

Jean M. Haefner, BFA, MFA

Adjunct Professor, School of Art and Design, Game Design and Development (GDD) Program
University Of Wisconsin - Stout
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Academic Background

University of Wisconsin - Madison, School of Education
Computer-Mediated Art: Web, Interactive, and Time-Based Forms
Master of Fine Arts - May 1997

University of Wisconsin - Madison, School of Education
Photography, and Advertising Design
Bachelor of Fine Arts - August 1990

Doctoral credits in Education Technology - Walden University Online

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

Adjunct Professor, University of Wisconsin - Stout, 8/05 to Present.
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.

Past and Present Courses Taught

University Of Wisconsin - Stout

DES 220 - 2D Digital Imagery	GDD 101 - Intro to Computer and Video Game Design and Development
DES 325 - Multimedia Web Design	GDD 325 - 2 Dimensional Game Design and Development
Tech 230 - Exploring Technology	Media 204 - Exploring Photography

University of Wisconsin - Platteville

Survey of Graphic Communication	Desktop Publishing	Basic Darkroom Photography
Web Site Development	Publication and Advertising Design	Color and Digital Photography
Multimedia Applications	Applied Communication	Special Topics - Advanced Multimedia

University of Wisconsin - Madison

Computer Imaging Techniques	Computers in the Visual Arts	Computer-Mediated Art
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Professional Associations

CAA - College Art Association	ISEA - Inter-Society for the Electronic Arts	AIGA Design Education
Rhizome.org - The New Museum	Games 4 Change	Games, Learning + Society - LinkedIn
IGDA - International Game Developers Association		

Presentations and Paper Publications

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

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 ephemerati.com - Redesign - 2003 version archived a - archived as ephemerati.us.

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.