

NASAGA 2011 PRESENTERS



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Where Experience, OD, and Leadership Intersect



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Judee Blohm is a cross-cultural educator and training consultant specializing in instructional design, writing and editing publications, and delivery of training and educational programs for youth, families, and adults working and living in multi-cultural settings. She is the author and editor of numerous training materials, including teaching games and simulations.

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Andrew Boyarsky, MSM, PMP, is Project Director at the CUNY School of Professional Studies. He has been a project manager for 20 years in both non-profit and for-profit organizations, such as the International Federation of Red Cross and Red Crescent Societies, Catholic Relief Services, the US Holocaust Memorial Museum, Rieter Automotive Systems, and the American Management Association. He is an instructional designer, developer, and producer and serves as an adjunct faculty member in Project Management at Baruch College and the Borough of Manhattan Community College. He is a member of PMI, the North American Simulations and Gaming Association, and ASTD.

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Mary Broussard is an instructional services librarian at a small, private liberal arts college. She designs online and real-world games as a way to teach students about research and information issues. Her games have taken various forms, including two computer-facilitated games for particular classes (composition and biology) and a real-world mystery-themed library orientation for freshmen. Her online plagiarism game, *Goblin Threat*, is being used by a number of libraries and English teachers around the world and was featured by the Association of College and Research Libraries' PRIMO database as the site of the month in October, 2010.

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**Cantrell, Robert**

Robert is an IP Strategist, MBA, author on business and military strategy, and a professional shark photographer. He is on the faculty of Patent Resources Group, where he teaches Patent

Strategy for Business. Robert is the founder of Center For Advantage, a provider of tools for strategy, innovation, and sales workshops, training, and problem solving.

Robert has written a number of articles and papers on intellectual property. This includes his recently published book, *Outpacing the Competition: Patent-Based Business Strategy* (Robert Cantrell: Wiley 2009). This book blends patent strategy, business strategy, and classical strategy into a comprehensive whole, with the overall theme that those businesses capable of proficiently assessing their situations, deciding on courses of action, and taking action, win most competitive contests.

Robert is a part of the strategy conversation in the Washington D.C. area, and that has kept him attune to the latest ideas on the topic. Several of his written works are in use at the national and service war colleges as well as in the intellectual property field to include the top selling book *Understanding Sun Tzu on the Art of War*. Robert enjoys the opportunity to cross-pollinate ideas from his and other fields, and then to provide the insight gained as a way for his clients to build competitive advantage.

Coleman, Douglas

Douglas W. Coleman is a Professor of English at the University of Toledo (Toledo, Ohio) with specializations in linguistics and the teaching of English as a second language. He is a former chair of the Computer-Assisted Language Learning Interest Section of Teachers of English to Speakers of Other Languages and is on the editorial board of *Simulation & Gaming*.

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DeMarco, Matt

Matt DeMarco designs and delivers leadership and management courses at the US Department of State's Foreign Service Institute. Prior working with managers in the public sector, he was the Director of Leadership Development for the American Farm Bureau Federation, working with staff and volunteers nationwide. Matt holds a MA in International Training and Education from American University, a degree which built on his experience as a Peace Corps volunteer in Samoa. He is a past member of the NASAGA board of directors.

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Feng, Julia

Often introduced as a “problem zapper”, Julia relishes and focuses on discovering creative ways to tackle “wicked problems”. As a team facilitator, graphic recorder, and marketing consultant, Julia enables organizations to shortcut many months of “wandering in the desert” to break

through. Her problem zapping ways integrate visual, kinesthetic, playful and systematic approaches. Julia is also a certified Innovation Games facilitator. Previously, as a product manager and strategist, Julia has led numerous projects and collaborations in Silicon Valley multinationals and startups. Julia received her MBA from the University of Michigan, where her peers recognized her contribution with the Class "Innovation Award".


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Greenberg, Ellen

Ellen Greenberg, MSOD is a strategic thinker with experience in generating value through diversity programming, training, team building, managing change, organizational learning, coaching and building high-performance work systems. She has over 15 years of experience working with non-profit, for profit and government agencies both in management and consulting capacities. She recently completed the Georgetown Leadership Coaching Program and holds an MSOD from AU/NTL.



Koeser,

Greg


Greg Koeser is a senior training consultant for RWD Technologies, a division of General Physics who has been incorporating games and simulations into his client's IT engagements for years. Greg is the current chair for the NASAGA board. Greg incorporates games, juggling, balloon twisting, and other skills in corporate and personal events. Greg is a game designer and hopes to publish his games soon.

