
Academic Appointments

University of Minnesota Duluth Assistant Professor of Graphic Design 2014–Present

- Serves as one of the professors who teaches interactive design courses throughout the graphic design curriculum, from Emerging Media Design, Interactive Design I and II, to Graphic Design V.
- Proposed and developed Emerging Media Design, a design fundamentals course inducted into the graphic design curriculum in 2016. The courses introduce students to emerging technologies, methods, and processes for generating web content across various platforms, from social media to web design and development basics.
- Advocates for the disability community across campus by serving on various committees that promote the implementation of the teaching pedagogy, policy and technologies that make the university better for people of all abilities.

Courses Taught	Year
Motion Graphics	2014, 2015
Graphic Design V	2015, 2016, 2018, 2019, 2020, 2021, 2022
Design Technology I	2015
Interactive Design I	2015, 2017, 2019, 2020, 2021(S), 2021(F), 2023
Interactive Design II	2019, 2020, 2021, 2022
Independent Study	2016
Emerging Media Design	2016, 2017, 2018, 2019, 2020, 2022
Design Technology II	2018

Service to the University

- Member, Graphic Design Tenure Track Search Committee (2021–Present)
- Member, RFP University System–Wide Committee to Purchase Accessibility Software (2021)
- Member, Accessible Academic Technology Team (AATT) (2019–Present)
- Member, Commission on Disability (2015–Present, co-chair 2016–2017, 2019–Present)
- Member, College of Liberal Arts Campus Climate Change Team (2015–Present)
- Student Academic Advisor (2014–Present)
- Member, Graphic Design Tenure Track Search Committee (2018)
- Member, Assessment Sub-Committee to the Teaching and Learning Committee (2016–2018)
- Member, Student Art & Design Juried Exhibition Committee (2016–2018)
- Co-chair, Open Studio Event Committee (2014–2016)
- Member, Webmaster Advisory Committee (2014–2016)
- Member, Graphic Design Term Faculty Search Committee (2016)
- Member, Interactive Graphic Design Tenure Track Search Committee (2015–2016)
- Member, Graphic Design Term Faculty Search Committee (2015)

Virginia State University
Adjunct Professor of Graphic Design
2013 – 2014, 2010 – 2011

- Taught courses of each level of the graphic design curriculum, which included first and second-year foundational design courses, photography and web design.
- Organized an educational forum held on campus to discuss the topic of ethnic and racial stereotype images in mass media.
- Organized a guest lecture by James Pannafino, Professor of Interactive Design, Millersville University.
- Served as an undergraduate senior thesis advisor.

Courses Taught	Year
Two-Dimensional Design	2010, 2013
Computer Graphic Design II	2011
Web Design I	2013
Web Design II	2014
Digital Photography	2014
Graphic Design II	2014
Graphic Design I	2013

Chowan University
Visiting Professor of Graphic Design
2011 – 2013

- Lead the graphic design track within the Department of Visual Arts and was solely responsible for teaching the entire graphic design curriculum. Courses included freshman design foundation, photography, design history and typography.
- In addition to serving as an art and design faculty member, I taught in the Chowan University Critical Thinking (CT) Program. As a CT faculty member, I developed and taught a course for all majors regarding racial stereotype imagery in mass media.
- Served as the Mac Lab Manager, monitoring equipment, guidelines, and student workers.

Courses Taught	Year
Photography	2011, 2012
Basic Design I	2011
Basic Design II	2012, 2013
Graphic Design II	2012, 2013
Graphic Design III	2011, 2012
Graphic Design IV	2012, 2013
Special Projects	2011, 2013
Typography	2011
Advanced Typography	2011, 2012
History of Graphic Design	2012
Racial Stereotypes in Mass Media	2012, 2013

Virginia Commonwealth University
Adjunct Professor of Graphic Design
2007– 2011

- Taught design foundation and elective courses that improved students' image-making skills and explored interaction design, web design, Flash ActionScript and HTML/CSS principles.
- Developed a research project that asked students to research racial and ethnic stereotypes across all graphic design media: branding, print, web, etc. This project was assigned annually for several years.
- Hosted public events in conjunction with The Conciliation Project (TCP), a social justice organization that conducts theater performances about racism and oppression. Students presented their research about racial and ethnic stereotypes and TCP gave a live performance about the history of racism.

Courses Taught	Year
Sequential Design I	2007
Imaging I	2007, 2008
Imaging II	2008, 2009, 2010, 2011
Web Page Design	2007, 2008, 2009, 2010, 2011
Design Technology II	2011

Academic Activities and Accomplishments

Published Peer Reviewed Articles

Accessibility for All Abilities: How Universal Design, Universal Design for Learning, and Inclusive Design Combat Inaccessibility and Ableism

Journal of Open Access to Law, Vol. 9 No. 1, Communicating the law and public information to vulnerable audiences, 15. Published 2021

Conference Invitations, Papers Presented

(Research Project Case Study) Making An Accessible Art Book Through a Multiple Sensory Experience

Coauthor: Deanna Geneva Lorianni

Round Table Conference: Inclusion and Access to Information in Our Changing World, 2022

Hosted Online From Australia and New Zealand

International, Peer Reviewed

(Research Project Case Study) Abilities Design: A New Framework to Brainstorm Ideas for Accessible Solutions

axe-con, 2022

Deque Systems, Viral Presentation

International, Peer Reviewed

(Teaching Case Study) Using Universal Design for Learning to Make Your Pedagogy Accessible During the Times of COVID-19 and Beyond; Applying User Experience Design Principles to Enhance Your Use of the Course Management System

Digitally Engaged Learning Conference, 2021

Hosted Online From Hong Kong

International, Peer Reviewed

(Research Project) Human-Centered Design of Synthetic Speech to Support Comprehension for a Professional Experiencing Dysarthria

Coauthors: Corinne Schmidt, BS
Jolene Hyppa-Martin, Ph.D., Associate Professor, and Speech-Language Pathologist
University of Minnesota Duluth
ASHA Convention, 2021
American Speech-Language-Hearing Association (ASHA)
Washington, DC
National, Peer Reviewed

(Research Project Case Study) What Inspired Me to Design a Book That Makes Art Accessible

SECAC Conference, 2021
The School of Art and Visual Studies at the University of Kentucky
(Conference was canceled due to the surge of COVID-19 cases)
National, Peer Reviewed

(Research Project Case Study) Making An Accessible Art Book Through a Multiple Sensory Experience

Coauthor: Deanna Geneva Lorianni
6th World Disability & Rehabilitation Conference, 2021
Hosted Online
International, Peer Reviewed

(Teaching Case Study) Students Exploring How Web Accessibility and Human-Centered Design Fosters Inclusion and Equity

UCDA Design Education Summit: Human-Centered Design, 2020
University & College Designers Association
Drake University, Des Moines, Iowa
(Presentations were video recorded and posted online)
National, Peer Reviewed

(Teaching Case Study) Building Students' User Experience and Interactive Design Skills By Teaching Web Accessibility Principles and Methods

SECAC, 2020
Virginia Commonwealth University, Richmond, Virginia
(Presentations were video recorded and posted online)
National, Peer Reviewed

(Research Case Study) What Is Inclusive Content and Why Is It Important?

