##  Lorraine Hopping Egan

 Editorial Director, Game Designer, Writer

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**Professional Experience**

**Chief Creative Officer, Hopping Fun Creations (current, founded 1999**)

Hopping Fun Creations (hoppingfun.com) produces high-quality content for **major clients**\* in a range of media: fiction and nonfiction books, games, software and multimedia scripts, and more. Experienced in editorial direction and new product development. **\***Scholastic (books, magazines, productions, professional divisions), FableVision, Grolier, Penguin, PBS-WGBH, Sesame Street Workshop, McGraw-Hill, Time-Life, Microsoft, Inanimate Alice, Sterling, Silver Dolphin, Mondo, AAAS, NSF, National Academy of Sciences, others.

**Editorial Director, Inanimate Alice, Bradfield Company (2011-15)**
 Digital novel told over episodes, games, journals, and social media platforms. Directed
 Alice Travel Journals, a series of digital stories and a blend of fiction and nonfiction with
 embedded language games. Narrative designer, Episode 6: The Last Gas Station.

**Editor, Smithsonian (2007-08, 2013)**
 Edited the highly acclaimed, superbly reviewed history of science series by Joy Hakim:
 *Aristotle Leads the Way*, *Newton at the Center*, *Einstein Adds a New Dimension*. In 2013,
 worked on contract as a special projects editor for Smithsonian Enterprises.

**Product Development Director, Aristoplay, Ltd. (1991-96)**

Created and developed multi-level, content-rich family board games from idea to shelf;
hired and managed freelance writers, editors, consultants, and art designers.

**Founding Editor, *SuperScience*, Scholastic Inc. (1988-91)**

I hired and managed editorial staff; consulted with leading scientists and educators at the NSF and NSTA; coordinated brand extensions into software and science kits;

won awards (AEP, Parent’s Choice); surpassed circulation goals every year.

**Editor** and writer for several Scholastic magazines: *Futures*, *DynaMath, Teaching and Computers,
 Electronic Learning, DynaMite*.

**Advisory and Consulting Positions**

Impact Unified (games, apps about migrant journeys)
Bradfield Company, *Inanimate Alice* (digital fiction, transmedia story)
Sesame Street Workshop, game design consultant
Time-Life, *Find Out Why* sciencemagazine
National Audubon Society, *Audubon Adventures* magazine

 AAAS, Kinetic City Super Crew multimedia project

 National Science Foundation, Science & Technology Week advisor

**Education**

B.A. in English and French Literature, cum laude, Kalamazoo College

Certificates in French Language, CAVILAM in Vichy and l’Université de Caen
Certified ESL/ELL Mentor, Group Coordinator, Washtenaw Literacy

Publishing Credits Lorraine Hopping Egan

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**Books for Children**

**Adventures of a Crater Creature, The Stormy Voyage of Captain Reckless,** and **The Lost Pirates**

**of Waylay Bay** (Choose Your Move series, Wireless Generation, 2012-13).

Three fast-paced fiction books, each with multiple endings, engage young children.

**Chief Joseph: The Voice for Peace** (Sterling Biographies, 2010).

A moving biography tells the long, sad tale of a Native American leader who lost his

land and many of his people to war and yet never gave up the hope that all people

could live together in peace. Nonfiction for ages 10 and up.

**The World of Inventors: Leonardo da Vinci** (Silver Dolphin, 2009).

This book/toy combination product features a flying machine and tells the biographical
and creative story behind the genius who envisioned many such mechanical wonders —the incomparable Leonardo da Vinci. Nonfiction for ages 10 and up.

**Explore Within an Egyptian Mummy** (Silver Dolphin, 2008).

Book/model combinations invite readers to unveil a mummy in a coffin, page by page,
while learning about Egyptian history and culture. Nonfiction for ages 10 and up.

**Be a Crime Scene Investigator** (Gareth Stevens, 2008).

Readers take on the role of a crime scene investigator, examining a crime scene and
evaluating evidence. Each spread includes minds-on science questions that are based
on data, crime photos, and facts from real cases. Nonfiction for ages 8 and up.

