

Christopher Hoadley

New York University

Associate Professor of Educational Communications & Technology
Department of Administration, Leadership, and Technology
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MAGNET (Media and Games Network)
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Education

UNIVERSITY OF CALIFORNIA AT BERKELEY, BERKELEY, CA
Ph.D., Interdepartmental Graduate Group in Science and Math Education (SESAME).
Thesis committee: Marcia C. Linn, Andrea diSessa, Peter Lyman.

SANTA FE INSTITUTE, SANTA FE, NM
Summer School in Complex Systems. Neural networks, chaos, fractals, and non-linear dynamics in biological and physical systems. Researched dynamics of multiagent social learning systems.

UNIVERSITY OF CALIFORNIA AT BERKELEY, BERKELEY, CA
M.S. in Computer Science. Option areas: Artificial intelligence, and MIG (multimedia, interfaces, and graphics). Thesis advisor: Michael Clancy.

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, CAMBRIDGE, MA
S.B. in Cognitive Science with Thesis Option. Major concentration in Computer Science; humanities concentration in Music. Thesis advisor: Susan Carey.

Positions

NATIONAL SCIENCE FOUNDATION
Program officer, Directorate for Education & Human Resources, Division of Research on Learning in Formal & Informal Settings, and Directorate for Computer & Information Sciences & Engineering, Division of Information and Intelligent Systems. Dec. 2013-. Selected as a rotator for NSF on Intergovernmental Personnel Act (IPA) assignment (seconded temporarily from NYU). Program lead for Cyberlearning and Future Learning Technologies Program; portfolio also includes Advancing Informal STEM Learning, Education Core Research, STEMC Partnerships, and Discovery Research K-12.

EDUCATIONAL TECHNOLOGY PROGRAMS, NEW YORK UNIVERSITY

Associate Professor with tenure, 2008-present, Program Director, 2011-2013. Directed or co-directed four graduate programs with a combined student roster of approximately 100 graduate students. Launched a new master's degree program in Games for Learning. Member of governing presidium of new interdisciplinary center MAGNET (Media and Games Network) comprising programs in gaming and media design from four NYU Schools. Led revision of marketing and recruitment, leading to a tripling in applications and a doubling in admissions for master's programs. Oversaw significant curriculum revisions including addition of fieldwork-based cross-college applied design course; technology special topics course; development of a new two semester thesis model; and changes to doctoral curriculum to accommodate smaller, fully funded cohorts. (<http://is.gd/nyumagnet/>)

FULBRIGHT SCHOLAR

U.S. DEPARTMENT OF STATE

South Asia Regional Research Scholar to India and Nepal, 2008-2009. Affiliated with Environmental Camps for Conservation Awareness, Nepal, and the Uttarakhand Environmental Education Centre, Almora, India, studying sustainability education in rural Himalayan villages and appropriate technologies for the developing world.

INSTRUCTIONAL SYSTEMS PROGRAM, COLLEGE OF EDUCATION, AND COLLEGE OF INFORMATION SCIENCES AND TECHNOLOGY (JOINT APPOINTMENT), PENN STATE UNIVERSITY, UNIVERSITY PARK

Assistant Professor, 2002-2006; Associate Professor with tenure, 2006-2008 in both the College of Education and the College of Information Sciences and Technology, primarily in the areas of research methods, design, and human-computer interaction.

SRI INTERNATIONAL, CENTER FOR TECHNOLOGY IN LEARNING, MENLO PARK, CA
Research Cognitive and Computer Scientist, 1998-2002. Work on knowledge management and knowledge networking for learning, building, and assessing learning communities; learning assessment of educational multimedia; design methodologies for educational software; digital libraries of educational software components, learning activities, and assessments. Contributed to over 30 research projects.

DEPARTMENT OF MATH AND COMPUTER SCIENCE, MILLS COLLEGE

Visiting assistant professor, Computer Science, 2000-2002. Taught interdisciplinary course *Contemporary Computing*, an introduction to computer science and its societal effects for non-majors at a women's college, as well as a graduate seminar in human-computer interaction and interface design.

SCHOOL OF EDUCATION, STANFORD UNIVERSITY

1998-2002. Consulting assistant professor, Learning, Design, and Technology Program. Taught core seminar with emphasis on design methodologies for learning environments, assisted in curriculum design for entire graduate program, advised graduate students.