Coauthor: Deanna Geneva Lorianni
PLAIN Conference, 2019
Plain Association International
Oslo, Norway
International, Peer Reviewed

(Teaching Case Study) Assessment of a Semester Long Project That Teaches Universal and Inclusive Design to Produce Graphic Design Solutions

SECAC, 2019
University of Tennessee at Chattanooga, Chattanooga, Tennessee, 2019
National, Peer Reviewed

(Teaching Case Study) Assessment of a Semester Long Project That Teaches Universal and Inclusive Design to Produce Graphic Design Solutions

UCDA Design Education Summit: Good Design Works, Design Education that Fosters Civic Engagement, 2018
University & College Designers Association
Youngstown State University, Youngstown, Ohio
National, Peer Reviewed

(Teaching Case Study) How Social Media and Other Emerging Web Platforms will Change How Interactive Design is Taught

ALGA Design Education Conference: MAKE, 2018
Indiana University–Purdue University Indianapolis (IUPUI)
Herron School of Art and Design
Indianapolis, Indiana
National, Peer Reviewed

(Teaching Case Study) Teaching Inclusive Design to Make a Better Society for People with Disabilities

3rd World Disability & Rehabilitation Conference, 2018
Kuala Lumpur, Malaysia
(Virtual presentation)
International, Peer Reviewed

(Teaching Case Study) How the Graphic Design Industry Throughout History Has Reflected Racism in Mass Communication

Colloquium 4.1: Design Incubation: A Communication Design Research Think Tank, 2017
San Jose State University, San Jose, California
National, Peer Reviewed

(Teaching Case Study) Develop Students' Design Skills Using Paul–Elder Model of Critical Thinking

ALGA Design Education Conference: Nuts+Bolts, 2016
Bowling Green State University, Bowling Green, Ohio
National, Peer Reviewed

(Teaching Case Study) Finding a Balanced Approach to Teaching Interactive Design: Placing Emerging Media Design Into the Curriculum

UCDA Design Education Summit, 2016
University & College Designers Association
Kean University, Robert Busch School of Design, Union, New Jersey
National, Peer Reviewed

(Teaching Case Study) To Develop Students' Design Skills, You Must Strengthen Their Critical Thinking Skills

UCDA Design Education Summit, May 2015
University & College Designers Association
South Dakota State University, Brookings, South Dakota
National, Peer Reviewed

Lecturing, Panel Discussions and Workshops

(Panel) Chronic University: Navigating Workplace Discrimination

Chronic Disease Coalition, National, Invited, 2022
A part of a panel that discussed how to combat ableism and discrimination. The panel also talked about how to navigate the process of seeking accommodations.

(Lecture) Ableism and Disableism = Inaccessible Design: Pathways to Accessibility Justice in Higher Education Through Design

University of Minnesota System, Accessibility Ambassadors, Lunch 'n' Learn, 2021

Outlined why ableism and disableism are at the heart of the inaccessibility that people experience each day.

(Workshop) Generating Inclusive Content

Co-instructor: Deanna Geneva Lorianni

National ADA Symposium, 2020

Kansas City, Missouri

Introduced ways for businesses and organizations to generate content for a diverse population of abilities.

(Workshop was canceled due to the COVID-19 Outbreak)

National, Peer Reviewed

(Workshop) Inclusive Design: A Workshop to Brainstorm Web Accessibility

UCDA Design Education Summit: Human-Centered Design, 2020

University & College Designers Association

Drake University, Des Moines, Iowa

Introduced ways to teach students why designing for a diverse population of abilities will broaden the impact of design.

(Workshop was canceled due to the COVID-19 outbreak)

National, Peer Reviewed

(Lecture) Human-Centered Design Has Been Enhancing Equity for Underserved Communities

UMD Summit on Equity, Race & Ethnicity, Duluth, Minnesota, 2018

Led a workshop regarding how human-centered design can enhance equity for underserved communities.

(Workshop) Ethical and Racial Stereotype Images in Mass Media

Co-instructor: Teresa Moses

UMD Summit on Equity, Race & Ethnicity, Duluth, Minnesota, 2017

Led a workshop and discussion with fellow UMD Professor Teresa Moses regarding how mass media has provoked overt and subtle racism throughout history.

(Workshop) Ethical and Racial Stereotype Images in Mass Media

Co-instructor: Teresa Moses

Art Educators of Minnesota 2016 Fall Conference, St. Paul, Minnesota, 2016

Led a workshop and discussion with Teresa Moses regarding how mass media has provoked overt and subtle racism throughout history.

(Workshop) The Awareness Campaign's disAbility101 Public Forums

University of Minnesota Duluth, Duluth, Minnesota, 2016

Developed and organized a series of panel discussions and workshops that spoke to the inequality people with disabilities encounter in society.

(Panel) B Corporation Guest Panelist

University of Virginia, Charlottesville, VA, Tom Tom Founders Festival, 2014

The festival assembled 13,500 attendees, all participating in various workshops, panels, installations, and concerts to experience the converging disciplines of music, art, design, business, science, and technology. Served on a panel of social entrepreneurs speaking about the value and benefit of the B Corporation community.

(Workshop) Social Entrepreneur Guest Adviser

Mason School of Business at the College of William & Mary, Williamsburg, Virginia, 2014

Critiqued business plans developed by students who generated ideas for social entrepreneurship to help solve a complex social or environmental issue.

(Lecture) Ethical and Racial Stereotype Images in Mass Media

Pop Culture Society Symposium, Murfreesboro, North Carolina, 2012

Conducted a lecture on how graphic design and other communication industries are predominantly white professions and how that could lead to stereotypes of African Americans in various mass media outlets.

(Lecture) What Can You Design? Designing a Socially Creative Practice

Rochester Institute of Technology, School of Design, Rochester, New York, 2012

Conducted a series of guest lectures for students in the School of Design at RIT. The lectures presented possible ways of using their design activities to bring about social change in society.

(Lecture) What is Design?

