

I. PERSONAL HISTORY AND PROFESSIONAL EXPERIENCE

A. Educational Background

Master of Landscape Architecture

August 2001

University of Illinois (UIUC), Urbana-Champaign

Bachelor of Landscape Architecture

December 1994

Iowa State University (ISU), Ames

B. Academic Positions Since Last Degree

August 2004-p

Assistant Professor, Department of Landscape Architecture, Ball State University (BSU)

August 2001-July 2004

Assistant Professor, School of Landscape Architecture, Louisiana State University (LSU)

C. Other Professional Employment and Registration

March 1995-July 1997, August 2000-July 2001

Site Planner, Flad & Associates, Architecture-Engineering-Planning-Interiors, Madison, WI

June 1992-December 1994

Landscape Architecture Assistant, Design Services, ISU Facilities Planning & Management, Ames, IA

Professional Registration:

Landscape Architect, Indiana, License #LA20800003 (2007-p)

Landscape Architect, Louisiana, License #07-0511 (2003-2007)

D. Honors, Recognitions, and Outstanding Achievements

2014 Nominee (one of three representing BSU), "U.S. Professor of the Year," Council for the Advancement and Support of Education, Carnegie Foundation for the Advancement of Teaching

2012 Charles M. Sappenfield Award of Excellence, College of Architecture and Planning

2008 *INASLA 2008 Award of Recognition* for National Landscape Architecture Month planning & coordination (2008 INASLA Annual Meeting/Conference, Indianapolis)

2004 Teacher of the Year, LSU Landscape Architecture (presented by the Student Chapter ASLA)

1994-p Landscape Architecture Honor Society of Sigma Lambda Alpha, Inc.

E. Offices/Positions Held in Professional Societies

1992-p Member, American Society of Landscape Architects (ASLA)

2008-2009 Treasurer, Indiana Chapter of the American Society of Landscape Architects (INASLA)

2007-p Abstract Reviewer, Council of Educators in Landscape Architecture, Annual Meetings

2007-2008 Member, INASLA Finance Committee and Treasurer-Elect

2006-2008 Member, LARE Prep Committee, ASLA

2006-2008 Member, ASLA Landscape Architect Registration Exam Prep Committee

2006-2007 Member-at-Large (North), INASLA

F. Grants Received

2010 BSU Emerging Media Innovation Grant, *Video Games for Sustainability and Design* (Marlow and Hunt), \$9,300.

2010 BSU Summer Assessment Grant, *Undergraduate Landscape Architecture Alumni Satisfaction*, \$1,000.

- 2009 BSU Provost's Initiative – Immersive Learning Project Proposal, *Gaming & Landscape Architecture: Enriching Education and Perception*, \$18,500.
- 2008 BSU Summer Assessment Grant, *Landscape Architecture KSA Assessment: What are they thinking now?*, \$1,000.
- 2007 BSU Summer Assessment Grant, *A Model for Assessing Technical Literacy in Landscape Architecture*, \$1,000.
- 2005 BSU Creative Teaching Grant, *Visualizing the Designed & Engineered Landscape*, \$5,478.

G. Review Panels

- 2002 Faculty Representative, Louisiana Chapter ASLA Student Awards Jury, LSU School of Landscape Architecture

II. PUBLICATIONS AND CREATIVE WORKS

Primary Areas of Research/Creative Interest

- Building Information Modeling (BIM) in landscape architecture
- Sustainable landscape engineering (grading, stormwater, construction documentation)
- Site/comprehensive design and the landscape design process
- Designing and making games for landscape architecture and environmental design
- Visualization of landforms and landscape structures

