



Susan Bonner

MFA

Designer | Faculty |
Researcher | Leader

Mission:

I lead collaborative game and media production projects that involve a wide range of faculty, staff, students, field experts, schools, and organizations. These endeavors aim to help teachers create engaging classrooms and community advocates move populations beyond reaction to action.

Accessible, universal, and inclusive design lies at the heart of my teaching, my art, my design, and the work I produce.

I am serious about facilitating an inclusive learning and working environment that supports and welcomes all who participate, regardless of gender, ethnicity, race, or ability.

I am pursuing the gamification of social-emotional coping skills development in young children.

Connect with me:

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Education

**Ferris State University:
Leadership Development Training:**
2021-2022 Cohort

**University of Cincinnati
Master of Fine Arts: 1998**
School of Design Architecture Art and Planning
(DAAP)
Magna Cum Laude

**Columbus College of Art and
Design
Bachelors of Fine Arts: 1995**
Named Liquitex Emerging Artist of the Year 1996
President's List, Presidential Scholarship
Cum Laude

**Kendall College of Art and
Design
Grad School Credit: 2000**
Industrial Design History

**Sculpture Apprenticeship
Dorothy Gill Barnes: 1994-1995**
Well renown sculptor, together we turned willow branches into cloud forms, drank lemonade on her porch and I learned how to find peace in work.

**New York School of the
Visual Arts:
Fredonia State University, 1991**
In collaboration with Chautauqua Art Institute
Full Ride Scholarship

Teaching

Michigan State University

Associate Professor of Media and Information

2023- present

Teaching in the Media and Information Master's program

Focus areas include Game Studies and Design, Human Computer Interaction, UX Design, and Media Policy

Teaching in the Serious Game Design Certificate

Collaborators include The Abrams Planetarium, MSU Ignite the Future program, and 2 local High Schools

Committees: 2023 - present

- HARP Office of Research and Innovation (co-chair)
- Media and Information Graduate Committee
- Grad Thesis Committees
- Participate in Undergrad Game Development Committee Planning

Universal Design for Learning (UDL) in the classroom:

- All course materials are presented to go beyond accessible design, to seek out individual learning modes, including, video, lecture, notes all accessible by screen readers or text first documents.

Graduate course: Understanding Users:

- Train students in Institutional Review Board (IRB) certification
- Teach standards for accessible and universal design now integrated and required by the Media and Information program.

MSU Courses:

Fall 2023

- MI 839 Game and Project Design Studio I Hybrid
- MI 841 Understanding Users Online
- MI 841 Understanding Users Hybrid
- MI 898 Masters Project

Spring 2024

- MI 846 Game and Project Design Studio II Hybrid
- MI 230 Game Design Hybrid
- MI 486 Serious Game Design (W) In Person
- MI 898 Masters Project

Prepping for Fall 2024

- UGS 200H Honors Research Seminar - Overload In Person
- MI 230 Game Design Hybrid
- MI 847 Special Topic
- MI 898 Masters Project



Game Dev

Game Development Trip to LA: 2024

- Trip leader and planner
- Developed relationships with AAA and Indie Game studios and Game Adjacent Trailer, AdPR and Marketing studios
- Led 24 students with Dr. Amanda Cote and co-planned with Brian Winn and Jeremy Bond
- See the Itinerary:
<https://docs.google.com/document/d/1n5Xw8FteZyH8GrH6a9d7uUcljntYvZDrWZH3JTp0Bag/edit?usp=sharing>
- Did daily Covid checks
- Helped develop industry connections for students
- Mentored how to prep resumes and linkedIn

Game Studios:

- Blizzard
- Triple Clix
- Riot Games
- Infinity Ward
- Mobius Digital
- Activision MoCap Facility
- Mobilityware
- 47 Communications
- GNet
- Treyarch

Cultural Experiences:

- La Brea Tar Pit Museum
- Little Tokyo
- China Town
- Japanese American National Museum
- Griffith Observatory and Planetarium

Teaching (previous)

Kendall College of Art and Design of Ferris State University

Chair and Associate Professor of Digital Art and Design, Tenured 2006-2023

Directed, and Developed, as a part of The EPIC Project animated interactive story apps, learning games, VR, AR Innovative Projects for the public good, using universal and accessible design.

