JW

Jesse Warne

Designer & Educator

Current Position

I am currently working as Interaction Designer in the Center for eLearning and Connected Environments at the University of Central Oklahoma(UCO). In this role I design the user experience of interactive learning applications and environments. I am also responsible for art direction, user interface design, and illustration.

Education

BFA - Graphic Design, UCO Fall 2009
MFA* - Graphic Design , UCO expected completion Spring 2018

Design Philosophy

My goal as a designer is to develop interesting solutions through observation and exploration of a problem until it leads to a unique opinion or perspective. This will then facilitate a design solution that has clear direction, is engaging, and ultimately results in a stronger connection with the audience.

Teaching Experience

University of Central Oklahoma - Instructor
- Design Foundations II - Fall 2017
- Design Foundations IV - Spring 2017
- Design Foundations II - Fall 2016
- Design Foundations IV - Spring 2016
- Design Foundations II - Fall 2015
- Design Foundations IV - Spring 2015
- Design Foundations II - Fall 2014

University of Central Oklahoma - Teaching Fellowship
- ClockTower Studio - Fall 2017
- InkTank - Fall 2017
- Competition Studio - Fall 2017

Professional History

Adjunct Professor. UCO Fall 2014 - present
Interaction Designer. UCO 2011 - present
Illustrator. Tate Publishing Enterprises Jan. 2010-Mar. 2011
Graphic Designer. Walker Creative Inc. Sept. - Dec. 2009
Design Intern. Walker Creative Inc. July 2009

![JW logo]

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Student Work

Project: Symbol Set
Course: Design Foundations II
Student: Nikolas Long
Students are asked to design an icon of an object then transform that icon into a series of symbols with a common theme.
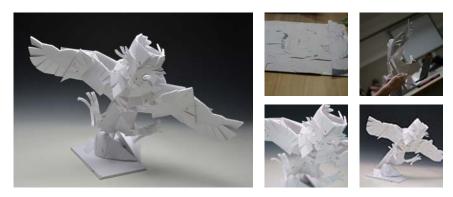

Project: Conceptual Teapot
Course: Design Foundations IV
Student: Katherine Booye
Students are asked to design a wire teapot that expresses an emotion. In this case, inspiration.

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Student Work

Project: Foamcore
Course: Design Foundations IV
Student: Semin Park
Students are asked to design a dynamic three dimensional sculpture out of a single sheet of foamcore and pins. They are allowed to make cuts, scores, and folds but no piece may be completely removed.

Project: Cliché
Course: Design Foundations II
Student: Laura Zelaya
Students are asked to see the old and the obvious in new ways by illustrating a unique interpretation of a familiar cliché. Here we one student's take on "from cradle to grave".

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Student Work Completed in my Teaching Fellowship

Project: Paper Jam
Course: InkTank
Student: Brenda Chavez
An advertising campaign for an annual benefit concert. This event is put on by the UCO Design Department to raise money to cover student entry fees in design competitions.

Project: Tools of the Trade
Course: InkaaTank
Student: Austin Moore
Student designed promotional campaign of a Letterpress Lab workshop. A series of posters was produced to showcase various tools and processes available in the UCO Letterpress Lab as well as additional ads and event countdowns for social media.

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Teaching Philosophy

Goal

As a teacher my primary goal is to guide students in developing a design process. One with which they can approach a wide variety of problems with reasonable confidence that they can produce a creative solution through analysis, idea development, and execution of technique. This prepares students to be successful across a wide range of design disciplines as well as valuable contributors to society. Design has an increasingly larger spectrum of opportunities and roles in modern society. I believe a solid foundation in establishing a design process will give students the best chance to be successful in both traditional and emerging design fields.

Approach

I love stories. I think they have an almost magical power to bring people together and engage people in shared ideas and emotions. As an educator I use storytelling as a lens through which to view my students' educational experience and position them to be successful. By this I mean, I approach the student's academic career like an epic story and breakdown each course like an episode, and each project as a scene. In this journey the student is always the hero, and I am a guide to counsel as needed and help the students see the gravity of each challenge placed in front of them. I encourage them to train and work hard so they will be prepared when the time comes for them to save the prince, overtake the evil empire, or destroy the ring. When they realize they are their own "only hope," they are compelled to take greater ownership in their own learning experience.

Perspective

I think that is perhaps the greatest ability a designer has to offer society is that of empathy. Designers are empaths, this makes them uniquely qualified to solve complex problems that may seem difficult to others because designers are able to understand how it impacts those affected by the problems. This allows designers to find solutions that work the way people work. This human centered approach is what allows designers to effectively connect to target audiences even if they themselves do not belong to that group. It allows them to design technology and interfaces that make interactions with new technology seem instinctual and natural. I encourage my students to embrace this gift and to consult it from the very beginning of every project and continue to approach things from this perspective throughout their process and career.

