



Education

- Ph.D. (practice-led)**, Design, University of Edinburgh, Edinburgh College of Art, Edinburgh, UK 2017
Thesis: *Analyzing and Interrogating Narrative Structures Through Comic Books*
Supervisors: Dr. Glyn Davis, Beverly Hood
- MFA (2-year M.Des.)**, Communication Design, Glasgow School of Art, Glasgow UK 2012
- B.A. (magna cum laudae)**, major Graphic Design, minor Mathematics, Regis College, Weston, MA 2004

University Teaching, Lectures and Workshops

Visiting Assistant Professor in Communication: American International College 2019–Present

Courses Taught:

Introduction to Journalism I (COM1201)

A requirement for the communications major. Students in this course write for the school's newspaper in order to learn basic research methods, develop news judgment, write clearly, accurately and objectively on deadline, and tell compelling and impactful stories.

Introduction to Journalism II (COM1202)

Building on the skills taught in COM1201, student are assigned beats and file their stories through the content management system WordPress. Students also gain understanding of media literacy, learn how to responsibly tell the news, and get insight into journalism's changing nature.

Introduction to Mass Communication (COM1281)

This course emphasizes the role of print and electronic media in the dissemination of information to a mass audience, the contexts in which communication occurs, and contemporary media literacy issues as they relate to mass communication.

Visual Communication (COM2631)

This studio-based class explores both the production and consumption of visual images. Students learn the basic principles of visual communication and how to apply them with design methodologies in order to solve communication and design problems. Critical analysis methods and ethical implications of electronic and print media images are discussed.

Public Relations (COM3201)

This course exposes students to theories of public opinion and audience research as well as how mass communication, marketing, and public relations converge to form strategic communication. Students apply that learning toward creating targeted messages in media such as print, direct mail, broadcast and cable television, web and mobile applications.

Graphic Design I (VDA2613)

This introductory class focuses on developing visual solution to communications problems regardless of medium. Students will learn the fundamentals of designing communication materials, including: effectively conveying messages with typography, images, and symbols; logo design; branding and visual identity.

Digital Storytelling (VDA2210)

Students learn how to communicate multilevel stories of a place, moment, person or time in a variety of digital media. Working with text, photography, video, and audio, students combine design principles—including viewpoint, composition, light, angle and setting—with literary structures—such plot and character development—to create dynamic multimedia projects.



Special Topics Seminar—Comics and Culture (COM3695)

This workshop-based seminar explores the intersection between comics and culture. By merging words and pictures, comics allow us to think, read, and communicate differently than we would in either medium on its own. Students learn the building blocks of comics and then put those tools into practice, making their own comics.

Internship Supervision (COM4899)

One of the major summative assessment points in the communications and new media majors is the internship. This course allows the student to gain professional experience, form relationships with practitioners in their field, apply the theories learned in the classroom in a practical setting, and reflect on how their educational journey has prepared them for their future career.

Directed Study: Capstone Experience in Visual and Digital Arts (VDA4695)

In this course, Visual and Digital Arts Majors spend time working one-on-one with a faculty mentor on projects that tailor their portfolios toward their intended career path. Students reflect on and contextualize their practice for presentation to future employers.

7-Week Online Directed Study: Great Directors (COM3290)

This course provides an introduction to cinema studies through the lens of the auteur. This course familiarizes students with the basic analytical tools for describing and interpreting films through the close reading of films from the 1940s to the present time.

7-Week Online Directed Study: Media Law and Ethics (COM3240)

This course covers the rights and responsibilities of mass media practitioners, as well as the impact of conglomeration on mass media. This course looks at the values of those who work in the media and the moral dilemmas they face in an increasingly complex and litigious society. Topics covered include privacy, an overview of libel law and intellectual property.

Curriculum and Program Development:

Redevelopment of Communication Major and New Media Majors & Minors

The Division of Communication and the Arts has seen decreased enrollment in two of its majors and minors: Communications and New Media. I was asked to take a fresh, holistic look at both majors to reenvision how they could appeal to today's students and continue to draw on the strengths of the department.