**Investigating a Crime Scene** and **The Body as Evidence** (Gareth Stevens, 2007).

Two forensic science books feature a variety of real crime cases, interviews with extraordinary
investigators, and a minds-on activity that involves evaluating reports and evidence from a case file. Nonfiction for ages 10 and up.

**Bone Detective** and **Space Rocks** (Joseph Henry Press/ National Academy of Sciences, 2005-06).

The Women’s Adventures in Science (WAS) series features detailed biographies of contemporary scientists with extraordinary personal and professional stories. Both books have received starred reviews, and *Bone Detective* was a 2006 Outstanding Science Trade Book “Selector’s Choice” (NSTA/CBC) and 2007 Finalist for the SB&F “Young Adult” science book award. Nonfiction for ages 9 to 14.

**Flight Test Lab: Hovercrafts!** (Silver Dolphin/Becker & Mayer, 2004);

Book and toy combination with stories, science facts, and features about how hovercrafts work and the history of hovercrafts. Fiction and nonfiction for ages 8 and up.

**Crime Lab Science** (Scholastic Access Reading, 2003). A narrative account of the forensic

science behind solving two real murder cases. Nonfiction for young adults.

**Across the Atlantic** and **Hatshepsut: Egypt’s Female Pharaoh!** (Pearson Education, 2003)

Two nonfiction books in the Four Corners reading series for grade 2 and grade 5.

Wild Earth series: **Avalanche!**, **Volcano!**, **Earthquake!** (Scholastic Cartwheel; 2002)

Each book presents exciting true-life tales of disasters to engage young readers. Science facts and concepts are woven into the stories. Ages 7 to 9.

**Race to the South Pole** (Newbridge; 2001). Riveting retelling of Captain Robert Scott’s

fatal trek to the South Pole, contrasted with Raold Amundsen’s successful expedition to the same destination. Nonfiction for ages 7 to 9.

**Hall of Fame Sports Stars** (Mondo Publishing; 2001) and **Today’s Weather is . . .**

**A Book of Weather Experiments** (2000). Nonfiction for ages 7 to 9.

**Sally Ride, Space Pioneer** (McGraw-Hill; 2000) and **Jacques Cousteau, Saving our Seas** (2000).

Sally Ride gave up a career as a research physicist to pursue a then-unheard-of dream of becoming the first American woman in space, Jacques Cousteau combined extraordinary talents as a filmmaker, inventor, diver, and explorer to bring the ocean world to the living rooms of the world. Fictionalized biography for ages 9 to 12.

Wild Weather: **Floods!** (Scholastic Cartwheel; 2000); **Lightning!** (1999); **Blizzards!** (1998);

**Hurricanes!** (1995); **Tornadoes!** (1994).

With true tales of survival and the dangerously exciting exploits of natural disaster experts (hurricane pilots, tornado chasers, lightning makers, ice jam surveyors, etc.), these fast-paced science books capture the imagination of young readers. The Hurricanes! and Tornadoes! titles have *each* sold more than 800,000 copies! Starred reviews for Blizzards! and Lightning! Ages 7 to 9.

**Your Ultimate Guide to the Solar System** (Discovery Channel; 1999). Ages 10 to 14.

**Sports Math Mania** (Sports Illustrated for Kids; 1996). How to calculate sports statistics,

number-related fun facts and trivia, and more. Co-author.

**My First Book of Animals A to Z** (Scholastic; 1994). For ages 5 to 7. Co-author.

**Explorers: Man-eaters** (Parachute Press; 1992) and **The Kid's Book of**

**Skateboarding** (1988). Nonfiction for ages 8 to 12.

**AIDS and Your World** (Scholastic; 1988). Health text for gr. 6 to 8. Contributing author.

**The Stock Market and You** (NYSE; 1988). Text for gr. 9 to 12. Contributing author.

**Micro Puzzles** (Scholastic; 1986). Computer learning puzzles for gr. 3 to 8.

**Games and Creative Activities**

**Plum Landing** (WGBH; 2015-17).

Science and nature games, activities, animations, and videos to encourage city kids to explore outdoors.