Collaborators include the Jim Crow Museum, Open System Technologies, The Grand Rapids Museum School, The Grand Rapids Public Museum, Kentwood Public Schools, Kenowa Public School, + Mini Cooper.

Developed on-line digital art and design curriculum, trained adjuncts in Learning Management Software (LMS). LMS certified through the Pilot FSU program where they used my examples to train all faculty.

Developed Curriculum for Digital Imaging courses according to internal and external assessment. Developed course sites and instructional sites: 2D Character Design, Concept and Production Art, Digital Painting, Sketch Site, Digital Learning Center - a Tutorial Site. Managed work studies for the Digital Learning Center, DAD Hub, Kendall Weblab

Committees: Ferris State University (FSU) Academic Leadership Council (Vice Chair), KCAD SPARC (Strategic Planning Committee) (Chair), Online Teaching, FSU SPARC, FSU Online Assessment, KCAD Assessment, Enrollment (Chair), Instructional Technology, Various Hiring Committees, FSU Enrollment and Retention, KCAD Enrollment Ad Hoc, Deans Council + Presidents Council.

Facilities Updates I oversaw include 3 Cintiq labs, Video Conference Lab, Costume Wardrobe for Character Drawing, Studio Lighting for Cintiq Life and many technology and software updates to stay at the cutting edge of technology. Drawing. Covid Physical Distancing Plan in collaboration with the Ferris State University ReEntry Team.



Hyflex Teaching

Urban Institute of Contemporary Arts

Community Arts and Artist in residence, Artworks Lead Artist for 6 community murals with kids, funded by community organizations and donors, Created Video Documentary to be used to inspire donors. 2000-2002

Calvin University

Professor, Gallery Director, Curator of New Arts Collections to match the educational goals of the Communications Program, where I managed the fundraising and donor connections. Archived Master Paintings and Audubon Society Originals. I also mentored the student paper which contained poems. 2002-2004

University of Cincinnati

School of Design Architecture Art and Planning (DAAP)
Adjunct + Graduate Teaching Associate in Drawing + Painting. 1995-1998

Columbus College of Art and Design

Continuing Studies Instructor 1992-1996

Teaching: Educational Media

Director + Producer
The EPIC Project: 2015-2023

The Epic Project is faculty and students at Kendall College of Art and Design of Ferris State University, working with a wide range of professionals, schools, companies, and organizations to produce free, innovative media that helps teachers create engaging classrooms and community advocates move populations beyond reaction, to action. Epic media is created for a wide range of delivery systems including digital devices that deliver apps, videos, & web sites as well as physical games and printable documents.

Mental Health America Animations: The goal of these three animations is to compel people that suspect they have a mental illness to take a screening on the MHA site. Many people suspect they may be dealing with mental illness, but are not sure. The screenings can play a significant role in encouraging them to seek help. Animations explore college students struggling with depression, anxiety, and bipolar used as a part of the Back to School campaign. Universal Design including Integrated Text and Audio was used for access for all.

Heroes Fight Bias: These short animated gifs provide middle school teachers with support materials that can supplement lessons centered around Tolerance.org's social justice standards. In the animated stories, bias based on race, gender, religion, ableism, and, ageism is confronted. Choosing to confront bigotry and hate takes heroic powers. Universal Design including Integrated Text was used for access for all.

Jim Crow Museum Animations: The project is in collaboration with the Jim Crow Museum of Racist Memorabilia at Ferris State University. The animations reside in the Jim Crow Museum's Virtual Tour, in the section called 'Achieving Despite Resistance'. They feature the stories of Rube Foster, Shirley Chisholm, Garrett Morgan, the Harlem Hellfighters, Leontyne Price, and Percival Prattis. I ran a social media campaign to drive community traffic during Black history month, and lectured in public high schools, Ferris, and KCAD about Black History and Women's History. Universal Design including Integrated Text and Audio was used for access for all.