Chowan Salon Lecture Series, Chowan University, Murfreesboro, North Carolina, 2012

Presented possible ways of using design activities to bring about social change in society.

(Lecture) B Corporations: The Power of Business Changing the World

Chowan University, School of Business, Murfreesboro, North Carolina, 2011

Gave a guest lecture to Business Management students regarding how and why Thinkhaus became a certified B Corporation. The lecture helped students learn about the community of B Corporations and how their standards benefit society.

(Lecture) A Design Perspective Regarding Social Entrepreneurship

Randolph-Macon College, Ashland, Virginia, 2011

Conducted a guest lecture and workshop for a social entrepreneurship class held at Randolph-Macon College. The lecture showcased how design thinking can start and maintain a social entrepreneurship business.

Residencies**Interdisciplinary Residency****Motion and Media Across Disciplines Lab and Viz Lab****University of Minnesota Duluth, Duluth, Minnesota, 2018**

Granted a joint residency with Voice instructor Alice Pierce from the Department of Music, where faculty can use the UMD technology labs to complete scholarly and creative work. The residency was spent developing a project for Emerging Media Design students for the 2018 fall semester. The project asked students to design the branding and digital stage displays for an opera in the spring of 2019.

Grants**Developing an Assistive Technology Library, 2021**

\$5,000

Teach Access is a 501(c)(3), Faculty Grant

Fourteen faculty members nationwide received grant funding to teach web accessibility at their universities. A library of various assistive technologies, both hardware and software, was purchased so I can teach graphic design students at the University of Minnesota Duluth how to design websites best suited for various assistive technologies. The funding also supports the development of the Abilities Design teaching pedagogy materials. Video recordings will be published demonstrating how graphic design educators can develop an assistive technology library at their university and how they can teach their students about web accessibility.

Making Art Accessible

\$5,000.00

Imagine Fund Grant Programs, University of Minnesota System, 2020

Received a university system-wide grant to develop a photo book to help art be accessible for people with blindness and low vision.

Dispelling Myths About Hiring People With Disabilities

\$5,000.00

Imagine Fund Grant Program, University of Minnesota System, 2020

Earned funding for a project between CHOICE-unlimited and The Awareness Campaign to help employers in the Duluth Metropolitan to successfully hire people with disabilities.

disAbility101**\$1,000.00****School of Fine Arts, Chancellor's Small Grant
University of Minnesota Duluth, 2015–2016**

Funding was used to host public forums so the campus community could learn about ableism and disability etiquette. A series of infographic posters were used as educational materials that convey various disability injustices.

Peer Reviewer, Art Jury Activities**SECAC 2020: Design Education: Fostering Diversity and Inclusion**

Served as a host and peer reviewer for a session on how design educators foster diversity and inclusion.

(Conference was canceled due to the surge of COVID-19 cases)

UXPA International Conference 2020

Served as a peer reviewer for several abstracts submitted for the conference.

2019 AIGA National Conference Design Education Symposium

Served as a peer reviewer for several abstracts submitted for the conference.

2018 AIGA Design Education Conference: MAKE

Served as a peer reviewer for several abstracts submitted for the conference.

Juror for the 2017 Circle of Excellence (Design) Awards**CASE, The Council for Advancement and Support of Education**

Was part of a team that judged the Design portion of the Circle of Excellence Awards presented by the Council for Advancement and Support of Education (CASE). The awards honor the design of communication materials from different colleges and universities across the United States.

Advisory Board**Graphic Design Curriculum Advisory Board**

Visual Arts Center of Tidewater Community College
Norfolk, Virginia, 2013–2014

Gave direction and guidance in developing the Associate of Applied Science degree program in graphic design.

Awards, Exhibitions and Publications

Graphic Design Awards, Exhibitions, Publications**2021 American Graphic Design Awards, Poster Category****The Awareness Campaign, Matthew Rushin Is Finally Free, 2021**

Graphic Design USA (GDUSA)

Curated, Competition, Peer Reviewed, National

Graphis Protest Poster 2 Annual 2021, Honorable Mention**The Awareness Campaign, Matthew Rushin Is Finally Free, 2021**

Graphis Publishing

Curated, Competition, Peer Reviewed, International

**Graphis Protest Poster 2 Annual 2021, Silver Award Winner
Liar, Liar, Pants on Fire, 2021**

Graphis Publishing
Curated, Competition, Peer Reviewed, International

**Graphis Protest Poster 2 Annual 2021, Silver Award Winner
Liar, 2021**

Graphis Publishing
Curated, Competition, Peer Reviewed, International

**Graphis Protest Poster Annual 2021, Silver Award Winner
The Building Blocks of White Supremacy, 2020**

Graphis Publishing
Curated, Competition, Peer Reviewed, International

**Hope Wall International Poster Exhibition
Building Blocks of White Supremacy, 2020**

Curated, Invited, Peer Reviewed, International

**The FL3TCH3R Exhibit: Social & Politically Engaged Art
The Awareness Campaign, Illustration, 2018**

East Tennessee State University
Curated, Competition, Peer Reviewed, International

**9th Annual ClearMark Awards, Best of the Posters, Charts, & Flyers Category
The Awareness Campaign's disAbility101 Infographic Posters, 2018**

(Collaboration with Deanna Geneva Lorianni and Meghan Codd Walker of Zuula)
Center for Plain Language
Curated, Competition, Peer Reviewed, International

**2017 American Graphic Design Awards, Internet Design Category
Illustrations For The Awareness Campaign's Instagram Account, 2017**

Graphic Design USA (GDUSA)
Curated, Competition, Peer Reviewed, National

**2017 MarCom Awards, Gold Winner in the Social Media Category
Illustrations For The Awareness Campaign's Instagram Account, 2017**

Association of Marketing and Communication Professionals (AMCP)
Curated, Competition, Peer Reviewed, International

**2017 MarCom Awards, Platinum Winner in the Print Media Category
Equity Manifesto Display Panel located in the Zeitgeist Café, Duluth, Minnesota, 2017**

(Collaboration with David Short)
Association of Marketing and Communication Professionals (AMCP)
Curated, Competition, Peer Reviewed, International

**2017 Hermes Awards, Gold Winner in the Pro Bono Category
Equity Manifesto Display Panel for Zeitgeist Café, 2017**

(Collaboration with David Short)
Association of Marketing and Communication Professionals (AMCP)
Curated, Competition, Peer Reviewed, International

**2017 Hermes Awards, Gold Winner in the Social Media Category
Illustrations For The Awareness Campaign's Instagram Account, 2017**

