

Steve G. Bonham

Instructional Designer • Interactive Media Designer/Developer • eLearning • Faculty Developer

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WORK EXPERIENCE

Georgia Southern University

July, 1997 - Present

Job Title: Director, Faculty Technology Development Lab, Center for Excellence in Teaching
Spearheads campus-wide faculty needs analysis

Works with a team of instructional designers to design, develop, implement, and evaluate those solutions. These take a variety of forms from face-to-face workshops, to "how to" articles, to on-line job performance aids and/or tutorials. An advocate of SCORM compliant learning objects Bonham excels in designing rapid prototypes and in formative evaluation. He has extensive experience in designing media rich "smart" (through use of Boolean logic) media. He is an expert in audio/video editing and production, graphic design, and information mapping. He has extensive experience in project management where a systems approach is required.

Bonham coordinates Georgia Southern's Learning Communities and Reading Groups and helps provide "just in time training" for these small communities as demand arises.

He is the web master for the Center for Excellence in Teaching, and is also an experienced listserv manager. He is the technical editor of IJSOTL; (International Journal of the Scholarship of Teaching and Learning) <<http://academics.georgiasouthern.edu/ijstol>>

Bonham serves on committees related to academic computing support & development; including Information Technology Advisory Council (ITAC), SMART Classrooms Committee, Interactive Classrooms Committee.

As a former teacher and coach, Bonham both appreciates and promotes the alignment of outcomes-based learning design, with teaching and learning activities (especially practice!) and authentic assessment methodology.

Georgia Southern University

August, 1994 - July, 1997

Job Title: Instructional Designer, Distance Learning Center

Conducted needs analysis for interactive television course delivery program. Designed/delivered training programs (via both face-to-face and closed-circuit interactive television environments) to faculty transitioning from a traditional classroom to the interactive television classroom.

Webmaster for unit established to facilitate distribution of support materials for faculty and off-campus students. Listowner for FACTEK-L to expand (via peer networking) support for faculty using technology in support of instruction. Chair of the Computers in the Curriculum Committee. Coordinated Instructional Technology Conferences.

Georgia Southern University

August, 1985 - September, 1991

Job Title: Instructor/Coach - Health and Kinesiology

Professor for physical education majors techniques courses in gymnastics, track & field, and team field sports as well as numerous activity and personal fitness courses. Taught cornerstone "Foundations of Physical Education" course. Designed and developed interactive courseware projects including: Golf Rules!, Tumbling Techniques, and Foundations Jeopardy. Began to present at state, regional, national and international conferences on applications of interactive media in health and physical education.

University of Georgia

June, 1981 - August, 1985

Job Title: Coach - Men's Gymnastics

Head coach for NCAA division I team. Prior to 1981 UGA had never been in the top 50 programs in the country. In 1980-81 the team averaged a score of <7.1 per man in competition. By 1985 the men's team was ranked 14th with an average score of >9.1. Head coach duties included: recruiting and coaching athletes; Ensuring academic progress and eligibility by student-athletes; managing \$500,000 budget for team and recruiting travel, hosting home meets, supplies, equipment, training facility, and scholarships.

PROFESSIONAL SKILLS

Expert **Instructional Designer** and **Teacher** in multiple learning environments including: Classroom, Interactive Television, and Computer Based Learning.
Familiar with ISD functions/principles including; goal analysis, content analysis, defining behavioral objectives, constructing criterion-referenced assessment instruments, and conducting formative & summative evaluations of products.
Experienced in **writing course design documents and story boards** for instructional modules
Expert in designing **interactive training modules with Authorware**, HyperCard, ToolBook, and Revolution (especially adept at devising realistic simulations and in planning for individualizing instruction)
Expert in webpage design using **HTML** and WYSIWYG applications including **Dreamweaver**
Expert in using production software including **MS Office, Photoshop, PowerPoint FileMaker**, and a variety of media tools (**QuickTime Pro and Flash** for example).
Experienced **Goal-Oriented Project Manager**

EDUCATION

Ed. D., Instructional Technology (ABD): Emphasis in Computer Based Learning Systems and Multimedia Design/Development, University of Georgia, Athens, Georgia.
M. Ed.: August, 1979: Jacksonville State University, Jacksonville, Alabama
B.S. in Education: May, 1976: Louisiana State University, Baton Rouge, Louisiana

HOBBIES/INTERESTS

Personal Fitness: Yoga, Weight training, Gymnastics
Sailing: Hobie cats, Hunter 170, Windsurfing, Dirtsurfing
Handicrafts: Stained Glass, Woodworking, Sculpture
Camping: Traditional; tents, campfire.