H. Publications

- 2012 Marlow, C. Peer-Reviewed paper (April-June 2012): *Making Games for Environmental Design Education: Revealing Landscape Architecture*; International Journal of Gaming and Computer-Mediated Simulations, Vol.4, No.2.
- 2012 Marlow, C. Peer-Reviewed Paper in Proceedings (October 2012): *Making Games for Environmental Design Education: Revealing Landscape Architecture*; 6th European Conference on Games-Based Learning (Cork, Ireland).
- 2009 Marlow, C. Peer-Reviewed Paper in Proceedings (May 2009): *Games & Learning in Landscape Architecture*; 10th International Conference on Information Technologies in Landscape Architecture – Digital Landscape Architecture 2009, Valletta, Malta.
- 2009 Marlow, C., Calkins, M., Hunt, M., Motloch, J. Peer-Reviewed Paper in Proceedings (May 2009): *Design Education in Transition*; 10th International Conference on Information Technologies in Landscape Architecture – Digital Landscape Architecture 2009, Valletta, Malta.
- 2007 Marlow, C. Abstract in Proceedings (August 2007): *Comprehensive Landform Visualization*; Council of Educators in Landscape Architecture Annual Meeting, Penn State University, University Park, PA.
- 2004 Marlow, C. Abstract in Proceedings (November 2004): *Landforms & Structures: A Multimedia Exploration to Inform Design*; American Society of Landscape Architects (ASLA) Annual Meeting & Expo, Salt Lake City, UT.
- 2004 Marlow, C. Abstract in Proceedings (April 2004): *An Authorware Prototype for Interactive e-Learning & Visualization*; Teaching in Higher Education (THE) Forum 2004, Baton Rouge, LA.

I. Abstracts, Presentations, Lectures, and Related Activities

- 2020 Marlow, C. Abstract accepted for March 2021 presentation: *The Objects of Design: Making BIM Work for Landscape Architecture*; Council of Educators in Landscape Architecture (CELA) Annual Meeting, Louisville, KY.
- 2019 Marlow, C. Presentation: *Engaging the Fight for BIM in Landscape Architecture*; Council of Educators in Landscape Architecture (CELA) Annual Meeting, UC-Davis, Sacramento, CA.
- 2018 Marlow, C. and Ellery, P. Presentation: *Integrating BIM into LA Education*; Council of Educators in Landscape Architecture (CELA) Annual Meeting, Virginia Tech University.
- 2015 Marlow, C. Working Example Paper Presentation: *Space for Making...Games and Landscape*; Games+Learning+Society 11.0 Conference, Madison, WI.
- 2015 Marlow, C. Presentation: *Make Games, Make a Difference: Pathways to Learning and Awareness*; 2015 CELA Conference, Kansas State University.
- 2014 Marlow, C. Presentation: *Games in Design: Pathways to Learning*; Faculty and Student Symposium, BSU College of Architecture and Planning.
- 2013 Marlow, C. Presentation: *Don't Just Play the Game*; Charles M. Sappenfield Award of Excellence Lecture, BSU College of Architecture and Planning.