Association of Marketing and Communication Professionals (AMCP)
Curated, Peer Reviewed, Competition, International

**2017 AVA Digital Awards, Gold Winner in the Mobile Campaign Category
Illustrations For The Awareness Campaign's Instagram Account, 2017**

Association of Marketing and Communication Professionals (AMCP)
Curated, Peer Reviewed, Competition, International

**2017 How International Design Awards, Merit Winner in the Illustration Category
The Awareness Campaign's Instagram Illustrations, 2017**

How Magazine
Curated, Competition, Peer Reviewed, International

**2016 MarCom Awards, Gold Winner in the Social Media Category
The Awareness Campaign's Instagram Illustrations, 2016**

Association of Marketing and Communication Professionals
Curated, Competition, Peer Reviewed, International

**2016 MarCom Awards, Platinum Winner in the Pro Bono Category
The Awareness Campaign's disAbility101 Infographic Posters, 2016**

(Collaboration with Deanna Geneva Lorianni and Meghan Codd Walker of Zuula)
Association of Marketing and Communication Professionals
Curated, Competition, Peer Reviewed, International

**2016 American Graphic Design Award, Poster Category
Posters for the Duluth Pepperkakebyen Gingerbread City, 2016**

Posters for the Duluth Pepperkakebyen Gingerbread City, 2016
(Collaboration with Alison Aune)
Graphic Design USA (GDUSA)
Curated, Competition, Peer Reviewed, National

**2016 American Graphic Design Award, Poster Category
The Awareness Campaign's disAbility101 Infographic Posters, 2016**

(Collaboration with Deanna Geneva Lorianni and Meghan Codd Walker of Zuula)
Graphic Design USA (GDUSA)
Curated, Competition, Peer Reviewed, National

**The Awareness Campaign on Campus Exhibition
disAbility101 Infographic Posters**

Solo Exhibition
Multicultural Center at University of Minnesota Duluth, January 2016–May 2016

**2016 Hermes Awards, Platinum Winner in the Pro Bono Category
Illustrations For The Awareness Campaign's Instagram Account, 2016**

Association of Marketing and Communication Professionals (AMCP)
Curated, Competition, Peer Reviewed, International

**2016 Hermes Awards, Gold Winner in the Pro Bono Category
The Awareness Campaign's disAbility101 Infographic Posters, 2016**

(Collaboration with Deanna Geneva Lorianni and Meghan Codd Walker of Zuula)
Association of Marketing and Communication Professionals (AMCP)
Curated, Competition, Peer Reviewed, International

**2016 Hermes Awards, Honorable Mention in the Infographic Category
The Awareness Campaign's disAbility101 Panels, 2016**

(Collaboration with Deanna Geneva Lorianni and Meghan Codd Walker of Zuula)
Association of Marketing and Communication Professionals (AMCP)
Curated, Competition, Peer Reviewed, International

**Creative Quarterly 43, Journal, Runner-up in the Graphic Design Category
The Awareness Campaign's disAbility101 Panels**

(Collaboration with Deanna Geneva Lorianni and Meghan Codd Walker of Zuula)
Curated, Competition, International

**Beyond Brand, International Juried Exhibition, July 30, 2015–September 5, 2015
Form+Content Gallery****Illustrations For The Awareness Campaign's Instagram Account**

Minneapolis, Minnesota

Curated, Competition, Peer Reviewed, International

**Creative Quarterly 40, Journal, Runner-up in the Graphic Design Category
Branding and Social Media Content For The Awareness Campaign**

(Collaboration with Deanna Geneva Lorianni and Meghan Codd Walker of Zuula)

Curated, Competition, Peer Reviewed, International

Logolicious, 2010

Logo designs for Boathouse Living and Wordplay are featured in the book.

Authored by Peleg Top

Published by HarperCollins Publishers, ISBN-10: 0061970123

Curated, and Peer Reviewed, International

The New Big Book of Layouts, 2010

The Green Your Scene Poster and Thinkhaus' 2008 holiday card were selected for the book.

Authored by Erin Mays, Katie Jain and Joel Anderson

Published by HarperCollins Publishers, ISBN-10: 0061970115

Curated, Peer Reviewed, International

Big Book of Green Design, 2009

Design work for the James River Green Building Council (JRGBC) was printed in the book as a case study.

Authored by Anthony and Suzanna Stephens

Published by HarperCollins Publishers, ISBN-10: 0061757993

Curated, Peer Reviewed, International

Visual 100s, Logos and Letterheads, 2008

Logo design for The Conciliation Project was printed in the book.

Authored by Matt Woolman/PLAID

Published by Angela Patchell Books, Ltd, ISBN-10: 1906245045

Curated, Peer Reviewed, International

Photography Awards, Exhibitions, Publications**Graphis Photography Annual 2022, Silver Award Winner****Foggy Night, 2022**

Graphis Publishing

Curated, Competition, Peer Reviewed, International

Graphis Photography Annual 2022, Silver Award Winner**Looking Down, 2022**

Graphis Publishing

Curated, Competition, Peer Reviewed, International

Graphis Photography Annual 2022, Honorable Mention**Rain Story, 2022**

Graphis Publishing

Curated, Competition, Peer Reviewed, International

**Graphis Photography Annual 2022, Honorable Mention
Gated Fence Shadow, 2022**

Graphis Publishing
Curated, Competition, Peer Reviewed, International

**Graphis Photography Annual 2022, Honorable Mention
Smooth Water, 2022**

Graphis Publishing
Curated, Competition, Peer Reviewed, International

**Graphis Photography Annual 2022, Honorable Mention
Cleaning the Windows, 2022**

Graphis Publishing
Curated, Competition, Peer Reviewed, International

Landscape and Architecture

Black Box Gallery

Portland, Oregon
July 1–20, 2021
Curated, Competition, Peer Reviewed, International

Street Photography Juried Exhibition

Downtown Arts Collective

Orlando, Florida
December 12, 2020
Curated, Competition, Peer Reviewed, International

WALKABOUT Juried Exhibition

Midwest Center for Photography

Wichita, Kansas
May 1–May 31, 2020
Curated, Competition, Peer Reviewed, International

Color Photography: 2018

Black Box Gallery

Portland Oregon
October 2018
Curated, Competition, Peer Reviewed, International

Patterns Art Exhibition

Light Space & Time Online Art Gallery

Online Exhibition, 2018
Curated, Competition, International

2018 iPhone Photography Awards (IPPAWARDS), Abstract Category

Curated, Competition, Peer Reviewed, International

Nexus Exhibition: The Point of Connection Exhibition

Zeitgeist Center for Arts & Community

Duluth, Minnesota
July 21, 2018
Curated, Invited, Local

Abstract Matters, National Juried Exhibition**311 Gallery**

Raleigh, North Carolina

March 1–March 31, 2018

Curated, Competition, Peer Reviewed, International

**Courage Kenny Rehabilitation Institute's Art of Possibilities Art Show & Sale:
An Exhibition of Artists With Disabilities****Allina Health System**