I worked with faculty and administration to craft new learning objectives that focus on developing transferable student skills and problem-solving abilities. With a focus on concrete career end goals, we surveyed the current course offerings and made adjustments to curriculum, pre-requisites and requirements. An assessment map with four-year plan for how to review the curriculum on an ongoing basis was also developed.

Name changes for both majors aim to make the goals of the programs clear: Media Communication Studies focuses on content creation of mediated communication and Communications and Public Relations focuses on written and verbal communication. The redesigned majors passed the Undergraduate Curriculum Committee and Faculty Senate at the end of Fall 2019.

Graphic Design I and II Course Redevelopment

During the redesign of the majors noted above, an overlap was identified between the Visual Communications (COM2631) and the Graphic Design (VDA2613). However, in order for the Graphic Design courses to serve the populations of all three majors, a redevelopment was necessary. Additionally, the original sequence divorced print and screen media, with only those students who elected to take Graphic Design II working on projects for web and digital delivery. The new



sequence exposes students to working across media from the outset, and serves as a formative assessment point for the redesigned majors, assessing students facility with various tools and visual communication techniques.

Development of Digital Marketing Communications Major

The marketing department identified an opportunity to develop an interdisciplinary major that prepares students for the growing field of digital marketing and content creation. Classes were identified that would compliment each other in providing students the theory and practice of crafting marketing campaigns across a wide array of communication media. The initial proposal was developed in Fall 2019, with learning objectives crafted in Spring 2020. Work on assessment occurred in Summer 2020 and the proposal will be voted on in Fall 2020.

Intercultural Communications Course Development

This interdisciplinary course developed between sociology and communications would expose students to the concepts necessary to understand, recognize, and appreciate various cultural perspectives, including their own. Myself and the professor in sociology created a draft syllabi which was presented to a workgroup of faculty of staff in order to receive input from a wide range of voices, backgrounds, and viewpoints. The course will be presented to the Undergraduate Curriculum Committee and Faculty Senate in Fall 2020 as one of the first interdisciplinary courses to be offered as part of the new General Education framework.

Service:

Elected Secretary Undergraduate Curriculum Sub-Committee: Arts and Social Sciences *Fall 2020*

AIC COVID-19 Student Retention Workgroup *Summer 2020*

In response to the emerging COVID-19 pandemic's impact on the college, a number of ad hoc workgroups were charged by administration in Academic Affairs with generating recommendations to guide the college. The focus of our group was to help student retention and persistence at AIC. The twelve members of the group looked at immediate ways faculty could be involved over the summer, but also looked at the overall issues of retention and persistence at AIC, examining these at the course, program, and academic support levels, to inform our suggestions.

AIC Black Lives Matter Video

Several AIC faculty members wanted to support the social justice protests happening across the country and in Springfield through a message primarily aimed at our students, but also showing support to all BIPOC people in our community. I was asked to help with the logistic and creative side of the video, as well as editing and distribution.

HIVE Learning Development

My division chair contacted me around differentiating for AIC students and faculty what kind of learning experience we will bringing to the classroom, regardless of instructional method this Fall. While the initial idea was born out of the challenges of COVID-19, we realized that this was an opportunity to focus on our institutional priorities and how those are already being foregrounded in our practices. We developed an acronym that brought our school mascot the yellowjacket and AIC's high-touch ethos together: HIVE Learning (High Impact Versatile Experiential Learning).

HIVE Think

One component of HIVE Learning is the creation of a space where faculty can share practices, strategies, tools, and other resources for teaching in remote, online, and a range of formats. The purpose of this community of inquiry is to create new and better ways to teach and interact with



students by partnering with faculty across disciplines to cultivate creativity, experimentation, and innovation. Faculty engage with each other through the regular sharing of best practices and/or novel class ideas/activities weekly during the summer via Zoom with a faculty facilitator.

