

Ann R. Marion

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SENIOR PROJECT MANAGER/EDITOR & WEB IMPLEMENTER

Distance Learning Programs/ Technology-Mediated Learning Environments

Prolific, award winning technology-mediated learning pioneer credited with development and management of groundbreaking programs, products, and projects. Personal mission to impact evolution of computers and multimedia as educational tools and integrate next-generation technology with real-world systems. Employers include **Dartmouth, Brandeis, M.I.T, Houghton-Mifflin, and Apple Computer. M.I.T. Master of Science Degree in Visual Studies. BFA. Cornell.**

Expert team builder and communicator. Skilled at achieving project buy-in. Record of delivering projects on time, on budget. Passion for creating learning-enhancing products at the cutting edge of new technologies, processes, and ideas. Experience working with faculty, scientists, and entrepreneurs to integrate internet and new technologies as effective elements of workflow, and balance best utilization of print, interactive computer applications, hands-on classroom activities, and face-to-face among peers, coaches, experts, or collaborators.

Representative Achievements:

- Design, edit, and implement internet resources for Healthcare in the 21st Century courses at Dartmouth University integrating lecture videos, pod-casting, on-line libraries, printed documents, in-classroom activities.
- Core member of Distance Learning Strategic Planning Team for Houghton Mifflin College Division.
- Producer of the multimedia production, "The Society of Mind," that garnered three prestigious awards. Creator of the multimedia product named by Chicago Sun Times as "Best CD-Rom Ever."
- Designed and managed testing, data collection, and analysis of a distance learning prototype for exploring a theory of peer to peer competitive/cooperative coaching with 200 students across 4 schools.

AREAS OF EXPERTISE

- | | |
|---|---|
| - Concept-to-Release Product/Project Management | - Distance Learning & ePublishing |
| - Research & Development (R&D) | - System Integration & Customization |
| - Information Architecture & Software Design | - Data Collection & Management |
| - System Performance & Functionality | - Multimedia Production |
| - User Experience Design | - Web Site Implementation |
| - Qualitative & Quantitative Analysis | - Technology Mediated Learning Environments |

PROFESSIONAL EXPERIENCE

StonySoft Consulting, Sudbury, MA

1998-Present

Principal/Consultant: *Strategic consultant for New England companies in transition to distance learning — addressing community, customer-focused, content, and customer databases. Project highlights include:*

Dartmouth University, Hanover, NH

1998-Present

Distance learning consultant and **Webmaster** for online component of regular classroom courses in role spanning strategic guidance and hands-on implementation. Edit and adapt content for web pages of lecture series: "Healthcare in the 21st Century" at Dartmouth Thayer School of Engineering. Design and implement graphics, videos, secure docs download. Integrate HTML website with Blackboard courseware, and on-line libraries. Act as Help Desk to students.

- Strategize progressive evolution of online component of an in-class course. Advocate upgrades. Results: increasing accessibility by off-campus participants and laying the groundwork for distance learning initiatives.

BeingMeta, Boston, MA

2004-2005

BeingMeta is a spin-off of the MIT Media Lab providing metadata services, technology, and applications for next generation content, information, and knowledge management services.

Lead Interface Designer

Provided analysis, design, and implementation for Launch of Start-up: created new website and on-line demos: BabelVision: proprietary search engine utilizing Multi-Lingual Meta-Data to access image archives. Collaborated with software architect/chief scientist to revise technologies and user interface for improved usability. Implement CSS/XHTML integrated with Java application. Utilize workflow processes for sharing code using cvs version control

- Design & Implement new website with on-line demos, create easy to use introduction to search engine.

Brandeis University, Waltham, MA**1999-2002**

The Dynamical and Evolutionary Machine Organization Lab is known for breakthrough new approaches in computation, learning and computer intelligence and robotics.

Director of Educational Technology Programs / Senior Researcher

Project management of peer-to-peer, web-based educational initiatives. Supervised implementation of Internet systems in java, PERL, and HTML by graduate students, and oversight of testing in real-world classroom settings. Optimized established industry network to represent program in the educational community. Cultivated collaborative relationships with researchers and institutions in different domains of expertise.

