

Mark Wardecker

Instructional Technologist and Librarian

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Current Curriculum Vitae

Education

MLIS, Apr. 2008
University of Pittsburgh, Pittsburgh, PA

MA Classical Studies, Aug. 2002
Villanova University, Villanova, PA

BA English Literature, Dec. 1997
Summa Cum Laude
Shippensburg University, Shippensburg, PA

Certificate Carpentries Instructor, Aug. 2023
The Carpentries, Oakland, CA

Certificate Copyright Management and Leadership, Mar. 2012
University of Maryland University College, College Park, MD

Professional Experience

Instructional Technologist, Waterville, ME, August 2015 to May 2024
Academic Information Technology Services, Colby College

Interim Co-Director of Academic Technology, Waterville, ME, August 2022 to September 2023
Academic Information Technology Services, Colby College

Acting Classics Librarian, Urbana-Champaign, IL, January 2012 to July 2015
Classics Library, University of Illinois at Urbana-Champaign

Visiting Reference Librarian and Visiting Assistant Professor of Library Administration,
Urbana-Champaign, IL, January 2011 to July 2015
Reference, Research, and Scholarly Services, University of Illinois at Urbana-Champaign

Digital Services Librarian, Carlisle, PA, July 2008 to January 2011
Library and Information Services, Dickinson College

Liaison Librarian Intern, Carlisle, PA, July 2006 to June 2008
Library and Information Services, Dickinson College

Library Assistant/Serials Technician, Carlisle, PA, September 2004 to July 2006
Library and Information Services, Dickinson College

Library Assistant, Exton, PA and Chester Springs, PA, June 2000 to August 2004
Chester County Library System, Chester County Library and Henrietta Hankin Library

Teaching Experience

Adjunct Professor, Carlisle, PA, August 2005 to December 2005
Classical Studies Department, Dickinson College

7th Grade Exploratory Latin Teacher, Pottstown, PA, August 2001 to June 2002
Owen J. Roberts Middle School, Owen J. Roberts School District.

Projects, Colby College

With several Academic ITS colleagues, opened and managed (and named) the Mule Works Innovation Lab, a makerspace where students from every discipline may come together to explore new interactive technologies, such as virtual reality, 3D printing and laser cutting, and use these tools to generate innovative forms of scholarship and creative expression.

Assisted with piloting four courses with American Studies faculty under their “Digital Maine” initiative to engage students in research, digitization, and dissemination of stories about Maine people, places, and things. This mostly involved installing and customizing the Omeka content management system (and its Neatline mapping plugin) and the Oral History Metadata Synchronizer viewer and then instructing faculty and students on their use. I also attended ILiADS with these faculty members and colleagues from Special Collections and Academic ITS to work on augmenting this initiative and to prepare it for upcoming additions from various other academic departments and programs. These projects are now being featured at a [website](#) I created.

Created a Google Cardboard virtual reality app with a virtual art installation using images from Special Collections’ ArtStor Shared Shelf in order to demonstrate the technology.

With a colleague, created Google Cardboard and HTC Vive virtual reality simulations of Allen Island, an island off the coast of Maine owned by the Wyeth family, from terrain generated by imagery gathered by drones.

With a colleague and a biology professor, created a virtual reality simulation for the HTC Vive that models predator/prey relationships. In the simulation, each student takes on the role of a predator. As the students pursue, capture, and consume the prey, the game generates quantitative data that the students later analyze using R Studio.

With an ITS colleague and Colby’s INSITE Lab, supported an Environmental Studies professor with a [Northeast Sea Grant Consortium funded project](#) involving a VR simulation of wind farms. I created the demo on which the application was based and assisted the student developers.

Created a virtual reality application for the HTC Vive that allowed a Spanish professor and his class to view 360 degree images of several cathedrals they were studying. I have replicated this for several other courses in Spanish, history, and environmental studies.

With a colleague and a Spanish professor, taught a theater class to build [virtual theater sets](#) with Sketchup that we later imported into Unity. The students were then able to visit their sets in virtual reality using an HTC Vive headset and make adjustments to things, like scale and lighting.

Obtained a [VR hurricane simulation from Hofstra University](#) and ported it to our VR rig so that students in an Environmental Studies class could experience the damage caused by hurricanes of various categories.

With a colleague, created a virtual reality application for the HTC Vive modeling the 1960s Red Guard rallies in Tiananmen Square for a history class.

