral Learning Through Games. In Proceedings of the International Symposium Sustainable Systems and Technologies, v3 (2015), Vol. 3. International Symposium Sustainable Systems and Technologies*,* Guschwan, William D., Janell R. Baxter, Thomas Seager, and Susan Spierre. *2015*

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 Eyler-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.

PROFESSIONAL ACTIVITIES
Presentations, Workshops, Conferences, and Seminars
Practical Tips and Best Practice Sharing for Creating an Inexpensive Web Presence Faculty Development Conference, Columbia College Chicago. 2018

Optimize Your Online Presence: Practical Tips and Best Practice Sharing for Effective Use of Social Media and Web, Faculty Development Conference, Columbia College Chicago, with Anne-Marie Mitchell. 2017

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 1215, 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

Selected Related Professional Experience

Software Developer. Applications, open-source code, and articles about programming Programmingisfun.com, gist.github.com/janell-baxter, gist.github.com/janellbaxter

Application Developer and Consultant, Crisis Communication Response Project, Columbia College Chicago. 2011-2012

Freelance Artist (Game Assets), 2009-2013

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

Professional and Community Service

Reviewing committee member for the International Society for Industrial Ecology-International Symposium on Sustainable Systems and Technology (ISIE-ISSST) 2017 Joint Conference (June 25-29, 2017)

Executive Board Member, Child's Play Touring Theatre, and member of the Annual Benefit Planning Committee. 2012-2014

Youth Journalism Genius Café Participant, Issue Lab. 2009

SELECTED APPLICATIONS

Greatness.Rocks: website and companion bot. 2022

Bot Squad: several bots collaborating together. 2021-present

Generative Art Bots: bots that create art work. 2004-present

SELECTED WEBSITES

Greatness.Rocks. 2022

Code-Adventure.com. 2017

ProgrammingIsFun.com. 2013

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

TECHNICAL SKILLS

Authoring and design: C#, PHP, Python, XML/HTML/xHTML/HTML5, CSS, JavaScript,
SQL, Java, Unity, Maya, and Photoshop.
Traditional studio arts: drawing, printmaking, painting, and sculpture.

TEACHING INTERESTS

Application design and development (including simulations and serious games), programming,
immersive media, and teamwork and collaboration

RESEARCH INTERESTS

Interface design and application development, simulations and serious games, teamwork (best
practices for high-performance teams), and emergent and adaptive systems

REFERENCES

Available upon Request