

Dr. Kristin Ziska Strange

Education/Certification

Ph.D. with Distinction Curriculum & Instruction, Northern Arizona University, Flagstaff, AZ, 2020

Dissertation: Impact of Identity: Faculty identity and professional development in higher education.

MLIS Library and Information Science, Wayne State University, Detroit, MI, 2014

Professional Certificate Information Management, Wayne State University, Detroit, MI, 2014

Related Experience

Associate Director of Faculty Development & Instructional Design – Tufts University, Medford, MA, 2021- Present

- Provide program strategy, instructional strategy, course development, and course delivery for online and blended learning initiatives across the university.
- Consult with academic leaders and faculty on new programs, leads program development, manages course design, development, and media production, and installs research-based instructional standards and innovation.
- Develop and sustain a service model that ensures clear and sustainable roles and responsibilities with school partners and delivering programs that consistently meet or exceed school expectations and goals.

Assistant Director, Technology & Innovation – University of Arizona, Tucson, AZ, 2019-2021

- Oversees the lifecycle of supported technologies, including contract oversight and vendor relations
- Collaborates with campus partners on the development and maintenance of a robust campus-wide customer-focused tech support infrastructure
- Oversees strategies for the development and distribution of communication and training materials on learning technology tools aimed at addressing the needs and challenges faced by University faculty, staff, and students.
- Works in collaboration with the technology team and other units on campus to deliver ongoing educational and professional development opportunities for faculty and staff on using supported technologies in courses.

Instructional Designer – University of Arizona, Tucson, AZ, 2018-2019

- Assist with the mapping of curriculum to online activities and assessments
- Establish interaction between students and the course content, their instructor and their fellow students
- Align design work to relevant research and proven best practices Leadership
- Leverage strong interpersonal skills and the ability to manage projects

- Implement a well-defined instructional design practice that establishes faculty as the drivers of the design process
- Lead, with collegiality and an enthusiasm for collaborating, a diverse group of stakeholders (faculty, fellow instructional designers, graphic designers, and videographers) Technical Support
- Design and build interactive learning objects
- Create learning environments using a learning management system
- Assess and implement authoring tools, apps and other emerging technology Professional Development
- Instruct individual faculty on the methods and practices for maintaining course technology.

Instructional Designer/Technologist – Northern Arizona University, Flagstaff, AZ, 2015-2018

- Created faculty training for Liberal Arts rubric initiative
- Created and implemented Faculty Learning Community based on gamification
- Advised and designed courses based on adaptive learning
- Assist faculty in writing clear, measurable learning objectives and in developing engaging learning activities and assessments that are aligned with the objectives and meet the needs of diverse learners.
- Devise production schedules that ensure completion of instructional design tasks on or before project deadlines.
- Cultivate productive professional relationships with faculty, staff, and colleagues.
- Draw on accepted educational theories and instructional design best practices to promote creative and effective uses of educational technology and instructional media.
- Guide, train, and support faculty in selecting and using instructionally appropriate techniques, tools, and media and implementing those online and in the classroom.
- Conduct course quality reviews, emphasizing instructional soundness and clarity, and providing tactful feedback and suggestions on ways to improve courses.
- When appropriate, recommend adoption of new tools, practices, and policies.

University Teaching Experience

Part-time Instructor (School of Information) – University of Arizona, 2020 - Present

- eSOC 488/588 (Spring 20): Gaming and Information Cultures
- eSOC 319 (Fall 20): Instructional Technologies
- eSOC/GAME 310 (Spring 21 - Present): Gamification in Society

Part-time Instructor (First Year Seminar) – Northern Arizona University, 2016 – 2019

- FYS 121 (Spring 16, Spring 17, Spring 18, Spring 19): The Worlds of Doctor Who
- FYS 121 (Fall 17, Fall 18[2]): Because I am a Gamer

Professional Development

Institute for Emerging Leadership in Online Learning – Online Learning Consortium, 2020

Master Reviewer & Face-to-Face Facilitator – Quality Matters, Annapolis, MD, 2016

Scholarship of Teaching and Learning Faculty Learning Community – Northern Arizona University, Flagstaff, AZ, 2015-2016

Small Teaching Online Faculty Learning Community – University of Arizona, Tucson, AZ, 2019

Open Education Textbook Professional Learning Community – University of Arizona, Tucson, AZ, 2020

Presentations

Ziska Strange, K. (2020, July). “Objectives and Dragons: Finding the adventure in your content.” Presentation at PlayOn! 2020, Montreal, Quebec.