Golden Valley, Minnesota

April 27–May 18, 2018

Curated, Competition, International

55th Annual Juried Member Show**Colorado Photographic Arts Center**

Denver, Colorado,

June 9–July 14, 2018

Curated, Peer Reviewed, Competition, Peer Reviewed, International

Creative Quarterly 51, Journal, Winner in the Photography Category

Curated, Competition, Peer Reviewed, International

Creative Quarterly 49, Journal, Runner-up in the Photography Category

Curated, Competition, Peer Reviewed, International

Creative Quarterly 49, Journal, Winner in the Photography Category

Curated, Competition, Peer Reviewed, International

Creative Quarterly, The Journal of Art & Design

2017's 100 Best in the Category of Photography

Curated, Competition, Peer Reviewed, International

Topographies Juried Exhibition**Midwest Center for Photography**

Wichita, Kansas

September 29, 2017–October 13, 2017

Curated, Competition, Peer Reviewed, International

Water Juried Exhibition**Midwest Center for Photography**

Wichita, Kansas

April 28, 2017–May 12, 2017

Curated, Competition, Peer Reviewed, International

Abstractions Online Gallery Juried Exhibition**Cultural Center of Cape Cod**

Yarmouth, Massachusetts

March 2017

Curated, Competition, National

Abstracts: The Alternative Eye Juried Photography Exhibition**1650 Gallery**

Los Angeles, California

February 25, 2017–March 24, 2017

Curated, Competition, Peer Reviewed, International

Lens-flare: A Photography Exhibition**Las Laguna Gallery**

Laguna Beach, California

September 1, 2016–September 30, 2016

Curated, Competition, Peer Reviewed, International

Creative Quarterly 44, Journal, Winner in the Photography Category

Curated, Competition, International

2nd International Phone-ography Juried Exhibition**fotofoto gallery**

Huntington, New York

August 3, 2016–August 27, 2016

Curated, Competition, Peer Reviewed, International

2016 iPhone Photography Awards (IPPAWARDS), Abstract Category

2016, Curated, Competition, Peer Reviewed, International

3rd Annual Abstract Sanctuary Juried Exhibition**Verum Ultimum Art Gallery**

Portland, Oregon

May 2016–June 2016

Curated, Competition, Peer Reviewed, International

1st Year Anniversary Selective Focus Pop Up Exhibition**PerfectDuluthDay.com's Selective Focus**

Duluth, Minnesota

April 8, 2016

Curated, Invited, Local

Elements of Abstraction Juried Exhibition**St. Louis Artists' Guild**

Clayton, Missouri

November 20, 2015–January 2, 2016

Curated, Competition, Peer Reviewed, International

Abstracts Juried Photography Exhibition**1650 Gallery**

Los Angeles, California

February 28, 2015–April 2015

Curated, Competition, Peer Reviewed, International

Lines Juried Photography Exhibition**Dark Room Gallery**

Essex Junction, Vermont

February 26, 2015–March 15, 2015

Curated, Competition, Peer Reviewed, International

Open, Publication

2014

Virginia Commonwealth University

Richmond, Virginia

Curated, International

2014 Annual Juried Photography Exhibition**2014, Suffolk Gallery**

Suffolk, Virginia

Curated, Competition, Regional

Bertie Art Council's Exhibition with Chowan University**2012, Bertie Art Council**

Windsor, North Carolina

Invited, Local

2012 Annual Juried Photography Exhibition**2012, Suffolk Gallery**

Suffolk, Virginia

Curated, Competition, Regional

Socially Conscious Activities

Social Entrepreneurship

Color to Sound, LLC, Co-Founder and Designer, 2022–Present

Co-founded with Deanna Geneva Lorianni an experimental arts lab that finds emerging ways to make communication media and art accessible for various disabilities and abilities.

Thinkhaus, Founder and Design Director, 2007–2019

Founded a socially conscious graphic design practice serving local, regional and national clients to prepare them to meet communication, marketing, and branding challenges for a sustainable and socially responsible business environment.

A Short List of Clients:

- UCLA California Employment Consortium for Youth (CECY)
- HanesBrands Inc.
- VCU Partnership for People with Disabilities
- DRCC

B Corporation Certification, 2011–2015

Worked to gain a B Corporation Certification for Thinkhaus. The B Corporation certification is a third-party assessment that measures a company's accountability regarding employees, consumers, local communities, and the environment. B Corporations meet comprehensive and transparent social, environmental and legal accountability standards for building good business constituencies. Thinkhaus passed the B Impact Rating System and adopted the B Corporation Legal Framework into its legal structure. The company was certified for the first time in 2011 and gained its recertification in 2013. Thinkhaus was the second business ever in Richmond, Virginia to gain its B Corporation Certification.

Personal Projects

Abilities Design, 2021– Present

Generating a set of materials for the global graphic design education community to teach accessibility in their curriculum and pedagogy. The materials will have a framework known as Abilities Design, which I have developed for students to explore Universal Design, Universal Design for Learning, and Inclusive Design. Handouts, worksheets, lectures, and videos will be designed and distributed online.

The Abilities Design materials will also teach students how to design websites most suitable for assistive technology users. The faculty grant from the Teach Access organization in 2021 made it possible for various assistive technology, both hardware, and software, to be purchased for demonstration and lecturing purposes.

The Awareness Campaign, 2015 – 2019

Managed The Awareness Campaign to bring awareness to the public about the different aspects of ableism that people with disabilities regularly experience. Duties for the campaign consisted of researching new topics regarding ableism that results in developing new illustrations, infographics, and videos to be viewed on social media.

Content is designed and distributed daily to various social media platforms to discuss the discrimination, microaggressions, and lack of inclusion experienced by the disability community. The Awareness Campaign also directed and collaborated on community–based projects with local nonprofits and other creative professionals.

Thinkhaus Presents “haustalk”, 2008 – 2014

Led a design forum that enabled all citizens to engage in an open dialogue and discuss how people can use design to strengthen and improve their community. The discussion was a platform to persuade citizens to become more socially conscious and take action to help their community move forward into the future through social entrepreneurship and activism. All business professionals, community leaders, students, teachers, activists, artists and designers are encouraged to learn from each other.