- Co-authored 4 proposals to secure 18-month educational technology research grant from the National Science Foundation, ranking in the top 10% of all proposals submitted.
- Orchestrated intensive testing/data analysis of prototype with hundreds of students.
- Implemented and analyzed HTML e-mail survey distributed to students for data collection.
- Brought projects into adherence with national education standards: researched and acquired K-12 vocabulary database to create new user interface for traditional spelling bee program, resulting in improved pedagogy. Supervised modification of program to reflect varying word-difficulty values.

StonySoft Consulting/Dynamic Diagrams, Providence, RI**1999-2000**

Graphic and Information Architecture Consulting Group based in Providence with client in Boston.

Project manager and chief liaison with Boston based client. Provided strategic guidance, research and evaluation of solutions, production management, and website development for distance learning initiatives. Opened communications between technology experts, management, and client. Drafted information architecture report. Managed development of web pages in alignment with client's page layout system and branding scheme.

- Drafted information architecture report evaluating third-party technologies and recommending best strategies for reliability, speed, and cost.
- Completed project on schedule for critical launch of new services in fall 1999.
- Rolled out unique customized academic search engine for basic undergraduate courses. Provided filtered, academically relevant results, exclusive "special collection" sources unavailable through the web, and instant help for term papers and exams.

Sixth Floor Media, College Division, Houghton Mifflin Company, Boston, MA**1996-1998**

Semi-autonomous department within college division, set up to sell software tools to academic community.

Product Development Manager

Directed research and development of next generation instructional titles and applications for distance learning, utilizing both print and computer-based publications, integrating customer-centric design process with telesales/database marketing. Overhauled alpha software product – CommonSpace, a word processing application supporting peer collaboration – to create more reliable and responsive beta product. Integrated faculty input into design of software functionality by conducting focus groups, attending academic conferences, and setting up online user chat sessions with company's tech support, development, and sales staff.

- Teamed with off-site developers, sales and marketing, administration, and finance to create a development plan to modify user interface and functionality, enhancing the teaching process.
- Researched and acquired third-party-upgrade building blocks for CommonSpace to improve performance and added multiple Foreign Languages with zero increase in cost.
- Doubled market share by delivering 4 new Foreign Language titles parallel to core product offering.

Principal Investigator

Recruited to represent company and manage \$1 million federal grant to research and prototype next-generation instructional tools and titles for online courseware. Planned initial content and customer databases for custom publishing. Directed budget reporting and deliverables. Hosted site visit by government officials and presented program in Washington, D.C. Developed 3-year budget with college CFO and carefully tracked spending. Initiated contracts and enforced contractual obligations through in-house legal department.

- Core member of Distance Learning Strategic Planning Team, developing strategic business models and partners. Co-wrote white paper on distance learning for strategic planning process for both print and digital components.
- Funded and managed partnership with M.I.T. CECI to develop multimedia language titles for commercialization. Developed "publishing research" concept and published it for public review.
- Spearheaded corporate-wide taskforce on customer and product databases, unifying feedback between customers, internal help desk, and external product development.

Corey & Company Designers, Inc., Watertown, MA**1995-1996**

Graphic services and design entity serving top company and academic institutions nationwide and employing world-renowned graphic artists.

Design Director / Business Partner

Brought digital capability to company, guiding designers and clients through new digital projects including websites, multimedia presentations for focus group testing, and multimedia CD-ROMs. Hired and supervised programmers and digital product staff; trained entire staff in digital issues. Conceptualized and implemented new digital product lines integrated with print publications for clients ranging from Viacom to Harvard.

- Launched American Girls website for Pleasant Company (www.americangirl.com) on time and within budget for public release. Outlined project specifications and budget, supervised graphics and programming team, and emphasized automation of processes. Promoted re-purposing of existing print magazine content for website.
- Built Shoah Foundation Survivors website (<http://tbssuperstation.com>) for Turner Broadcasting in a week.
- Managed creation and on-time delivery of set of multimedia demos of 4 bleeding-edge, interactive product concepts for Viacom edutainment channel. Delivered highly sophisticated animation in rapid timeframe.

