

EDUCAUSE

EDUCAUSE
Featured Panelist
2017



AAC&U
Featured Presenter
2015



Face of PSU
Awarded for
Contributions &
Pioneering Spirit
2012



Huffington Post
Featured Blogger
2012-2015



WeightWatchers
Most Read Author:
11,000,000 Views
2009



MTV
Created First
iTunes Graphics
2006

SUMMARY

Experienced learning designer, technologist, and web developer with a strong background in project management, education, and multimedia creation. Knows the value of digital technology and its ability to make an impact. Leads initiatives and problem-solves effectively using highly developed interpersonal skills.

EDUCATIONAL TECHNOLOGY EXPERIENCE

University of North Carolina, Chapel Hill

Senior Instructional Designer & Research Assistant (2017-Present)

American University

Designed, taught, and managed online faculty certification courses (2013-2017)

Developed and taught *UGST 196: The Art of Online Presentation* (Spring 2016)

The Pennsylvania State University

Designed and taught face-to-face, online, and MOOC curricula (2010-2013)

TECHNICAL & DESIGN SKILLS

- Instructional & Graphic Design
- Content/Learning Management Systems
- Website Design & Coding (WordPress, HTML, CSS)
- Adobe Creative Suite (Digital Imaging & Video)
- Qualitative & Quantitative Research
- Mac & Windows Environments
- Training & Performance Management
- Social Media & Engagement
- Curriculum Development
- Website & Learning Analytics
- iPhone/iPad App Development
- Database Software

PROFESSIONAL EXPERIENCE

University of North Carolina – Chapel Hill, NC: 2017-Present

Asheim Fellow & Research Assistant

Ph.D. Candidate at the School of Information and Library Science (2018-Present).

Senior Instructional Designer, Carolina Office of Online Learning

Led the design and production of online courses and instructional content (2017-2018). Accomplishments:

- Managed instructional design team, oversaw project workflow, and built new academic programs by partnering with administrators, instructors, subject matter experts, and developers.
 - Designed course sites and curricula for an 18-course Post-Masters Certificate in Digital Curation.
 - Led the creation of a grant-based online training on youth with co-occurring intellectual/developmental disabilities and mental health concerns that completed in one month and \$105,000 under budget.
- ADDIE ■ Instructional Design ■ Sakai ■ Research ■ WordPress ■ Articulate ■ Adobe CS

American University – Washington, DC: 2013-2017

Online Learning Trainer & Curriculum Developer

Managed university-wide training and certification programs for all online instructors. Accomplishments:

- Redeveloped training programs to focus on pedagogically-sound uses of educational technology (using Quality Matters) that tripled the amount of online course instructors in one year.
 - Led a team of cross-departmental Instructional Technologists and Designers.
 - Created and managed a pilot WordPress program for academic ePortfolios, blogs, and websites that drew a 188% increase in users and 260% increase in sites over projected numbers.
 - Promoted from Coordinator of Faculty Technology Initiatives position within 8 months of hiring.
 - Presented teaching workshops that attracted 33% - 119% more attendees than average sessions.
- ADDIE ■ Instructional Design ■ Faculty Development ■ Research ■ WordPress ■ Blackboard

The Pennsylvania State University – State College, PA: 2010-2013

Instructional Technologist, Education Technology Services

Advised faculty and staff on projects that utilized university-supported tools and services, tested technology, and created training documentation (2012-2013). Accomplishments:

- Designed and produced interactive media components and assessments for the first introductory visual arts MOOC on an Apple platform, which garnered over 49,500 subscribers in 3 months.
- Updated and redesigned Penn State websites to comply with ADA accessibility guidelines that prevented \$100,000 in civil violation fines.

■ ADDIE ■ Instructional Design ■ Faculty Development ■ Storyboarding ■ WordPress ■ LMS

Recommendations

“Laura March’s passion for teaching, knowledge of educational technology, and drive is unmatched. I was always impressed by Laura’s management style because her enthusiasm is infectiously motivating and she has the ability to use her staff’s skills to their full potential. Any team would be lucky to have Laura as a manager.”

– **Katlyn Burns**
American University

“Laura March is extraordinarily gifted and talented. She has brought the IAH into the twenty-first century, doing everything from Google docs and Facebook updates to old-fashioned cold calling. She seems endlessly resourceful and creative; there is literally nothing she has not been able to handle. She has my very highest recommendation.”

– **Dr. Michael Bérubé**
Institute for the Arts & Humanities

“Laura combines the social justice mindset of an educator with the drive of a professional and the intellectual curiosity of an academic. I recommend Laura without reservation and would work with her again given the chance.”