Topics included:

The Power to Influence People (Spreecast Video Podcast with Mike Gregory, founder of Cloud Gov Technologies), 3/18/14

What is Plain Language? (Spreecast Video Podcast with Zuula Consulting), 2/11/14

Podcast Interview with Luba Lukova, in conjunction with the History of Graphic Design class at Chowan University, 11/6/12

How Social Entrepreneurship Reflects the Needs of Our Economy and Solves Social and Cultural Problems, 10/24/11

What Is Verbal Branding and How Can it Help Your Business? 6/8/11

Stereotypes in Mass Media, 3/30/11

Making the Web Work for Your Business, 2/16/11

The Creative Impact Series, Part 2: Ethical and Racial Stereotypes in Mass Media, 11/3/10

The Creative Impact Series, Part 1: Richmond Creative Professionals You Should Know, 10/26/10

Improving Richmond’s Economy for Local Businesses and Nonprofit Organizations: How to Succeed During the Recession With Effective Marketing, 6/2/10

A Socially Conscious Networking Event That Provokes Dialogue to Improve Greater Richmond, 5/15/10

haustalk with The Conciliation Project: Ethnic and Racial Stereotype Images in Mass Media, Hosted by Slash Coleman, 4/7/10

Tell Remarkable Stories That Influence Others, 2/3/10

Recession-Proof Your Business or Creative Services, 11/30/09

Pros and Cons of Pro-Bono Work, 9/30/09

The Role of Social Media in Branding, 4/27/09

Stereotypes in Mass Media, 3/29/09

DIY: Designing Your Holiday Gift, 2/17/08

Living, Working and Designing Green, Parts 1 & 2, 10/22/08, 11/19/08

Consulting

DRCC, Duluth, Minnesota, 2017–2018

DRCC is a nonprofit organization that provides housing and personal care for people with disabilities. Served as a consultant and designer with fellow Professor Terresa Moses to produce a social media marketing campaign to bring awareness to the employment opportunities within DRCC.

The Conciliation Project, Richmond, Virginia, 2007–2011

Served as a senior marketing/design consultant, under Thinkhaus, for this social justice organization that conducts theater performances about the history of racism and oppression. Tasks included advising on developing branding and marketing strategies, pinpointing the marketing materials and media outlets needed to promote the organization and its plays, and ways to increase donations.

James River Green Building Council, Richmond, Virginia, 2008–2010

Served as a marketing consultant to advise and direct efforts to increase the Council's impact on Central Virginia's architecture and construction communities, promote the value of becoming "LEED" certified and increase Council membership. Worked with other committee members and brand consultants.

Family Lifeline, Richmond, Virginia 2007–2008

Served as a graphic design consultant, under Thinkhaus, for this nonprofit organization and assisted in developing marketing goals and strategies to promote their brand and increase donations. Worked with internal staff members, public relations consultants and marketing consultants. The consulting led to additional design projects and tasks for Thinkhaus.

Community Committee Work

AIGA Minnesota, Diversity & Inclusion Committee, 2017–2021

The committee meets objectives to make design education, discourse, and practice more diverse and to strengthen and expand the relevance of design in all areas of society.

Equal Access Advocacy Collective, 2021–Present

The international collective is a group of people with disabilities with various experiences and backgrounds who work to change international policy regarding disability rights.

Community-Based Awards

2018 Communitas Award

Nominated and selected for the International AMCP Communitas Award for Excellence In Community Service. The award recognized my advocacy for disability rights and inclusion. Communitas Awards acknowledge creative businesses, organizations, and individuals for their excellent service to their communities.

Style Weekly, Top 40 Under 40, Class of 2009

Selected to the 2009 Style Weekly's Top 40 Under 40 as one of Richmond's young professionals making a difference in the community. Each year, Style Weekly—Richmond's alternative news publication for spotlighting the city's culture, arts, opinions, and creative thought—selects young professionals to watch based on their activities in their businesses, organizations, and communities.

Media Contributions

University of Minnesota Duluth, News Center – An Access Award for a UMD Prof

Duluth, Minnesota, 2021

Receiving the faculty grant from the Teaching Access organization was spotlighted.

Duluth News Tribune's Faces: Awards, Honors, and Good People

Duluth, Minnesota, 2021

Receiving the faculty grant from the Teaching Access organization was spotlighted.

Tell It To Neil Podcast

Season 2, Episode 9: Working towards tenure: Inclusive, Accessible, and Universal Design, 2021

Hosted by Neil Ward, Associate Professor of Graphic Design, Drake University

Professor Ward interviews design educators from different parts of the United States regarding their personal experiences with the process of tenure and promotion. He interviewed me regarding my teaching and research in the area of inclusive design, universal design, and universal design for learning.

UMD Graphic Design Students Learn To Be More Inclusive

Fox21 Duluth, Duluth, Minnesota, November 6, 2019

Received news coverage for teaching students about universal and inclusive design.

Design Edu Podcast

Youngstown, Ohio, May 22, 2018

Hosted by Gary Rozanc, Assistant Professor of Graphic Design

University of Maryland, Baltimore County

Professor Rozanc interviews design educators from different parts of the United States regarding the current trends, topics, and issues within design education. Judith A. Moldenhauer of Wayne State University and I were interviewed together to discuss the teaching of experience design and human-centered design.

disAbility101 Presented By The Awareness Campaign

Fox21 Duluth, Duluth, Minnesota, February 12, 2016

Received news coverage for hosting disAbility101, a public forum that spoke about disability inequality and discrimination. The event was held at the UMD Multicultural Center.

The Awareness Campaign: Aims To Better Equality For People With Disabilities

WDIO, Duluth, Minnesota, April 29, 2015

WDIO presented a special news segment featuring my personal experiences living with a disability.

It highlighted my teaching at UMD. The feature centered on the development and launch of The Awareness Campaign, a project that I designed to bring awareness of ableism and the discrimination that people with disabilities encounter throughout their lives.

The Awareness Campaign

WDIO, Duluth, Minnesota, April 3, 2015

WDIO announced the launch of The Awareness Campaign.

Design Recharge Hosted by Diane Gibbs

Episode: Design Teachers Network, Aired August 14, 2013

Appeared as a guest on a video podcast show that interviews international graphic designers weekly. The interview discussed my personal project, "designteachersnetwork.info," and advised on how to improve the quality of teaching using methods that would engage students.

Design Recharge Hosted by Diane Gibbs

Episode: John O'Neill, A Socially Conscious Graphic Designer, Aired May 1, 2013

The video podcast discussed the socially conscious body of work produced under the name Thinkhaus and introduced the benefits of becoming a social entrepreneur.

