

Jeff Kupperman

Innovative learning experience and instructional design

jkupp@inglobal.org | 315 2nd St. #303, Ann Arbor, MI | 734-604-6117

Portfolio: jkupp.com | [linkedin.com/in/jkupp/](https://www.linkedin.com/in/jkupp/)

Over 25 years of experience in instructional design, educational technology, online course design and teaching, learning management systems, educational program management, adult learning, educational software development, qualitative research, and design process consulting.

Experience

- 2010 – current **Executive Director and Instructional Designer** | InGlobal Learning Design | Ann Arbor, MI
Lead projects at the intersection of learning, technology and human-centered design, including online course design, user experience design, user research, and social impact innovation.
- Designed online courses, in-person workshops, and blended learning experiences.
 - Built custom web interfaces, modified LMS and CMS software, managed web servers.
 - Carried out needs assessments, course design testing, learning assessment, and course evaluations.
 - 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** | 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.
 - Co-designed and led the foundational course for a university-wide Learning Experience Design certificate program.
 - Designed and built project-specific interactive websites.
- 2002 – 2018 **Educational Technology Faculty and Program Director** | 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).
- Designed and taught online, in-person, and blended format courses on educational technology, web development, mobile app development, educational simulations, instructional design, civic engagement, communication, and other topics for adult learners.
 - Developed and directed new graduate programs in Educational Technology including a fully online degree program and a Global Program based in Geneva, Switzerland.
 - Managed 7 external grants totaling over \$650,000.
 - Founded and led the Institute for Innovation in Education, which partnered with institutions across the U.S. and in the Czech Republic, South Africa, and Canada on workshops aimed at sparking creative solutions to educational and social challenges.
 - Developed custom web software for use in courses and outreach projects.

- 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 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.

Education

- 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

Tools & Skills

Curriculum Development	Online program design, online course design, L&D consulting
Learning Tech & Content Creation	Canvas LMS, Blackboard, Camtasia, Canva, H5P, Adobe CS, Affinity Photo
Web/software Design & Prototyping	HTML, CSS, MySQL, JavaScript, Ruby on Rails, Git, Linux, Figma, Miro
Teaching Experience	K-12, undergraduate, graduate, professional learning, informal learning
Design Process	User research, affinity diagramming, persona mapping, user testing
Languages	English (native), Japanese (fluent speaking, reading, & writing)