

JEFF GINGER'S CURRICULA VITAE

NOVEMBER 2020 | 630.464.0047 | THEJEFFGINGER@GMAIL.COM

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EDUCATION



PhD Library and Information Science
Social and Community Informatics

University of Illinois
at Urbana-Champaign

2009 - 2015

Dissertation: [Capturing the Context of Digital Literacy: A Case Study of Illinois Public Libraries in Underserved Communities](#)

Course work included history and foundations of information science, additional research methods experience (qualitative) and various individual topics of study in social and community informatics: distributed knowledge, ubiquitous learning, IT and the black experience, community engagement, human-computer interaction, geographic information systems, and digital literacy



PhD Sociology
(transferred, incomplete)

University of Illinois
at Urbana-Champaign

2006 - 2009

Masters paper: [The Facebook Project: Performance and Construction of Digital Identity](#)

Course work equivalent to a masters with emphasis on science and technology studies, race and ethnicity; classes included social science research methods (ethnography, interviews, surveys, intermediate statistics), classical sociology theory, exploration into individual topics of identity and racism, art interactivity and interface design



BA Sociology
minor in Computer Science

University of Illinois
at Urbana-Champaign

2002 - 2006

Course work and senior projects included digital ethnography, the design of accessible web resources, black leadership + leveraging ICTs and community history and racism in Illinois

WORK EXPERIENCE



**Creative Technology
Coordinator**

Jefferson County Public Library
West of Denver, Colorado

2020

- ▶ Assisted in planning, research and development for capacities to enable new technology services
- ▶ Implementation of resources for AV recording, digitization and assistive technologies
- ▶ Created curriculum and videos for in-person and online creative technology training workshops
- ▶ Pushed for stronger and more collaborative security, asset and information management practices



The Director
CU Community Fab Lab

University of Illinois at Urbana-Champaign

2014 - 2020

- ▶ Oversight and guidance of all operations and project teams at both the main fab lab and all remote fab lab locations in CU as well as handling of local and international PR
- ▶ Established the core mission to include education, research and art-entrepreneurship
- ▶ Leveraged a range of local, state and federal resources to grow staff from three to over twenty, amplified funding ten fold and increased building space allocation by 3 times; quadrupled total level of programming
- ▶ Continual "lead from the front" style involvement with many operational aspects of the lab, including community engagement, instruction, IT, media, etc
- ▶ Development and coordination of several Fab Lab research teams and multiple courses, events and grant collaborations
- ▶ Coordinated summer camp operations since 2014, personally leading and developing several and seeding others; 40+ unique offerings in total, reaching hundreds of youth over the years



**Program Coordinator
and Adjunct Faculty**
Illinois Informatics

School of Information Sciences (GSLIS)
University of Illinois at Urbana-Champaign

2011 - 2020

- ▶ Proposal, development, execution and evaluation for state and nationally-funded grants
- ▶ Assist with administration and event coordination (such as [CU Make](#) and [Playful by Design](#)) and student mentoring
- ▶ Membership in multiple faculty working groups, including Prairie Futures, TIER ED and Playful by Design, with a focus on promoting design thinking and digital literacy education at UIUC
- ▶ Over 8 years experience developing and teaching numerous Informatics, Information Science and Art Education studio courses on user experience, rapid prototyping and community engagement; directed several independent studies; one or more per semester



**Operations Lead and
Community Outreach**

CU Community Fab Lab
University of Illinois at Urbana-Champaign

2012 - 2014

Helped to transition the Fab Lab from a small-scale all-volunteer operation to a hybrid staff-volunteer community-engagement network

Much like running a small non-profit, this job entailed many tasks: (1) program implementation and curriculum development, (2) recruiting and managing staff and volunteers, (3) community engagement and media production, (4) equipment acquisition, upgrades and maintenance and (5) research, evaluation, grant writing and publishing



Research Assistant

School of Information Sciences (GSLIS) 2008 - 2009, 2012
University of Illinois at Urbana-Champaign

Assisted with web development and graphic design as well as program development, execution and evaluation with several grants for both the Center for Digital Inclusion and Community Informatics Initiative