- 2013 Marlow, C. Presentation: *Games + Making + Learning: Landscape Architecture Revealed*; Council of Educators in Landscape Architecture (CELA) Annual Meeting, University of Texas-Austin.
- 2012 Marlow, C. Presentation: *Making Games for Environmental Design Education: Revealing Landscape Architecture*; 6th European Conference on Games-Based Learning (Cork, Ireland).
- 2011 Marlow, C. Abstract accepted, but unable to attend (January 2011): *Making Games for Landscape Architecture*; 12th International Conference on Information Technologies in Landscape Architecture – Digital Landscape Architecture 2011, Dessau and Bernberg, Germany.
- 2011 Marlow, C. Presentation: *Games & Play for Designers: Revealing Landscape Architecture*; 2011 CELA Annual Meeting, UCLA, Los Angeles, CA.
- 2009 Marlow, C., Calkins, M., Hunt, M., Motloch, J. Panel Presentation (September 2009): *Education for a Sustainable Future*; 2009 Greening of the Campus VIII: Embracing Change, Indianapolis, IN.
- 2009 Marlow, C. (with Motloch, Calkins, Hunt). Presentation: *Digital Game-Based Visualization: Catalyst for Learning in a Sustainable Future* in Panel Session “LDI Faculty Pursuit of Scholarship for a Sustainable Future” (Motloch, Calkins, Hunt, Marlow), Faculty and Student Symposium, College of Architecture and Planning.
- 2009 Marlow, C. Presentation (May 2009): *Games & Learning in Landscape Architecture*; 10th International Conference on Information Technologies in Landscape Architecture – Digital Landscape Architecture 2009, Valletta, Malta.
- 2009 Marlow, C., Calkins, M., Hunt, M., Motloch, J. Presentation (May 2009): *Design Education in Transition*; 10th International Conference on Information Technologies in Landscape Architecture – Digital Landscape Architecture 2009, Valletta, Malta.
- 2009 Marlow, C. Presentation (January 2009): *Enhancing Design and Engineering Workflows: Teaching & Learning Made Better with Digital Pen-Based Techniques*; 2008-09 CELA Annual Meeting, University of Arizona, Tucson, AZ.
- 2009 Marlow, C. and Hunt, M. Presentation (January 2009): *No Mere “Edutainment:” Video Gaming and Landscape Architecture Pedagogy*; 2008-09 CELA Annual Meeting, University of Arizona, Tucson, AZ.
- 2009 Marlow, C.; Calkins, M.; Hunt, M.; Motloch, J. Panel presentation: *Education for a Sustainable Future*; 2009 Greening of the Campus VIII: Embracing Change – Indianapolis, IN
- 2008 Marlow, C. Presentation (October 2008): *Dark Hour, Bright Future, and the Role of Landscape Architects*; 2008 INASLA Annual Meeting, Indianapolis.
- 2008 Marlow, C., Dahl, B., and Meyer, C. Presentation (October 2008): *LARE Workshop* (exam preparation session); 2008 INASLA Annual Meeting, Indianapolis.
- 2008 Marlow, C. Presentation: *A Prototype for Interactive e-Learning and Landform Visualization*; Faculty and Student Symposium, BSU College of Architecture and Planning.
- 2007 Marlow, C. *Comprehensive Landform Visualization*, 2007 CELA Annual Meeting, Penn State University)
- 2007 Marlow, C. Presentation (October 2007): *Imaging, Illustration, and Layout: Exploring What Adobe Can Do For You*; 2007 INASLA Annual Meeting, Indianapolis.
- 2007 Marlow, C. Presentation (October 2007): *Comprehensive Landform Visualization: An e-Learning Prototype*; 2007 ASLA Annual Meeting, San Francisco.
- 2006 Boyer, M., Seymour, M., Marlow, C. Presentation by co-authors (June 2006): *Landscape Architecture Retention: Are We Losing Ground Due to Attrition?*; 2006 CSLA/CELA Annual Meeting, Vancouver, B.C., Canada.
- 2004 Marlow, C. Presentations: *Landforms and Site Structures: A Multimedia Exploration to Inform Design*, LandTech Demonstration + Education Session, 2004 ASLA Annual Meeting, Salt Lake City, UT.
- 2003 Marlow, C. *A Prototype for Interactive e-Education and Visualization*, LandTech Demonstration + Education Session, 2003 ASLA Annual Meeting & Expo, New Orleans, LA.
- 2003 Marlow, C. LARE Survival, panelist, 2003 ASLA Annual Meeting & Expo, New Orleans, LA.
- 2002 Marlow, C. and Jenkins, D. Integrating Computers into Traditional Coursework, part of panel session Shifting Ground – Challenging Traditional Teaching Methodologies: E-Learning, Distance Learning, and Integration of Computer Technology into Design Education (Popadic, Marlow, et al.), 2002 CELA Annual Meeting, SUNY, Syracuse, NY

