

CURRICULUM VITAE

CATHERINE M. LABORE

525 Superior Street
Saint Paul, MN 55102
651 222-0547

Willing to relocate

katelabore@me.com

EDUCATION

Master of Arts in Visual Anthropology 1995 GPA 3.53/4.00

University of Southern California College of Letters, Arts and Sciences, Los Angeles CA

The MAVA program teaches documentary photo and film production in a context of ethnographic and critical theory. The program develops awareness of how visual media contribute to an audience's understanding of both the people portrayed and the ethnographer's methods of representing them. The practice of documentary filmmaking involves identifying educational goals and producing work that achieves these goals. This understanding is reflected in the MAVA student's thesis project.

Master of Arts in Cultural Anthropology 1990 GPA 4.00/4.00

University of Arizona College of Social and Behavioral Sciences, Tucson AZ

Scholarly Interests: Visual culture; art, folk art and crafts; material culture and museum representation; storytelling and performance; ritual and celebration; the anthropology of tourism; post-structural theory, semiotics, and symbolism; India, Central and South America; linguistic anthropology; economics and small producers in the global marketplace.

Bachelor of Arts in Psychology 1987

Friends World College, Huntington NY

Coursework in Foundation Design, Graphic Design, Film and Photography
Minneapolis College of Art & Design, Minneapolis MN

ACADEMIC APPOINTMENTS & POSITIONS

Creative Director CARTE/USC Information Sciences Institute 1998 - 2007

Adjunct Professor USC School of Cinema-Television 1995 - 1998

Creative Director/Producer USC School of Cinema-Television Annenberg Center for Communication 1995 – 1997

Arts Laboratory Manager USC School of Cinema-Television 1994 – 1996

Professor Mount Sierra College, Monrovia, CA 1994-1995

Research Assistant USC School of Cinema-Television 1994

Graduate Teaching Assistant USC Department of Anthropology, 1990-1993

Graduate Teaching Assistant University of Arizona Dept of Anthropology 1987-1990

TECHNOLOGY WORKSHOPS

A Crash Course in Usability Testing, Microsoft Usability Team, *Game Developer Conference 2003*

Puzzle Design Workshop, *Game Developer Conference 2004*

ARTISTIC INTERESTS

Photography, graphic design, illustration, composite and 3D computer art, visual communication, visual storytelling, expressive cultural identity, art for performance (masks & props).

ACADEMIC EXPERIENCE

May 1998 – June 2007

Creative Director Center for Advanced Research in Technology for Education, USC Information Sciences Institute. Responsible for all multimedia production related to research advancing the development of new educational technologies at the Center. Supervising and mentoring of student researchers and workers.

September 1995 – August 1998

Adjunct Professor School of Cinema-Television, University of Southern California. As part of a team, designed the syllabus and taught interactive design and production classes.

August 1995 – April 1997

Creative Director and Producer Distance Learning Project, Annenberg Center for Communications. Supervised programmers and artists to produce distance-education courseware deliverable on CD-ROM and Internet.

September 1994 – January 1996

Arts Laboratory Manager School of Cinema-Television, USC. Technical advisor and production supervisor for up to 12 student projects per semester. Set up and administered multimedia production lab; trained users, hired and supervised staff, managed budget. Planned, coordinated, designed and produced materials and events related to the development of the Interactive Media academic program.

January 1994 – July 1995

Professor Mount Sierra College, Monrovia, CA. Taught digital media design and production.

January 1994 – August 1994

Research Assistant Integrated Studio Laboratory Project, Entertainment Technology Center, USC School of Cinema-Television. Digital graphics producer and web designer for the *Hollynet* On-Line database project. Designed user surveys for research of digital-image storage and retrieval technologies.

September 1990 – December 1993

Graduate Teaching Assistant School of Letters Arts & Sciences, University of Southern California. Assisted in the teaching of undergraduate classes in anthropology and visual anthropology.

August 1987 – May 1990

Graduate Teaching Assistant College of Social & Behavioral Sciences, University of Arizona. Assisted in the teaching of graduate and undergraduate classes in anthropology.

OTHER TEACHING EXPERIENCE

February 2000 – April 2001

Workshop Teacher Venice Arts in Neighborhoods. Taught after-school creativity classes in digital arts to children ages 8-12.

October, 1994 – May 1998

Computer Applications Trainer Contracted Computer Training Corporation. Taught computer graphics, office productivity, Internet connectivity, web design and HTML and project management. Clients included Pacific Enterprises, Edison International, Raytheon (formerly Hughes) Industries, The City of Pasadena and the Securities and Exchange Commission.

September 1993 – May 1994

Academic Tutor Athletic Student Services, University of Southern California. Tutored student athletes in academic subjects.

May 1993 – August 1993

Workshop Teacher Los Angeles OASIS Education Services. Taught community education classes for recreational creativity.

RELEVANT INDUSTRY EXPERIENCE

May 2006 – 2007

Lead Content Developer Tactical Language Training, LLC. In collaboration with expert informants, developed new content and ensured the accuracy and quality of language and cultural material in the Tactical Language Training system. Supervised the work of junior and assistant editorial personnel and new content developers.