Teaching Assistant

Graduate School of Library and Information Science
Illinois Informatics Institute
Department of Sociology
Program on Intergroup Relations
University of Illinois at Urbana-Champaign

2007 - 2011

Courses: (1) Libraries, Information and Society, (2) Community Engagement, (3) Social Aspects of Information Systems, (4) Social Perceptions of the Family, (5) Social Research Methods, (6) Introduction to Sociology, and (7) Intergroup Dialogue Facilitation on Race and Ethnicity



**Computer and Network
Technician**

University Housing
University of Illinois at Urbana-Champaign

2003 - 2008

Extensive IT technician and user support experience, also included an internship for CDW Corporation



**Web Design and
Development**

ROC Group Chicago (2003 only)
Numerous University organizations

2003 - 2008

Web design, development and support for student, professional and academic organizations

NOTABLE PUBLICATIONS AND PRESENTATIONS

Presentations

- Ginger, J. (2019). "Makerspaces, Education and Libraries in the US." Speaking on behalf of the US State Department at the Trends in Libraries Conference, [State Scientific Library in Banská Bystrica](#), 05.2019
- Ginger, J. (2019). "Research and Education with the CU Community Fab Lab." [Beckman Curious and Eclectic Speaker Series](#). Beckman Institute, 03.2019
- Ginger, J., Bievenue, L. (2018). "[Research Models and Methods to Assess Learning Outcomes in Makerspaces in Formal and Informal Education Settings](#)" [iSchool Research Showcase](#), UIUC, 10.2018
- Ginger, J., Choate, C. (2018). "The CU Community Fab Lab and The Urbana Free Library." A presentation for the Rotary Club, Clark-Lindsey Retirement Community, 05.2018
- Ginger, J. (2017). "It's not DIY. It's DIWO: do it with others." [PechaKucha @ Pygmalion Festival 2017](#). Location 51 Main, 09.2017.
- Chan, A.S., Ginger, J. (2017). "[Design Research: The Space of Design Research](#)." Erlanger House, University of Illinois, [Design Research Initiative](#), 04.2017
- Ginger, J., Linder, S., Silverman, D. (2017). "[Curriculum at the Fab Lab](#)." Teaching with Technology Seminar Series, Center for Innovation in Teaching and Learning, UIUC, 02.2017
- Ginger, J. (2016). "[Beyond DILP: Metacognitive Strategies for Learning and Design Center Public Engagement](#)." University of Illinois Extension Annual Conference, UIUC, 10.2016
- Ginger, J. (2016). [Starting a Small Community Fab Lab](#). Videos published as a deliverable for the [Digital Innovation and Leadership Program](#), 2016
- Ginger, J., Nelson, J. (2016). [Fab Labs: Opportunities for Education, Research, Entrepreneurship and Communities Georgia's Innovation and Technology Agency](#) (abroad), 03.2016.
- Ginger, J. (2015). Fab Labs: Opportunities for Education, Research, Entrepreneurship and Communities. [University of Costa Rica](#), 04.2015
- Nicholson, S., Ginger, J., Mayer, B. (2013). "Monster or Bust: Enabling Youth through 3D Modeling and Printing." A presentation in Creating Game-Based Makerspaces, American Library Association Annual Conference, Chicago, 06.2013
- Ginger, J. (2012). "Building Capacity for Innovation through a Local Community Fab Lab Network." Harold Washington Library Center, Chicago, 11.2012
- Ginger, J. (2012). "User Experience Design." a presentation to the Illinois IDEA organization at UIUC, 10.2012
- Ginger, J., McGrath, R. Barrett, B. & McCreary, V. (2012). "[Mini Labs: Building Capacity For Innovation through a Local Community Fab Lab Network](#)" [Fab8nz \(agenda\)](#), Wellington, New Zealand 2012.
- Ginger, J. (2011). "Fostering Digital Literacies with Storytelling in [Stop] Motion", [GSLIS in a Flash](#), UIUC, 10.2011
- Ginger, J. (2009). "The São Tomé Map Project: Empowering People through Geographic Information Systems, GIS Fair 2009, UIUC, 12.2009
- Ginger, J. (2009). "Uncovering Racism on Facebook", a follow-up, a presentation to DTC 475 at Washington State University, Vancouver, 07.2009
- Haythornthwaite, C., Twidale, M., Ginger, J. (2009). "Facebook and Ubiquitous Learning" [HASTAC conference 2009](#), UIUC, 04.2009
- Ginger, J. (2008). "Web2.0 Resources and the Digital Divide: The Good, The Bad, and the Ugly", presentation to the Mortenson Center Associates, UIUC, 10.2008