INSTRUCTIONAL TECHNOLOGY PROGRAM AND
SCHOOL OF EDUCATION, U.C. BERKELEY

Graduate Student Researcher. Fall 1994-Spring 1998. Design, construction, and research with the KIE project, using the World Wide Web for K-12 science instruction. Software development and classroom research.

SYNTHESIS, A NATIONAL ENGINEERING EDUCATION COALITION

Project Leader. Fall 1994, Spring 1995. Co-managed two projects on multimedia assessment of engineering skills and development of networked discussion tools for engineering education reform. Wrote proposals, managed research and software development.

SRI INTERNATIONAL, ARTIFICIAL INTELLIGENCE CENTER, MENLO PARK, CA

Research Associate. May 1994-May 1995. Interface and learning studies on Distant Mentoring project, teaching industrial engineering via telepresence software on the Internet.

SYNTHESIS, A NATIONAL ENGINEERING EDUCATION COALITION

Graduate Student Researcher. Fall 1993, Spring 1994. Designed and built multimedia software for collaboration and discourse. Assessment of curricular and technological innovations in university engineering classrooms nationwide for the SYNTHESIS Coalition, a consortium of engineering schools. Coauthored grant proposal.

SCHOOL OF EDUCATION, U.C. BERKELEY

Graduate Student Researcher. 1992-1993. Designed and conducted a study on code reuse and functional knowledge of procedures in novice Lisp programmers. Designed and implemented an interface for students to use the ECHO connectionist model of reasoning as a "reasoner's workbench".

MEDIA LAB, LEARNING AND EPISTEMOLOGY GROUP, M.I.T.

Undergraduate Researcher. Summer 1989. Performed classroom observation in Lego/Logo learning environments. Aided teacher projects at Science and Whole Learning teacher workshop. Taught an enrichment class in Lego/Logo at the Boston Museum of Science.

Courses Taught Previously

At New York University

EDCT-GE 2195 Educational communication and technology research, capstone MA thesis supervision.

EDCT-GE 3311 Content Seminar: Research in Instructional Technology, doctoral core social science research methods overview.

EDCT-GE 2158 Educational Design for Media Environments, introductory instructional design methods course.

EDCT-GE 2500 Videogames and Play in Education, introductory seminar on game studies, playful learning, and game design (Proposed and designed course)

Faculty Resource Network: Collaborative technologies in the classroom (non-credit course for faculty professional development from the 50+ college Faculty Resource Network, designed course)

EDCT-GE 2177 Advanced applications of WWW in Education (Revised course)

EDCT-GE 2251 Applications of WWW in Education (Revised course)

EDCT-GE 2031 New approaches to digital learning: educational technology in global contexts (Proposed and designed course).

At Penn State University

PSU 017, Freshman seminar in Information Sciences. (Revised course)

INSYS 597A, Design-Based Research Methods, graduate methods seminar. (Proposed and designed course)

IST 501, Integration of Theory and Methods in Information Sciences and Technology, graduate proseminar which prepares IST grad students for candidacy exam.

INSYS 545, Research in Instructional Computing, required methods course on experimental design for INSYS doctoral students.

INSYS 549, Design Methods for Emerging Technologies in Learning. (Designed course, Fall 2002)

TELS Design, experimental multi-site graduate seminar on design methods for emerging technologies in learning. Co-taught with Yael Kali (Technion, Israel) to students at Penn State, UC Berkeley, Arizona State, University of Toronto, Technion, North Carolina Central University, and Mills College. (Co-designed course, Fall 2006)

Training and Resources for Assembling Interactive Learning Systems (TRAILS), experimental coordinated grad/undergrad course in IST and Education. Selected for one of two TRAILS course awards by national competition. (Designed course, Spring 2005)

IST 110, Introduction to Information Sciences (freshman-level survey course on MIS and Information Science).

IST 331, Organization and Design of Information Systems User and Systems Principles, junior-level undergraduate course on human-computer interaction and interfaces. (Revised course significantly twice)

INSYS 594, Research Apprenticeship. (Proposed and designed course)

TELS Assessment, collaborative multi-institutional course on learning assessments for science education and technology. (Co-led course)

At Stanford University

EDUC 229B Learning, Design, and Technology Seminar, core course for MA students on instructional and interface design (Designed course)

At Mills College

CS062 Contemporary Computing, intro to CS for nonmajors incorporating core CS concepts such as networking, data representation, basic programming, artificial intelligence, and cryptography (Designed course).