Bullying Comic: The Greg Louganis Stories: Three animated interactive comics based on the true story of Olympian Greg Louganis. He overcame bullying that stemmed from his learning disability, skin color, and choice of sports. Each story focuses on a unique aspect. Includes review questions for writing assignments or discussions based on the 5 habits of mind.

PowderKeg Revolutionary War Card Game: A Historical Trading Card Game about the American Revolution: Choose a side, make alliances, play your hand, and decide the fate of America. PowderKeg is a Gold Medal Winner in the 2020 International Serious Play Awards. The Serious Play Conference is a leadership conference for professionals who are exploring the use of game-based learning, sharing their experience, and working together to shape the future of training and education.

Miner Madness, Dig into Code Theory! Funny, Gross learning! Awarded Most Meaningful Student Created Game of 2018 at the Meaningful Play International Academic Conference at Michigan State University. It's a co-op board game aimed at teaching critical and logical thinking. The players act as a team of miners that must navigate obstacles and avoid danger to dig up hidden treasures deep within the earth. Includes The extended learning game Fun Funky Functions where students can expand upon what they learned in Miner Madness and make their own board game using a topic from any curriculum.

Battling Extinction + Survive Global Climate Change Apps: Two Character-driven storytelling apps that cover a wide range of climate change and extinction causes and effects. Includes a complete digital curriculum with review questions, practice quizzes, additional resources and assessment. We collaborated with approximately 100 middle school teachers and students.

EPIC Science: This animated series utilizes clever animated Gifs to illustrate science concepts that match the Next Generation Science Standards. We collaborated with Middle School Science teachers and students to animate life, physical, earth, space and engineering science using humor. The media uses Universal Design for Learning (UDL) practices to engage learners of all abilities including the sight and hearing impaired.



Miner Madness Code Game

Teaching: Research

AR, VR, AI and Learning Cognition in Media

National Science Foundation (NSF) 2021- current

I serve as a panelist and ad-hoc reviewer for the **Small Business Innovation Research Proposals (SBIR) and Small Business Technology Transfer (STTR) Seed Fund**. We are a congressionally mandated program. I am a part of a team of experts in the Learning Cognitions program who fund startups across technology areas and markets like artificial intelligence, educational programs, augmented reality, and virtual reality. We review start-up proposals for Phase 1 and Phase 2 of America's Seed Fund. We focus on transforming scientific and engineering discoveries into products and services with commercial and societal impact. The deep technologies we fund show promise but their success hasn't yet been validated. And, each year, the NSF awards \$200+ million in research and development (R&D) funding to about 400 startups across the United States. America's Seed Fund is a program within the National Science Foundation and housed within the Division of Industrial Innovation and Partnerships within the Directorate for Engineering.



Lecture at KCAD

Select Talks

Meaningful Play:

East Lansing, Mi 2018,

- Game Presentation: Powder Keg, A Revolutionary War Game
- East Lansing, Mi 2022, Game Presentation: Miner Madness, Dig Into Code Theory

Serious Play:

- Judge for Games for Learning, Healthcare, and Military Games 2015-2023
- Université du Québec à Montréal 2019: Collaboration in Game Development A Revolutionary War Card Game
- University of Buffalo, NY, Making K-12 Games for Learning fun
- Florida State University, FL, Virtual, Educational Awards Presentation

Hatch Ed Virtual Innovation, Ferris State University:

Big Rapids, MI,

- 2021 How to collaborate virtually a model: The Jim Crow Museum Animations
- 2020 Educational Games: PowderKeg Revolutionary War Card Game

Kendall College of Art and Design

Grand Rapids, Mi,

- Faculty Exhibition 2018, 2016, 2014
- Collaboratively Designing a Mobile Game
- Behind the Scenes of Creating a Children's Animated Game

Art Prize

Grand Rapids, MI, 2018, 2019

- Presented EPIC Science Educational Animations, User Tested with Middle School Students in the Art Prize Education Hub

Central Michigan University:

Mount Pleasant Mi, 2016:

- Creating Accessible Learning Tools a Universal Design for Learning Approach (UDL)