Stonysoft, Gt. Barrington, MA**1993-1995**

CD-ROM production company, implementing exemplary interactive titles to showcase new technologies.

Producer / Co-Founder

Managed all business operations including sales, marketing, financial, and project management. Design and implementation of multi-media. Invention of integrated digital video and effects with text and film images. Key player in acquisition and merger with graphic design firm – Corey & Company Designers.

- Produced nationally recognized titles: “The Society of Mind,” Interactive Media Festival Award winner in 1995, and “Passage to Vietnam,” lauded as ‘the best CD-ROM ever’ by the Chicago Sun Times.
- Pioneered two new techniques for CD-ROM production. Seamlessly integrated a video talking head with a text hyper-book and introduced a more efficient technique for showing a wrap-around image. Widely hailed as breakthroughs, these processes are now in mainstream use on the Internet.

Apple Computer “Vivarium Program,” Advanced Tech. Group, Los Angeles/ Cupertino, CA 1985-1992

Innovative computer manufacturer, supporting R&D in educational use of computers tested in model schools.

Research Director

Championed solutions in education technology to integrate 20th century science and technology subject matter into school curriculums. Administered \$2 million budget and scheduled all deliverables. Managed invention, implementation, and testing of varied technology prototypes in schools. Served as liaison with Los Angeles school board. Supervised up to 12 staff members, graduate students, and teachers. Worked with curriculum experts and teachers to evolve yearlong activities and curricula that would work in the “real-world” classroom. Actualized theories of computer visionary Alan Kay.

- Created model “school of the future” within a public magnet school, based on personal concepts for computer multimedia and interactive simulations in education.
- Coordinated efforts of more than 100 adults and 300 children in a multifaceted learning experiment involving Apple staff members, researchers, teachers, and students.
- Managed software and i/o engineering projects in support of yearlong curricula.
- Design, programming, implementation, de-bugging, of initial classroom exercises in Playground, etc.

Early Professional Tenure:

Researcher ■ Hewlett Packard, Video Enhanced Graphics, Palo Alto, CA

Principal Investigator/Program Manager ■ Atari Inc., Interactive Animation Group, Sunnyvale, CA

Researcher/Scriptwriter ■ Paradox Films, Cambridge, MA

Video Course Production/Operations Mgr ■ MIT: Center for Advanced Engineering Study, Cambridge, MA

EDUCATION

Master of Science, Visual Studies – MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA

Bachelor of Fine Arts, Illustration/Museumology – CORNELL UNIVERSITY, Ithaca, NY

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RESUME Addendum Professional Qualifications

Technology Skills:

- Multimedia Applications: Macromedia Dreamweaver, Director, Fireworks, Adobe (Premiere, COSA, Photoshop, Illustrator, Acrobat) Quark, Debabelizer, Style Master, iMovie, Quicktime, Audioshop, Infini-D 3D modeling, BBEdit; Oxygen; Blackboard Course Management
- Software Development Management: PHP, Java, C, C++, Lisp, Smalltalk, Databases: FramerD, SQL, 4-D
- Programming: PHP, Java, PERL, XHTML/HTML/CSS, Playground, PL1, Logo, Basic, HyperTalk, FTP/SFTP/SSH
- Operating Systems: Mac OS, Windows NT, Unix, Linux
- Office Applications: Lotus Notes, Lotus DB, Microsoft Office (Word, Excel, PowerPoint, Project)
- eCommerce: Pay Pal, Statistics: SYSS
- Languages: French (6yr HS), 1 yr Berlitz; Spanish 6 months Berlitz; Intro Arabic (Cambridge Center Adult Ed)

Fellowships and Awards:

- Grant recipient: Brandeis NSF Peer-to-Peer Learning, Brandeis University Co-Pi 2001-2002.
- Grant recipient: NSF/DARPA E/W Consortium. Houghton Mifflin P.I. 1996-1998.
- Award: Interactive Media Festival, Los Angeles June 1994
- Award: Japan's MacLife 1994. Society of Mind cd-rom.
- Award: American Booksellers Convention 1994. Society of Mind cd-rom.
- Nominated: Weisner prize: notable contributions to advancing technology in art at MIT 1981.
- First prize: Experimental Video, N.E.AFI/Sony Student Video Contest 1982.
- Grant recipient: Little Brown Books Vic Braden Tennis Videodisc Simulation 1982.
- Grant recipient: Council for the Arts at MIT 1981: Joffrey Ballett Interactive Stage Set feasibility study
- Scholarship: Women in Engineering from Society of Motion Picture and Television Engineers 1981.
- The Stone Prize: for highest-ranking junior in fine arts, Cornell 1974.