III. RESIDENT INSTRUCTION

J. Summary of Instruction Assistant Professor, BSU

Courses Taught

- CAP DW** **DesignWorks Summer High School Workshop**
LA 100 **Introduction to Landscape Architecture (CAP 1st year undergrad)**
An introduction to landscape architecture: lectures, site observations, and environmental experiences that focus on landscape architectural practice, representative projects, philosophy, and areas of specialization within the field. (2 cr.)
- LA 201** **Site Design (2nd year undergrad)**
Application of basic design principles, programming, and analysis to small-scale site-specific landscape design problems. Visual and functional design principles as they relate to natural and cultural influences in landscape design. (4 cr.)
- LA 211/311** **Landscape Architectural Engineering 1 (3rd year undergrad; 2nd year grad)**
Principles and practices of landscape engineering. Emphasizes the techniques and applications of land surveying, earthwork techniques including grading and estimation, and principles of site drainage. (4 cr.)
- LA 214** **Field Studies (2nd year undergrad)**
On-site studies of landscape architectural projects and practices, natural areas, and historic sites and landscapes. Urban or rural field trips; may include visits to professional offices and public planning and design agencies. One three- to five-day field trip is required. Offered credit/no credit only. (Parallel: LA 201)
- LA 313/413** **Landscape Architectural Engineering 3 (4th year undergrad, 3rd year grad)**
Principles and practices of landscape engineering and construction. Emphasizes roadway and parking lot engineering, practices of storm water management, and advanced grading. (4 cr.)
- LA 404** **Landscape Architecture Comprehensive Project (5th year undergrad)**
Analytical, conceptual, and design development processes applied to a comprehensive project in landscape architecture. Emphasizes guided independent design work based on individual initiative. (5 cr.)
- LA 414** **Landscape Architectural Engineering 4 (4th year undergrad)**
Advanced methods of landscape architecture engineering and construction/implementation practices. Subjects include advanced applications for construction documentation, Building/Site/Land Information Modeling (e.g. BIM); documented sustainable design criteria/guidelines/techniques (e.g., SITES); landscape construction management; and post-construction evaluation. Course topics may include advanced sustainable site construction and landscape engineering applications for lighting, water, material selection, and landscape management (3 credits). Prerequisite: LA 313 or permission of the instructor.
- LA 498¹/598¹** **Games Design and the Environment (grad and undergrad)**
An immersive and interdisciplinary course about exploring, understanding, and designing educational games, with emphasis on video games that celebrate critical topics in environmental design. The student will explore both the theoretical and practical of the game design process. Time will be spent designing both non-digital and digital games. It is intended that a real-world client or community partner will guide and critique as games are developed. (4 cr.)
- LA 498²/598²** **Games & Play for Designers: Revealing Landscape Architecture (grad and undergrad)**
Interdisciplinary elective emphasizing educational games and game design as they relate to the LA profession. Provides students with a theoretical and conceptual understanding of the field of game design, along with practical exposure to the process of creating a game. Time will be spent designing both non-digital and digital games. (4 cr.)
- LA 602** **Site Design (1st year grad).**
Continued applications of basic design principles, programming, and site analysis reinforcing design processes and visual thinking in the design of sites. Emphasizes open space planning and park design. May include projects in natural, rural and urban settings. Computer applications as appropriate. (4 cr.)

AY 2020-2021Fall

LA 201

LA 414

Spring

LA 313/413

LA 404

Summer

TBD

AY 2019-2020Fall

LA 201

LA 214

LA 414

Spring

LA 211/311

LA 313/413

Summer

LA 100

AY 2018-2019Fall

LA 201

LA 214

LA 414

Spring

LA 100

LA 313/413

Summer

LA 313/413

AY 2017-2018Fall

LA 100

LA 414

Spring

LA 100

LA 313/413

LA 404

Summer

CAP DW

AY 2016-2017Fall

n/a (on Leave)