Grand Rapids Public Museum School:

- 2021: Black History is US History
- 2020: Women in History Animated

Teaching: Game Studies

Field Research | User Testing |
Collaboration | Teaching Game Theory

Field Research 1995- 2023

As part of each game and media production that I lead, students and faculty perform user testing. This creates a feedback loop, where we learn about how well the media meets the desired learning outcomes. After several rounds of user testing, and revising, the games are iterated to be more powerfully connected to Next Generation Science Standards, The Common Core Standards, and requirements that K 12 teachers request to integrate the game into their curriculum. You can see these reports on The Epic Project User Testing website.

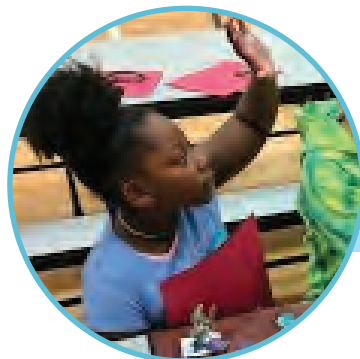
Miner Madness Board Game User Testing

About the Miner Madness Game:

Miner Madness is a co-op board game aimed at teaching critical and logical thinking. The players act as a team of miners that must navigate obstacles and avoid danger to dig up hidden treasures deep within the earth.

User Testing Participants

60 Middle School Student Play Testers from Kentwood Public School STEM Days at 2 Middle Schools
30 KCAD game artists, designers, animators, sound designers, and graphic designers
5 Middle School Teachers
3 KCAD Faculty
1 Middle School Curriculum Director
1 Professional Coding Expert
1 Graphic Designer



User Testing in Schools

PowderKeg, a Revolutionary War Card Game: 2016 - 2022

A Historical Trading Card Game about the American Revolution: Choose a side, make alliances, play your hand, and decide the fate of America.

User Testing: 2017 - 2022

An American revolutionary war card game. It was tested at the Serious Play conference in 2018 and 2020, Meaningful Play in 2018, and Gencon in 2019. It was an Official Game Selection for the International Meaningful Play Conference in 2022.

180 Museum Middle School Students
70 KCAD artists, animators, actors, sound designers, web designers, game developers, graphic designers
3 History Professors
3 KCAD Art and Design Faculty
2 Game Developers from Open System Technologies

EPIC Science: 2016 - 2021

A website containing 85 amusing animated gifs explaining science concepts designed by KCAD students. The website is searchable and indexes content according to the Next Generation Science Standards. The lessons are targeted toward grades 5-8.

The media was also tested four times at Kenowa Hills Public School, ten times at Artprize Education Days, and finally at Innocademy Charter Middle School.

160 Middle School User Testers at Art Prize
85 KCAD Animators
45 Middle School User Testers at Kenowa Public Schools
30 Middle School User Testers at Innocademy
3 KCAD Art and Design Professors
3 Kenowa Hills Science Teachers
2 KCAD Web Designers
2 Innocademy Game and Science Teachers

Teaching: Research

Science + Arts in Education

The University of Cincinnati School of Education 1995-1998

Director Arts Research under Dr. Deborah Zorn

I secured funding from Fidelity Investments, Ohio Arts Council, University of Cincinnati, and National Endowment for the Arts. I directed human research on the effectiveness of integrating art into core curriculum such as social studies, science, and math. We found seed money for the Pilot Year of ArtWorks! in Cincinnati, OH.

ARTWorks!

ARTWorks! gave teenagers from all over the Greater Cincinnati area an opportunity to work, learn, and

earn in summer jobs as apprentice artists. Under the guidance of professional artists, ARTWorks! apprentices help create works of art for public spaces, museums, and private collectors; gaining meaningful employment experience in a structured, professional setting that helps prepare them for the demands of the workplace. I led the artists and conducted research delivering funding for the pilot year. This program went on to be a successful arts program for young citizens in the Cincinnati area, and eventually, across the country.