The Corporate Social Responsibility Newswire, 2011

CSRwire is the leading global source of corporate social responsibility news, advocating for an economically just and environmentally sustainable society. CSRwire reported on Thinkhaus' newly certified B Corporation status, highlighting the company's dedication to providing socially conscious services.

Richmond Times-Dispatch, Business Section

Richmond, Virginia, 2011

Was spotlighted for collaborating with five Richmond business owners from the marketing and communication industries: Madison + Main AD agency, ByteJam, V4 Web, Wythken Printing, and the Knowledge Advisory Group. The owners donated their creative services to Comfort Zone Camp, a camp that offers bereavement services to children who have lost a family member.

Richmond Times-Dispatch: HYPETube Video Feature

An Inspirational Design Director, March 18, 2010

Online video highlighted my social entrepreneurship, design practice, teaching and community activities and how to be successful as a person with cerebral palsy.

Top 40 Under 40

Style Weekly, Richmond, Virginia, October 14, 2009

Featured in an article highlighting the social entrepreneurship, design, teaching and community activities that led to being selected to the Greater Richmond 2009 Top 40 Under 40 class.

Richmond Times-Dispatch and Richmond.com

Mash-up, Richmond, Virginia, 2009

Featured by Richmond Times-Dispatch and Richmond.com video series "Mash-up" for developing and organizing haustalk, a networking forum where people of Richmond can discuss socially conscious issues.

Inform: Architecture and Design in the Mid-Atlantic

Volume 5, November 2009

Graphic Design = Public Design by William Richards, Ph.D., Editor-in-Chief

Interviewed for an article in Inform magazine along with David Gibson, principal and founder of Two Twelve; and Andy Cruz, cofounder and art director of Yorklyn, Delaware's House Industries. The article focused on the process of designing way-finding systems.

Academic Degrees

Master of Fine Arts, Graphic Design, 2002–2004**Rochester Institute of Technology (RIT)****School of Design, Department of Graphic Design****Rochester, New York**

Major emphasis: Design Methods, Processes and Theory, History of Design, Information Design and Cross-Disciplinary Interaction

Minor: Time-based design

Scholarships: Catherine G. Morse Scholarship: 2003–2004,
Portfolio Review Scholarship: 2002–2003

Thesis: Completed a year-long research project regarding Design Literacy for Children. The project discovered ways of using professional design methods and information design components to teach children at the eighth-grade level communication skills across all subject matters, including math, science and language arts.

Bachelor of Fine Arts, Graphic Design, 1995–1999**Virginia Commonwealth University (VCU)****School of the Arts, Department of Communication Arts & Design****Richmond, Virginia**

Major Emphasis: History of Graphic Design, Design Process and Typography

Minor: Photography

Collaborations

Faculty Exhibition What We Do Poster Design, 2014

Designed the poster and identity system for the 2014 faculty exhibition at the University of Minnesota Duluth.

David Short: Co-designer

He conceptualized, sketched, and generated various poster layouts and led the critiquing of the final poster design. He was responsible for 30% of the work for the project.

My contribution: Co-designer

I conceptualized, sketched, and generated various poster layouts. Once the Department Head had chosen one of my layouts to be the final design, I executed the print production for the poster design. I also developed various social media posts.

I was responsible for 70% of the work to produce the project.

Duration: 4 weeks

10 hours of design time, 5 hours of meetings/client communications, 2 hours of production time (setting up files, communicating with the printer, travel time, etc.), 2 hours of miscellaneous duties

The Awareness Campaign, 2015–2019

Produced a campaign to speak out on disability injustices.

Zuula: Communication and brand strategists and copywriters

Deanna Geneva Lorianni and Meghan Codd Walker of Zuula provided services to develop the written communication brand standards with me to launch The Awareness Campaign. They also provided plain language copywriting services for the community outreach projects that The Awareness Campaign spearheaded: disAbility101 and Employment Pocket Guide. Their services were paid by development and grant funds from the University of Minnesota Duluth. They were responsible for 8% of the total work for The Awareness Campaign.

David Cowardin and Joe Olivieri: Videographers

David Cowardin and Joe Olivieri were videographers based in Duluth, Minnesota. I hired them to team with Zuula and I to develop a set of videos that launched The Awareness Campaign. They were responsible for 1% of the total work for The Awareness Campaign.

David Short: Illustrator

He designed lettering and animated typography gifs for 10 Instagram posts for The Awareness Campaign. He was responsible for 1% of the work for The Awareness Campaign.

My contribution: Social media manager, creative director, and designer

I oversaw every aspect of the campaign, including the collaborators' creative direction, generating and evolving the visual identity, producing the daily and weekly social media content, managing the social media accounts, leading workshops, and designing projects for the local Duluth and campus communities.

I was responsible for 90% of the work for The Awareness Campaign.

Duration: 4 years

Social media: 5–6 hours per week (on average), 4 hours of design time per week, 1 hour of social media management per week)

disAbility101 posters: 24 hours across 4 weeks of research time, 24 hours across 4 weeks of design time; 5 hours across 2 weeks of print production time and installation (setting up files, communicating with the printer, checking proofs, travel time, etc.), 10 hours across two weeks of forum curriculum development, 3 hours to set up and host the forums

Disability Employment Guide: 5 hours of grant writing, 3 hours of communicating with CHOICE-unlimited, 7 hours across 4 weeks of collaborating with Zuula, 10 hours across 4 weeks of research time, 20 hours across 4 weeks of design time; 10 hours across 2 weeks of print production time and installation (setting up files, communicating with the printer, checking proofs, travel time, etc.), 10 hours across two weeks of forum curriculum development

Posters for the Duluth Pepperkakebyen Gingerbread City, 2016

Design posters and an identity system for a local holiday event.

Alison Aune: Client and illustrator

I designed the posters for the events under the direction of artist Alison Aune, Ph.D. She provided custom illustrations to be used for the poster designs. She was responsible for 10% of the work.

My contribution: Designer

I brainstormed, conceptualized, and executed a visual system for the set of posters. I designed the posters by typesetting and formatting the text and producing a set of illustrations. I was also responsible for the print production of the posters.

I was responsible for 90% of the work to produce the system of posters for the event.

Duration: 3 weeks

2 hours of brainstorming and concept development, 15 hours of design time, 3 hours of meetings/client communications, 2 hours of production time (setting up files, communicating with the printer, travel time, etc.), 2 hours of miscellaneous duties

DRCC Social Media Campaign, 2018

Designed an identity system and social media campaign for a Duluth organization that serves the local disability community.