Ginger, J. (2007). "The Facebook Project: Social Capital and the Chief." Ethnography of the University Initiative Student Conference, UIUC, 11.2007

Posters

[CU Community Fab Lab Road Show](#), numerous dates, events and locations, 2014-2019

Ginger, J., Butt, E., Kumaran, A. (2019). "[Iterative Learning With Lithophane Light Boxes.](#)" FabLearn 2019, New York, 03.2019

Ginger, J., Israel, M., Teasdale, R., Bievenue, L., Linder, S., Bentz, J. (2016) "[Towards a Progressive Model for Metacognitive Strategies and Makerspace Learning.](#)" [iSchool Research Showcase](#), UIUC, 10.2016

Ginger, J. (2019). "The Digital Innovation Leadership Program (DILP)", [GSLIS Research Showcase](#), UIUC, 04.2015

Ginger, J. (2019). "Service Roles, Community Engagement and Digital Literacies: A qualitative study of Illinois Public Libraries in Underserved Communities." [GSLIS Research Showcase](#), UIUC, 03.2014

Ginger, J. (2019). "Champaign Urbana Community Fab Lab." [Public Engagement Symposium](#), UIUC, 03.2014

Ginger, J. (2019). "The Local Fab Lab Network as Community Informatics: Avenues for LIS-oriented Inquiry." [GSLIS Research Showcase](#), UIUC, 03.2013

Champaign-Urbana Community Fab Lab: Community MiniLabs, [Public Engagement Symposium](#), UIUC, 02.2012

[GSLIS Student Community Engagement](#) 2012, Public Engagement Symposium, UIUC, 04.2012

[Enabling Spatial Data Infrastructure Development: Collaboration](#), Supportive Web Technologies and São Tomé, [iSchools iConference 2011](#), Seattle, 01.2011

[Community Informatics Club](#), Public Engagement Symposium, UIUC, 04.2011

[Exploring Methods in Community Informatics](#), [iSchools iConference 2010](#), UIUC, 02.2010

Academic Workshops

Ginger, J. (2018). "Minecraft 3D Printing for Teachers." Professional development workshop for University of Illinois Extension Teacher Tuesdays event, Fulton-Mason-Peoria-Tazewell Unit, Peoria, IL, 04.2018.

Ginger, J., Serbanuta, C. (2017). "Storytelling with Quantitative & Qualitative Evaluation Methods." Presentation for the [Mortenson Center Moldovan Librarian Associates](#), UIUC, 07.2017.

Linder, S., Ginger, J., and Nelson, J. (2016). "Arduino Powered Pom Pom Robots for Fun and Learning." [Fab Learn Conference](#), Palo Alto, 10.2016

Twidale, M., Ginger, J. Organisciak, P., Floyd, I., Smith, B. (2013). "[Tech Learning Potluck](#)" and "[Design Jams in iSchools: Approaches, and examples](#)," [iSchools iConference 2013](#), Fort Worth, 02.2013

Twidale, M., Ginger, J. Organisciak, P., Floyd, I. (2012). "[Design Jam Session: Approaches, Challenges and Examples](#)," [iSchools iConference 2012](#), Toronto, 02.2012

Papers

Lee C., Samuel N., Israel M., Arnett H., Bievenue L., Ginger, J., Perry, M. (2020) "[Understanding Instructional Challenges and Approaches to Including Middle School Students with Disabilities in Maker activities: A cross-case analysis.](#)" FabLearn 2020, Columbia University, New York.