Association for the Advancement of Arts in Education (AAAE)

With the School of Education- I led arts research for a two-year study that surveyed hundreds of superintendents, principals, teachers, parents, school board members, artists, professional arts administrators, and community leaders regarding their views on arts education. The study found a positive element for change in arts education priorities and programs in the TriState Greater Cincinnati area. With the inauguration of Arts Connections in 1997, more than 1,500 teachers have been trained to integrate the arts across their curriculum, touching approximately 30,000 students.

AAAE: In-service programs focus on brain-compatible learning and arts integration. I designed programs to fit the professional development needs of educators in the tri-state area. We developed portrait style research and assessment tools. Universal Design for Learning (UDL) Methods were used to train K-12 teachers how to engage students of all abilities.

Arts Connections: an intensive professional development program for teachers, administrators, parents, arts specialists and other educators. A program based on the arts integration method of learning, Arts Connections takes into account the fact that students learn and process information through different learning styles. Through this program, teachers learn how to use various art forms to teach social studies, language arts, mathematics and more.

Sound Discoveries: Music for Life brings classical music into Cincinnati tri-state area schools. AAAE and the Cincinnati Symphony Orchestra developed in-school programs featuring orchestra members in specially designed programs to integrate the fundamentals of music with all areas of the curriculum.

Professional Work

Game Designer | Illustrator |
Animator | Public Artist

Visualpump LLC Illustration, Animation + Motion Graphics

Co Founder 2002-2021

Clients include Childrens' products with Sassy Inc and Nuk, Amway, Character and Toy Design for Baby Leapfrog, T John E Game Productions for K-12 Educational Games, Underbite Games Mobile Games, Blue Lobster Media Documentary.

Visualpump Marketing Internet Search Marketer 2003-2006

I Created online marketing strategies for companies and incorporated advertising into their current strategy. Teaming with web developers and designers and illustrators to create a cohesive online marketing strategy. Clients include Sassy Inc, Postworks, Toolfarm, FTCH, and the Visualpump Art Gallery.

Children's Brand and Trend Consultant 2003-2006

I executed an online advertising campaign, and performed color trend research for Sassy and Nuk. I found ways to reach new mothers, by deciphering their shopping methods and understanding their influencers.

Character Design and Development

I performed Character Design for Baby Leapfrog, licensed through Sassy. I designed 12 characters in three sets, which were zoo, ocean, and forest themed within the Leapfrog brand and style standards. Many products were produced from these designs including; rattles, books, pianos, and interactive plush toys.

Educational Media for High School Assembly Game Show 2003-2006

T John E Game Productions tours the country giving events at school auditoriums. They tackle topics like Mental Health, Bullying, Drug and Alcohol Abuse, STDs, and Date Rape. These difficult topics were woven into a game show format to inform students in an engaging way. I directed a team of animators, illustrators, story-boarders and sound designers to create the animations for the game's title cards, rewards screens, questions and answers.

UnderBite Games Concept and Production Artist

1st and Goal A Football Physical Board Game by R & R Games brought to mobile by Underbite Games. The game was made available on Google Play and the iTunes Store. Underbite Games was contracted by R and R Games.

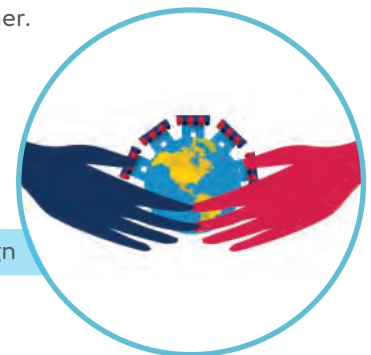
Mam USA

MAM develops innovative and safe baby products. In 2008 when MAM entered the US market from Europe, I helped them to build their brand for the American parent.

I provided consulting services: outlining marketing strategies for using Google Adwords, defining future color trends for the Baby Market, analyzing European design trends, defining soon-to-be parents general trends for lifestyle products.

Lost Boy Home Documentary Film

Zachariah Char, a Sudanese "Lost Boy" left his home in Sudan after the government declared all males in Christian South Sudan would be killed. We animated the story Zachariah and 27,000 boys and young men who fled Sudan and settled in Ethiopia. Featured on HBO and Amazon Prime, and narrated by Sam Waterston. Official Selection Palm Beach Int'l Film Festival, Africa World Documentary Film Festival, Best Shorts Award Winner.