Professional Memberships:

- AERA: American Educational Research Association
- ISPI: International Society for Performance Improvement Massachusetts Chapter
- Association of Support Professionals
- Founding Member: Educational Object Economy
- ACM: SIG-CHI – Local Greater Boston Chapter, SIG-GRAPH
- Founding Member: Boston Film/Video Foundation

Selected Publications:

- Marion, Ann, White Paper for NAMAC New England Working Group for Digital Directions in the Media Arts for the National Alliance for Media Arts and Culture [NAMAC] summer 2000. <http://www.namac.org>
- Marion, Ann, and Hacking, Liz, "Publishing and the WWW", Journal of Interactive Media in Education. Special Issue by the East/West Consortium: Next Generation Authoring Tools and the Educational Object Economy, Simon Buckingham Shum, editor, <http://www-jime.open.ac.uk/98/ew-issue.html>, Knowledge Media Institute: The Open University, Milton Keynes, U.K. May 1998.
- Marion, Ann R., "Construction Zone", Learning Ways, Kristina Hooper-Woolsey, editor. (1991)
- Clark, M., Ferrara, T, Jones, D., Marion, A., Rose, K., Yaeger, L., "Koko's Mac //: A Preliminary Report" The Art of Human -Computer Interface Design Brenda Laurel, editor. pp. 95-102. Addison Wesley, Reading MA 1990.
- Marion, Ann R., Kurt Fleisher, Mark Vickers, "Towards Expressive Animation for Interactive Characters", Graphics Interface 1984, Ottawa, 1984.
- Fisher, Scott; Marion, Ann "Real time computer graphics from body motion" Optics in Entertainment, C. Outwater, Editor, Proc. SPIE 391-14, 1983.391
- Marion, Ann Images of Human Motion: Changing Representations of Human Identity, paper & videotape, submitted in partial fulfillment of MSVS, MIT, 1982

Unpublished White papers:

- Marion, Ann R., Playground Paper Apple Computer Advanced Technology Group Technical Paper, http://www.marionworks.com/portfolio/work/portfolio_apple.html. Cupertino, CA 1993. (copyrighted, and available for distribution on request).
- Marion, Ann, with Paul Kahn, Dynamic Diagrams. Information Architecture Report for Student Advantage First Research.com (proprietary) <http://www.studentadvantage.com>, <http://www.dynamicdiagrams.com>, <http://www.marionworks.com/portfolio/work/DDSA/DDSA.html>
- Marion, Ann, Co-Author of Strategic Planning Team on Distance Learning, Houghton Mifflin College Division (proprietary) <http://www.hmco.com>

Additional Publications / Television:

- Kay, Alan C. "Computers, Networks and Education". Scientific American special issue Communications, Computers and Networks Vol. 265 Number 3 September 1991. pp. 138-143. (features Vivarium).
- Soloway, Elliot. Communications of the ACM special issue on novice programming environments describes Playground (worked with Soloway on examples of Playground programming language).
- "School's Out", Equinox. Channel Four, UK 1990. Inca Productions. (television program interview in feature on Vivarium & other advance research in education utilizing computer technology.)
- Levy, Stephen."Polyworld", Artificial Life: The Quest for a New Creation. Pantheon Books, New York, 1992. Cover Photo, pp. 3-4, 6, 7, 168. (features project with L.Yaeger on the Cover and in the text).
- Brand, Stewart "Vivarium", The Media Lab pp. 95-107, 116-117. (quoted, describes program at MIT).