**Design Squad** (WGBH; 2009-12).

Science and engineering challenges and other materials based on the television program *Design Squad*, which pits teams of teenagers against each other to complete a design challenge. AEP (Association of
Educational Publishers) Distinguished Achievement award.

**NOVA’s Making Stuff series, hosted by David Pogue** (WGBH; 2010-11).

Demonstrations, science lessons, and activities for museum educators, community leaders
and other educators, based on a four-part series of the PBS television program *NOVA*.

**Invent It, Build It Club** (WGBH; 2009-10).

A guide and collection of invention challenge activities for a 10-week afterschool club.
AEP Distinguished Achievement award.

**15 Primary Source Activities: American History** (Scholastic; 2003).

Dramatic readings, classroom plays, a musical play, discussions and debates, and other creative materials for using primary source documents in the classroom. A few titles: The Textile Trials classroom play (child labor during the Industrial Revolution), Coming to America dramatic readings (immigrants’ experiences), Brave Slave Mails Himself to Freedom (news broadcast about slavery), Boston Tea Party Tableau (reenactment of the event), From Rails to Riches! musical play (transcontinental railroad), and more. Grades 4 to 8. Co-author with teacher Louise Hopping.

**Scholastic Children’s Dictionary Games and Activities** and **First Dictionary Games and Activities** (2003).

Reference skills and language arts games: Prefixagon Puzzlers, Dictionary Scavenger Hunts, Guide Word Rhymes, and more—for use with children’s dictionaries. Grades 4 to 6 and 1 to 3.

**Noun Hounds & Other Great Grammar Games** (Scholastic; 2001).

Games make learning grammar easier for students with all types of learning styles. A few titles: Word Jam (contractions), Command Performance (verb tenses), Sound Sisters Board Game (homophones), The Black Hole Pronoun Game, Where's Herman? (prepositions), Pearls of Wisdom Quotation Game, Compound Your Luck (compound sentences). The Drop Dead Grammar Slammer Game (review), and many more. Grades 3 to 6.

**Best-Ever Vocabulary and Word Study Games** (Scholastic; 2001).

Toga Treasure Hunt (Latin-based words), Synonym Tag, Triage: A Word Emergency Game (body part words in an ER-like medical emergency context), Verbosaurus, Bingo Lingo (match words with word roots), Circum-Story (use randomly drawn vocabulary words to create a story), Le Menu (food words), Say What? (proverbs), and other learning games. Grades 4 to 8.

**Great American History Games** (Scholastic; 2000).

Courageous Colony Board Game, Muckracker Board Game, Passport to America Immigration Game, West Quest Timeline Game, Wise Words Quotation Game, North or South? Civil War Game, History Mystery puzzles, and more. Grades 5 and 8. Co-author with Louise Spigarelli.

**Interactive Geography: Polar Regions** (Scholastic; 2000).

Cross-curricular activities including Survive or Thrive Animal Adaptation Game, Latitude Attitude (map skills), Tales of an Iceberg, The Seventh Continent (Antarctica Treaty), science experiments, and other activities. Grades 4 to 8.

**101 Math Puzzlers** (Scholastic; 1999).

Computation, geometry, coordinates, logical thinking, and problem solving for grades 3 to 6.

**25 Super-Cool Board Games to Build Math Skills** (Scholastic; 1999).

Geometry, problem solving, and more for grades 3 to 6. A few titles include Wolves and Coyotes (territorial problem solving), Bargain Chasement Board Game (money math), Remainder Raccoon, Factor Bowling, Gopher Golf (computation), Creepy Crawly Fractions, Decimal Dives (scoring sports events), Probability on Ice (figure skating probability), Happy Go Logic, and more.

**Ready, Set, Roll! 40 Number Cube (Dice) Games** (Scholastic; 1998).

Probability, arithmetic, geometry, logical thinking for grades 4 to 8. A few titles: The Quad Squad (coordinates), Lotto Factor-y (factors), Bumblebee Multiples, Catherine or Napoleon (logical thinking about inequalities). Grades 4 to 8.

