

<JEREMY WILLIAM KEMP
Lecturer & Instructional Designer

eCampus: Center for Distributed Education

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EDUCATION:

- A.M.** – **Stanford University**, Palo Alto, 2001
GPA: 3.90
College of Education - Learning Design and Technology

- M.S.J.** – **Northwestern University**, Evanston, 1992
GPA: 3.60
Medill School of Journalism - Magazine Publishing

- B.A.** – **University of Oregon**, Eugene, 1991
GPA: 3.60
Major: Magazine Journalism

LANGUAGE ABILITY: Bilingual: English and spoken Mandarin

RESEARCH GRANTS:

SJSU College of Business Research Grant (2002) to perfect a telephone-based quiz and instruction tool using Voice XML.

PUBLISHED WORK:

Kemp, J. SimTeach: Information and Community for Educators using M.U.V.E.'s [Website and Wiki]. Started March 15, 2006. <http://www.simteach.com>, last accessed August 30, 2006.

Kemp, J., Livingstone, D. (in press). Putting a Second Life "Metaverse" skin on Learning Management Systems. In Livingstone, D. (Ed.), *Second Life Community Convention*, San Francisco, 20th August. University of Paisley.

Livingstone, D., & Kemp, J. (2006). Massively Multi-Learner: Recent Advances in 3D Social Environments. *Computing and Information Systems Journal*, 10(2). Retrieved August 1, 2006, from <http://www.cis.paisley.ac.uk/research/journal/v10n2/LivingstoneKemp.doc>

Reviewed roughly 40 plays in two years as the Portland Correspondent for Backstage West theatrical trade newspaper. See: <http://www.backstage.com>

Kemp, J. (1999). "Grow Enrollment using E-Commerce Techniques", The Agenda, PBS Adult Learning Service. <http://web.archive.org/web/20021217071448/http://www.pbs.org/als/agenda/articles/marketingplace.html>

Kemp, J. (1989) "TEAMA Provides insight into electronics industry," Tradewinds Asia, Hong Kong: Tradewinds Publishing Group.

TEACHING EXPERIENCE:

San José State University

2002-2005 College of Business, Undergraduate Education
Bus 100W – Business Communication (*Online*)

2002 College of Education, Graduate Education
EdIT 289 – Distance Learning and Telecommunication (*Online*)

Portland Community College, Continuing Education Program

1998-2000 Ecommerce: Creating Stores on the Web (*Online*)
Certified Internet Webmaster (*Online & On-ground versions*)
Beginning Web Design (*On-ground*)
Intermediate Web Design (*On-ground*)

University of Oregon Portland Center, Desktop Publishing Certificate Program

1996-1998 Intermediate QuarkXPress desktop publishing (*On-ground*)

Various Tutoring Schools in Taiwan, ROC.

1989-1990 Conversational English to children and adults in classes of 20-40.

INSTRUCTIONAL DESIGN EXPERIENCE:

***Second Life* Heart Murmur Sim**

2006 Developed concept and oversaw construction of an immersive training module to teach heart examination procedures. Built using the *Second Life* Multi-User Virtual Environment platform, this five-room walkthrough experience the let users hear heart sounds from healthy and sick simulated patients and then practice diagnosing the illnesses on unmarked patients. Found and managing in-world consultants who built the walls and fixtures in the clinic and wrote the game "scripts" necessary to simulate

exams. <http://slurl.com/secondlife/waterhead>. Video walkthrough:
<http://youtube.com/watch?v=xJY2Iwbzop4>

San Jose State University eCampus

2001 to present Instructional Designer assisting faculty entering online learning. WebCT administrator, lead website coordinator. Support novice e-learning faculty and innovators experimenting with new technologies and educational strategies with workshops and one-on-one consultations.

Stanford Medical School

2000 to 2001 Design Research Associate creating content for nationwide Web-enabled graduate course in nuclear medicine. Served as an education theory resource, built multimedia lectures and exercises and conducted user-testing. Created assessment plan and instructor surveys resulting in more student-centered curriculum. Project overview: <http://ldt.stanford.edu/~jkemp/dosimetry>

Stanford Learning Lab

2000 Education Research Associate designing pilot project “courselet” for electrical engineering department in advanced math topics. Wrote literature review on cross-disciplinary learning in medical education. Assisted in log file analysis for assessment resulting in the pilot program being expanded.

Portland Community College

1998 to 2000 Academic Program Manager scheduling classes, hiring and training instructors who came to me for assistance with technical and pedagogical issues. Launched Web-based certification program in server management called iNet+. Created online classes in E-commerce and Webmaster certification. Managed academic administrative website that served 750 unique visitors per day and took in \$50-\$150K per month via secure server. Enrollment in my programs increased 100% during my time on the job. (www.computers.pcc.edu)

MTi Interactive

1995-1997 Product Manager developing new products for in-store electronics merchandising systems at this Portland, OR engineering firm. Researched market needs, wrote product functional specifications, worked with firmware and mechanical engineers. Personally managed debut of innovative Philips CD-i interactive merchandising system at '96 CES designed to explain home theater technologies to novice shoppers.

RECENT PRESENTATIONS:

- 2006 Invited presenter at SIM Workshop Stanford University Medical Multimedia and Information Technology group. 20 minutes, 40 attended.
- 2006 Co-Chair Second Life Community Convention, Educator's track. One day, 12 presented, 65 attended.
- 2006 Invited presenter at Carnegie Foundation for the Advancement of Teaching on *Second Life for Teaching*. 60 minutes, 35 attendees.
- 2006 Invited presenter at the annual CATS (CSU Community of Academic Technology Staff) conference in Monterey. Presented 90 minutes on "Second Life Builder's Demo: Tools for Teaching in a Virtual Classroom" to an audience of 40.
- 2003 Invited presenter at the annual CATS (CSU Community of Academic Technology Staff) conference in Chico. Presented 90-minutes on "From Browsing to Dialing: Using Telephone-enabled Web Applications to Enhance Teaching and Assessment" to an audience of 10.
See: <http://cats.cdl.edu>
- 2001 Invited presenter for Volunteers in Asia workshop. Presented 90 minutes on "Online Learning Communities: When they work and

how to make them better” to an audience of 10.
See: <http://www.volasia.org>

- 2000 Invited presenter at the Association of Computer Professionals in Education annual conference in Welches, Oregon. Presented 60 minutes on “Rapid Web Development Using ColdFusion” to an audience of 40. See: <http://www.acpenw.org>
- 1999 Invited presenter at the Telelearning Conference, 1999: Education in Transition in Austin, TX. Presented 90 minutes on “Grow Enrollment using E-Commerce Techniques” to an audience of 40.
- 1999 Invited presenter at the annual Southeast Portland, OR, small business fair. Presented 60 minutes on “Internet Marketing: What works, what doesn’t” to an audience of 75. See: <http://www.oregonbizfair.org>