

# ALLISON MCMANUS-GRAHAM

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## *Structure, Definition, Agency, Intent, Measurement*

- ♦ Designing instructional narrative experiences through the practice of role-playing scenarios, in-situ immersive learning experiences, augmented reality live-assist, streaming motion capture, and mixed reality HoloLens 2
- ♦ Master of Education & Administration combining my successful background in film, television, and web-based story narratives with my passion for teaching & technology

## EDUCATION

- 2023  
expected      **Master of Arts Johns Hopkins University (4.0)**  
Immersive Storytelling and Emerging Technology
- 2020      **Masters of Arts California State University Channel Islands (4.0)**  
Curriculum, Design, Technology, & Education Administration
- 1993      **Bachelor of Arts Southern Methodist University (3.79 + 199hrs)**  
Organizational Psychology with Neuroscience concentration

## EXPERIENCE

- 2020-present      Positive Augmented Research & Development (PAR-D)—Research Associate**
- ♦ Organized field research, structured abstract information, generated coding for research analysis.
  - ♦ Wrote and edited materials for publication and ASCEND presentation.
  - ♦ Investigated, identified and compiled lists of potential data subjects in accordance with study objectives and parameters, as appropriate using grounded theory as part of the research.
  - ♦ Co-led research with PAR-D Labs and **NASA Jet Propulsion Lab (JPL)**
    - Maintained ongoing communication regarding work progress with JPL.
    - Ensured protocols and overall clinical objectives were met on schedule.
    - Co-Lead research associate investigating trust and autonomy in the Mars 2020 mission.
    - Analyzed and evaluated clinical data gathered during research.
- 2016-2018      Samsung Electronics of America, Inc. —Digital Project Director**
- ♦ Organized appropriate pedagogical scenarios to achieve innovative learning experiences, presented internal front-facing team training, measured instructional goals, and reported achievements to key stakeholders.
  - ♦ Demystified, developed, taught, and divisionally managed a year-long project-management software tool Teamwork™, wrote new curriculum, introducing new hires and existing staffers to software tools course.
  - ♦ Structured collaborative, multidisciplinary teams within flexible learning schedules and intersectional environments.
  - ♦ Enhanced core curriculum by connecting through various learning delivery methods, role-based learning development plans, eLearning, company-centered discussions, instructor-led, on-demand, and blended learning content.
  - ♦ Developed activities and discussion topics to enhance training comprehension.
  - ♦ Adult learner centered (LMS) engagement using contemporary curriculum strategy, administration, tracking, reporting, and documentation design.
  - ♦ Scheduled & budgeted all 'How-To' videos for consumer products division: mobile, electronics, appliance, for United States consumer ecosystem.
- 2013-2015      AT&T Center for Learning—Account Director**
- ♦ Determined performance standards, skill/knowledge requirements and training objectives.
  - ♦ Performed analysis to identify and implement appropriate training resources and procedures.

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- ♦ Authored and utilized appropriate media to develop storyboards, job aids, script and instructor led as well as self-paced materials.
- ♦ Produced design plans targeted to agile client performance needs, developed courses, and learning interventions, integrating a variety of adult instructional techniques.
- ♦ Synthesized with design team to create graphics and motion graphic videos to support engaging learning content quickly.
- ♦ Spearheaded multiple small, medium to high scale projects from initiation to physical deliverables.
- ♦ High security clearance and access to the NOC (Network Operation Center).

### 1998-present **Film Producer**

- ♦ Headed film productions from independent low budget to multi-million-dollar studio pictures from concept to deliverable completion. Stepping into a permanent position with immersive storytelling experience.
- ♦ Analyzed production process of \$150K-\$25MM budgets, working within specific timelines, creative teams as well as final deliverables to market.
- ♦ Hired and negotiated all cast and crew contracts – union & non-union.

### 2005-present **Director/Writer**

- ♦ Creative orchestrator navigating creative talents in multiple arts through digital visual story imaging.
- ♦ Writing, storyboards, story maps, gaming narratives, content development, character design & world building.
- ♦ 360° Immersive story architect.
- ♦ Conceptualize, originate, plan, conceive, and execute abstract concepts into concrete deliverables.

## TEACHING EXPERIENCE

### 2005-2008 **Highland Park High School**—English Teacher

- ♦ Planned and executed lessons scaffolding key curricular into thesis paper subject areas with particular attention to additional scaffolding for a subset of students.
- ♦ Engaged 9<sup>th</sup>-10<sup>th</sup> grade students in experiential learning activities, conversations, and advanced writing in-line with the district-standardized curriculum during 80-minute classes.
- ♦ Adapted lessons in innovative ways to allow all students to be able to participate in activities flexible to maximize long-term learning.

### 2004 **Hillcrest High School**—Teacher's Assistant

- ♦ Co-taught 9<sup>th</sup> grade math algebra curriculum.
- ♦ Acclimated incoming ESL students during a structured 6-week academic Fall program designed to support students in transitioning to a new school.
- ♦ Assisted with preparing students in standardized testing at the state and national level.

## TECHNICAL

Microsoft 365, Google Suite, Adobe Creative Suite, Unreal Engine, C++, Maya, Blender, GMETRI, 360° Video, Oculus, HoloLens 2.

## PUBLICATIONS

Trust in Autonomy: Human-Computer interaction glow up: Examining operational trust and intention towards Mars autonomous systems. ASCEND powered by AIAA, 2022.

Bi-inary Converginary: Front Lines, Worlds Apart Collide. Allies for Education Journal, 2021.

## PRESENTATIONS

The Prevention of Hate Speech and the Spread of Fake News: PrismaEU Talks, Prisma European Network, 2021.

Digital Story Narrative & Genre: California State University Northridge, Augmented Reality Lab, 2021.

Q&A with Filmmakers Panel: ClexaCon Film Festival, 2020.

How Social Media Makes Us Unsocial: [TEDxTALK](#). Southern Methodist University, 2014. (*Over 1 million views*)