**Yes You Can! Teach Shakespeare** (Scholastic; 1998).

Creative activities, games, and lesson ideas to help teachers introduce Shakespearean plays. A few titles: Rude Dude or Kind Mind (turn insults into compliments), The Great Shakespeare Word Quest, Will-Spoken poster (popular Shakespearean phrases), Who’s Who at the Masked Ball (exploring characters), Characters Stand Accused (mock trial), Dying in Style (famous last words). Grades 5 and up.

**Inventors and Inventions** (Scholastic; 1997).

Interdisciplinary problem-solving lessons, creative thinking exercises, and games including Happy Accidents, Bicycle Built for Technology, Nature Invents, Who Owns the Cure? (patent debate), the Great All-Time Inventions Game (time line challenge), Cereal Science (invent a cereal), Bag It! (invent a paper bag), Think Links (creative thinking), and more. Top rating from Science Scope magazine. Grades 4 to 8.

**Outstanding Explorers of America** (Simon & Schuster, 1996).

Biographies and creative activities for grades 4 to 8. Editor/co-author.

**Holiday Computer Activities** (Scholastic; 1985); **The Computer Ideabook** and **Computer Ideabook II** (1988).

**Software and Video Game Scripts**

**Destination: Lampedusa** (Migrant Journeys, 2016-17). Currently writing and designing the narrative for a

texting-based mobile app game about a migrant’s journey from Libya to Italy.

**Inanimate Alice** (Bradfield, 2011-15). Interactive smartboard flipcharts; interactive digital

Journals (Alice in Japan, Alice in Indonesia) and a 27/4 social media site for tweens (Everloop).

**Liberace Reading Program** (Riverdeep/Edmark; 2001). E-books about volcanoes,

Mae Jemison (astronaut), and other topics for an online reading series.

**Zap! Physics Factbooks: Light and Electricity** (Edmark; 1998). Contributing author

to CD-ROM programs with factual science information for children.

**Thinkin’ Science** Teacher’s Guide (Edmark; 1998). CD-ROM aimed at first and second

Graders includes hands-on activities on physics, space, and animal tracks.

**Mighty Math Cosmic Geometry** and **Strategy Safari** (Edmark; 1997). Two CD-ROMs

Include hands-on math and problem solving strategy activities. Grades 5 to 8.

**Magic School Bus Software:** The Human Body; The Solar System; Under the Ocean;

Inside the Earth; Dinosaurs; Rainforest (Microsoft Education; 1994-96).

Extensive teaching guides with hands-on science experiments for CD-Rom programs

based on the Magic School Bus books and animated television series.

**Escape from Antcatraz!** (Microzine; 1988). Interactive fiction in which users are ants

who must escape from an ant farm and rescue their queen. Educational.

**The Balloonatics** (Scholastic Microzine Jr.; 1988). Language arts fiction in which users

solve fun word puzzles in order to steer their balloon to safety.

**Quest for the Pole** (Scholastic Microzine software series; 1988). Interactive branching

adventure story about an action-packed journey to the North Pole.

History, geography, and more.

**Safari!** (Microzine Jr.; 1988). Interactive fiction in which users can play the game as one of six

African animals. Survival depends on knowing when to flee, fight, or ignore other animals.

**Board Games, Card Games**

*As product development director of Aristoplay, I invented a dozen content-rich games with multi-level play from idea to store shelf and acquired and developed other games submitted by outside designers. Also see additional game titles listed under books of games and activities and web content.*

**Speed Racer** (Penguin; 2008). Cross-country car race for young children, based on movie. Inventor.

**Panwapa Island** (Sesame Street Workshop; 2006). Board game based on a multicultural geography

television show and website. Consultant, game developer.

**Mars 2020: A Space Exploration Board Game** (Aristoplay; 1996). Players race from Earth to Mars—a

moving target, as the planet constantly orbits the board during the game! They learn about space flight, physics, and the solar system by answering more than 450 questions in order to repair malfunctions along the way. Awards: Parents magazine “Best Toys” pick, Dr. Toy’s Best 100 Children’s Products and Educational Products, Parent’s Choice award. Multiple five-star reviews on Amazon.com. Endorsed by astronaut Jack Lousma. Inventor.

**In the Land of Egypt** (Aristoplay; 1997). Eight card and dice games about ancient Egypt engage players with

storytelling, rhymes, and memory and matching games. Inventor.