Selected Products / Websites:

- Dartmouth University: Thayer School of Engineering: Webmaster for Course WebSites1998-2006 (current) Professors: Joseph Rosen, MD & Peter Robbie.
- Engineering 13: Virtual Medicine and Cybercare (Fall) – <http://www.dartmouth.edu/~engs13>
- Engineering05: HealthCare in the 21st Century, (Spring) – <http://www.dartmouth.edu/~engs05>.
- Real Estate Academy – [Client of Nexxite]– PHP Registration form & Pay Pal eCommerce – Sept. 2007 <http://www.realestateacademy.com>
- ECommerce + Member-s Only site under development [Client of Nexxite] Art Studios in Queens, NY – Sept.2007
- Conferences, Demos, Prototypes:
- - Dartmouth Polytrauma Conference: <http://engineering.dartmouth.edu/polytrauma/> December 3-6, 2006
- - The Dr. Koop Timeline Project http://www.dartmouth.edu/~engs13/koop_timeline/ November 2, 2006
- Radford Chapple Tanzer:Time Line: October 2005. On-line bio - <http://www.dartmouth.edu/~engs05/tanzer/>
- Conference: Institute for Security Studies: Emerging Threats Assessment, July 2000.
- <http://engineering.dartmouth.edu/ethreats/index.html>
- Aline Ordman,PSA Paintings and Pastels by New England Artist <http://www.alineordman.com/>
- BabelVision. User Interface & Website with Product Demonstration (<http://www.beingmeta.com/babelvision/bvlive> BeingMeta, Dorchester, MA 2004.
- Brandeis University: Webmaster for Educational Technologies. <http://www.demo.cs.brandeis.edu/>. <http://www.demo.cs.brandeis.edu/pr/edutech.html>
- Student Advantage Academic Research Boston, MA. January 2000. Contracted by Dynamic Diagrams, Providence, R.I. Customized Academic Search and Study Support. Initial launch of homework helper website now here (2006) <http://navisite.collegeclub.com/channels/academics/?hcid=140&d=media>
- ExchangeSpace Ver.1.0. Houghton Mifflin, Boston, MA. April 1998. <http://www.sixthfloor.com> Leased web document exchange service. [NT Server with standard web browser access]
- CommonSpace Ver. 3.0/Modern Language. Houghton Mifflin, Boston, MA.June 1998. Rebuilt core writing product [C++ Mac/Windows; TCP/IP chat], upgraded 3rd party building blocks, International Proofreader
- Pleasant Company for American Girls Web Site. Madison, WI. Launched May 1996. <http://www.americangirl.com/>
- Turner Broadcasting Web Site: Shoah Foundation "Survivors". Atlanta, GA, Launched Jan 1996. <http://tbssuperstation.com/survivors>
- Harvard Alumni Association Web Site. Cambridge, MA. Launched 1995. <http://www.haa.harvard.edu/>
- Passage to Vietnam CD-ROM, Against All Odds Productions, San Francisco, CA, 1994. <http://www.againstallodds.com/> Hired by funder: Interval Corporation: to train publisher and developer in digital production techniques. Conceived Look & Feel of graphics, Directed Video.
- Marvin Minsky's Society of Minds: The CD-ROM, Voyager. New York, NY. January 1994. Awards/ Featured at: Interactive Media Festival, Japan's MacLife, American Booksellers Convention. Spearheaded new product line for talking heads and hyperbook.

Selected Product Prototypes / Research Projects:

- Student Multimedia Browser (Whiteboard Component), NSF/ARPA Deliverable: Java Code under EOE license, Houghton Mifflin, Boston MA. June 1998.
- Rich Syllabus Browser/Student Annotation.MIT CECi &Houghton Mifflin, Boston MA. 1998.
- Viacom New Product Demonstrations. Director/ Lingo. NY, NY. 1995.
- “Allegra’s Window” Intericast. Intel WWW format. Conference. Viacom. NY, NY1995 Michelangelo - Director/ Lingo, 4D Database. unpublished. Voyager, 1994.
- “So Sue Me” CD-ROM, Arthur Yorinks & Maurice Sendak, Voyager, unpublished 1995 branching vaudeville gags: live action and animation presented to Harper Collins.
- Splat! Children’s Magazine -- 2 issues of a CD-ROM magazine, unpublished. presented at American Book Sellers Association. Voyager, 1994.
- Playground Programming Language, Apple Computer. Cupertino, CA. 1988-92. (description: see PG papers above)
- “Interactive Kelp Forest” CT5 Flight Simulator. Evans & Sutherland, Salt Lake City UT. 1986.
- Description of project at http://www.marionworks.com/portfolio/work/portfolio_kelp.html
- Polyworlds SGI. Larry Yaeger, Apple Computer Cupertino, CA. 1988-92
- “Video Enhanced Graphics” exemplary desktops Laserdisc. HPLabs, Palo Alto, CA 1985.
- AMO: Artificially Motivated Objects, Atari 800, Wayne Harvey, Atari Research Labs, Sunnyvale, CA. 1984.

Conferences / Presentations:

- Dartmouth, Hanover, NH - yearly talks and presentations to courses and conferences – 1998 – 2006 - Polytrauma Conference December 3-5, 2006; - Dr. C. Everett Koop Building Dedication Nov.2, 2006 - R.C. Tanzer 100th Birthday Seminar –Oct.21, 2005 - Medical Disaster Conference June, 2001 Emerging Threats Conference at Institute for Security Technology Studies (ISTS), Hanover, NH June, Sept 2000.
- MIT Media Lab: Digital Directions, Cambridge, MA October 2004
- AERA: American Educational Research Association. New Orleans, April 2002
- CILT Workshop: Tools for Learning Communities New Orleans April 2002
- Digital Directions: NAMAC New England Working Group for Digital Directions in the Media Arts for the National Alliance for Media Arts and Culture [NAMAC] summer 2000. <http://www.namac.org>
- CAETI Quarterly Meeting DARPA/NSF sponsored research programs. Presentation of Houghton Mifflin projects. George Mason University, Fairfax, VA. June 1997.
- E/W Consortium Quarterly Meeting DARPA/NSF sponsored research programs. Presentation of Houghton Mifflin projects. Apple Computer, Cupertino, CA. Feb. 1997
- League for Innovation in Community Colleges. CommonSpace presentation. 1997
- CAUSE. San Francisco, CA. CommonSpace & Distance Learning survey. Fall 1997
- CCCC (4 C’s). Phoenix, AR. CommonSpace presentation. 1997
- Roundtable in Multimedia, Commerce on the Electronic Frontier, Models for the Next Millennium, Martin Greenberger editor, Marina del Rey, California. May 21, 1996.
- MIT Media Lab: Interactive Cinema. Presentations. Cambridge, MA. 1994-1997.
- AIGA: Presentation of Dancing Pictures and Corey & Co: Designers, Boston, 1995
- Roundtable in Multimedia, Technologies for the 21st Century, Content and Communication, Martin Greenberger editor, Marina del Rey, California. April 1994
- “Society of Minds” Marvin Minsky Symposium, Second Misawa Lecture, The Media Laboratory, MIT Oct3, 1993.
- MIT Media Lab: Epistemology & Learning. Presentation. Cambridge, MA. 1993.
- BFVF: Boston Film/Video Foundation workshop, Boston, 1993
- WIFV: Women in Film and Video, Boston, 1996, 1992
- Apple Computer Learning Labs: yearly talks and presentations: Apple Hill, NH; Oxnard, CA; Catalina Island CA, 1984-1992
- Oxford University, Oxford UK. Presentation to Prof. Richard Dawkins’ seminar on BehaviorMorphs implemented in Playground and PolyWorlds. 1989
- Imagina. Presentation of Vivarium Program. Monaco. 1986
- SIGGRAPH: Panel on educational computer environments.1986.
- SIGGRAPH: Presentation: Overview of Educational Software. 1983.
- Graphics Interface 1984 (Norman Badler chairman), Technical Paper. Ottawa, Canada. 1984.
- Seminar on Parameterized animation. Chair and presenter. Cambridge, MA. 1982.