Amway Motion Design

Service: Design Practice

Animation, Game, Ed Tech

The Road Crew Health

Founder/CEO 2021 - Present

Objective: The Road Crew learning tool is an interactive animated series that aims to improve children's behavioral issues that create obstacles to learning. Educators will use The Road Crew tool to teach young learners how to self-regulate behavior through a memorable interactive experience with relatable characters. PreK - 2nd graders will learn to communicate their emotions with words instead of expressing them with their bodies in an unhealthy way. A Universal Design for Learning approach will ensure students with a wide range of sensory and cognitive abilities will be able to engage.

The Road Crew Animated Series will integrate Universal Design methods that will facilitate a seamless and quality experience for everyone, including children and parents like these

- Hearing Impaired
- Sight Impaired
- Blind and low vision
- Color blind
- Light sensitive
- Physically disabled
- Speech disabled
- Cognitively disabled (ADHD, Dyslexia, Autistic)

[Go to the Universal Design Page on The Road Crew Health](#)

The Road Crew Health game is in the Pre-award Stage for funding.

We have been Invited by the National Science Foundation to apply for an SBIR grant as part of the Learning Cognitions Program. We are currently in the Pre-award stage, working with the Program Directors to develop the pitch in a winning format. (2021-2022)

We have been invited by the program directors of the State of Michigan Business Accelerator Fund (BAF) to apply for seed funding to support the business development of The Road Crew LLC. (2021-2022)

We are collaborating with the Michigan Economic Development Corporation and Red Cedar Ventures to prepare a pitch for the Michigan Business Accelerator Fund (BAF) (2021-2022)

We are shifting to integrating the project into a Michigan State University Learning Lab with Bonner's new position at MSU.



The Road Crew

Service:

Arts Leadership

Gallery Director + Corporate Curating

Gallery Director Calvin University 2001-2003

I designed exhibitions, curated a national traveling exhibition with a catalog, and published catalogs for every major exhibition. I performed community outreach through public events and art lectures. I curated an internationally recognized permanent collection for three new Buildings on Calvin University Campus. Worked closely with faculty, donors and president in orchestrating a body of work that would connect with the curriculum taught in those spaces. Full funding of \$2,000,000 was established within one year. Below is a list of campus locations that were curated.

DeVos Communication Center 2003

I curated art that incorporated the curriculum of Political Science and Communication Arts and Sciences. I sought work from throughout the country and Germany, organized meetings with faculty, donors, the board, president, and select students to propose work.

Prince Conference Center 2003

I curated work which focused on the environment conservatory that housed the Conference Center which has a hotel and large conference meeting rooms. I solicited donations and worked very closely with the main donors and president of the college.

Calvin University Fish House 2003

I worked with interior designer and selected works from the student body that flowed with the design of space. I created scholarships for artwork and began a revolving exhibition of work that produced scholarships for student's education.

Kendall College of Art and Design 1999-2002

Gallery Director 1999-2002

I curated exhibitions with nationally recognized artists such as Sandy Skogland, Wendall Castle, CF Payne, and Deborah Rockman. We sponsored the Scholastic Art Exhibition, a National High School Art Competition.

Grand Rapids Gallery Association 2001-2002

As the Gallery Director of Kendall College of Art and Design, I collaborated with other gallery owners and directors to raise public awareness of the arts community. I sponsored events, was the liaison between West Michigan colleges and the art community. I collaborated with other gallery directors to create the Grand Rapids Gallery Guide.

Urban Institute of Contemporary Arts 2000 -2003

Visual Arts Committee and Resident Artist

We curated multidisciplinary exhibitions for a nationally recognized non-profit arts organization focusing on diversity in the contemporary arts. I wrote grants for multidisciplinary events focusing on community audiences.