**Who’s at Home in the Animal Habitats?** (Aristoplay; 1997). Young players visit animal habitats and answer

questions about adaptation. Inventor.

**Dinosaurs & Things** (Aristoplay; 1996). Players collect skeletons and learn about prehistoric creatures.

Parents magazine’s “The Very Best Board Games Ever.” Awarded A+ from Entertainment Weekly. Developer, writer/editor.

**True Math** (Aristoplay; 1996). Board game with questions in six categories: geometry,

numbers, money, logic, size and scale, random access (miscellaneous). Ages 10 to adult. Inventor.

**Top Dog: Live the Life of Rover in 6 Canine Adventures** (Aristoplay; 1995).

Board game and several card games about dog behavior, communication, and breeds for young children.

Awards: National Parenting Publications, Family Fun magazine, Family Circle Best Holiday Gifts.

A top seller in Finland! Inventor.

**Hall of Fame Sports Acrostics 1-29** (Hall of Fame Sports Books; 1993-94). Original acrostic

puzzles for adults with sports-related themes. Inventor.

**NOVA True Science** (Aristoplay/WGBH Educational Foundation; 1993). Content-rich yet entertaining

board game with 900 (!) questions on a broad range of science topics. Awards: Dr. Toy’s Best 100 Children’s Products, Best 10 Educational Products, and Best 10 Socially Responsible Products; Games magazine “Best Games.” Inventor, writer/editor.

**A Time for Native Americans** (Aristoplay, 1993). Biographical time line game featuring

49 Native Americans spanning five centuries. Back of the cards features a jigsaw puzzle map

of North America showing when and where the individuals lived. Awards: Parent’s Choice,

Media and Methods Excellence in Education, National Parenting Publications. Inventor.

**The Play’s The Thing: A Dramatic Introduction to Shakespeare** (Aristoplay, 1993)

Players are unemployed actors vying for parts in a Shakespearean play. The game features nine card decks, each of which contains characters, quotations, and plot points for a specific play (Romeo and Juliet, Hamlet, Macbeth, along with three comedies and three tragedies available in extension decks). Players travel around a Globe Theatre board to collect sets of cards and “perform” them (by acting out a scene or answering questions). Award: Games magazine “Best Games.” Developer, writer/editor.

**Herd Your Horses!** (Aristoplay; 1993). Aristoplay’s bestselling game! I acquired and developed it,

adding five game variations, writing/editing horse cards and an informative guide, testing and
improving game play, and overseeing art and design.

**Feeding Frenzy: The Population Balance Game** (Aristoplay; 1992). Simulation of predator-prey

relationship based on the Tragedy of the Commons game theory. Inventor.

**Guess It** (Aristoplay; 1992). Nine science card games for ages 8 and up. Players guess a mystery object

(leaf, mineral, or reptile category) by asking yes-no questions. Awards: *Family Fun* Magazine, Toy of the Year Runner-up and Curriculum Product News, Top 100 Products of the Year for 1994. Inventor.

**Constellation Station, Knights and Castles, Where in the World?, Made for Trade** (Aristoplay; 1991).

I oversaw improved, enhanced, and updated editions of these and other classic games, writing and editing rules and question or fact cards and tweaking game play, art design, and box copy.

**Island Alive!** (Scholastic SuperScience; 1989). Board game simulation of how a devastated volcanic island

becomes repopulated with plant and animal species. Inventor.

**Radio Scripts and Television Materials**

**Kinetic City Super Crew** (1994-95; AAAS). Humorous radio and web adventure show, ages 8 and up.

Science-based mystery stories include hands-on activities in a magazine format. Authored four episodes:

 Episode 28 “Flower Power: or the Case of the Burst Bubble World.”

 Episode 21 “the Case of the Unidentified Flashing Object”

 Episode 15 “The Case of the Biggest Little Theme Park in Texas”

 Episode 6 “The 17-Year Drum Corps, an Off-Key Case If We Ever Heard One”

**Magic School Bus Animated Television Show** (Scholastic Productions, 1993-95).

As science education consultant, wrote 25-page+ documents of concepts, facts, activities, resources and more for shows about dinosaurs, energy, matter, the nervous system, structure, and archaeology.