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Koski, Kate


Kate Koski, Ed.D. is principle of CultureWorks Consulting and works with culture, communication and conflict resolution in community, business and educational settings. After living and working in Spain, Kate was in human resource management and labor relations in multicultural manufacturing companies in California and Massachusetts. She then worked with the University of Massachusetts' University Without Walls program advising and instructing students from around the world. She holds a doctorate in education that focused on intercultural communication, an M.A. in intercultural management and a B.A. in conflict resolution.

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Lask, Martha Isobel

Martha Isobel Lask, MSOD. Comes with over 25 years experience as a coach, consultant and manager in the public, private and non-profit sectors. Martha has over 30 years of training in dance, movement and bodywork. She facilitates individuals and groups in the practice of Authentic Movement and combines this with her coaching practice. She holds an MSOD from AU/NTL and a certificate in Authentic Movement/Contemplative Dance from Amherst, MA.

**Morrissey, Brian M.**

Two books on brain wave states, *Ultimate Learning States: Exploring Intellectual Performance with Brain Wave Technology* and *Brain States Mastery: Riding the Wave of Consciousness and the Brain in a Changing World* (Self Study Systems & Publishing Co., 1996 and 2007, resp.), qualifies Mr. Morrissey to take a transformational approach to the challenges of a changing environment. Over the course of his career, he has been an educator, brain wave researcher, and Accelerated Learning (AL) practitioner, as well as a member of the Sierra Club, serving on his local board. Using simulation and game activations embedded in AL, Mr. Morrissey originated and now offers the *Adapt Successfully to Climate Change through Brain States Mastery* workshop.

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**Needlman, Chuck**


Chuck Needlman has been a management consultant, training manager, coach and facilitator over 25 years. Dedicated to interactive training, he has developed and implemented a broad variety of strategies and programs for training and development, business planning, diversity, team building, and cross-cultural issues for all levels of organizations and government.

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Kurt has over 30 years experience designing and delivering training programs for public and private organizations. He currently works in the Office of Ethics and Business Conduct for the World Bank, where he is in charge of the Banks' Ethics Training Program.

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Nicholson, Scott

Dr. Scott Nicholson is an Associate Professor at Syracuse University's School of Information Studies. He is also the director of the Library Game Lab of Syracuse and studies gaming in libraries, game design as a pedagogical tool, and online education. He wrote *Everyone Plays at the Library: Creating Great Gaming Experiences for All Ages*, which was published by Information Today in 2010. He was the designer of *Tulipmania 1637*, a board game published by JLKM Games in 2009, and has several other board game designs currently with other publishers. He was the host of *Board Games with Scott* (2005-2010), an Internet video series about board games, and currently writes as The Game Professor for <http://boardgameinfo.com> and is a voice on the On Board Games podcast. His Ph.D. in Information Science is from the University of North Texas, and he was a reference librarian at Texas Christian University in Fort Worth, Texas and a statistician for Citigroup.

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Omaha Boy, Nancy H. Ph.D.

Dr. Omaha Boy was an associate dean at Rutgers University for 12 years, heading the Teaching Excellence Center there. Prior to that she was the Vice-President for Academic Affairs at two community colleges, a department chair in education and campus dean. She was the President of the International Alliance for Learning and edited their journal, *Journal of Accelerated Learning and Teaching*. Accelerated Learning uses games to practice information learned. She just returned from Finland and Russia, viewing the proficiency of their teaching. She is currently doing tenure coaching and preparing a new non-profit to do teacher training programs in accelerated learning.

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Palmer, Charles

A leader in the fields of multimedia and information technology, Charles Palmer serves as director of the CAELT and Associate Professor of Multimedia. Charles leads the Center as well as spearheads new developments in digital storytelling and forms of entertainment technology. He is a creative educator, administrator, and producer. He previously served as a faculty member at Carnegie Mellon University's Entertainment Technology Center (ETC) since 2004.

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Peterson, Melissa

With a bachelor's degree in cognitive science and a master's in science education, Melissa is a relative newcomer to the games for learning and education world. She is currently focusing her efforts on gaming in informal science spaces, such as zoos and museums, but can often be found philosophizing about games for learning in the classroom or boardroom as well. She is interested in leveraging games to make STEM learning fun for all ages to increase the number of mad scientists in the world.

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Petroski, Andy

Andy coordinates the Learning Technologies Master of Science (LTMS) program and learning technologies at Harrisburg University as Director of Learning Technologies. In 2010, Andy received the "Technology Educator of the Year" honors from TECHQuest PA. The honor recognizes Andy as an "outstanding example of 'Information Age Educator' using current technologies to educate, motivate and inspire students to develop careers in technology fields and become lifelong learners." The award-winning instructional technologist has more than 14 years of eLearning design and development experience in multimedia production firms, independent consulting, corporate learning and education.

