Résumé
Jim Gray
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Vision: *technology enhancing the best of human learning, lifelong and lifewide.*

Expertise: learning sciences, child development, learning technology, research with children & youth, early childhood education, playful learning

Skills: learning & assessment design, curriculum development, conducting and applying research, creative synthesis, strategic planning, educational rapport, teaching, management & team building

Experience:

Learning and Assessment Design
- Drove use of evidence-based learning principles in product design at LeapFrog
- Envisioned, built, and led LeapFrog Learning Team responsible for educational quality of all products ("best in the industry" - John Barbour, CEO)
- Created LeapFrog learning design processes; guided learning design for 50+ products
- Designed the educational functions of the LeapFrog Learning Path to provide parents with useful insights based on their children's app usage data
- Scaled LeapFrog Kid Lab user testing processes to professional level (2000+ family testing pool, 3x size facilities), expanded to include in-home and online product research; iterative design feedback: 1000+ sessions, 200+ products
- Developed educational app assessment rubric, review process, editorial team -- applied to 500+ apps on Android and iOS (YogiPlay).
- Developed framework for applying new science of learning to app design
- Learning design for an educational app curation company (Kindertown)

Curriculum Design
- Guided development of LeapFrog proprietary curriculum
- Designed curricula for app curation startups (Kindertown, YogiPlay), app developer (StoryBots)
- Created innovative curriculum for deeper, authentic learning (Free-Range Learning)

Research
- Drove use of design research/user studies at LeapFrog, including lab-based user testing, in-home studies (parent journals, and log analysis), and online surveys.
- Conducted user validation surveys for startup venture
- Case study of online teacher professional development (Tapped IN platform)
- Multi-method study of social understanding among students in online collaborative project
- Training in multiple quantitative and qualitative methods (Harvard)

Strategic Planning
- Advised LeapFrog leadership on educational technology and learning design strategies.
- Managed Educational Advisory Board, engaged in product design & corporate strategy
- Facilitated strategic planning for best-of-class math learning company (DreamBox)
- Crafted learning design strategy for educational app developer (StoryBots)

Teaching
- Preschool and special education (6 years)
- Grad school: interactive media design (RIT), education & cognitive development (Harvard)
- Informal: Science, Communication, Technology for middle school students
- Online: Center for Innovative Learning Technologies

School Innovation
- Produced video documentation data toward K-12 teacher improvement for districts in three states (Harvard-based ATLAS Communities school reform project)
- Published case study of a K-12 teacher professional development in an online community (Center for Innovative Learning Technologies and SRI International)

Education:
- Bachelors in Early Childhood Education / Child Development (Michigan State University)
- Graduate Certificate: Interactive Media Design (Rochester Institute of Technology)
- Masters and Doctorate: Human Development and Psychology (Harvard School of Education)

Community:
- Advisory Boards / Mentoring: Stanford Learning, Design, and Technology Masters program, PBS Kids Next Generation Media, Pritzker Family Foundation, National Research Council, Incubators (StartUp Weekend, Imagine K12, Startl)
- Co-authoring journal article on "Harnessing the Science of Learning to Promote Real Educational Apps" for Psychological Science for the Public Interest (in process)
- Presentations: Interaction Design and Children (IDC) Opening Keynote in 2011, Computer Human Interaction (CHI) panel on learning design in 2009. Dust or Magic children's media design conferences (5x).
- Memberships: American Educational Research Association, Society for Research in Child Development, National Association for the Education of Young Children, International Society of the Learning Sciences, ACM CHI (Computer Human Interaction).