With a colleague, created a virtual reality application for the HTC Vive that allowed a chemistry professor and his class to view a detailed and enlarged model of a hemoglobin molecule.

With students, created a VR model of Waterville's new Children's Discovery Museum in order to assist with exhibition planning.

With a student, created an augmented reality iOS app for a poster presentation that displayed a 3D model of an insect brain she had created.

Created several augmented reality apps for Android that two environmental studies professors used to display 3D models of various insects while giving a talk at the California Academy of Science Museum.

Created a [Neuron Simulation app](#) using Unity for a psychology class to model neuron behavior during class and in flipped classroom videos.

Created a [web site for a mixed Latin class](#) that allowed 200 level students to create interactive commentaries for the course's texts that would assist the 100 level students with reading them.

With a colleague, assisted students in an art class with creating a [digital exhibition](#) of a set of Picasso prints the Colby Art Museum had recently acquired, featuring interactive timelines, maps, and slideshows.

Assisted an art history seminar with creating a [digital exhibition of a set of Indian paintings](#) from the Colby Art Museum.

With the students in an Art seminar, created a [website for LC Bates Museum](#) in Hinckley, Maine.

With students in an Art seminar, created a [website for the South Solon Meeting House](#)

Worked with independent study students in Italian to create maps using ArcGIS online that are based on books inscribed by Elio Pagliarani and to build a [website to showcase them](#).

Assisted a Jewish studies class with creating interactive iPad exhibitions using Prezi which were displayed at the Waterville Public Library and Maine State Museum.

Worked with the Colby Liberal Arts Symposium 2016 steering committee to select and implement an agenda-building app.

Set up my own JupyterHub cluster with K8S in GCP to better understand research computing clusters.

Deployed the Mirador viewer and an accompanying local annotation server onto the laptops of two faculty members for transcribing manuscripts.

With a colleague, set up working instances of a Loris IIF server and the Mirador viewer on Colby's network for a Spanish professor and her student assistant to use for transcribing a manuscript.

With a colleague, deployed a Digital Mappa 2 container for a Digital Manuscript Studies class so

they could transcribe and annotate a manuscript together.

Began using Google's Cloud Speech API and IBM's Watson/Bluemix API to create automated transcriptions of oral history interviews for faculty and students.

For economics classes on game theory and for the new Colby Economics Learning Lab, a colleague and I set up a local oTree and Git server so that they could easily deploy games online. We also set up an Orsee server to help with subject recruitment.

With a colleague, worked with an [Italian class](#) to help them use Audacity, Max MSP, and MIDI controllers. We then helped two students create a laser cut, musical map of Waterville in which were mounted MIDI controllers we custom built with an Arduino.

With a colleague, set up a Jobe server and installed and configured Coderunner in Moodle for the computer science department.

Created a facial recognition application for a Surveillance Culture class.

Projects, University of Illinois

With two graduate assistants, developed a reference interview simulator for training purposes with the interactive fiction software, Inform 7. A group of us then created a follow-up game for troubleshooting electronic resources using Twine.

Redesigned the Classics Library web site and migrated its content into the library system's content management system.

Created a [Tumblr](#) account to publicize the rare materials the Classics Library has been digitizing with the assistance of Library Preservation and Digital Content Creation.

Worked with the Visual Resources Librarian to develop a portal through the University Library website that incorporates information about finding, creating, editing, preserving, and using visual media, as well as library support for these activities.

With a colleague from the Undergraduate Library, created a new web page to access the Main and Undergraduate Libraries' electronic reference resources.

Redesigned the library's virtual tour pages.

Projects, Dickinson College

With three colleagues, developed an open source academic integrity tutorial in graphic novel format using Moodle 1.9, Pixton.com, and Aviary.com.

With a colleague from Instructional and Media Services, created a new page for accessing the library's electronic resources, using delicious.com.

Using Google Earth and Google Maps, created interactive maps and integrated them with texts for a seminar on Paris.

Utilized Mediawiki software to work collaboratively with faculty on creating research guides for students and, with Rafael Alvarado and Chris Francese, to create [digital commentaries](#) for research and pedagogy.

Created a Dickinson College Library Toolbar with Conduit. This was later coupled with a version of Portable Firefox that I added to free USB drives that were given away as gifts to all incoming Freshman during orientation.

With our Sirsi administrator, created several RSS feeds to alert faculty to new library acquisitions.

Set up a Google Analytics account for the library so that we could assess the usage of our research guides and Archives and Special Collections web pages.