Blackbird Revolt: Social media manager and co-content creator

Terresa Moses and her Blackbird Revolt team developed static content and tracked the analytics for the campaign. Terresa was responsible for 55% of the total work for the campaign.

My contribution: Co-content creator and motion designer

I was responsible for 45% of the work for the DRCC Social Media Campaign.

Duration: 5 months

5 hours across 2 weeks of Brand research and brainstorming, 24 hours across 4 weeks of developing the identity system (brand visual elements and standards), copywriting 1 hour per week, 1 hour per week of videography and photo shooting, 5–6 hours per week of animating, 2 hours per month of communicating and meeting with Blackbird Revolt and DRCC

Racism and Stereotypes in Mass Media Workshops, 2016–2017

Designed a series of workshops to help others to be more conscious of the racism and stereotypes seen and experienced in mass media.

Terresa Moses: Co-instructor

She developed and executed a lesson plan that had various activities. Professor Moses tweaked and updated the presentation slides for the second workshop. She was responsible for 50% of the work to develop and teach the workshop.

My Distribution: Co-instructor

I worked with Terresa to gather image and video examples for the introductory presentations about how racism is seen and experienced in mass media. The workshop stemmed from a project I developed and taught at VCU about racism and stereotypes in mass media. Some workshop content came from a course I developed and taught at Chowan University on the same subject.

I was responsible for 50% of the work to develop and teach the workshop.

Duration: 1 week for each of the 2 workshops

4 hours of research time across 2 weeks, 4 hours of preparing slides, 4 hours of developing the workshops' curriculum, 6 hours to set up and conduct the workshops, 5 hours of travel time

Equity Manifesto Display Panel for Zeitgeist Café, 2017

Designed an installation art piece that spoke on how the arts can foster equity.

David Short: Co-designer

David Short produced hand lettering, which became the basis of the panel's design. He also led the print production and the panel's installation in the Zeitgeist Café space. He was responsible for 70% of the work for the panel.

My contribution: Co-designer

I brainstormed, conceptualized, and sketched ideas to design the panel. I typeset and formatted the typography for the final design of the panel.

I was responsible for 30% of the work to produce the panel.

Duration: 6 weeks

5 hours across 2 weeks of conducting the ideation stage, 3 hours of design time across a week, 2 hours across a week to finalize the design, 3 hours of communicating and meeting with the client

What Is Inclusive Content and Why Is It Important? Conference Presentation, 2019

PLAIN Language Conference

Deanna Geneva Lorianni: Co-presenter

Deanna gathered information and constructed the presentation about why and how to make content inclusive through the written words' syntax, semantics, and pragmatics. She also spoke about the benefits of developing written communication brand standards that foster inclusion by understanding when and how to use person and identity-first language. She was responsible for 50% of the work in conducting the presentation.

My contribution: Co-presenter

I gathered information and constructed the presentation with Deanna. My responsibility was to discuss methods for using the principles of Universal Design, Inclusive Design, and typography. I was also responsible for explaining why they are key components of developing inclusive content.

I was responsible for 50% of the work in conducting the presentation.

Duration: 4 weeks to prepare for the conference

20 hours of research time across 2 weeks, 8 hours of preparing slides across 4 weeks,
2.5 days of travel

Now / Between, 2020–Present

Collaborating to produce a multiple sensory book that will make the language and visual arts accessible to various abilities.

Deanna Geneva Lorianni: Poet, project manager, copywriter

Deanna works with me and other collaborators to make the book that allows readers to experience poems and photography in various ways by using their human senses. She has conducted secondary research about accessibility and brainstormed how the book's design can make art accessible. She has written poems that spoke to the emotion and visual characteristics of the photographic imagery I have produced. To date, she has been responsible for 30% of the work to produce the book.

Worth Higgins & Associates: Printer

Joel Dadurka is the point of contact for Worth Higgins as they have brainstormed and consulted on the book's specifications. They have led the discussion on how the book can be printed and have made numerous printed proofs of the photographs that will be used for the book. To date, Worth Higgins has been responsible for 10% of the work to produce the book.

Light Center for Vital Living: Blind and Low Vision Consultants

Kelly Lemke is the point of contact for the Lighthouse as they have consulted on how the book's design can make art accessible for low-vision. They have examined the printed markup of the book and proofread the Braille that will be printed in the book. To date, Lighthouse Center for Vital Living has been responsible for 10% of the work to produce the book.

My contribution: Designer, photographer, and project manager

Along with Deanna, I have conducted secondary research about accessibility and brainstormed how the book's design can make art accessible. I retouched my photographs to make them tactile prints. I designed the book and led the production of the printed proofs. I served as the point of contact for Color to Sound.

To date, I have been responsible for 50% of the work to produce the book.

Duration: 2 years

20 hours of grant writing over 3 weeks of time, 4 months of research time, 4 months of networking and seeking consultation, 3 month of brainstorming and concept development, 7 months of photo production and revisions (including reviewing printed proofs from Worth Higgins), 7 months of design and revisions (30 versions of the book to date), spends 2 hours producing print markups of the book, 5 email correspondences and 1 or 2 meetings per month (on average)

Synthetic Voice Development, 2021–Present

Examining how using Universal Design for Learning and user experience design principles might lessen my speech impairment's negative impact; working with a voice bank company to develop a synthetic voice to improve communication. This work has led to discovering how assistive technology and accessibility principles can be used to make voice interfaces accessible for people with speech impairments.

Jolene Hyppa Martin: Researcher and project manager

Jolene outlined project goals and conducted secondary research about Dysarthria speech impairment relating to communication challenges. She directed the work that Corinne Schmidt was doing. In addition, she was the point of contact for the voicebank company as they designed a synthetic voice for me. Jolene also directed me in collecting voice examples of my speech. To date, Jolene has been responsible for 50% of the research.

Corinne Schmidt: Researcher and project manager

Corinne conducted (user testing) primary research by having fellow students listen to audio recordings of tutorials I presented in the courses I teach. She also conducted secondary research about Dysarthria speech impairment relating to communication challenges. Corinne also developed a presentation poster for and represented the project team at the ASHA Convention, 2021. To date, Corinne has been responsible for 30% of the research.

My contribution: Design researcher

I conducted secondary research studying how human-centered design methodologies and accessibility may improve the verbal communication of someone like myself who has a Dysarthria speech impairment. I recorded several voice examples of me speaking. I began to research how synthetic voice technology may improve the accessibility of voice interfaces.

To date, I have been responsible for 20% of the work for the project.

Duration: 2 years

4 months of research time, 5 email correspondence and 1 or 2 meetings per month (on average),
5 months of voice banking