Ginger, J. (2015). "[Capturing the context of digital literacy: a case study of Illinois public libraries in underserved communities.](#)" Dissertation. Available online at the Illinois Digital Environment for Access to Learning and Scholarship, IDEALS

Ginger, J. (2009). "[Storytelling in \[Stop\] Motion.](#)" *VO[!]CES*, 2(1), 9. Available online at the Illinois Digital Environment for Access to Learning and Scholarship, IDEALS

Ginger, J. (2008). "[The Facebook Project - The Missing Box: The Racial Politics Behind the Facebook Interface.](#)" Available online at the Illinois Digital Environment for Access to Learning and Scholarship, IDEALS. [First follow-up](#), [second follow-up](#)

Ginger, J. (2008). "[The Facebook Project - Social Capital and the Chief.](#)" Available online at the Illinois Digital Environment for Access to Learning and Scholarship, IDEALS

Ginger, J. (2008). "[Digital Divide 2.0: African American Communities and Library Resources in Illinois](#)" Available online at the Illinois Digital Environment for Access to Learning and Scholarship, IDEALS

LoDolce, K., Ayad, M., Ginger, J., McCauley, S., Thompson, A., Williams, K., Jamali, B. (2008). "[Prairienet and community networking: An annotated bibliography.](#)" Available online at the Illinois Digital Environment for Access to Learning and Scholarship, IDEALS

AWARDS AND GRANTS

Listed in "[Ten Notable Dissertations of 2015](#)" by [American Libraries](#) magazine

[List of Teachers Ranked as Excellent](#) in Fall 2007, Spring 2007, Spring 2008, Spring 2012, Fall 2012, Fall 2014, and Spring 2017

Core Personnel on Advancing Informal STEM Learning (AISL) - National Science Foundation (2019-2022)
"[Fostering Enduring Interest in STEM through Exoplanet Education and Interactive Exploration and Creation of Potentially Habitable Worlds](#)." In collaboration with H. Chad Lane (PI), Neil Comins (Co-PI), David Condon (Co-PI) and Jorge Perez-Gallego (Co-PI), awarded \$1,950,733

Principle Investigator on Discovery Research K-12 (DRK-12) - National Science Foundation (2017-2019) "[Project MAPLE: Makerspaces Promoting Learning and Engagement](#)." In collaboration with Maya Israel (Co-PI) and Lisa Bievenue (Co-PI), awarded \$669,253

Advisory board and instruction on Advancing Informal STEM Learning (AISL) - National Science Foundation (2017-2019) "[Fostering Interest in Science through Interactive Exploration of Astronomy What-If Simulations](#)." In collaboration with H. Chad Lane (PI), Neil Comins (Co-PI) and Jorge Perez-Gallego (Co-PI), awarded \$299,949

UC2B Community Benefit Fund (2017-19) - Urbana Neighborhood Connections Center Teen Tech Learning Lab. In collaboration with Janice Mitchel and Jared Dunn, awarded \$24,410

Illinois Learning Sciences Design Initiative (ILSDI) Seed Funding Program (2015-2016) - "**Making a difference: Project based approaches to STEM engagement in Middle School.**" In collaboration with Emma Mercier (PI), Sharlene Denos, Barbara Hug and University High School staff, awarded \$37,000

Advisor for **Makers UIUC - CU Make**, winners of the 2016 Chancellor's Public Engagement Student Fellows Award. In collaboration with Joey Lund, Sophia Pipathsouk, Cameron Alberg, Lawrence Elizter and Isak Massman, awarded \$825

The Chancellor's Public Engagement Student Fellow Award (2015) for **Open-Source Makerspace Curriculum**, in collaboration with The Urbana Free Library. Awarded \$1500.

Department of Economic Opportunity and Commerce – Eliminate the Digital Divide (2014-2015). "**Digital Literacy for ALL.**" In collaboration with Martin Wolske (PI), Lisa Bievenue and the Center for Digital Inclusion, awarded \$106,000

University of Illinois Extension and Outreach Initiative – Enhancing Economic Development in Illinois with Digital Tech Hub Creativity Studios. "**Digital Innovation and Leadership Program.**" In collaboration with Jon Gant (PI), Lisa Bievenue and the Center for Digital Inclusion, awarded \$300,000

City of Champaign Digital Divide Grant (2012). Written in collaboration with Reverend Nash of New Hope Academy, Champaign in collaboration with UC2B outreach operations, awarded \$3000

