

Dr. Lizabeth Fogel

Vice President Learning, Strategy & Development



Expertise

- Partnership Development
- Strategic Planning
- Media Literacy
- Network Development
- 21st Century Learning Skills
- Public Speaking
- PreK-12 + Adult Curriculum Development
- Media Wraparound Content Development

Education

- Pepperdine University - Doctorate in Education
- Title: The Impact of Pro-Social Educational Television and Adult
- Mediation on Pre-Adolescents in the Promotion of Socially Appropriate Behavioral Skills
- Pepperdine University - Master of Arts, Psychology
- Pepperdine University - Master of Arts, Education
- San Diego State University - Bachelor of Arts, Applied Arts & Science
- California Professional Clear Teaching Credential

Bio

Dr. Lizabeth Fogel is a highly accomplished and ambitious executive whose products and programs have inspired millions of children and families across the world. Working as an educator for decades and then at large organizations like The Walt Disney Company and USC, she grew her skills at managing complex situations while employing creative and flexible thinking processes to develop innovative and engaging content and experience.

A proven leader and collaborator, she has grown partnerships and alliances while recognizing and leveraging the unique working styles, processes, and problem-solving skills of the individuals that make up diverse teams.

A listener, learner, and strategic thinker, Lizabeth has nurtured her relationships, identified opportunities, and made connections across multiple business sectors to drive strategic, meaningful, and measurable change in the field of learning. Over the last decade she has sat on many boards and is currently on the boards of Participate Learning, Makematic, and is the current Board Chair for the American Camp Association.

Vice President Learning, Strategy & Development, DoGoodery

2021 - Present

- Lead a diverse staff and contractor team to develop learning strategies, content, programs, and research for brands and organizations.
- Build a robust business for DoGoodery focused on advancing the field of education.
- Develop partnerships with like-minded organizations in both the for-profit and non-profit sectors.

Managing Director, University of Southern California

Rossier School of Education - Center for Engagement-Driven Global Education (EDGE)

2018 - 2021

- Provided broad guidance on overall strategic, policy, and program objectives for the Center. Developed the education and outreach strategy.
- Developed program assessment strategies, with specific assessment tools, measures, etc., based on best practices in education assessment.
- Evaluated resources and developed funding strategies based on the organization's strengths, including the development of business plans to generate revenue and seeking out private and public support through grants.
- Led staff, student interns, and contractors to ensure creative, quality, and audience-sensitive program development.

Director of Education, The Walt Disney Company

2007 - 2016

- Reporting to senior leadership across the enterprise, charged to develop a creative vision, set standards regarding the integrity of educational content, and evaluate educational validity of guest/consumer facing products and programs, alongside educational policy development.
- Worked across business units to integrate external partners into a collaborative and shared learning vision and led the building of strategies, funding, and budgets for the development of cutting-edge content and programs.
- Walt Disney Studios - Collaborated with other corporate and non-profit organizations on content development and distribution for our films. Created free, high-quality, and innovative family activities and educational materials and experiences to enrich the film-going experience.
- Walt Disney Parks and Resorts - Worked collaboratively with Imagineering, the DAK, and Citizenship teams to integrate educational content into our guests' experiences.
- Disney Consumer Products and Interactive - Developed strategies, budgets, and educational oversight for interactive games: Disney Connected Learning iOS games, Disney Connected Learning Parent app and website, Club Penguin learning games, Disney Digital Books Interactive e-books.
- Walt Disney Corporate Citizenship - Developed and grew new philanthropic partnership; advised and approved content development in support of programs.




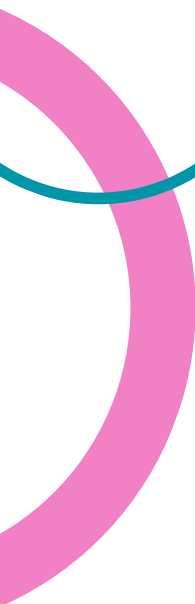
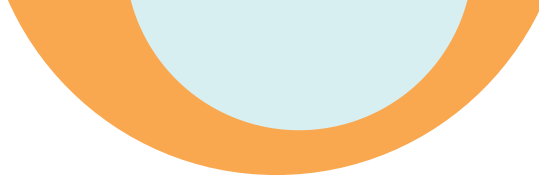

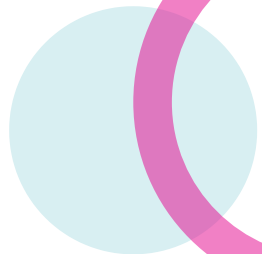

Adjunct Professor

2001 - 2007

- Manhattan College, School of Education & Human Services
- Pace University, School of Education
- The University of Bridgeport School of Education
- Pepperdine University

Elementary School Teacher, Culver City Unified School District

1994 - 2004

- K, 3,4 & 5 Grades
 - Master Teacher
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