Ziska Strange, K. (2020, June). “You Walk into a Tavern: Finding the adventure in your class.” Keynote Presentation at Teach, Play, Learn, South Bend, IN.

Ziska Strange K. (2020, May). “What Tabletop Games Can Teach Us about Online Course Design.” Presentation at Teaching Professor Conference, Atlanta, GA.

Ziska Strange, K. (2019, Nov). “What Dungeons & Dragons Can Teach Us about Course Design.” Presentation at OLC Accelerate, Orlando, FL.

Ziska Strange, K. (2019, June). “Game-Based Elements for Student Motivation.” Presentation at Magna Teaching Professor, New Orleans, LA.

Doherty, J., Darby, F., & Ziska Strange, K. (2018, October). “Emotional Engagement in Online and Face-to-Face Courses.” Presentation at Magna Teaching with Technology, St. Louis, MO.

Ziska Strange, K. (2018, October). “Gaming to Save the World.” Presentation at Magna Teaching with Technology, St. Louis, MO.

Ziska Strange, K. (2018, October). “Game-Based Elements for Motivation and Engagement.” Presentation at Magna Teaching with Technology, St. Louis, MO.

Caulkins, M. & Ziska, K. (2017, October). Gaming as Eco-Justice Pedagogy: Exploring Possibilities with College Students. Presentation at North American Association of Environmental Educators Convention, San Juan, Puerto Rico.

Doherty, J., Darby, F., & Ziska, K (2017, April). “When History and Hope Rhyme”: Emotional Presence in Online and Face-to-Face Learning. Presentation at Lilly Conference for Evidence-Based Teaching, Anaheim, CA.

Leadership Experience

Co-Chair of Tech Test Kitchen, OLC Accelerate 2020, Online Learning Consortium, 2020

- Organized online and in-person instances of the Tech Test Kitchen
- Recruited, trained, and supported volunteers

Advisory Board Member, Teaching Professor Conference 2020, Magna Publications, 2019-Present

- Contributed to annual plan of Teaching Professor Conference 2021
- Reviewed conference proposals for Instructional Design track

Co-Chair of Escape Room, OLC Innovate 2020, Online Learning Consortium, 2020

- Created online escape room and support materials
- Facilitated online discussion of ed tech tools and digital escape room.

Commission on Disability Access & Design Executive Board Member, Northern Arizona University, 2016-2018

- Organized multiple institution mental health symposium for delivery April 2018
- Supervised creation of digital scavenger hunt for Disability Heritage Month

K-12 Teaching Experience

English Teacher – Colorado Connections Academy, Englewood, CO, 2013-2015

- Fully-online K-12 school
- Created and implemented Graduation Project protocol and system
- Supervised state-wide technology-based standardized testing

Language Arts Teacher – Carver Middle School, Laurel Hill, NC, 2012-2013

- Created a technology-based curriculum that integrated English, Math, Science, and Social Studies.
- Supervised school-wide stock exchange game.

English Teacher – Northglenn High School, Thornton, CO, 2011-2012

- Participated on the district-level Common Core curriculum alignment creation team
- Advised Advanced Placement teachers for new multilingual AP course integration.

English Teacher – East High School, Denver, CO, 2010-2011

- Supervised and advised on Response to Intervention initiatives for 9th grade
- Participated on focus group for curriculum reform led by Diane Ravitch

Language Arts Teacher – Richmond Senior High School, Rockingham, NC, 2008-2009

- Participated in mentee program geared toward alternative licensure individuals
- Created curriculum based on North Carolina standards and local history and myths.

Professional Affiliations

Phi Kappa Phi, 2017-Present

Online Learning Consortium, 2016 – Present

Girls in Tech, 2016-Present

Educause, 2015-Present

Honors and/or Awards

Nominated AAC&U Patricia K. Cross Award, 2018