

# Jan Sage

## Learning & Multimedia Designer/Developer

*Creative instructional designer and media producer with extensive experience in media for instructor-led training, live virtual classrooms and eLearning. Expert with elearning tools, experiential activities, writing and visual design, I am a multi-tasker with a lot of energy, drive and a leader in setting a positive, "can-do" agenda. My goal is to collaborate on a team committed to creating engaging learning experiences and development programs for employees and customers.*

### WORK EXPERIENCE

#### **MediaSage, Flint, Michigan \* 2006--present**

##### **Instructional Designer, Media Designer/Developer**

###### **Achievements:**

1. Design, develop and deliver ILT, synchronous and asynchronous elearning courses
2. Script, produce and edit multimedia productions: video, podcasts and slideshows
3. Consult with small business clients on marketing, web presence & graphic design

###### **Clients:**

- Indiana Virtual High School
- JetShine USA
- Hourglass Design

#### **MessageMakers, Lansing, Michigan \* August 2009--2011**

##### **Instructional Designer**

###### **Achievements:**

1. Update existing courses based on SME feedback
2. Write and revise training materials including instructor guides and participant workbooks
3. Design, develop and deliver instructor-led training courses
4. Design, develop and maintain content for a train-the-trainer collaborative website

###### **Projects:**

- Harley Owners Group/ Harley Davidson Motor Company
- Michigan Society of Association Executives
- Michigan Office for Services to the Aging

#### **Becker Multimedia, Atlanta, Georgia \* July 2008--Aug 2009**

##### **Instructional Designer**

###### **Achievements:**

1. Write scenarios for elearning projects
2. Develop storyboards and graphics for elearning projects
3. Design and develop interactive games for elearning projects

###### **Projects:**

- Royal Caribbean Cruise Lines
- 7-Eleven Corporation

#### **University Teaching**

University of Michigan, Flint, Michigan - 2002-2006

Florida Gulf Coast University, Ft. Myers, Florida - 2001-2002

University of Miami, Miami, Florida - 1998-2001

#### **Assistant Professor, Producer/Director**

###### **Achievements:**

1. Design, develop and deliver instructor-led and elearning courses
2. Produce, direct and manage major theatrical productions

**Skillset:** ADDIE, MS Office, Dreamweaver, Captivate, HTML/CSS, Flash, WordPress, Social Media. I'm also a dynamic facilitator and an experienced acting and speaking coach.

*When I updated the standardized openings of 43 legacy courses with attention-grabbing "Kickstarts," the innovation was a hit with trainers and trainees. Each unique opener used an image, metaphor, improvisation or activity customized to the content, setting the stage for learning that was fun and memorable.*

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**VISUAL STORYTELLER (WRITER/PRODUCER)**

**eLearning, Presentation & Graphic Design** (2004-present): visualizing learning concepts with graphics & animation, PowerPoint & Keynote presentations

**Video Production:** Director/Editor/Writer for syndicated sportsman's series (1980-82); Host/Producer for PBS local issues program (1983); Independent Producer of video documentaries for education, fundraising, and product promotion (1984-present)

**Professional and Academic Theatre** (1975-1998):  
Producer/Director/Designer/Choreographer/Performer

**Skillset:** Final Cut Pro, Soundtrack, Garage Band, SnagIt, PowerPoint, Keynote, PhotoShop, Storyboarding, Structured Writing, Technical/Instructional/Creative/Script Writing.

*I've been telling instructional stories in visual media for more than 25 years and still get excited about new ways to mix images and narrative that will light a fire in the learner.*

**GAMES & SIMULATIONS DESIGNER**

**Instructor Led Training:** classroom activities: interactive lectures, scenario-based learning, card games, board games, puzzles

**eLearning:** Online puzzles, game shows, virtual board games, scenario-based learning

**Live Virtual Training:** Interactive handouts, creative assessments, learner-created content

**Certified Game Designer:** North American Simulation and Gaming Association

**Skillset:** Virtual classroom design, Audience Response Systems, Scenario-writing, Improvisation, Visual Thinking for design processes and production, Game Design Principles, Graphic Design

*Challenge:* Sustain engagement for a full-day workshop on membership development.

*Solution:* A virtual road trip through six areas of concern with card games, action maps and expert roundtables.

*Results:* Participants were fully engaged and the client was delighted with the workshop.

**INSATIABLY CURIOUS LEARNER**

**Instructional Systems Design certificate**, 2011. Indiana University.

**Bachelor of Fine Arts**, 1975. University of Florida, Theatre & Communications

**Master of Fine Arts**, 1998. Florida Atlantic University, Theatre & Video Production

**Master of Music**, 2001. University of Miami, Vocal Performance

**Professional Organizations:**

- ASTD: American Society for Training & Development
- NASAGA: North American Simulation & Gaming Association.

**Skillset:** Broad subject matter background, excellent rapport with SMEs, expert interviewing skills. Avid and encyclopedic learner, committed to continuous professional development, effective on self-directed assignments or team collaboration.