Faculty Advisor—Rising Sophomore and Rising Junior Communications majors Spring 2020–Present

AIC Yellow Jacket Newspaper Print and Digital Redesign Spring 2020

Criterion the AIC Literary Journal Digital Redesign and Layout

Hiring Committee: APEX Student Support Coordinator

Faculty Advisor—Junior Communication majors Fall 2019–Present

AIC Yellow Jacket Newspaper Co-Advisor/Co-Publisher

AIC Diversity, Inclusion, and Equity Committee

Undergraduate General Education Committee Fall 2019

In the Fall of 2019 I joined the in-process revision to the general education curriculum. I represented the workgroup developing the Intercultural Communications Course, as this course represents core values of the General Education proposal: Cultural Sensibility and Interdisciplinarity. I created a rubric for Cultural Sensibility based off of the AAC&U VALUE rubrics of Global Learning, and Intercultural Knowledge and Competence. The committee successfully helped shepherd the proposal through the Undergraduate Curriculum Committee and the Faculty Senate.

Visiting Lecturer: Salem State University, Department of Art and Design. 2018–2019

Courses Taught:

Introduction to Electronic Media (ART 303-02)

This lecture/lab studio course focuses on vector and bitmap image editing, page layout and screen based media. Students are introduced to basic design principles and technical processes used by print and interactive designers, illustrators, and photographers. Topics include the purpose of specific file formats, the use of grids, typeface choices, color mode selection, and digital image rendering techniques. Five and one-half hours per week.

Typography (ART 315-01)

This elective covers the design and use of letterforms, typographic page layout, hierarchy of information, major type families and their characteristics, type as expression, and legibility/readability issues. The students produce work that focuses on how letterforms evoke meaning and connotations, then progress to working with larger pieces of text. Five and one-half hours per week.

Video and Animation for Multimedia (ART 381-01)

This project-led elective covers the design, planning and production of video and animation for computer-based interactive multimedia works. It introduces students to the tools necessary to create videos, motion graphics, animations and user-interfaces. By the end of the course, students are expected to have the ability to conceive, research, plan & produce motion graphic projects using the techniques, concepts, and vocabulary of the industry. Focus is places on the process of concept development, visualization, feedback and revision. Five and one-half hours per week.

Curriculum Development:

Learning Community

Fall 2018

As a part of the First Year Experience, incoming students are given the opportunity to take two linked courses. The same cohort of students attends both classes, offered by different departments,



which are ideally scheduled back-to-back. Myself and my colleague in English submitted a proposal for a learning community titled *Illustrated Micro Memoirs: “Drawing” from Your Life to Compose Graphic Novel-Style Narratives* that was approved for the Fall of 2019.

First Year Seminar: Pictures, Panels, Pages—Comics by Design *Spring 2019*

This course engages with the three stated First Year Seminar (FYS) course goals—actively encouraging students to develop their own academic interests and learn how to pursue them through critical thinking about one or more compelling questions or issues, aid students in developing their ability to express themselves and their ideas effectively and appropriately in a college setting, and help students begin to develop relationships and practices that will support their success in college— and ten instructional objectives that have been developed to aid students with integration into college life. The topic that informs this exploration is the language of comics, and specifically how the medium pertains to life-writing and design. This FYS was approved in April 2019 for inclusion in the Fall 2019 Course Catalogue.

Adjunct Professor: Wentworth Institute of Technology, Department of Humanities. *Fall 2018*

Special Topics in History—History of Design (HIST3800-04)

This elective fulfills a Humanities requirement, and is a required elective for Industrial Design majors. Using the Museum of Fine Arts as a study collection, this course surveys the global history of designed goods and design for industry from circa 1600 to the present, with emphasis on the twentieth century. It addresses not only styles and methods of production, but also trends in trade and consumerism.