May 1992 – August 1995

Freelance Media Producer iQuest Media Design. Computer graphics production, interactive prototype creation and media production for print, television, film and digital distribution.

1983 – 1990

Various Positions Graphic arts industries; design, printing and publishing firms in Tucson AZ, San Francisco, Oakland CA, including The Wine Spectator, Speedway Graphics and Zablocki Printing. Production and management including editorial oversight, layout and design, typesetting and typography, type specification, job-flow management and customer service. Layout, style-guide creation and electronic publishing, Web site development and pre-press.

1975 – 1980

Audio Visual Production Aide Minneapolis Public Schools. Audio-visual production, slides, videotape, sound recording, audiovisual service center management. Events and exhibition preparation and production.

1973 - 1980

Independent Media Producer Photojournalism, video and audio production; black & white and color still photography; photo editing; sound recording, mixing and editing; event planning and production.

COLLEGE COURSES TAUGHT – MEDIA AND TECHNOLOGY**USC School of Cinema-Television – All courses are team-taught by faculty**

Multimedia Product Development (CNTV483) Introduces the student to the concepts and varied manifestations of the interactive or hyper-textual media form. Students critically examine CD-ROM and Web sites while developing their own program ideas. Group discussion of commercial titles and students' program concepts provides feedback and clarification. Students then choose a program concept to design and prototype. The essential processes are introduced in a guided development environment. Students finish the course sequence with a complete set of design documents, a prototype and a polished presentation for their project.

Fundamentals of Game Design (CNTV483) Introduces the student to the process of designing games. Students examine and analyze games from various genres, including computer games, while developing their own ideas for games. Essential development processes are taught in a guided laboratory setting. Students finish the course sequence with a complete set of design documents, a prototype and a polished presentation for their project.

Summer Production Workshop (CNTV SPW) A hands-on class centered on the rapid development of a design document and prototype for an interactive product.

Mount Sierra College, Monrovia, CA

Multimedia Prototyping with Director Students used Director and Lingo to build functional prototypes of multimedia games.

Introduction to Computer Graphics Covered basic computer imaging technologies for vector and bitmap graphic imaging, techniques, tools file output and technical considerations.

COLLEGE COURSES TAUGHT – MEDIA LITERACY**USC Department of Anthropology**

Exploring Culture through Film As supplements to the film and lecture format of this class, graduate teaching assistants prepared the curriculum for small-group activities and led discussions on course topics. Students were introduced to methods of critical thinking in evaluating both textual and cinematic techniques used to depict non-Western cultures.

COLLEGE COURSES TAUGHT – ANTHROPOLOGY**University of Arizona Departments of Anthropology**

Survey of Cultural Anthropology
Indians of the American Southwest
Approaches to Critical Ethnography

University of Southern California

Witchcraft, Magic and Religion
Survey of Native North America

COMMUNITY EDUCATION AND TRAINING – MEDIA AND TECHNOLOGY**Los Angeles OASIS Education Services, Los Angeles, CA**

Video for Personal Documentary Basic video techniques for documentary of personal narratives.

Photography and Photo Editing

Computerized Typesetting and Camera Operation for Pre-Press Graphic Arts

Videotape Recording and Editing

Audio Recording and Editing

Contracted Computer Training, Marina del Rey, CA

Adobe Photoshop

Adobe Illustrator

Adobe Pagemaker

Macromedia Director

Quark XPress

Web Builder and HTML

Java Script

Advanced productivity software (MS Office, MS Project 4.0, Visual Basic (VBA), OLE)

COMMUNITY EDUCATION AND TRAINING – OTHER**Association Tifawin, Anzel Village, Ouarzazate Province, Morocco**

Business Topics for Artisans Marketing, promotional materials preparation

RESEARCH PROJECTS / ACCOMPLISHMENTS

Sr. Editor/Content Developer Tactical Language –Supervised and mentored production staff of 6-10 students and others to produce content for a computerized, 3D-game-based language training system. Developed characters, storylines and dialogue. Designed and graphed nonlinear interactions for core game component. Extensively involved in production and editorial oversight, with administrative responsibilities including workflow management, product design and usability testing.

Creative Director/Designer Digital Puppets – Supervised and mentored production staff of 2-4 student workers to produce media assets for animated pedagogical agents for a K-12 application that encourages children to design their own educational presentations for other learners.

Creative Director/Art Director Impact/V-Stage – Supervised the development of a prototype designed to showcase AI components. This was a story-based educational game designed to teach elementary school children about healthy diet and activity habits. Managed play testing, focus testing and client design review process.

Creative Director Parent Skills Training on Personal Data Assistant – Responsible for managing production staff of 2-4 people over an 18-month period to produce media assets for a handheld version of the Parent Skills Training Program.

Researcher Mission Rehearsal Exercise – Analysis and evaluation of tools and methods for producing character animation within a large-scale, immersive simulation program for training in leadership and negotiation skills.