Spring

LA 100

LA 313/413

Summer

CAP 102

CAP DW

AY 2015-2016Fall

LA 313

LA 414

Spring

LA 100

LA 313/413

Summer

CAP DW

AY 2014-2015Fall

LA 201

LA 211/311

Spring

LA 100

LA 211/311

Summer

LA 211/311

AY 2013-2014Fall

LA 201

LA 214

LA 313/413

Spring

LA 100

LA 404

Summer

n/a

AY 2012-2013Fall

LA 313/413

Spring

LA 100

LA 404

LA 498²/598²Summer

LA 211/311

AY 2011-2012Fall

LA 201

LA 211/311

Spring

CAP 102

LA 498²/598²Summer

LA 100

LA 211/311

AY 2010-2011Fall

LA 201

LA 211/311

Spring

LA 280

LA 404

Summer

LA 211/311

AY 2009-2010Fall

LA 201

LA 211/311

Spring

LA 404

LA 498¹Summer

LA 100

AY 2008-2009Fall

LA 201

LA 211/311

Spring

LA 280

LA 404

Summer

n/a

AY 2007-2008Fall

LA 201

LA 211/311

Spring

LA 280

LA 602

Summer

LA 100

CAP 102

AY 2006-2007Fall

LA 201

LA 211/311

LA 313/413

Spring

LA 280

LA 404

Summer

LA 100

CAP 102

AY 2005-2006Fall

LA 201

LA 313/413

Spring

LA 280

LA 404

Summer

LA 100

CAP 102

AY 2004-2005Fall

LA 201

LA 313/413

Spring

LA 280

CAP 102

Summer

LA 100

K. Supervision of Graduate Students (Creative Project and Thesis Committees)

2020-p	Weilun Xia, MLA, BSU (chair)	2010	Qian Xia, MLA candidate, BSU (chair)
2017-19	Laura Huggler, MLA, BSU (chair)	2009-10	Colby Gray, MLA, BSU
2017-18	John Lavine, MLA, BSU (chair)	2008-09	Amanda Hamm, MLA, BSU
2017-18	Dylan Ford, MLA, BSU	2008	George Keller, MLA candidate, BSU
2017-18	Ji Jin, MLA, BSU	2008-09	Brent Krieg, MLA, BSU (chair)
2015-16	Debra Lake, MLA, BSU	2007-08	Jacob Carringer, MLA, BSU
2015-16	Jacob Sanders, MLA, BSU (chair)	2007-08	Dena Shelley, MLA, BSU
2015-16	Yiwen Zheng, MLA, BSU	2007-09	Jackie Luzar, MLA, BSU (chair)
2014-16	Jeff Kuehner, MLA, BSU	2007-08	Joseph Eberts, MLA, BSU (chair)
2014-16	Yanxin Liu, MLA, BSU	2004-05	Andrew Kohr, MLA, BSU
2011-12	Erin Busch, MLA, BSU (chair)	2004	Naniek Kohdrata, MLA candidate, LSU
2011-12	Qin Wang, MLA, BSU	2004	Kinoto Miyakoda, MLA candidate, LSU (chair)
2010-11	Xia Ma, MLA, BSU	2003-04	Courtney Bailey Gay, MLA, LSU
		2002-03	James McCord, MLA, LSU (chair)
			Clotho Spinner, MLA, LSU

IV. SERVICE**L. Summary of Academic Service****Ball State University***Department of Landscape Architecture*

2019-p, 2017-18	Graduate Program Director
2017-p	Graduate Program Committee
2018-p, 2014-15, 2011-12, 2005-09	Member, Promotion & Tenure Committee (Chair 2018-p, 2012-14)
2012-17	Undergraduate Advisor
2004-17	Undergraduate Curriculum Committee (Chair 2014-16, 2007-09)
2004-p	Computer Technology Committee
2019-20, 2006-07	Member, Faculty Search Committee

College of Architecture and Planning

2019-p, 2015-16	Promotion and Tenure Committee (Chair 2015-16)
2019-p	Think Tank on Post-Industrial Cities
2004-p	Computing Resources (IT) Committee
2016-17, 2005-06	Facilities Planning Committee
2004-05	Library Committee

University

2015-16, 2009-10	Member, Creative Teaching Committee
2015-17, 2007-11	Member, University Senate
2015-17, 2007-11	Member, Faculty Council
2013-15	Member, Outstanding Faculty Awards Selection Committee
2007-09	Member, Student Financial Aid Committee
2008-10	Member, Parking Committee
2008-12	Member, Undergraduate Education Committee
2004-p	Member, Graduate Faculty
2008-09, 2005-06	Information Technology Advisory Group (ITAG)
2011-13	Member, HLC Self Study, Criterion 1D Subcommittee
2011-12	Member, University Core Curriculum Subcommittee
2006	Member, Institute for Digital Fabrication <i>Advisory Council</i> , BSU Center for Media Design