Invited Lectures/Presentations

Place & Space: Exhibition and Non-Moving Images—Lesley University *Summer 2020*

Guest talk for Art + Design Department students in summer workshop

Watchmen: Comic vs Film—Lesley University *Spring 2020*

Guest lecture for Sophomore Seminar II (IDFLM 2420-02)

Layering Knowledge: Towards Interdisciplinary Thinking—AIC *Fall 2019*

AIC Common Hour Talk, Faculty Development

Media Specificity talk and Handpainted Film workshop—Emerson College *2016–2017*

Guest lecture and workshop once per semester for Introduction to Film Production (VM230)

Zine Workshop—Edinburgh College of Art *2014–2015*

One-week workshop each semester for MA and MFA in Illustration students

Presentation of PhD practice at inaugural Glasgow Laydeez Do Comics *February 2014*

Professional Development

AAC&U VALUE Institute Calibration Training—Written Communication Rubric *Summer 2020*

Healing Racism Institute of Pioneer Valley Seminar *Fall 2019*

This two-day intensive seminar addresses how racism and implicit bias of every kind impacts members of our communities and looks to provide tools to educate ourselves and others in how to tackle racism. The Healing Racism Institute of Pioneer Valley is modeled on the ongoing Facing Racism sessions in Grand Rapids, Michigan that engage the entire community around issues of race and inclusion. The seminar is led by a moderator from the Grand Rapids program. Attendees model how to have productive conversations around difficult subjects, such as privilege and bias, that are grounded in personal experience and humility.



First Year Seminar Summer Institute

Summer 2019

This institute is sponsored by the Center for Teaching Innovation and the First Year Experience office. It is intended for faculty teaching a First Year Seminar (FYS) for the first time to develop their syllabus and assignments in a collaborative environment. Topics covered over four day-long workshops include: strategies for teaching first-year students; designing effective assignments and class activities; selecting materials that engage students in critical thinking and model outcomes; incorporating student success activities that help students begin to develop relationships and practices that will support their success in college; and building community in the classroom.

Academic Publications

- ✿ Lombard-Cook, Kat. (2014). 'Jason Shiga's *Meanwhile* and digital adaptability of non-traditional narratives in comics.' *Journal of Graphic Novels and Comics*, 6(1), pp.15-30.

Academic Conference Organization

Program Co-ordinator: Comics Forum

November, 2015

- ✿ Peer-reviewed abstract proposals on the theme of politics and comics
- ✿ Co-developed panel themes and schedule for a two-day conference in Leeds
- ✿ Co-developed keynote event and organized speakers

Co-organizer: Scottish Comics Unconference Meet-up

February, 2015

- ✿ One of team of five who developed, promoted and ran this unconference in Glasgow
- ✿ Co-developed a call for presentations and website to promote the event
- ✿ Created maps for attendees unfamiliar with Glasgow
- ✿ Co-organized logistic and practical considerations prior to the event
- ✿ On the day: helped run registration and facilitate/moderate discussions

Academic Conference Papers

Mapping the Journey: The Cartography of Autobiography

June 2015

Joint Graphic Novel and Comics and IBDS Conference, Voyages, University of London Institute in Paris

Structural Subversion—Violence Against the Comics Form

November 2014

2014 Comics Forum, Leeds

Experiments with Form: Comics' Relationship with Literary Post-modernism

July 2014

International Comics and Graphic Novel Conference, British Library London

Subjectivity of Memory in Childhood Graphic Memoirs

May 2014

International Conference on the Cultural Politics of Memory, Cardiff University

Digital Adaptability of Nontraditional Narratives In Comics

June 2013

Joint IBDS and Graphic Novel Conference, Scotland and the Birth of Comics, University of Glasgow

Fun Home and Persepolis: Autobiographical Approaches

April, 2013

Adventures in Textuality, University of Sunderland

Exhibitions

Drawing out Memories—Interim PhD exhibition at the Glad Café CIC, Glasgow

April 2014

Autobiography poses questions around authenticity unique in non-fiction writing. An autobiographer may use facts, figures and first-person accounts, much like a historian, but those who choose to recount their own histories must also rely on much more ephemeral sources. Questions surrounding the autobiographical self are compounded in graphic memoirs, where self-representation becomes



another key to unlocking one's past. The act of drawing makes the subjectivity of the author manifest in all facets of the narrative.