Conducted several technology workshops for librarians and library staff on RSS, bibliographic software, Google Documents and Spreadsheets, Google Analytics, Mediawiki, Contribute, and Artstor.

Developed and presented a series of RefWorks bibliographic software tutorials for both students and faculty.

Projects, University of Pittsburgh

With two other classmates, created a digital repository of Irish Republican historical materials using Greenstone digital library software.

Was one of several students who helped Prof. Christinger Tomer rebuild the School of Information Sciences Information Technology Portal.

Grant

Institute of Museum and Library Services (IMLS) National Leadership Grant (October 2009 to October 2010 with Wheaton and Mt. Holyoke Colleges)

To identify and eventually implement a mechanism that will allow scholars from an array of smaller liberal arts schools to store and display digital texts that have been encoded in accordance with the Text Encoding Initiative standard. During the grant period, I participated in several in-person and virtual meetings, organized and hosted a meeting at Dickinson, created the project's web site, and interviewed several consultants.

Publications

Books

The Endeavours of Sherlock Holmes. London: MX Publishing, 2022.

Edited Volumes:

Derleth, August. *The Arrival of Solar Pons: Manuscript and Pulp Magazine Appearances of the Sherlock Holmes of Praed Street*. Manchester, NH: Belanger, 2023. This is a revised and expanded version of *The Dragnet Solar Pons* (below).

Derleth, August. *The Dragnet Solar Pons et al*. Shelburne, Ont.: The Battered Silicon Dispatch Box, 2011.

Articles and Short Stories

"The Adventure of the Docklands Apparition." *Sherlock Holmes Mystery Magazine*, no.10 (2013): 44-62.

- "The Adventure of the Earl's Mirth." *The New Adventures of Solar Pons: Tales of the Sherlock Holmes of Praed Street*, edited by David Marcum. Manchester, NH: Belanger, 2019.
- "The Adventure of the Last Casualty." *The New Adventures of Solar Pons: Tales of the Sherlock Holmes of Praed Street*, edited by David Marcum. Manchester, NH: Belanger, 2019.
- "The Adventure of the Missing Adam Tiler." *The MX Book of New Sherlock Holmes Stories - Part XIII: 2019 Annual (1881-1890)*, edited by David Marcum. London: MX Publishing, 2019.
- "The Adventure of the Second Round." *Sherlock Holmes Mystery Magazine*, no.5 (2011): 54-73.
- "The Adventure of the Wandering Stones." *The MX Book of New Sherlock Holmes Stories - Part XXXVII: 2023 Annual (1875-1889)*, edited by David Marcum. London: MX Publishing, 2023.
- "Before Solar Pons Met Mycroft & Moran: Preparing a New Edition of Solar Pons' Earliest Appearances." *The Pontine Dossier* 1, no. 3 (2022): 18-25.
- "The Maleficent Egg of Dr. de Groot." *Mad Scientist Journal*, Winter (2013): 30-38.
- With Serena Ferrando. "Noisemakers! Putting the Analog in Digital Humanities." *Humanist Studies & the Digital Age* 6, no. 1 (2019): 59-68.
- "The Politician, the Lighthouse, and the Trained Cormorant." *The MX Book of New Sherlock Holmes Stories - Part XXXIII: 2022 Annual (1896-1919)*, edited by David Marcum. London: MX Publishing, 2022.
- "Le Péril Vert." *The Willows* 1, no. 4 (2007): 57-65.
- With Emilia Marcyk and Angela Stangl. "A Reference Interview Adventure: Enhancing Library Training with Interactive Fiction." *E-Learning and the Academic Library: Essays on Innovative Initiatives*, edited by Scott Rice and Margaret N. Gregor. Jefferson: McFarland, 2016.
- "The Return of the 'Notorious Canary Trainer'." *Baker Street Journal* 58, no. 1 (2008): 39-42.
- "The Scarlet Thread of Murder Running Through: A Study in *Scarlet* in Iain Sinclair's *White Chappell*, *Scarlet Tracings*." *Sherlock Holmes Journal* (forthcoming).
- With Ed Webb. "Should the Daleks Be Exterminated?" *Doctor Who and Philosophy*, edited by Paula Smithka and Court Lewis. Chicago: Open Court, 2010.

