

# Jeff Kupperman

*Learning, innovation, and problem-solving through human-centered design*

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- 2010 – current    **Executive Director/UX Consultant/Web Developer/Instructional Designer** | InGlobal Learning Design | Ann Arbor, MI  
Lead projects at the intersection of technology and human-centered design, including user experience design, user research, online course design, and social impact innovation.
- Coached clients through human-centered design processes and strategies.
  - Built custom web interfaces, modified LMS and CMS software, managed web servers.
  - Provided project management and fiscal support services.
  - Clients have included the University of Michigan, Wayne State University, Eastern Michigan University, Zingerman's Bakehouse, the Arab-American National Museum, Glenbard (Illinois) District 87, Learning Forward Michigan, and the Michigan Center for Civic Education.
- 1998 – current    **Instructional Designer/Web Developer & Lecturer** | University of Michigan – Ann Arbor  
Responsible for design and implementation of on-line educational projects and seminars with the Interactive Communications & Simulations group and School of Education.
- Led iterative design and program management for the Michigan Student Caucus (designing public policy), Place Out Of Time (cross-cultural perspective-taking simulation), and the Arab-Israeli Conflict Simulation.
  - Designed and built project-specific interactive websites.
  - Co-designed and led the foundational course for a university-wide Learning Experience Design certificate program.
- 2002 – 2018    **Assistant/Associate Professor of Educational Technology** | University of Michigan – Flint  
Responsible for teaching, research, and service in Educational Technology, as Assistant Professor (2002-2008) and Associate Professor with Tenure (2008-2018).
- Managed 7 external grants totaling over \$650,000.
  - Developed and directed new master's programs in Educational Technology including a Geneva, Switzerland-based Global Program and a fully online degree program.
  - Founded and led the Institute for Innovation in Education.
  - Developed custom web software for use in courses and outreach projects.
  - Designed and implemented courses that take a human-centered design orientation and utilize technology to enhance civic engagement, global awareness, communication skills and other learning goals.
- 2008 – 2011    **Research Associate** | Community Systems Foundation | Ann Arbor, MI
- Designed and built DevInfo GameWorks, a digital platform for learning about the UN Millennium Development Goals, piloted at school sites in South Africa, Jamaica, and the USA.
  - Wrote a successful proposal to the MacArthur Foundation's Digital Media and Learning program to fund the DevInfo GameWorks project.
- 1994 – 1996    **Educational Program Developer** | Atelier Aza Corp. | Tokyo, Japan
- Coordinated the activities of the Tokyo Children's Museum Planning Committee
  - Created prototype designs for educational exhibits

- 1993 – 1994     **Software Developer** | Data Pop Corp. | Tokyo, Japan
- Developed and revised educational software used in Japanese public primary schools.
  - Wrote user manuals.
  - Led training sessions for clients and customers.
- 1991 – 1993     **Software Engineer** | CSK Corp. | Tokyo, Japan
- Designed and wrote custom software for an industrial image recognition system.
  - Supported international product licensing and venture capital initiatives.
- 1990 – 1991     **Exhibit Design Intern** | Boston Children’s Museum
- Designed and prototyped interactive elements for the museum's original exhibit on Japanese youth culture, “Teen Tokyo.”
- 1988 – 1990     **Teacher** | Kisarazu City Schools | Chiba Prefecture, Japan
- Team-taught English classes in junior high schools through the Ministry of Education’s Japan Exchange & Teaching Program.

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*Selected publications*

- Oshio, T., & Kupperman, J. (2021). **The problem behind the problem: Applying human-centered design to childcare in Flint.** *Early Childhood Education Journal.* <https://doi.org/10.1007/s10643-021-01263-5>
- Kalir, J., Fahy, M., Kupperman, J., Schiff, F., & Stanzler, J. (2018). **Playful partnerships for game-based learning in international contexts.** In I. Lubin (Ed.), *ICT-supported innovations in small countries and developing regions: Perspectives and recommendations for international education.* New York, NY: Springer.
- Kupperman, J., Fahy, M., Goodman, F., Hapgood, S., Stanzler, J. & Weisserman, G. (2011). **It matters because it’s a game: Serious games and serious players.** *International Journal of Learning and Media*, 2(4), pp. 21-30.
- Kupperman, J., Robertson, B., & Baglin, S., (2010). **DevInfo GameWorks: Supporting inquiry-based game design.** in Gomez, K., Lyons, L., & Radinsky, J. (Eds.) *Learning in the Disciplines: Proceedings of the 9th International Conference of the Learning Sciences (ICLS 2010) - Volume 2*, pp. 296-297. Chicago: International Society of the Learning Sciences.

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- 2002             **Ph.D. Educational Technology** | University of Michigan - Ann Arbor
- 1998             **MA Educational Technology** | University of Michigan - Ann Arbor
- 1988             **BA East Asian Languages and Civilizations** | University of Chicago
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