Janice A. Bartké Thompson

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Professional Summary

Technical expertise and instructional design experience applied to create and optimize high-impact learning solutions with a strong understanding of learning technologies and instructional systems. Proficient in instruction, development, and deployment of robust eLearning, hybrid, and LMS platforms. Extensive background in web development (HTML, JavaScript, PHP, SQL), UX design, and hardware management, including building, installing, and configuring Microsoft and Linux systems, to deliver comprehensive, interactive learning experiences that foster engagement and enhance performance. Demonstrated success in project management, leading cross-functional teams to deliver instructional projects aligned with organizational and educational goals. Recognized for creativity, critical thinking, and problem-solving skills, with a proven ability to adapt to emerging technologies and develop learner-centered content. Leadership style emphasizes clear communication, effective collaboration, and strategic planning, ensuring alignment among stakeholders and the successful execution of projects from concept to delivery.

Career Experience

d/b/a Janice Bartke Thompson   2007 - 2025

Independent Freelance Fine Artist - Instructional System Developer - Instructional Designer- Student

- Conceptualized, designed, prototyped, and presented STEM Learning Blocks for pre-school children.
- Advanced skills and original design concepts across web design applications, multimedia, and technical writings.
- Collaborate with colleagues to develop successful projects using virtual reality technologies in the classroom.
- Analyze, develop, design, implement, and evaluate instructional design and job aids.
- Plan and implement technology based LMS courses.
- Design course materials and support implementation.
- Target diverse learning modalities in the development of new course content and training programs.

Southern Methodist University – School of Engineering - Advanced Computer Education Center   1997- 2007

Instruction and Curriculum Manager – Curriculum Development - Lecturer and Instructor

Led the design, implementation, and management of a comprehensive training program delivering advanced technology education to over 1,000 students annually across 5 key management objectives:

- **Student Management & Engagement** ~ Managed student engagement, ensuring high retention and course completion rates. Introduced strategies such as personalized support systems, onboarding programs, and incentive structures, resulting in 85%+ student retention rate with a 90%+ satisfaction rating in course feedback. Produced a 20% average improvement in pre- and post-assessment scores.

- **Instructor Management & Development** ~ Led a team of 18+ instructors, focusing on recruitment, training, and mentorship. Developed a "Train the Trainer" program to enhance teaching effectiveness, which achieved a 90%+ average instructor satisfaction rating and an 85% instructor retention rate year over year.

- **Evaluation & Continuous Improvement** ~ Implemented a robust evaluation system to ensure the continuous improvement of curricula and teaching methods. Leveraged student and instructor feedback, performance data, and industry trends to refine the program resulting in a 15% improvement in course effectiveness, 10% increase in student success rates.

- **Curriculum Design & Development** ~ Developed an industry-relevant curriculum with real-world applications, ensuring alignment with emerging technologies. Conducted needs assessments and collaborated with subject-matter experts to ensure curriculum relevance, leading to student placement and specialized corporate training courses.

- **Curriculum Delivery & Engagement** ~ Delivered interactive learning experiences utilizing classroom instruction, hands-on labs, and group projects. Maintained high engagement through continuous tracking and feedback, achieving 90%+ participation in with engagement and interaction, and a 25% improvement in student post-assessment scores.

Education

Ph. D. - University of North Texas - Learning Technologies	2025
M.S. - University of North Texas - Learning Systems - Instructional Design	2020
B.A.A.S - University of North Texas - Applied Technologies and Performance Improvement	2014

Key Qualifications _____

Core Competencies:
- Instructional Design Models and Theories
- Learning Management Systems
- E-Learning Authoring Tools
- Multimedia Production and Design
- Assessment and Evaluation Tools
- Curriculum Design and Development
- Gamification
- Web Design and Development
- Data Analysis and Reporting
- User Experience Design

Technical Proficiencies:
- Microsoft Office Suite
- Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, Audition, InDesign, Acrobat, Dreamweaver)
- LMS Platforms (Canvas, Blackboard, Moodle)
- Web Development (HTML, JavaScript, PHP, SQL)
- Analytics – (RStudio, IBM SPSS, Nvivo)
- Wired and wireless networking - configuration and troubleshooting
- eLearning Authoring Tools (Captivate, Articulate Storyline, Camtasia)
- VR authoring - FrameVR

Published Works _____

Thompson, J. (2023, March). STEM Learning Blocks: Building Block Play Affordances. In *Society for Information Technology & Teacher Education International Conference* (pp. 1468-1477). Association for the Advancement of Computing in Education (AACE).

Thompson, J. (2024, March). Assessing Latent Variables: A Procedural Analysis of a Technology Usage Instrument. In Society for Information Technology & Teacher Education International Conference (pp. 1139-1147). Association for the Advancement of Computing in Education (AACE).

Thompson, J. (2024) Technology Usage Survey: A Preliminary Instrument Analysis, Multidisciplinary Information Research Symposium, (pp. 110-120) University of North Texas, Denton, Texas.

Manuscripts Under Consideration

- A Distributed Educational Design Proposal for a University Doctoral Program
- Impediments to a Successful Maker Pedagogy
- PowerPoint: When Does It Become Boring?
- The Development and Usage of Tangible User Interfaces: An Examination of Educational Affordances
- Developing Creativity in a Technology-based Learning Environment: Light and Color Curriculum Presented in FrameVR

Certifications _____

- **MCSE**, Microsoft Certified Systems Engineer -Windows 3.51, 4.0, 2000, 2003,2008
- **MCT,** Microsoft Certified Trainer
- **MCDST,** Microsoft Certified Desktop Support Technician
- **CompTIA A +,** Computer Technology Industry Association-Personal Computer Technologies
- **CompTIA N+,** Computer Technology Industry Association - Networking Technologies
- **CompTIA i-Net+,** Computer Technology Industry Association - Internet Technologies
- **CompTIA Security+,** Computer Technology Industry Association - Security
- **CIW CI**, Prosoft Certified Internet Webmaster - Certified Instructor
- **MCIWSD**, Prosoft Master Certified Internet Webmaster Site Design