Researcher/Producer E-Speech – Assisted in the development of synthetic voices for pedagogical agents, including recruitment of voice talent, production and analysis of speech samples, development and evaluation.

Creative Director/Art Director Parent Skills Training Program – Supervised and mentored production staff of 4-6 student workers to produce all media assets for a computerized training program to teach problem solving skills to the parents of pediatric cancer patients in an animated, story-based learning environment. Design of interface and interactivity, supervision of animated character design and production, supervision of storyboarding and story editing, linear media and sound production, prototype development and user testing.

Creative Director Advanced Distance Education – Supervised and mentored production staff of 2-4 student workers to upgrade and redesign a case-based simulation tool for teaching clinical diagnostic skills, incorporating an intelligent tutoring system with an animated pedagogical agent. Heavily involved in simulation interface design, production of media assets, design of authoring tools and evaluation of software.

Researcher Beyond Words – Logging, annotation, analysis and evaluation of video data on speech and gesture of native Arabic speakers.

Producer The Language of Cinema: An Introduction to Your Creative and Critical Voice – Supervised and mentored production staff of 2-4 students and 2-4 professional artists and programmers to produce the interactive component of the course. Language of Cinema combined interactive workshops with Internet communications for an innovative, enriched distance learning course.

Creative Director AgeWorks – Supervised and mentored production staff of 2-4 students and 2-4 professional artists and programmers to produce a self-running, animated prototype for four courses in Gerontology. This product proved highly successful in soliciting distribution contracts with professional organizations in the health-care industry.

Media Producer The Language of Objects – Produced and edited materials for interactive multimedia database for exhibit. Color photographs and videotape from this project were displayed in an exhibit at The Smithsonian Experimental Gallery in Washington, D.C., October 1994.

Graphic Artist Young Authors – Created prototype and production art for interactive book creation software product for school students grades 1-6.

Prototypist Disney Interactive – Created rapid prototype for usability testing of the Pocahontas Animated Storybook navigation interface.

Independent Media Producer – Created computer graphics and animation for a television documentary on the ecology of the Skokomish Indian Reservation in Washington for an independent producer, broadcast on PBS.

Producer/Director Hay Que Seguir Luchando – Wrote, produced, directed, and completed post-production on an informational video for women handcraft producers in Mexico on the advantages of forming cooperative marketing organizations for rural cottage industries.

Freelance Writer – Researched and wrote documentary treatment for a film on Los Angeles history.

ACADEMIC PAPERS

- LaBore, C., Shaw, E., Chiu, Y. Johnson, W.L. (2004). Animating 2D Digital Puppets with Limited Autonomy, *AAAI Spring Symposium on Smart Graphics, Banff, Canada*
- Johnson, W.L., Shaw, E., Marshal, A., LaBore, C. (2003). Evolution of User Interaction: The Case of Agent Adele, *Proceedings of the 2003 Int'l Conference on Intelligent User Interfaces (IUI)*.
- Marsella, S., Johnson, W.L., LaBore, C (2003). Interactive Pedagogical Drama for Health Interventions, *11th International Conference on Artificial Intelligence in Education, Sydney, Australia*
- Johnson, W.L., et al (2002). Limited Domain Synthesis of Expressive Military Speech for Animated Characters *Proceedings of the IEEE Text-to-Speech Synthesis Workshop*
- W. Swartout, et al (2001). Toward the Holodeck: Integrating Graphics, Sound, Character and Story, *Proceedings of the 5th International Conference on Autonomous Agents*
- Marsella, S., Johnson, W.L., LaBore, C. (2000). Interactive Pedagogical Drama, *Proceedings of the 4th International Conference on Autonomous Agents*

AWARDS AND HONORS

- Meritorious Service Award, Mission Rehearsal Project contributions, 2001
- FIPA Software Prototypes Track Demonstration Award, Autonomous Agents International 2001
- Patricia Roberts Harris Fellow (by department nomination) 1987-88
- Merit-based tuition waivers 1988, 1989
- Research Fellow 1988
- Teaching Fellow 1987 - 1995
- GPA at Graduation (Arizona): 4.0 (USC): 3.53

PROFESSIONAL MEMBERSHIPS

- American Anthropological Association (AAA)
- Society for Visual Anthropology (SVA)
- National Association of Practicing Anthropologists (NAPA)
- International Documentary Association (IDA)
- Association for Computing Machinery (ACM)
- ACM Special Interest Group for Graphics and Interactive Techniques (SIGGRAPH)
- ACM Special Interest Group for Computer-Human Interaction (SIGCHI)

COMPUTER SKILLS

- Microsoft: Office (Word, Excel, PowerPoint, Visio, Exchange, InfoPath, Access, Project)
- Adobe: Creative Suite (Photoshop, Illustrator, Flash, Dreamweaver, InDesign, Acrobat)
- Apple: Final Cut Pro, Motion, Soundtrack, various tools and utilities
- Alias Wavefront: Maya
- HTML, XML, Action Script, Java Script, Lingo, HyperTalk
- I am a confident learner of proprietary tools and custom software of all kinds.