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Courses Taught

DES 1033 - Design Foundations II
This course, designed to work in tandem with Design Foundations I, focuses on the critical thinking and creative problem-solving strategies utilized in 2-dimensional design. Students use the elements and principles of design to make meaning by creating mind maps, symbols, icons, layouts, and books. Presentation and craft are stressed. This is part of a required foundation sequence that will prepare students for DES 1053.

DES 1053 - Design Foundations IV
This course, designed to work in tandem with Design Foundations III, continues to hone critical thinking, conceptual development, and craft in the 3-dimensional environment. Students will explore creativity within constraint though invention, innovative use of materials and teamwork. This course culminates in a Freshman Portfolio Review.

Courses Taught In Teaching Fellowship

DES 3713 - Competition Studio
In this studio course advanced graphic design majors will develop designs for entry into competitions.

DES 4753 - InkTank
This course is a working in-house design studio managed and staffed by advanced graphic design majors. The purpose of InkTank is to fulfill department needs through design and implementation of fundraising materials and events. InkTank's additional mission is to provide high quality design for pro-bono clients.

DES 4763 - ClockTower Studio
This course is a working graphic design studio managed and staffed by advanced graphic design majors to work with campus and community clients in a professional setting.

Guest Lectures

History of Graffiti
A lecture on the origins and influences of the graffiti art movement. The content covers pioneers, terminology, methods, materials, global adaptations, and current trends in graffiti. This lecture has been presented every fall since 2009 in UCO's History of Graphic Design III.

Typeface Design
A lecture and demonstration on using the Fontself Maker plugin for Adobe Illustrator and Font Forge in a typeface design workflow. This lecture has been presented in UCO's Advanced Typography course.

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Conferences
O'Reilly Design Conference, CA 2017
Adobe Max, CA 2016
HOW Design Live, GA 2016
Adobe Max, CA 2015
HOW Interactive Design Conference, CA 2014
Adobe Max, CA 2014
HOW Design Live, MA 2014
Transformative Learning Conference, OK 2014(presenter)
HOW Design Live, CA 2013
Heartland eLearning Conference, OK 2013(presenter)
HOW Design Live, CA 2014
HOW Interactive Design Conference, CA 2013
Transformative Learning Conference, OK 2013
mLearn Mobile Learning Conference, NJ 2012(presenter)
Heartland eLearning Conference, OK 2012
Adobe Max, CA 2012
Oklahoma Research Day, OK 2009(poster)

Committees
OSU-OKC Graphic Design Program Advisory Committee 2015
Heartland eLearning Conference Planning Committee 2014
Transformative Learning Conference Marketing Committee 2014
Heartland eLearning Conference Planning Committee 2013

Leadership
Educators Leadership Academy 2013

Volunteer Service
Assistant Coach, Northwest Optimist Strikers U19 Girls Soccer - 2007
Head Coach, Northwest Optimist Stampede U6 Coed Soccer - 2008
Head Coach, Northwest Optimist Stampede U6 Coed Soccer - 2009
Head Coach, NOKC Soccer Club U10 Boys Soccer - 2013
Head Coach, NOKC Soccer Club U10 Boys Soccer - 2014
Head Coach, NOKC Soccer Club U12 Boys Soccer - 2015
Head Coach, NOKC Soccer Club U12 Boys Soccer - 2016
Head Coach, NOKC Soccer Club U14 Boys Soccer - 2017

Organizations
AIGA, the professional association for design
Online Learning Consortium

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Exhibitions

Squared Up, group benefit show - *painting and letterpress printing*, 2017
Teach Can Do, UCO faculty show - *painting and design*, 2017
Extended Art, group show - *painting*, 2016
OKC125, group show - *photography*, 2015
Decked Out, group benefit show - *painting*, 2011
Art on Film Row, group show - *painting*, 2014
60 Artists: 60 Minutes, group show - *photography*, 2010
Paseo Arts Festival, festival artist - *painting*, 1996

Clients

Edmond CityLink - *transit map and poster design*
Oklahoma Today - *editorial design and illustration*
Institute of Learning Environment Design - *art direction and book design*
University of Central Oklahoma - *illustration and art direction*
Kelsi Laine Photography - *identity design, branding, and art direction*
STLR Program - *identity design, branding, art direction, and advertising*
Water For All -*identity design and art direction*
TL Conference - *identity design, branding, and art direction*
Heartland eLearning Institute - *identity design, branding, and art direction*
Pet-Vet Supply - *identity design*
Larry Hefner Fine Art - *website design and art direction*
Root Apparel - *apparel design, photography, website design, and art direction*

Instructional Design Experience

From 2011 to present I have worked as an Instructional Technologist specializing in interaction design in online and blended learning environments. This has given me the opportunity to explore both the teaching and learning experiences. Working with a small team of an animator, a programmer, and a developer, I oversaw the art direction and user experience of numerous projects ranging from online course content enhancement, digital publications, course gamification, browser based massively open multiplayer games, augmented reality, and fully immersive virtual reality experiences through a pedagogical lens that has shaped my perspective as an educator.