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Porterfield, Karen

Karen is an organizational consultant who has worked with private, public and not-for-profit sector clients for ten years to define and achieve their business goals. Using strategic thinking, project management process and team development expertise, she partners with her clients to develop the clarity and alignment that ensures desired outcomes. She holds an MBA from the Kenan-Flagler Business School (UNC-Chapel Hill) and is currently obtaining her MSOD from American University.

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Adriana Medina-López-Portillo is Assistant Professor of Intercultural Communication in the Department of Modern Languages, Linguistics and Intercultural Communication at the University of Maryland Baltimore County (UMBC) where she teaches intercultural communication, cultural diversity, and personal leadership at the undergraduate and graduate levels. She is a member of the Center for Advancing Intercultural Communication (CAIC) at the same institution and an Associate Faculty at the Summer Institute of Intercultural Communication (SIIC) in Portland, OR. She is an accomplished intercultural trainer, having


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Remer, Brian


Brian Remer is a designer of interactive strategies for training, facilitation, and performance improvement. He has worked with businesses and organizations in Egypt, Africa, Ecuador, and throughout the United States. He is a member and conference presenter for the International Society for Performance Improvement and the North American Simulation and Gaming Association of which he is a past president and conference organizer. Brian is noted for his ability to create a low-pressure, high-impact learning environment by consistently avoiding the use of PowerPoint presentations.

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Saeger, Chris

Chris Saeger helps organizations improve performance through active learning. He has been creating simulations and interactive learning experiences since 1985. His work has won awards from ASTD, Lakewood Publications, NASAGA, and the International Society for Performance Improvement—Potomac Chapter. He is a regular presenter at ISPI, the North American Simulation and Gaming Association and other conferences. He is a past chair and former president of NASAGA and an ISPI Certified Performance Technologist

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Sage, Jan

Jan's approach to learning design is grounded in 30+ years of theatre and video production--so it's no surprise that she's passionate about designing transformative learner experiences using games, story and media. As a freelance instructional designer she has worked with Harley-Davidson, Royal Caribbean Cruise Lines and 7-Eleven Corporation as well as Michigan-based non-profits and government agencies. Jan holds BFA, MFA and MM degrees in theatre and music and has taught both subjects at the college level. She earned her Instructional Systems Technology certification from Indiana University and revels in pushing boundaries in all her designs, especially e-learning and virtual classroom projects.

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Schrier, Karen

Karen Schrier is an Assistant Professor of Media Arts at Marist College. While earning her doctorate at Columbia University, she worked as the Director of Interactive Media at ESI Design, an Executive Producer at Scholastic, and a Producer at Nickelodeon. Karen is the co-editor of a two-book series on Ethics and Game Design. Karen serves on the editorial board of the Journal of Game Design and Development Education (JGDDE), and was the Games Program co-chair of the ACM SIGGRAPH Conference in 2008 and 2009. Karen holds a master's degree from MIT and a bachelor's degree from Amherst College.

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Shiman, Marc

Marc Shiman is a project leader for institutional reform projects in developing countries' governments. He recently returned from Baghdad, Iraq, where he led a \$339m, 5-year project to rebuild the capacity of the government of Iraq. He has worked in the Middle East, Africa, and the Former Soviet Union leading teams of consultants, trainers, and facilitators to make a change. He is currently authoring a book titled *Graduation: How America Can Get Out of the AID Business*.

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Silva, Allan

In the early 1990's as graduate student in the College of Medicine at the University of Toledo, Allan Silva conducted one of the very first neuroanatomy studies to demonstrate acute neuroplasticity in adults (www.ncbi.nlm.nih.gov/pubmed/8833117). Allan's research indicated that neural physiology, and ostensibly the adult human mind, could be changed by the practice of learning. Not content to just sit in the laboratory, Allan went on to attain his master's degree in the applied sciences, specializing in Somatics and Performance Psychology. Since then Allan has dedicated his professional life to applying biomedical advances to the practice of human and organization development.

Along the way, Allan was selected to the national board of technical advisers of the Violence Against Women's Office, Federal Department of Justice from 1999 to 2002. Serving for President Clinton's administration, Allan was directly responsible for building coordinated community response systems to prevent sexual assault on federally funded university and college campuses, and provided large scale organization change and leadership development technical assistance. In recognition for his visionary and strategic contributions to state and national public health, Allan was awarded the Leadership Fellowship by The California Wellness Foundation. He then went on to found Pollack Silva Pollack, a leadership technology consultancy.

For the past ten years Allan has been providing leadership development, executive coaching, and organization change consulting to nonprofit, government agencies, and corporations. Recent clients include SAP, Google University, and the Starfish Leadership Program of the US Army's Training and Doctrine Command. Allan Silva holds his degree in Clinical Psychology and is a professor on the Neuroscience of Leadership Development at Antioch University.



