



Steve G. Bonham

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

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WORK EXPERIENCE

Since Retirement

August, 2011 - Present

Since his retirement after thirty years in the Georgia University System Bonham has stayed quite busy in part-time, volunteer and entrepreneurial roles. Post-retirement he used his biomechanical, instructional design, and information technology experiences to start three businesses; Sail2Learn and Ganba! Gymnastics, and the Sunlight Studio. He has illustrated the Men's Junior Olympic Compulsory Exercises for USA Gymnastics (US national governing body) and is in the early stages of a similar project with Gymnastics Australia. He is currently in the process of creating a [Guide to Teaching/Coaching Men's Gymnastics](#). He is a frequent contributor to two gymnastics coaching online forums where his instructional videos and articles are highly valued. He is an invited speaker at state, regional, and national conferences in both Men's Artistic Gymnastics and in Instructional Design/Technology.

Georgia Southern University

July, 1997 - August, 2011

Job Title: Director, Faculty Technology Development Lab, Center for Teaching, Learning & Scholarship

For fourteen years spearheaded an annual campus-wide faculty needs analysis for teaching & student learning.

Worked with a team of instructional designers to design, develop, implement, and evaluate those solutions. These took a wide variety of forms including;

- designing and delivering face-to-face instructional technology workshops
- consulting with faculty and other developers to create T&L resources including;
 - interactive web pages
 - multimedia elements (audio/video/graphics/animations etc.)
 - active learning strategies using POGIL and other models
 - coordinating special interest groups and faculty learning communities in both traditional and online forms
- writing/creating and maintaining a knowledge base of "how to" articles/guides, interactive CD/DVDs, on-line job performance aids and/or tutorials.
- assisting faculty in conducting formative and summative evaluations of courses via focus groups and online surveys and data analysis
- designing, evaluating & revising learning packets and courseware for training sessions
- maintaining and managing scheduling for two computer labs (one Windows OS & one Mac OS)

An advocate of SCORM compliant learning objects Bonham excels in designing rapid prototypes (in Livecode and other Hypertalk-derived code such as ActionScript and JavaScript). He has over ten years experience in building courseware and simulations in Macromedia Authorware and in designing media rich "smart" media. He is an expert in audio/video editing and production, graphic design, and information mapping. He is a proven project manager where a goal-oriented systems approach is required.

Bonham coordinated Georgia Southern's Learning Communities and Reading Groups and helped facilitate "just-in-time training" for these small communities as demand indicated. He was a member of the POGIL (process-oriented guided inquiry learning) faculty learning community and evangelist for both active learning and flipped classrooms. As the web master for the Center

for Teaching, Learning & Scholarship he is thoroughly experienced with webpage and site design and in managing listservs, blogs, and discussion boards. He was the technical editor and web master of IJSoTL; (The International Journal of the Scholarship of Teaching and Learning) <<http://academics.georgiasouthern.edu/ijstol>>. He is familiar with both intellectual property copyright and with Section 508 accessibility compliance.

Bonham served on committees related to academic computing support & development; including the Information Technology Advisory Council (ITAC), SMART Classrooms Committee (chair), Curriculum in the Classroom (chair), and the Interactive Classrooms Committee, and other campus committees including the University Health & Wellness Committee (chair). Each fall from 2003-2011 he was a member of the organizing team for Georgia Southern's New Faculty Orientation program.

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.

[September, 1991 – August, 1994; Doctoral work in Instructional Design/Technology at the University of Georgia, Athens, GA]

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 a half-million dollar budget for team and recruiting travel, hosting home meets, supplies, equipment, training facility, and scholarships.

Jacksonville State University June, 1979 - June, 1981
Job Title: Instructor Physical Education and Coach - Men's Gymnastics

While completing his MEd taught the history of physical education and sport and a number of fitness and activity classes. Served as head coach for the men's gymnastics team.

Baton Rouge Magnet High School Jan, 1977 - August, 1979
Job Title: Teacher, Health and Physical Education

Teacher of boys and girls health & physical education classes including; gymnastics, tennis, track & field. Coached boys and girls teams. After two and one-half years had two athletes earn athletic scholarships for college gymnastics.

PROFESSIONAL SKILLS

Expert **Instructional Designer/Developer** using ADDIE model

Thoroughly familiar with ISD functions and backward design principles including;

- Goal analysis
- Content analysis
- Defining learner outcomes (Mager format)
- Logical sequencing of presentation of instruction
- Designing practice intervals with constructive performance feedback using AI-enabled interaction tracking
- Constructing criterion-referenced assessment instruments
- Conducting formative & summative evaluations of learning products

Experienced Teacher/Trainer in multiple learning environments including;

- Traditional classroom
- Interactive television
- Computer-based Learning including web-based learning management systems
- Online Conferencing (Skype, Elluminate, and Adobe Connect)

Performance Facilitator/Coach assuring quality learning coherence – aligning learning outcomes, presentation/practice and learning/teaching assessment

Experienced in designing training resources and experiences based on adult learning theory

Experienced Goal-Oriented Project Manager

Experienced change agent - well versed in use of ADKAR model to facilitate change

Experienced in working in shared document environments such as Google Docs

Expert in design of both quantitative and qualitative research sampling instruments for traditional (Scantron) and web-based survey design

Expert in analysis of resulting data collections

Experienced program evaluator utilizing Kirkpatrick's four levels of Learning Evaluation

Experienced in AGILE and Scrum methodologies for software design and development

Expert in information mapping via storyboards and logic flowcharts

Expert in presenting data as visual information; graphs, charts, animations, exploded diagrams

Cross-platform savvy in either direction between Windows & Mac OS (via Parallels on MacOS 10.10)

Experienced in designing interactive training modules with Adobe Captivate 8 to create computer, tablet and cellphone apps that integrate with any LMS.

Expert in designing hypermedia and/or interactive training modules with Macromedia Authorware, HyperCard, ToolBook, SuperCard, and Revolution/Livecode

Experienced in devising rapid prototypes (SAM approach)

Expert in webpage design using HTML5 and WYSIWYG webpage applications (Dreamweaver)

Experienced in using CSS to simplify dynamic website maintenance

Experienced in using perl, php, javascript, XML/SVG, and jQuery to add functionality (web forms, sortable tables, etc.) to web pages

Expert in using drawing illustration (vector graphic file formats) tools to create visuals and animations

Digital photo, audio & video editing/production

Experienced in using Articulate and Captivate E-learning development tools

Experienced in using LMS system (WebCT/Blackboard)

Expert in using production software including the MS Office suite (Word, Excel & PowerPoint), Google Apps, Photoshop, FileMaker Pro, iMovie, QuickTime, Premiere, InDesign, Inkscape and more

Expert in using screen capture tools such as Snag-it, Camtasia, and SnapZ-Pro

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: Wellness, Weight training, Yoga, Gymnastics

Sailing: Hobie cats, Hunter 170, Windsurfing, Dirtsurfing, Paddlesurfing

Art: Stained Glass, Woodworking, Sculpture

Camping: Traditional version; tents, sleeping bags, campfire meals, & dog!

Writing: Poetry, Web Journals/Blogs

Photography: Digital composition/composites

Digital Media: Digital videography, Immersive simulations