

# Géraldine Fauville

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Trilingual (Fr., En., Sw.) education project manager and learning science researcher. I am eager to use my expertise in leadership, and research to advance the field of digital technologies and knowledge.

To find more about me, check [geraldinefauville.com](http://geraldinefauville.com).

## Relevant Work Experience

### **Education Project Manager – I2SEA** (2008-present, part-time)

Stanford University/University of Gothenburg, Sweden

- ✓ Lead the development of online marine environmental science instructional materials for middle and high school students around the world
- ✓ Promote users' growth by advocating for our project materials and teaching outcomes to various audiences from policy makers to classroom teachers and education researchers
- ✓ Work in the classroom with teachers and students to implement our learning materials
- ✓ Celebrate the use of our instructional material by 30,000 students in 50 countries

### **European Project Co-Leader – Sea Change** and Sea for Society (2012-present, part-time)

University of Gothenburg, Sweden

- ✓ Co-lead 2 pan-European projects including respectively 17 and 28 partners in 7 and 12 countries promoting public understanding of the importance of the ocean
- ✓ Manage international & remote teams developing teaching materials (e.g., [iBook](#)), organizing outreach events (e.g., [CoderDojo Challenge](#)) & running professional development (e.g., [MOOCs](#))
- ✓ Organize, run and analyze outcomes from 6 [consultations](#) and workshops with various participants such as students; education, science and industry stakeholders; and policy makers.

### **Visiting Scholar** (2015-2016)

Graduate School of Education, University of California, Berkeley

- ✓ Designed an inquiry-based [learning resource](#) on loss of biodiversity
- ✓ Led classroom research on how to promote collaboration between students through instruction

### **Education Researcher** (2013-present)

University of Gothenburg, Sweden

- ✓ Study how platforms such as Facebook, VoiceThread, discussion forums, virtual laboratories, and online learning environments can support learning, communication and engagement among users
- ✓ Conduct research involving 100s of middle and high school students and teachers in the U.S. and Sweden, and online with students from 15 countries and adults
- ✓ Manage projects end to end: from planning, and recruiting subjects to data collection to communicating results through publications (e.g., [Computer & Education](#)) and conferences
- ✓ Create methods toolbox including protocols for interviews, discourse analysis, observations, focus groups, thematic analysis, surveys, ethnography, audio and video recordings

## Education

### **University of Gothenburg, Sweden**

PhD in Education and Masters in Education, Communication and Information Technology

### **Université catholique de Louvain, Belgium**

Masters in Sciences (Marine Biology), Undergrad in Biology