



I am a Virtual Exchange and Materials Development Specialist at the U.S. Department of State in Washington, D.C. at the Bureau of Educational and Cultural Affairs in the Office of English Language Programs on the Innovations Team. I've managed several projects, including *Panels and Perspectives: Creating Comics in the EFL Classroom*, *Create to Communicate: Art Activities for the EFL Classroom*, and the *Trace Effects* video game. I currently lead a team of virtual consultants working on English Language materials and projects. I'm interested in design thinking and human-centered design, transmedia approaches to education, educational technology, comics for education, leadership, motivation, and management for success. Before working at State, I was an English Language Fellow in Novi Sad, Serbia, through the State Department's English Language Fellow Program, and was a high school ESOL teacher and community college ESL teacher. I am an independent artist and distance runner in my free time.

EXPERIENCE

CREATIVE EDITOR & VIRTUAL EXCHANGE SPECIALIST

U.S. Department of State, Office of English Language Programs
Feb 2016 - Present

- Edit and manage print and digital content for the Office of English Language Programs,
- Design and Implement virtual exchanges for English language teachers and learners worldwide.
- Manage social media special projects and public-facing communications for bureau

GLOBAL PROGRAM MANAGER, E-TEACHER SCHOLARSHIP PROGRAM

U.S. Department of State, Office of English Language Programs
Oct 2013- Feb 2016

- Managed a multi-year \$2.5 million global educational scholarship program and oversaw all grantee activity as the Grants Officer Representative.
- Increased scholarships from 783 to over 1,200 per year.
- Redesigned program in 2015 to encompass latest learning technologies, including use of Open Educational Resources, webinars, building a CMS and LMS, MOOCs, and online courses run by notable universities across the United States.

TECHNICAL WRITER-EDITOR

U.S. Department of State, Office of English Language Programs
Jan 2011- Feb 2016

- Developed, wrote, edited, and produced English language program materials for classroom use and teacher training, including student texts, teacher reference books, websites, computer games and audiovisual materials via print and online means.

AWARDS

MERITORIOUS HONOR AWARD

Performance & Innovation | May 2021

COLLABORATORY GOLDIE AWARD

Collaboration with Global Audiences | Nov 2017

MERITORIOUS HONOR AWARD

MOOC Leadership & Innovation | Oct 2014



EDUCATION

MASTER OF ARTS, MAJOR IN TEACHING ENGLISH AS A SECOND LANGUAGE

American University | 2004- 2006

BACHELOR OF ARTS, MAJOR IN GLOBAL STUDIES

California State University, Monterey Bay | 2001- 2004

SKILLS

- Publication Design
- Creative Team Management
- Graphic Design
- Editing for Publication
- Virtual Exchange Specialist

TECH TOOLS

- Adobe Creative Cloud: Photoshop, InDesign, Illustrator, Acrobat, Behance, Portfolio
- Canva
- Microsoft Office Specialist: Excel
- Canvas Learning Management
- WordPress

CONTACT

jacquiegardy@gmail.com

Based in Maryland, USA



PUBLICATIONS

- Critical Creativity Cards - A classroom teacher-trainer card deck adapted from *Intention: Critical Creativity in the Classroom* (Burvall & Ryder, 2019) ; published 2022
- *Panels and Perspectives: Creating Comics in the English as a Foreign Language Classroom*, Office of English Language Programs, 2019
- *Create to Communicate*, First and Second Edition, Office of English Language Programs (2012 & 2019)
- *The Lighter Side of TEFL, Volume 2*, Office of English Language Programs, 2019
- *English Club Handbooks*, Office of English Language Programs (2018)
- *The Monster Book of Language Learning Activities*, Office of English Language Programs (2019)
- *Web Resources for English Language Teaching and Learning*, Office of English Language Programs (2018)
- *Writing Centers in Multilingual Settings*, Office of English Language Programs (2017)
- *American English Teacher's Corner*, 2015-current
- *Trace Effects Comics series*, Office of English Language Programs and The Super Group, 2012
- *Trace Effects Teacher's Manual*, Office of English Language Programs, 2012
- *Trace Effects Video Game*, Editor and Project Manager, 2012

SELECT PRIOR SPEAKING AND PROFESSIONAL EXPERIENCES

- "Beyond the Word Bubbles: Critical Thinking and Language Learning Through Comics Creation," ISTE Live 2021
- (Cancelled) "Beyond Word Bubbles: Comics & Critical Creativity," SXSWEDU, Austin, TX March 2020
- (Cancelled) "Beyond the Word Bubbles: Critical Thinking & Language Learning through Comics Creation," ISTE 2020, Anaheim, CA June 2020
- (Cancelled) "Beyond the Word Bubbles: Critical Thinking & Language Learning Around the World through Comics Creation" Comics Arts Conference at Comic-Con International, San Diego, CA 2020
- (Cancelled) "Panels to Pages: Using Comics to Produce Better Writers" NCTE 2020, Denver, CO
- "Beyond the Bubbles: Critical Thinking & ESL Through Comics Creation," EduCON 2020, Philadelphia, PA, January 2020
- "Government, Games, and Grants: Meet the Federal Games Guild." MAGFest. National Harbor, MD. January, 2020.
- "Artistic Pedagogy for Literacy Learning," NCTE, Baltimore, MD, November 2019
- "Beyond the Word Bubbles: Critical Thinking & Language Learning through Comics Creation," MassCUE, Foxborough, MA, October 2019
- "Beyond the Word Bubbles: Mega Llama and Ultra Chuy Join the "A" Team of Global Education", Comic-Con International, San Diego, CA, July 2019
- "Online and Blended Learning", ISTE 2019, Philadelphia, PA June 2019
- "Linking Language Education and Public Diplomacy," SXSWEDU, Austin, TX, March 2019
- "Digital Badging and Open Educational Resources: Tools for Global Impact," Badge Summit, Philadelphia, PA, 2019
- "Office of English Language Programs Materials and Resources," Southern African Region Annual Mid-Year Conference, Limpopo, South Africa, 2017
- "English Language Programs and Public Diplomacy," 4-day course, Johannesburg, South Africa, 2017
- "Bridging the Gap: Creating Opportunities for High-Tech Learning in Low-Bandwidth Regions," TESOL 2014, Portland, OR
- "English Language Programs Materials and Resources," American Corners, Moscow, Russia, 2013
- "Video games, collaborative activities, and more!" Kalmyk State University, Elista, Russia, 2013
- "Creating Virtual Reality Games for the ESL/EFL Classroom," TESOL, Dallas, TX 2013
- "Preparing Teachers to Use Virtual Reality Games in the Classroom," TESOL, Dallas, TX, 2013
- "Video Games and Language Learning," Electronic Village, TESOL, Philadelphia, PA, 2012
- "Rethinking Facebook," TESOL, New Orleans, LA, 2011
- "Podcasting for EFL Learning," TESOL, New Orleans, LA, 2011
- "Digital Nation and You: A Movie and Discussion on Digital Learning Today," Workshop, American Corners, Novi Sad, Serbia, June 2010
- "Using Podcasts for Test Preparation," American Corners, Novi Sad, Serbia, June 2010
- "Podcasts in EFL Settings," lecture presentation, Narva, Estonia, May 2010
- "Utilizing Web Technologies in EFL Settings," ELTA National Annual Conference, Belgrade, Serbia, May 2010