
BARBARA CHAMBERLIN, PHD

Designer of Educational Interactive Media • Scholar • Strategist & Director

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2011 Via Tesoro

Las Cruces, NM 88005

I **direct** a university-based, **non-profit educational media development studio** to produce games, web tools, animations, apps, and virtual reality covering a wide variety of content and audiences. I serve as the **instructional designer**, oversee production, develop processes, and lead research to inform development and assess those tools. I **secure grants** and funding and **manage partnerships and relationships** with collaborators. My primary areas for original **research** are learning design, development models and user testing. I engage in **scholarly work** for publication. *Academic vita available upon request.*

AREAS of EXPERTISE

- Direct and/or collaborate with team to **design and produce educational media**; perform **research**; and develop research-informed processes for media development and evaluation.
 - Write, manage, and coordinate project work on **grants**. Perform scholarly, **original research** and summarize existing research on media production and technology-based learning.
 - Oversee **user testing** and other aspects of production-related research.
 - **Manage small production studio** (including academic faculty and professionals), and lead university department: serving on student committees, and supervising research.
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EDUCATION

University of Virginia
PhD, 2003
Educational Technology and
Instructional Design

New Mexico State University
MA, 1996
Agricultural and
Extension Education

New Mexico State University
BA, 1993
Communications Studies,
Minor in Journalism

EXPERIENCE **NMSU Innovative Media, Research and Extension**

Department Head November, 2022-current

Direct product and design and manage 26 people, including faculty, oversee production on 20-24 ongoing projects annually, secure funding and provide oversight on 16-24 grants at a time, and manage annual budget of ~\$1.6 million including annual billables of ~\$750k.

Assistant Department Head 2012-2020; **Extension Specialist** 2003-current with rank of **Full Professor** since 2012; **Associate Professor** 2008-2011; **Assistant Professor**: 2003-2008

Provide design and production oversight on more than **80 interactive programs**, games, apps, and virtual labs. I taught classes on game design and on technology integration in the workplace and offered more than **300 keynote addresses, guest lectures and presentations** (academic and professional). I served on graduate committees and/or supervised **research for 42 students**. I have **52 peer reviewed publications** including book chapters, journal articles, and conference proceedings, and have submitted more than 170 grant proposals.

Other University Positions

Graduate assistant at University of Virginia: July, 2000 – May, 2003

Media specialist at New Mexico State University: July 1993-2000

Other

Motivational speaker, stand-up comic, small business owner

REFERENCES

Dr. Jeanne Gleason
Previous department head,
NMSU Innovative Media
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Jesse Schell
Owner Schell Games, academic
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Dr. Steve Beck
Oklahoma State Program Leader
Previous project collaborator
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