CS280 Special Topics: Human-computer Interaction, graduate course for computer science majors on HCI design and research (Proposed and designed course).

Other Teaching

DML COMMONS

2015. Guest speaker in open course on Design Research on the topic of Design-Based Research Methods. <http://dmlcommons.net/design-research/>

RUTGERS UNIVERSITY, SCHOOL OF COMMUNICATION AND INFORMATION, NEW BRUNSWICK

2011. Guest speaker in Informatics/Information Technology course on Gender and Technology.

NATIONAL PINGTUNG UNIVERSITY OF EDUCATION, TAIWAN

2011. Guest speaker in a course on science education on the role of educational technology in science teaching.

HONG KONG UNIVERSITY

2010. Taught a one day workshop Design-Based Research; attendees included faculty, graduate students, instructional designers, teachers, and government policymakers.

CLTNET (NATIONAL SCIENCE FOUNDATION NETWORK OF CENTERS FOR LEARNING & TEACHING)

2006. Co-taught a six week online short course with Michael Ranney for doctoral students on the postdoctoral job search process. Weekly synchronous sessions of 3-4 hours plus asynchronous sessions.

NATIONAL INSTITUTE OF EDUCATION, SINGAPORE

2005. Taught a graduate-level short course on Design-Based Research; attendees included faculty, graduate students, instructional designers, teachers, and government policymakers.

PENNSYLVANIA GOVERNOR'S SCHOOL FOR INFORMATION TECHNOLOGY

2005. Worked with two graduate students to design and deliver a month-long community service course on information technology design via massively-multiplayer online roleplaying games (MMPORGs) for gifted high-school students. Students developed IT-based community service projects in support of diversity.

WOMEN IN SCIENCE AND ENGINEERING (WISE) INSTITUTE, PENN STATE
2005. Designed and cotaught with two graduate students a week-long course on IT and gaming for high-school girls.

MAHARASTRA EDUCATION SOCIETY, PUNE, INDIA

2004. Taught workshops on using technology in K-12 science and mathematics teaching through Shikshan Prabodhini teacher development institute of the Maharashtra Education Society, one of the largest school systems in India.

SCHOOL OF EDUCATION, U.C. BERKELEY

Fall 1993. Course steering committee for Seminar on Interactive Multimedia. Cotaught, helped organize course readings, demonstrations, and activities for graduate seminar EMST223B-6. (No ratings available.)

COGNITIVE SCIENCE PROGRAM, U.C. BERKELEY

Fall 1992. Teaching assistant for *Introduction to Cognitive Science*. Overall teaching effectiveness rating: 6.54/7.

COMPUTER SCIENCE DEPARTMENT, U.C. BERKELEY

Graduate Student Instructor. Fall 1991-Spring 1992. Teaching assistant for *Structure and Interpretation of Computer Programs*. Helped revise course materials for collaborative learning approach. Overall teaching effectiveness rating, Spring 92: 4.8/5.

EXPLORATION SUMMER PROGRAM, WELLESLEY COLLEGE

Instructor/Residential Advisor. Summer 1990, 1991. Taught courses *Science Experimentation*, *Kitchen Chemistry*, *Senses and Perception*, and *Sound and Acoustics* to 11-14-year-olds. Directly responsible for 20 middle school students as a residential advisor.

EXPERIMENTAL STUDY GROUP, M.I.T.

Tutor. 1988-1991 (part-time). Taught M.I.T. undergraduates single and multivariate calculus, mechanics, electromagnetism, computer science, and philosophy of science. Developed a graphics-based preparatory course in computer science.

Prior Ph.D. Advisees Lt. Col. Peter Kilner, Academy Professor and Deputy Director of the Center for the Advancement of Leader Development and Organizational Learning, USMA (West Point)

The Effects Of Socially Relevant Representations In Content On Members' Identities Of Participation And Willingness To Contribute In Distributed Communities Of Practice (2006), Ph.D. dissertation in Instructional Systems, Penn State.