Presentations and Posters

- With Bretton White and Timothy Stonesifer. *Virtual Black Boxes: Building Theater Sets in Virtual Reality*. Presentation at the Bucknell Digital Scholarship Conference. Lewisburg, PA, 2019.
- With Timothy Stonesifer. *Observing the Unobservable: Modeling the Natural World in Virtual Reality*. Presentation at the Bucknell Digital Scholarship Conference. Lewisburg, PA, 2018.
- With Jason Parkhill. *Inside the Box*. Presentation at NERCOMP - Google G Suite for Education: Inside and Outside the Box. Norwood, MA, 2018.

With Ellen Freeman, Jason Parkhill, and Timothy Stonesifer. *Virtual Reality in the Classroom*. Presentation at the Maine Academic Libraries Day Conference. Waterville, ME, 2018.

With Jordan Tynes, Wellesley College. *Digital Fabrication and Making in a Liberal Arts Context*. Presentation at the AALAC/CLAC Digital Fabrication and Making Conference. Wellesley, MA, 2018.

With Patricia Burdick, Margaret Libby, Jason Parkhill, Tammy Rabideau, Erin Rhodes, and Timothy Stonesifer. *A Sense of Community: Bringing Colby, the Waterville Public Library, and Local Residents Together To Tell Their Stories*. Presentation at the Maine Academic Libraries Day Conference. Waterville, ME, 2017.

With Jason Parkhill. *Cloud Web Hosting for Academics: Less Expensive and More Accessible than Ever*. Presentation at the Maine Academic Libraries Day Conference. Waterville, ME, 2016.

With Emilia Marcyk and Angela Stangl. *Reference Interview Adventure: Creating a "Choose Your Own Adventure" Game That Teaches the Reference Interview*. Presentation at the Association of College and Research Libraries Conference. Portland, OR, 2015.

With Emilia Marcyk and Angela Stangl. *The Inform(ed) Reference Interview: Using Inform7 To Create a Reference Interview Training Tool*. Poster Session at the Association of College and Research Libraries Conference. Portland, OR, 2015.

Digitizing the Classics Library's Dittenberger-Vahlen Collection. Presentation for the Classical, Medieval, and Renaissance Discussion Group. Invited speaker at ACRL WESS Classical Medieval Renaissance Discussion Group, ALA Annual. Chicago, IL, 2013

With Theresa Arndt, Michael Blake, Jeremy Magoon, and Yunshan Ye. *A Digital Storytelling Approach to Academic Integrity Instruction via Moodle*. Poster session at the Association of College and Research Libraries Conference. Philadelphia, PA, 2011.

Group Work and Committees, Colby College

Convener, Digital Humanities Roundtable (March 2016 to May 2024)

With faculty and staff, planned a series of talks and workshops about digital scholarship beginning in May 2017 with Oral Histories and Outreach. I arranged for Douglas Boyd, Director of the Louie B. Nunn Center for Oral History at the University of Kentucky Libraries and President of the Oral History Association, to attend as a guest speaker. Ryan Cordell, co-founder of Northeastern University's NULab, was the guest speaker at our second event on Digital Maps and Mapping in October 2018. In 2022, in conjunction with Colby Center for the Arts and Humanities, we awarded the first two Digital Humanities Course Development Grants.

Member, Davis AI Institute Advisory Board (July 2023 to May 2024).

With faculty, staff, and students, worked with the Institute to develop programming, courses, and workshops.

Member, Intellectual Property Working Group (January 2018 to December 2019)

With faculty and staff, working to develop an IP policy for Colby that is uniform across staff, faculty, and student employees.

Group Work and Committees, University of Illinois

Member, Central Public Services Committee (January 2011 to July 2015)

Met periodically with librarians from several divisions to discuss ways to increase collaboration within and across divisions for improvements in access, service, efficiency, and productivity.

Member, User Education Committee (September 2012 to July 2015)

Met monthly with librarians from several divisions to provide guidance and advice to the Coordinator for Information Literacy Services and Instruction and the University Library about user education and information literacy issues.

Member, Website Redesign Content Group (January 2015 to July 2015)

Worked with a large group of librarians to choose an appropriate content management system for the library website and to create the site's architecture.

Member, Digital Humanities Symposium Planning Team (August 2014 to February 2015)

With colleagues from the Library and the Institute of Computing in the Humanities, Arts, and Social Sciences planned the 2015 Digital Humanities Symposium *Digital Humanities Symposium: Explorations of Technology in Humanities Research* that took place in February 2015.

Member, Privacy Policies Work Group (February 2014 to January 2015)

Reviewed and updated the Library's current policies regarding personal privacy in Library use and Library records with several colleagues.

