

Elizabeth Keegan

Curriculum and assessment design · Game design education

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CPR registered, full right to work in Denmark | Danish at A2 and continuing



PROFILE

I design curriculum and the assessment that goes with it. Over ten years in higher education I have written degree programmes, taken one from proposal to launch, and rebuilt how a department decides whether a student is learning anything. My subject is game art and design, which turns out to be a useful place to work on this problem, because the field moves faster than any curriculum can and the structures have to survive constant revision. The work I am most invested in now is assessment that describes what a student is actually doing instead of assigning a number to it, because points tell students very little they can act on. I moved to Denmark in 2025 and I am working out where this practice fits in a system that already puts qualitative feedback, student autonomy and dannelselse ahead of marks.

WHAT I DO

Curriculum architecture

Degree and course design from learning outcomes through sequencing, assessment and accreditation. I wrote the curriculum for a four year Game Art and Design major and carried it from proposal to launch in 2020, then maintained standards across the programme as it grew.

Assessment design

The Constellation Framework is an ongoing practice that converts point-based rubrics into descriptions of observable behaviour, so that an evaluation tells a student something they can act on and takes an instructor less time to write. Developed at Columbus College of Art & Design and shared with other departments there. It is a practice I am still revising, not a finished product.

Faculty development and department leadership

Hiring, mentoring and supporting adjunct and full-time faculty. Budget, equipment, exhibitions, recruitment and retention for a growing programme. Service on faculty search committees.

Learning technology and instructional design

Canvas and Blackboard administration including integration management, Quality Matters certification for online course design, and over 80 hours of instructional video produced for teaching use.

EXPERIENCE

Chair, Game Art & Design | Columbus College of Art & Design, Ohio, USA 2020 to 2025

Took over the department when the new major launched. Hired and supported the teaching team, ran budget, equipment and exhibitions, handled recruitment and retention, and kept teaching studio courses across drawing, 3D and game production. Led the assessment research that other departments later drew on. Programme: ccad.edu/academics/undergraduate-degrees/game-art-design

Assistant Professor, Game Art & Design | Columbus College of Art & Design, Ohio, USA 2018 to 2020

Taught studio and digital foundations courses while writing the curriculum for a new four year Game Art and Design major, which launched in 2020. Built the community partnerships and exhibition programme that gave the new degree its public face.

Assistant Professor of Game Design and Interactive Media | Notre Dame College, Ohio, USA 2017 to 2018

Wrote the game design curriculum, advised students on portfolios and graduate study, ran community programmes built around game-based learning, and worked with colleagues on shared assessment and cross-listed courses.

Studio Lab Coordinator and Adjunct Faculty, Game Design | Notre Dame College, Ohio, USA 2015 to 2017

Built the foundation game design curriculum, ran the studio lab and its equipment, coordinated exhibitions, managed department finances, and set the web standards for archiving student and faculty work.

Video Game Design Teacher | The Cleveland High School for Digital Arts, Ohio, USA 2014 to 2015

Full-time secondary teaching with students aged roughly 14 to 18. Adapted the curriculum to state standards and to a group with wide differences in prior attainment, and ran long project work in which students built and published their own games.

Lead Game Designer, Turing Test Tournament | UC Berkeley, On the Same Page 2013

Led a small student team building a campus-wide web game, from core game flow through production pipeline and schedule to release.

EDUCATION

Master of Fine Arts, Department of Art Practice · University of California, Berkeley · 2012 to 2014

Bachelor of Fine Arts, TIME Digital Arts: Game Design · Cleveland Institute of Art · 2007 to 2011

Danish assessment of these qualifications through Uddannelses- og Forskningsstyrelsen is planned.

TOOLS AND SYSTEMS

Learning systems

Canvas and Blackboard administration including integrations, curriculum mapping and assessment design, Quality Matters certified for online course design.

Design and production

Unity and visual scripting, Maya for 3D modelling, lighting and rendering, Adobe Creative Suite, VR, AR and XR production, GitHub, Bitsy, itch.io.

Teaching hardware and web

Micro:bit, MakeyMakey, A/V setup and management for public events, HTML, CSS, JavaScript and JSON.

PROJECTS, PUBLICATION AND SERVICE

The Praxis Collective, a GitHub repository of curriculum modules bridging games education with public policy and nonprofit practice, in development with a collaborator. Co-author of Smokey's Scouts, the official Smokey Bear mobile game. Co-host of the gameEd podcast for the North Coast Game Educators Alliance. Technical reviewer for Unity 5.x 2D Game Development Blueprints. IndieCade jury judge, IMPACT category, 2023. Teacher Excellence Award, Columbus College of Art & Design, 2019 to 2022. Exhibitions include the Berkeley Art Museum MFA Thesis Show in 2014 and the Worth Ryder Gallery at UC Berkeley in 2012. Member of HEVGA, IGDA, Games for Change and the Council of Gaming Leaders.

LANGUAGES

English, first language. Danish at A2 and continuing at Sprogcenter Nordsjælland.

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