Fengfeng Ke, Associate Professor, Educational Psychology, Florida State University
Computer-based game playing within alternative classroom goal structures on fifth-graders' math learning outcomes: Cognitive, metacognitive, and affective evaluation and interpretation (2006), Ph.D. dissertation in Instructional Systems, Penn State.

Joel Galbraith, Director of Online Instruction, Brigham Young University
The Effects of Socially Relevant Representations on Learning, Social Presence and Interaction for Students in Online, Self-Directed Learning Settings (2007), Ph.D. dissertation in Instructional Systems, Penn State.

Charles D. (Charlie) Cox, Instructor of Engineering Design, Penn State University
Legitimization Of Subject Matter In An Undergraduate Architectural Design Program: A Cultural And Systems Theory Analysis (2009), Ph.D. dissertation in Instructional Systems, Penn State.

Sameer Honwad, Assistant Professor of Education and Environmental Science, University of New Hampshire
Use of Indigenous Knowledge in Environmental Decision Making by Communities in the Kumoan Himalayas (2009), Ph.D. dissertation in Instructional Systems, Penn State.

Joey Lee, Assistant Research Professor, Communication, Computing and Technology in Education, Teachers College Columbia University
Understanding How Identity Supportive Games Can Impact Ethnic Minority Possible Selves and Learning: A Design-Based Research Study (2009), Ph.D. dissertation in Information Sciences & Technology, Penn State.

Kuo-Chuan (Martin) Yeh, Assistant Professor, Computer Science and Engineering Department, Penn State
Toward understanding the cognitive processes of software design in novice programmers (2009), Ph.D. dissertation in Instructional Systems, Penn State.

Joshua Kirby, Assistant Professor of Education, Penn State
To Make Their Journey Better: Research-Focused Aspirations for Preparing Adult Volunteers for Facilitating Positive Youth Development (2010), Ph.D. dissertation in Instructional Systems, Penn State.

Gabriela Richard, Postdoctoral Fellow for Academic Diversity, University of Pennsylvania (Yasmin Kafai, postdoc advisor)
Understanding gender, context, and game culture for the development of equitable digital games and learning environments (2013), Ph.D. dissertation in Educational Communication & Technology, NYU.

Selected Grants

Managed approximately \$2 million in grant funding, was co-PI or senior personnel on approximately \$4m.

2016-2018. Hive Research Laboratory Research Practice Partnership, Spencer Foundation.

2015-2016. Mi Miente: An app for mindfulness and emotional resilience for young Latinas. HASTAC/UCI.

2013. Haas Jr. Foundation. Summit on the Breakthrough Collaborative.

2013-2015. The Hive Research Laboratory, NY Community Trust (with support from Mozilla Foundation and MacArthur Foundation.)

2011-2012. Training the next generation of learning scientists: CSCL Workshop Support, National Science Foundation.

2010-2013. From Learning to Research: Developing Future Earth System Scientists and Professionals (co-PI), National Science Foundation ITEST program.

2010-2012. Doctoral Dissertation Research: Impact of the Social Context of Video Games on the Self Efficacy, Motivation and Learning Outcomes of Female Players, and Its Implications, National Science Foundation Science, Technology, and Society program. Training grant for my advisee; Faculty PI.

2009-2012. Information Futures. Grant originally obtained by Carol Mandel and NYU libraries from a private donor. Faculty PI.

2008-2011. Anticipatory Learning for Climate Change Adaptation and Resilience in Sub-saharan Africa. National Science Foundation Human and Social Dynamics program, Decision Making, Risk, and Uncertainty emphasis area. Co-PI.

2004-2007. Building a Learning Community for Himalayan Sustainability. Penn State Children, Youth and Families Consortium. PI. Additional funding provided by Penn State's Colleges of IST, Education, and Arts & Architecture; and by the Global Fund.

2006-2008. Analyzing the Flow of Network-Embedded Expertise in Schools: A Longitudinal Study of Individual and Organizational Change, Co-PI, National Science Foundation Human and Social Dynamics program, Division of Behavioral and Cognitive Sciences.

2004-2005. Training and Resources for Assembling Interactive Learning Systems (TRAILS). Awarded subcontract through open national competition. National Science Foundation Information Technology Research (ITR) program, Directorate for Computer and Information Science and Engineering.