Member, Monograph RFP Committee (April 2014 to May 2014)

Evaluated several vendors with colleagues from Acquisitions and other departments.

Member, Scholarly Communications Committee (August 2011 to August 2013)

With five other librarians, planned and implemented services related to access and dissemination of research, understanding author rights, understanding copyright issues, and other academic publishing issues.

Member, Main Library Humanities Hub Planning Team (October 2012 to December 2012)

With several librarians and teaching faculty from a variety of humanities disciplines, developed a plan for relocating the Classics Library to the second floor of the Main Library and for tying it more closely together with other humanities libraries on that floor.

Member, Search Committee for Patron Services Manager (March 2012 to June 2012)

Reviewed candidates' application materials, conducted in-person interviews with candidates, and ultimately filled the position.

Member, Technology Training Subcommittee (September 2011 to May 2012)

With staff from several library divisions, developed and delivered technology training to library staff via in-person instruction, blog posts, and other media.

Group Work and Committees, Dickinson College

Chair, Online Academic Integrity Tutorial Development Group (February 2010 to January 2011)

With three colleagues, developed a tutorial in graphic novel format using Moodle, Pixton.com, and Aviary.com. A poster about this project was presented at the 2011 ACRL Annual Meeting.

Chair, Library Database Page Improvement Group (November 2008 to August 2009)

Worked with members of Academic Technology and the Library to redesign the web page that

presents the Library's electronic resources.

Member, Technology Services Roundtable for Academic Systems (May 2009 to January 2011)

With other LIS staff members from Institutional Systems, Infrastructure Systems, Instructional and Media Services, and the Library, facilitated communication between these groups as they pursued technology related activities, projects, and issues.

Member, LIS Website Redesign Committee (January 2007 to January 2011)

Represented the Library while working with selected representatives from LIS to completely redesign the LIS website.

Member, LIS Website Usability Study Committee (January 2006 to May 2006 and January 2008 to April 2008)

With other librarians and representatives from Academic Technology, designed and conducted usability tests on both students and faculty throughout the process of redesigning the website.

Member, Consortium of Liberal Arts Colleges 2010 Conference Planning Committee (July 2009 to June 2010)

I helped organize and conduct this IT conference with the CIO and several colleagues from LIS. I also served on the program committee and came up with the conference's theme.

Liaison and Instructor, Willoughby Fellows Program (January 2008 to January 2011)

Gave several talks on scholarly communication and visualizing text and data to faculty exploring pedagogical uses of new technologies during annual weeklong summer workshops. I have also acted as liaison to Prof. Ashton Nichols, whose work was featured during 2009's Day in the Life of the Digital Humanities.

Member, Reference Services Marketing Committee (September 2007 to January 2011)

Created and assessed several new web pages highlighting librarians and the services they provide.

Member, Social Sciences Liaison Librarian Search Committee (March 2009 to May 2009)

Reviewed candidates' application materials, conducted phone and in-person interviews with candidates, and ultimately filled the position.

Member, Usage Statistics Gathering Committee (September 2008 to May 2008)

Gathered COUNTER-compliant data from several publishers and formatted it so that decisions could be made regarding databases licenses and journal subscriptions.

Member, Digital Signage Committee (September 2007 to February 2008)

Worked with two members of User Services and another librarian to build two digital displays and two interactive kiosks.

Awards

Nominated by Dickinson College students and inducted into the classics honor society, Eta Sigma Phi.

Technology Experience

Operating systems: Windows, MacOS, Linux, iOS (and Xcode), Android (and its SDK)
Markup Languages and Formatting: HTML, CSS, XML (and the TEI encoding standard), XHTML
Integrated Library Systems: Sirsi Workflows, Innopac Millennium, Voyager, Koha

Learning Management Systems: Blackboard, Moodle, Angel, Sakai
Content Management Systems: Wordpress, Omeka (2 and S), Drupal, Scalar, Joomla, Ektron
Video Content Management Systems: Kaltura, Panopto
Digital Library Software: CONTENTdm, DSpace, Greenstone
Multimedia: Photoshop, Gimp, iMovie, Klynt, Audacity, Screenflow, Camtasia, and many others
Text Analysis and Data Visualization: Python, R, Mallet, Gephi, Voyant, AntConc, Tableau
Game Development: Unity (Certified Developer), Inform7, Twine
Virtual and Augmented Reality: Google VR SDK, SteamVR, Apple ARKit, ARToolkit SDK
Portable Research Environments: GCP, Docker, K8s, Helm, JupyterHub