– **Dr. Dana Carlisle Kletchka**
Palmer Museum

Marketing Graduate Assistant, Institute for the Arts & Humanities

Leveraged traditional and social media tools for university and community engagement (2011-2013).

Accomplishments:

- Reduced publicity costs by \$27,000+ and increased event attendance by 200% via digital marketing.
- Created and managed social media profiles, reaching 45,600+ post views and 2,400+ daily users.
- Media Production & Post-Production ■ Budget & Scheduling ■ Vendor Management ■ Social Media

Online Course Instructor, School of Visual Arts

Provided written feedback and grades to 75+ students and updated online course content (2011-2012).

- ADDIE ■ Learning Management Systems ■ Adobe Creative Suite ■ Learning Solutions

Founder & Organizer, Blue Out for Child Abuse Prevention

Created, organized, and managed a multi-year grassroots activist event that became a global news item (2011-2013). Accomplishments:

- Managed social media presence, which accrued over 35,670 Facebook/Twitter supporters and received approximately 18,000 earned media mentions.
- Recruited, trained, and managed over 70 volunteers that collected over \$34,000 in 6 hours.
- Designed all promotional visuals including an event t-shirt that raised over \$156,000 in donations through graphics featured on ABC, ESPN, and the Associated Press.
- Facebook ■ Twitter ■ Adobe Creative Suite ■ PR & Marketing ■ Grassroots Campaigning

Art Education Graduate Assistant, Palmer Museum of Art

Facilitated community engagement with museum exhibitions by coordinating docent training, activity workshops, and event advertising (2010-2011). Accomplishments:

- Reduced biweekly docent meeting hours by 33% through the transition from an in-person volunteer scheduling system to an asynchronous online process.
- Increased exhibition engagement by generating monthly “Palmer Puzzle” games and podcasts.
- Facebook ■ Podcasts ■ Adobe Creative Suite ■ FileMaker Pro ■ Microsoft Office

WeightWatchers.com, Inc. — New York, NY: 2007-2009

Project Manager of Editorial Queue & Web Design/UX Coordinator

Coordinated editorial team by prioritizing projects, creating departmental presentations, managing assignment letters and calendars, proofreading content, writing articles, and organizing creative assets.

Accomplishments:

- Supervised team and managed quality assurance for 100+ pieces of online content per month.
- Designed and produced all editorial content visible to 5,600,000 monthly visitors.
- Wrote the most popular article of 2009 that was read by 11,000,000 viewers.
- Content Management System ■ HTML ■ CSS ■ Test Director’s MQC ■ Omniture Analytics

PUBLICATIONS & JURIED PAPERS

- Dick, A., March, L., Wilson, B. (2017). *Evolution of learning design to support innovation in teaching & learning*. EDUCAUSE.
- March, L. (2016). *Social media & learning engagement in online education*. USCA NDLW.
- March, L. (2016). *Practicing what we teach: Evaluating online faculty training programs*. EDUCAUSE.
- March, L. & Lee, J. (2016). *Teaching teachers to teach online: How to implement an evidence-based approach to training faculty*. SITE (pp. 696-702).
- Regné, L. & March, L. (2015). *Realize your goal: ePortfolios to track students’ path to program goal fulfillment*. AAC&U.
- Carlman, A., Geldwert, D., March, L., & Murphy, E. (2014). *Digital do-gooders panel*. AU Social Learning Summit.
- March, L., Shapiro, S (2014). *Viral viability: Student campaigns & engagement through social media*. EDUCAUSE ELI.
- March, L. (2014). *Internet memes as visual research*. NAEA.
- Martinez, U., March, L., Lin, Y. (2013). *The rhizomatic community: Interconnecting art education through mentoring*. NAEA.
- March, L. (2013). *Memes to an end: An analysis of online activist art*. Master’s Thesis.
- March, L. (2012). *Social media as visual research*. National Art Education Association News, 54(5).
- Dietz, A., March, L., Meyer, M. (2012). *Engagement & collaboration with students, faculty & staff*. PSU Social Media Summit.
- Rolling, J., March, L., Pilato, N., Jung, Y., Lewis, L., Knight, W., Carpenter, B.S., Powell, K. (2012). *We are Penn State: Healing in the shadow of a climate of silence*. NAEA.

EDUCATION

The University of North Carolina at Chapel Hill

Ph.D. Candidate at the School of Information and Library Science (2018-Present)

The Pennsylvania State University

Master of Science: Art Education (2013, G.P.A. 4.0)

Master of Education: Learning, Design, and Technology (2013, G.P.A. 4.0)

Bachelor of Art: Integrative Arts (2007, G.P.A. 3.9)