Snow, Harrison

Harrison has designed and facilitated interactive programs in team building, leadership and organizational development in 23 countries over the past 20 years. His books on experiential learning activities include: *Indoor/Outdoor Team Building Games for Trainers*. Over the past 2 years he has taken a leadership role in introducing a new systemic approach, known as Organizational Constellations, for understanding and changing organizational dynamics. He has an MBA from the Thunderbird School of Global Management.

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Tracy Tagliati, CPLP, specializes in designing and delivering training to international clients, developing customized training programs, and facilitating in-house and public workshops. She is a trainer at the Thiagi Group. Earlier in her career, Tracy was vice president of sales and training at a franchise of Crestcom International and a corporate trainer at Mercury Insurance Group. She is active in ASTD and a NASAGA board member.

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Thiagarajan, Raja

Raja Thiagarajan designs software programs for creating web-based training games and activities. He is the Resident Computer Whiz at The Thiagi Group. He has designed and developed many computer game shells and software such as Zingo, PuzzleMaker, and the Thiagi Timers. His technical expertise and innovative mind have added immense value to such clients as Agilent, Cadence Design Systems, and Pfizer. He is an expert game designer and facilitator who has co-delivered programs all over the world for such organizations as ASTD, ISPI, and NASAGA. Raja has also served on the NASAGA board of directors.

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Thiagarajan, "Thiagi" Sivasailam

Dr. Sivasailam "Thiagi" Thiagarajan is the Resident Mad Scientist at The Thiagi Group, an organization with the mission of helping people improve their performance effectively and enjoyably.

Thiagi's long-term clients include AT&T, Arthur Andersen, Bank of Montreal, Cadence Design Systems, Chevron, IBM, Intel, Intelsat, United Airlines, and Liberty Mutual. On a short-term basis, Thiagi has worked with more than 50 different organizations in high-tech, financial services, and management consulting areas. For these clients, Thiagi has consulted and conducted training in such areas as rightsizing, diversity, creativity, teamwork, customer satisfaction, human performance technology, and organizational learning.

Thiagi has published 40 books, 120 games and simulations, and more than 200 articles. He wrote the definitive chapters on simulations and games for ISPI's Handbook of Human Performance Technology, ASTD's Training & Development Handbook, and the American Management Association's Human Resources Management and Development Handbook.

Thiagi currently writes a monthly online newsletter, Thiagi GameLetter. This newsletter, now in its fifth year, features Thiagi's training games and other creative interventions that deliver results quickly and effectively. He served as the editor of NSPI Journal and Performance & Improvement for more than 10 years. He currently edits the simulation/game section in Sage Publication's journal, Simulation & Gaming. He is also a contributing editor of the monthly journal, Educational Technology.

Thiagi has made hundreds of presentations and keynote speeches at professional conferences. At ISPI, Thiagi holds the "records" for making the most presentations, conducting the most preconference workshops, and being invited to make the most Encore presentations. Thiagi is

also a regular presenter at Lakewood's TRAINING Conferences and the annual conferences of American Society for Training and Development (ASTD) and North American Simulation and Gaming Association (NASAGA).

Thiagi has been the president of the North American Simulation and Gaming Association (NASAGA), International Society for Performance Improvement (ISPI), and Association for Special Education Technology (ASET). He has received 17 different awards and Presidential Citations from ISPI, including the society's highest award, Honorary Life Member. He also received an Honorary Life Member award from NASAGA as well as its highest award, Ifill-Raynolds Award.

Internationally recognized as an expert in multinational collaboration and active learning in organizations, Thiagi has lived in three different countries and has consulted in 21 others.

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Without A Cue Productions, LLC

Without A Cue Productions, LLC was founded in 2002. Their performers are trained professionals - not just actors, but dancers, singers, musicians, writers, and directors. Experience ranges from stage productions, television, movies, radio, live concerts, event hosting, and voice recording. Additionally, their actors have worked as teachers, ministers, corporate trainers, marketing professionals, non-profit leaders, economists, and sales. This unique combination of skill, talent, and passion makes each performance enjoyable and memorable for every audience.



Wolff, Margee

Margee Wolff is a busy manager, serving as the Executive Director of Organization Development for the American Farm Bureau Federation. She is a sixteen-year veteran of the training field, having presented training programs to a variety of audiences, including business owners, managers, support staff and volunteers, in 50 states. She holds a BA from Penn State University and an MS degree in Organization Development from Loyola University Chicago. She is a certified executive coach and holds the Certified Association Executive designation from the American Society for Association Executives.

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