Community Informatics Initiative Grant for the Institution of Museum and Library Services (2009). Assistance with reporting in collaboration with Sharon Irish

SERVICE

Champaign-Urbana Community Fab Lab 2011-2020

Volunteered before I formally worked at the lab, and volunteered additional time on top of work

I made sure the Fab Lab stayed committed to its mission of Public Engagement – this meant the lab was an equal balance between community outreach, free public access and services for University research and classes

Included volunteering with connected community organizations like **The Urbana Free Library, Urbana Neighborhood Connections Center** and **Urbana Public Schools** for events and workshops

Tap In Leadership Academy 2011-2015

Assisted with various digital literacy workshops, including helping kids to use multimedia equipment to plan, capture and edit video interviews

Preliminary summer camp workshops with the CUC Fab Lab, initial off-site mini-fab lab site

New Hope Academy 2012-2013

Wrote and secured a \$3000 grant from the City of Champaign to obtain equipment and hire a teacher

Developed and led digital literacy workshops (creating videogames, learning computer hardware), rebuilt and setup two computer labs (hardware, software, network, policy)

Community Informatics Club ([video overview](#)) 2008-2012

Conducted numerous volunteer and education projects in collaboration with community groups in Champaign county, East St. Louis, and Chicago

The club was key to forming and retaining the [Urbana Free Library technology volunteers](#), conducted workshops like [Storytelling in \[stop\] Motion](#)

Collaboration with the Urbana Independent Media Center - Zine Library, Books2Prisoners, WRFU

Awarded a \$2500 grant by UIUC student affairs for outstanding, cutting-edge community service

Various other clubs and organizations at the University of Illinois 2003-2013

Eclectic Design and Research Group, 2011-2013

Social Informatics Reading Groups, 2011-2012

GSLIS Action and Town Hall organization group, 2011

Research Writing Group, 2010-2011

Association of Undergraduate Sociologists, 2003-2008

Feminist Majority Leadership Alliance, 2005-2007

Beckwith Hall Training and Web Accessibility, Spring 2006

Avalanche alternatives to drinking weekend program, 2004-2005

I am also an Eagle Scout - I renovated a bird sanctuary to make it accessible again back in 2002

TECHNICAL SUMMARY

Rapid fabrication and modeling: Netfabb, Cura, Simplify3D, Meshmixer, Blender, Sculptris, TinkerCAD, AGIsoft, Arduino and many sensors, Silhouette Studio, SewArt, CNC routing and 3D scanning/printing packages, various tool drivers and interfaces

Web Development: Responsive HTML(5), CSS(3), JavaScript, php, MySQL, Apache, Dreamweaver, Wordpress, Emmet, Ulkit framework

Graphics and AV: Adobe Premiere, Photoshop, Illustrator; Canva, Vis.me, Figma, Inkscape, iMovie, Cakewalk Sonar(DAW), a variety of MIDI softsynths, wave editors, and vocal adjustment

Hardware: Extensive experience evaluating, building and repairing computers, tablets, cell phones and peripherals(i.e. printers, scanners) of all kinds as well as most kinds of makerspace equipment, like lasers and 3D printers

Networking: Wireless and wired network administration, cloud and VM solutions, small-scale server applications

Office: Adobe Acrobat Pro, MS Office 365 (Word, Excel, PowerPoint, Outlook), Sharepoint, Google suite, Monday.com, Clickup, Zoom, Slack, WebEx

Security: Virus prevention, password management, automated backup and image-based lab management with Clonezilla

OS: Comfortable using Windows, OSX, Ubuntu, iOS, and Android, various simple scripting, command line

Programming: Java (Eclipse, Maven, etc), Github, open source game modifications (Minecraft, Lua, etc), ArcGIS, Google Maps API, VisualStudio, C++, Drupal, Omeka, Wikimedia

“Soft” Skills – often related to the above

User experience / interaction / information design, usability testing and accessibility (design)

Rapid prototyping and phased-fabrication for varied applications (invention)

Teaching, leadership and organization (people management)

Qualitative and quantitative social science research techniques (market studies)

Critical sociology and divergent thinking skills (cultural studies)

Editing, production and promotion (storytelling)

Context-based writing, speech and graphic design (communication)