Creative Work

Whose Woods These Are—*Lanterns with painted glass, paper, and models* 2015
An exploration of sculptural comics and memory.

A Doll's House(s)—*Dioramas, children's toys, models and paper* 2015
These sculptural comics explores place through juxtaposing various levels of understanding.

Memories and Process: Mapping—*Paper, ink and thread* 2013–2014
Part of an exploration of memory, recalling daily routines, stepping back five years at a time.

Model Family—*Plastic models and paper* 2013
Using model toys, I cut and twisted the plastic parts from their scaffolding and began to wonder at all the things that could be held in place instead of the components to a ship. I considered what would be the component parts of my family.

Map Comics—*Folded paper, maps, and vellum* 2012
These pieces are an exploration of how these basic elements of comics reading can be applied outside their normal contexts and applied in different mediums.

Folding Narratives and Map Books—*Folded and cut paper* 2011
Maps are essentially a story about how to get from point A to point B. When maps are folded, suddenly sections of the map that aren't geographically connected are juxtaposed, making new paths that may visually make sense, but can't physically exist. I became interested in play and how the reader's engagement with the physical object could change the course of the narrative.

Design Employment

Freelance Designer. Castaway Cutout, Littleton, MA. 2017-2019

- ✳ Created a graphic identity for handcrafted paper goods business
- ✳ Produced marketing collateral and packaging materials for business
- ✳ Created and maintained various online and social media channels to promote the business and sell goods: Etsy, Shopify, Instagram, Facebook, and Pinterest
- ✳ Wrote copy for blog and other online outlets

Promotional Designer. Pop!South, Glasgow, UK. 2013-2016

- ✳ Performed graphic design and marketing duties as part of a gig-promoting collective
- ✳ Created a graphic identity for the collective
- ✳ Produced posters for each show which fit within a brand look while also communicating the individual sound of each band/gig
- ✳ Created and maintained wordpress blog & integrated social media marketing
- ✳ Wrote copy for blog and other online outlets

Motion Graphic Designer, Co-Creative Director and Post-Production Supervisor. 2004-2010
Pulse Media, Watertown, MA.

- ✳ Produced all print and online marketing materials for small video production company
- ✳ Managed duplication orders, maintained two edit suits and oversaw in-house and freelance post-production personnel
- ✳ Designed end-to-end corporate videos—designed pitches, co-creative directed, art directed on-site, designed motion graphics and created deliverables such as DVDs and/or compressions



Skills and Competencies

- * Adobe Creative Suite: predominantly Photoshop, Illustrator, InDesign, Acrobat Pro, Lightroom, Premier and After Effects, as well as legacy products such as Muse, Director and Flash
- * Apple Final Cut Pro, Compressor, and Motion
- * DVD Studio Pro
- * SmithMicro Manga Studio/Clip Studio Paint and Poser
- * Microsoft Office
- * Blackboard, Moodle, and Canvas learning management systems
- * Online content management systems such as Wordpress
- * Familiarity with Google Analytics and SEO
- * Knowledge of UX/UI principles from graduate course on user experience design during my M.Des
- * Familiarity with various Mac & PC hardware, scanners and printers from over 20 years experience
- * Studio print-making techniques such as screen-printing, lino-cutting and stamp-making
- * Bookmaking techniques such as casebinding, coptic binding, saddle stitching, various Japanese stab bindings, long-stitch binding, french-stitch binding, folded books and flag books
- * Certified as a COVID-19 Contact Tracer through Johns Hopkins online certificate course

Non-Academic Publications

- * “Artist Spotlight” Interview, *Design Spaces*, *May 5, 2017*
- * “Laydeez Do Comics,” *TYCI*, *February 04, 2014*
- * “*The House that Groaned* review,” *Infinite Earths*, *January 25, 2013*
- * “Chris Ware’s *Building Stories: An Exploration of Space*,” *Infinite Earths*, *April 29, 2013*

Professional Affiliation

- * AIGA Boston
- * Founding Member of the Comics Studies Society

Portfolio available at KatLombardCook.com