2003-2008. Technology-enhanced learning in science (TELS): the educational accelerator. Local (subcontract) PI, National Science Foundation Centers for Learning and Teaching (CLT) program.

2003-2006. Exploration Of A Social Capital Framework For Studies Of Technology Integration. Local (subcontract) PI, National Science Foundation Evaluation Research and Evaluation Capacity-building (EREC) program.

1998-2002. CILT Knowledge Network, Project Director, National Science Foundation and Intel via Center for Innovative Learning Technologies.

2000-2002. Collaborative Learning in Audio Engineering, co-PI, National Science Foundation Engineering Research Centers Program.

2000-2001. The Learning, Design, and Technology Underground: A Collaborative Institute for Early-Career Scholars on Design-Based Research Methods, PI, Spencer Foundation.

Software

Hoadley, C. M., Ozcan, C., Lee, J., and Galbraith, J. (2006) *SCapView*. Online tool for visualizing the flow of social capital in groups while maintaining individual privacy.

Hoadley, C. M. (1998-2002) *The CILT Knowledge Network*. World Wide Web community tool linking educational technology researchers, teachers, developers, and policymakers. Supported over 10,000 users.

Hoadley, C. M., Berman, B. P., Tran, J., and Agogino, A. (1994-7) *The SpeakEasy Networked Discussion Tool*. World Wide Web-based discussion environment.

Deloayza Associates (1996) *Children of the Crane*. Educational CD-ROM for children about the bombing of Hiroshima.

Hoadley, C. M. (1993) *WanderECHO*. Connectionist simulation of limited coherence in human reasoning.

Hoadley, C. M. and Hsi, S. (1992-3) *The Multimedia Forum Kiosk*. Multimedia bulletin board and discourse representation software.

Ranney, M. R., Schank, P. K., and Hoadley, C. M. (1992-3) *Convince Me*. "Reasoner's Workbench" for supporting coherent reasoning using ECHO connectionist simulation of reasoning processes. In J. R. Jungck, N. Peterson, & J. Calley (eds.), *The BioQUEST Library*. College Park, MD: Academic Software Development Group, University of Maryland. (Peer-reviewed software collection).

Honors

STAR Award (Graduate Student Organization, NYU Steinhardt). 2013. For "outstanding mentorship and research that will change the world."

Fine Outreach for Science Fellowship, Fine Foundation, 2009.

US Department of State, Fulbright Commission, Fulbright Fellowship (South Asia Regional Research Fellowship) 2008-2009.

Editorial

Series Editor, Computer Supported Collaborative Learning Book Series, Springer (co-editor with Naomi Miyake until 2015).

Editorial board, *Journal of Science Education and Technology* (2004-present), *International Journal of Computer Supported Collaborative Learning* (2005-present). *Journal of the Learning Sciences* (2000-2004).

Publication chair and editor, Computer Supported Collaborative Learning (CSCL) 1999 Conference, Palo Alto, CA.

Reviewer for *American Educational Research Journal*, *The Asia-Pacific Education Researcher*, *Canadian Journal of Learning and Technology*, *Cognition and Instruction*, *Educational Technology Research and Development*, *Interactive Learning Environments*, *Interacting with Computers*, *International Journal of Mobile Human-Computer Interaction*, *Journal of Educational Computing Research*, *Journal of Computer Mediated Communication*, *Learning and Instruction*, *Science Education*, *Transactions on Computer-Human Interaction*.

Program committee: EuroCSCL 2001 Conference, Maastricht, Netherlands; *Computer-Supported Collaborative Learning (CSCL) 2002 Conference*, Boulder, 2005, Taipei, 2012, Madison; *International Conference of the Learning Sciences (ICLS) 2004*, Santa Monica; *International Conference on Advanced Learning Technologies (ICALT) 2004*, Jonesuu, Finland; *International Conference on Computers in Education (ICCE) 2005*, Singapore, 2006, Beijing China, 2007, Hiroshima, Japan, 2008, Taipei, Taiwan, 2009, Hong Kong, 2011, Chang Mai, Thailand; *International Association of Science and Technology for Development Computers and Advanced Technology in Education (IASTED CATE) 2008*, Greece; 2009, US Virgin Islands; *International Conference on Computer Supported Education (CSEDU) 2013*, Aachen, Germany, *Learning at Scale 2014*, Atlanta.