Arts Awards Juror

| | |
|---------------------------------|--------------------------------|
| The Scholastics Art Awards | 1999, 2010, 2013, 2008-2020 |
| Ohio Governors Youth Exhibition | 2000 |
| Grand Prix Art Competition | 1999 |
| Ohio Council for the Arts | 1992 - 1996 |
| Columbus Arts League | 1994 - 1995 |

Service: Educational Leadership

Ferris State University Academic Leadership Council

Vice Chair 2021 - 2023

The Academic Leadership Council promotes university-wide collaboration and facilitates implementation of university policies and initiatives that impact academic operations; provides a forum for the development, exchange, and the advancement of best practices, academic integrity, and excellence; and makes recommendations to stakeholders to improve processes across all University locations.

NASAD | National Association of Schools of Art and Design 2021-2022

I am on the committee that prepares for the assessment of Kendall College of Art and Design. Together, we gathered artifacts of learning outcomes for all of the programs at KCAD, met with the accreditation agency. I worked closely with Digital Art and Design and Fashion Studies faculty to prove that the programs are meeting accreditation standards.

KCAD SPARC Committee 2015-2023

As chair, I led focus groups on topics such as
Enrollment
First Generation Student Success
Online Learning
Diversity Equity and Inclusion

This committee researches the “driving forces” that the institution is likely to face over the next 5 to 10 years. These insights guide the development of periodic strategic plans and consult with the community on matters that affect the projected health of the college.

Digital Learning Center and KCAD 2006-2023

I saw the need for quick access to digital learning help across the university and with the dean and president, went forward with creating a resource center. This was fully staffed with student helpers and became a community center for learning and developing better art and design. The website we created is an archive of tutorials, guides, and production processes developed with KCAD DAD Professor Bill Fischer.

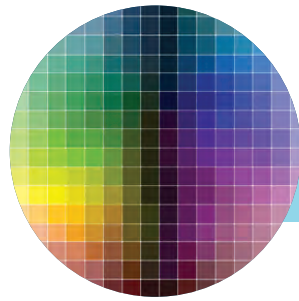
Student Focused Curriculum Development 2019-2023

I have been a leader in at KCAD working with the Ferris State University eLearning team to create templates for learning used through out the University.

I teach online, hyflex (hybrid) or face to face depending on the needs of the students and have developed courses that are able to benefit all. eaching includes course websites with syllabus and course content, Live Stream video instruction, video tutorials prerecorded and collaboration tools.



KCAD Students



Universal Design

Lead Arts

Design Citizen of a Multimedia Collective
leadarts.org CoFounder 2020-2023

We integrate accessible, inclusive, socio-emotional, and entertainment design principles, to move people, society, and culture beyond reaction to action. We are innovators in educational and informational media. That's how we lead.

I.S.E.E.U Socio Emotional Framework codesigned with Bill Fischer has been implemented in many EPIC Project works and used as examples for MSU curriculum Graduate Studies in Media and Information.

[Go to the I.S.E.E.U. site.](#)

I helped develop color tools and methods to be inclusive to people with all types of color vision.

Service

Mental Health

Redesigning Mental Health Screening Tool with Autistic Adolescents 2023-Present

Review the pitch deck:

<https://docs.google.com/presentation/d/1XpAgdHbq5ZHe5EU4u0GUoUR09zlfAe5YPid-rVSKL8l/edit?usp=sharing>

Co Pi with Dr Celeste Campos Castillo

Teach design to youth with autism to co-design an innovation that can improve access to health care and identify how co-designing positively influences their coping skills.

We aim to:

Create a screening tool that reduces the disparities in the prevalence of mental health and access to mental health care through the creation of a new tool that is designed using universal design techniques.

This may improve completion rates as well as reliability and validity of existing measures.

Community Partners:

Blue Cross Blue Shield Foundation of Michigan
Child and Family Charities (CFC)
REACH Studio Art Center
MSU

15 autistic adolescent participants

15 Professionals, Caregivers and guardians

20 MSU Honors Student Peers

2 MSU Faculty

2 CFC Therapists

1 design focused MSU M&I Grad student

1 research focused MSU M&I Grad student



Mental Health for Autistic Youth