

Paul Brokenshire

Web, Graphic & User Experience Design Educator

Professional Profile

An enthusiastic and dedicated educator with over 7 years of experience supporting and mentoring undergraduate students through the full path of their learning and career development as skilled User Experience Designers. I believe that adult learners of design deserve clear, current, relevant and constructive education that serves their learning and mastery goals and that this can be best achieved through practical project-based learning, supported by mentorship and critique.

Education

M. Ed. - Educational Technology and Learning Design - 2020

Faculty of Education - Simon Fraser University

B Sc - Interaction Design - 2012

School of Interactive Art and Technology - Simon Fraser University

Teaching Experience

School of Interactive Art and Technology, Simon Fraser University

Limited Term Lecturer

Fall 2017 - Present

Sessional Instructor

Fall 2013 - Fall 2017

At SIAT my classes spanned the full 4 years of the undergraduate curriculum. In this role I covered topics relevant to many aspects of UX Design and Web Design careers that included, Design Thinking Processes, Interface and Workflow Prototyping and Testing, Visual and Graphic Design, Web Design and Development, Design Ethnography, Collaboration and Teamwork. This work included:

- Designing, updating and maintaining course content, lectures, activities and projects in order to keep them current and aligned with industry standard practices and principles.
- Providing formative critique and feedback on project work of design students and supporting their growth and learning in the field.
- Improving connections between the UX industry and students via industry guest-critiques, guest lectures and Q&As.
- Created and maintained online course resources via Canvas Learning Management System
- Updated and converted courses to fully remote education and adopting increased collaboration technology in response to campus closures during pandemic. Assisted fellow instructors in converting their own courses and getting comfortable teaching remotely.

Key Achievements

- Graduating students competitive in UX Careers, many getting work in corporate and agency design at SAP, Facebook, IBM, Asana, Dossier, All Purpose, Engine Digital and many others.
- Student work from courses won the student category of the Vancouver UX Awards in 2019 and 2020
- Teaching Evaluations consistently scored above the school and university average in teaching quality and value of content.

Teaching Experience

School of Interactive Art and Technology, Simon Fraser University

Upper Division Courses and Topics Covered

IAT432 - Design Evaluation

Course Topics: Quantitative Usability and Interaction Design Research Methods, Interface Redesign

Tools and Techniques: Figma, Sketch, Axure, Heuristic Evaluation, Workflow Audits, Think-Aloud and A/B Testing, Design Sprints.

IAT334 - Interface Design

Course Topics: User Interface and Mobile App Design, Goal-Oriented Design, UI Patterns and Principles, Workflow Design, Prototyping and Testing

Tools and Techniques: Figma, Sketch, Axure, Personas, User Journeys, Wireframes and Wire-flows, User Interviews and Testing

Awards and Achievements: Student Final Projects won the Student Category of the Vancouver UX Awards 2019 and 2020

IAT333 - Interaction Design Methods

Course Topics: Design Thinking, Qualitative Interaction Design Research Methods, Design Ethnography

Tools and Techniques: Interviews, Observation and Design Ethnography, Personas, Participatory Workshops, Interaction Storyboards and User Journey Mapping

IAT 431 - Speculative Design

Course Topics: Design as Art and Social Commentary, Ludic Design, Design Fiction, Creative Ideation and Blue Sky Scenarios, Exploring Wicked Design Problems

Tools and Techniques: After Effects, Premiere, Illustrator, Physical Prototyping and Film Scenarios, Diegetic Design Prototypes

IAT 339 - Web Design & Development

Course Topics: Web Design for E-Commerce, Accessible and Inclusive Web Development, Modular Web, Design Systems, Collaborative Design and Development

Tools and Techniques: Figma, HTML 5, CSS 3, JavaScript, SASS, GitHub, FTP

IAT 309w - Writing Methods for Research

Course Topics: Academic Writing and Argument, Process Analysis, Tone and Voice

Teaching Experience - Continued

School of Interactive Art and Technology, Simon Fraser University

Lower Division Courses and Topics Covered

IAT 235 - Web and Information Design

Course Topics: Information based Web Design for municipal and non-profit clients, Rapid Prototyping and Testing

Tools and Techniques: Figma, WebFlow, Axure, HTML and CSS

IAT 102 - Graphic Design

Course Topics: Foundation Principles of Graphic Design, Typography, Presentation, Design History, Visual Design for the Web.

Tools and Techniques: Illustrator, Photoshop, InDesign, WebFlow

IAT 100 - Digital Image Design

Course Topics: Principles of Visual Composition, Photography, Narrative and Comics, Motion Graphics

Tools and Techniques: Cameras, Photoshop, Illustrator, After Effects

IAT 103w - Communication and Collaboration

Course Topics: First Principles of Academic Writing, Thesis and Evidence, Ethos and Credibility, Teamwork and Collaboration

Skills and Techniques

Technical Skills and Tools

Figma
Illustrator
InDesign
After Effects
Photoshop
Axure
inVision
HTML/CSS/Js
Wordpress
Miro

Education Skills

Formative Assessment
Constructive Critique
Classroom Management
Inclusive Classroom Practices
Project Based Learning
Teaching team management
Technical Tutorials
Concept and Theory Lecture
Mentorship and Advising
Educational Resource Creation
Learning Design

Design Techniques

Human-Centered Design
Goal-Oriented Design
Design Thinking Process
Design Ethnography
Usability Audits
Heuristic Evaluation
Ideation and Brainstorming
Wireframing and Wire-Flows
Personas and Journey Mapping
Storyboarding and Scenarios
Rapid Prototyping

Teaching References

Russell Taylor - University Lecturer

School of Interactive Art and Technology - Simon Fraser University

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Chantal Gibson - University Lecturer

School of Interactive Art and Technology - Simon Fraser University

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Andrew Hawryshkewich - Senior Lecturer

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