**Select Web Games, Web Content and Magazine Articles**

**SEED** (Schlumberger Excellence in Educational Development, 2007-12). Numerous science articles on lightning, volcanoes, hurricanes, floods, nutrition, influenza, near-earth objects, and more.

**Elephants Without Borders** (a white paper for Feld Entertainment, 2007). This extensively researched report details the state of the Asian elephant in the world today, particularly the sustainability of wild populations and issues of concern for domesticated, circus, and zoo elephants.

**Grolier Multimedia Encyclopedia** (Grolier; 2000–2006). Many *hundreds* of educational and entertaining

games and puzzles for middle school children, including math challenges, word searches, picture puzzles, time line games, quizzes, and others. I also wrote 420 “Today in History” essays!

**New Book of Knowledge** (Grolier; 1999–2000). Dozens of online games and puzzles for children ages

8 to 12 who use Grolier's N.B.K. online encyclopedia. Titles include Geo Journey (geography and map skills), Time Click (historical time line challenges), Split Personality (historical biographies

and literary characters), Picture This! (topical quizzes), greeting cards, word puzzles, and more.

**Science Spin** (Weekly Reader; 1998-2000), hands-on science and news for K-6.

**Time for Kids: Find Out Why** (Time-Life; 1998-99), a science magazine for third graders.

**Audubon Adventures** (National Audubon Society, 1998–2004) Theme issues on “Rivers,”

“Colonial Nesting Wading Birds,” “The Everglades”, "Endangered Species.”

Wrote theme issues of **Kids Discover** magazine (ages 8 to 12), winner of Golden Lamp (AEP):

 Light (1993) The Heart (1996) Yellowstone (1998)

 Skyscrapers (1994) Kings & Queens (1996) Archaeology (1998)

 Cowboys (1994) Elephants (1996) Blood (1999)

 Flowers (1995) Fossils (1997) Mars (1999)

 The Brain (1995) Galaxies (1997) Robots (1999)

 Solar System (1995) Astronauts (1998) DNA (2000)

**Kinetic City Express Journal**, a science magazine for ages 8-12 (AAAS; 1995).

Developed the magazine; hired freelancers, graphic designer.

**BioRap** (C.U.R.E.; 1995; 1997). AIDS, Cancer, Product Safety, Genetics, Aging, Assessing Risk.

**National Science & Technology Week** publications (NSF; 1994-1999). Activities and articles

on heat, Antarctica, physiology, codes, animal communication, more for grades 3-12.

**Interview with a Martian** (Scholastic; 1996). The science behind creating a Mars colony.

**Universal Kids Magazine** (Scholastic/Universal Studies; 1995). Publication on special effects,

space suits, and animatronics (electronic puppetry).

**Endless Summer II** (Newline Cinema; 1994). The science of surfing and oceans.

**Kids Today** newspaper (Gannett; 1993). Professor Green monthly science column.

**SuperScience**, **Futures**, **Instructor**, **Forecast**, **DynaMath**, **Update**, **Teaching and Computers**,

**Electronic Learning, Family Computing, Dynamite!, Hot Dog** magazines (Scholastic). I wrote a couple dozen articles per year as a staff editor or freelancer on a range of topics, reading levels.

Here’s a flavor:

“Evacuate! Hurricane Tracking Simulation,” “Just Call Us SunkenScience,” “What's So HOT About Venus?”, “The Tall, the Short, and the Waddly,” “Fatal Distraction” (driving safety), “Can You Afford to Live on Your Own?”, “Fast-Track to Career Savvy,” “Write a Fantasy Story”, “Voyager to Uranus”, “Mr. Turtle Goes to Kindergarten”, “It's a Sticky: Business: Consumer Testing Peanut Butter,” “Reach for the Stars!”, “Computer Trespassers”, “Say Good-Bye to Hunt and Peck”, “Robots in Space,” “10 Ways to Be Creative,” “Flying Pterodactyl!”, “Blue Jean Gold Mine,” “Pluto’s Platter” (Frisbee), and many more.