

Katherine Starr

Instructional Design * Distance Learning * Gamification

CONTACT

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PROFILE

Outcome-oriented educator informed by the principles of Backwards Design, Constructivism, and Constructionism. I am passionate about employing gamification to facilitate active learner engagement. I advocate for hard fun based on logical, supportive scaffolding. Innovative and goal-oriented, curious and analytical, I thrive in a collaborative environment with SMEs, co-creators, exciting challenges, and new technologies.

SKILLS

Quality Matters

- APPQMR & PRC Certified
- Instructional Designers Association

D2L Brightspace

MS Office 365

Articulate Storyline/Rise

Camtasia/Snagit

EXPERIENCE

Associate Instructional Consultant

May 2002 –Present —Central New Mexico Community College, ABQ, NM

- Support SMEs in learner-oriented course design and application of the Quality Matters Rubric
- LMS (D2L Brightspace) expertise, coaching, and consultation
- Create multimedia tutorials and training for SMEs for course design
- Daily interaction with SMEs and administrators to ensure timely delivery of quality courses
- Create student onboarding and LMS training materials

EDUCATION

Master of Arts

May 2021 (anticipated)

Organization, Information & Learning Sciences, University of New Mexico.

Concentration: Instructional Design & Technology GPA 4.05/4.0

Bachelor of University Studies

1992

magna cum laude, with distinction

Preschool Director, Recreational Coach & Shift Leader

May 2010–May 2020 —Sandia Acrobatic Gymnastics Academy, ABQ, NM

- Preschool Program Director: Train/supervise staff; create and implement curriculum
- Presenter/participant in educational clinics. Summarize/present training to staff via multimodal means

Research Assistant

October 2019–March 2020 — Leah Buechley PhD Computer Science University of New Mexico, ABQ, NM

- Lab set-up and organization, general assistance
- Hands on application of fundamental electronics and computer programming