Doctoral consortium co-chair, ICLS 2002 Conference, Seattle; Workshops co-chair, ICLS 2006 Conference, Bloomington, Indiana. Doctoral consortium co-chair, CSCL 2007, Rutgers, New Jersey. Program chair, AERA 2008 Division C Section 5 (Learning Environments), Interactive events co-chair, CSCL 2009, Rhodes, Greece. Associate Chair for CHI 2010, Atlanta. Doctoral consortium co-chair, CSCL 2011, Hong Kong.

Reviewer for AERA, Cognitive Science, Empirical Studies of Programmers, HICSS, ICIS, ACM CSCW (in addition to those where served on program committee).

Service to Professional Societies

American Educational Research Association

- Chair, *AERA SIG Education in Science and Technology (now SIG Learning Sciences)*, 1998—1999
- Secretary/Treasurer for *AERA Special Interest Groups Education in Science and Technology and Advanced Technologies for Learning*, 1997-1998.
- Member, *Division C Nominations Committee*, 2003-2004.

International Society for the Learning Sciences

- *Co-founder, 1998-2002.*
- *President, 2002-2003, past-president 2003-2004.*
- *Member, Board of Directors (elected twice) 2002-2003, 2003-2006, 2006-2011*
- *Member, CSCL Community Committee (elected twice), 2004-2007, 2007-2010*
- *Publications co-chair, 2006-2008.*
- *Nominations co-chair, 2006-2007, Chair 2012-2013.*

Service to the Field Member of Standing Committee on Assessment Design for the National Assessment of Educational Progress (NAEP) first ever Technology and Engineering Literacy Assessment, administered through ETS, 2010-2013.

Panelist for Canadian Social Science and Humanities Research Council, US National Science Foundation, US Department of Education, Russell Sage Foundation, National Research Foundation of Singapore, Belgian National Research Foundation (Fonds Wetenschappelijk Onderzoek).

Affiliated Scholar, National Academy of Engineering, Center for the Advancement of Scholarship in Engineering Education, 2006-2013.

Participant, Engineering and the Media, workshop sponsored by the National Academy of Engineering, 2007.

Member of external review committee, NASA GLOBE program office, 2007-2008.

University Service Participant, Thought-leader Conference on Digital Education Research, New York University, 2013. (Participants from NYU, Gates Foundation, Sloan Consortium, ITHAKA, etc.)

Advisory Board, Bronx Academy for Software Engineering (High school, NYC Department of Education), 2013.

MAGNET (Media and Games Network) Presidium member, 2013. MAGNET Facility Design/Planning committee, 2012-2013. (see <http://is.gd/nyumagnet> for details.)

NYU Bobst Libraries advisory board member, 2013.

Chair, Committee On Computer Science Education at NYU Steinhardt, 2013.

Member of NYU Provost's Committee on Technology Classrooms and Learning Space, 2011-2013.

Search committee member, Media Culture and Communication Department clinical faculty search in computational literacy, 2013-2014.

Search committee consulting member, Media Culture and Communication Department tenure-track search, 2012-2013.

Promotion and Tenure Committee, Department of Administration, Leadership, and Technology, 2010-2012 (elected position).

Faculty adviser to Penn State University student organization Association for South Asian Research, 2006-2008.

Member of faculty search committee, Instructional Systems program, 2007-2008.

College of Education, Diversity and Community Enhancement Committee, 2004-2007.

College of Information Sciences and Technology, Graduate Recruiting Committee,
2006 (elected position).

Publications

Over 150 publications and presentations; over 100 peer-reviewed publications and presentations.

Books

Hoadley, C. M. and Roschelle, J., Eds. (1999) *CSCL '99: Proceedings of Computer Support for Collaborative Learning 1999*. Mahwah, NJ: Lawrence Erlbaum Associates.

Published Articles, Proceedings Papers, and Chapters

In Press

Santo, R., Pepler, K., Ching, D., & Hoadley, C. (in press). Maybe a Maker Space? How an Out-of-school Center Engaged in Expansive Learning around Maker Education within the Context of a Regional Educational Network *FabLearn 2015*.

Hoadley, C. & Van Haneghan, J. (in press). The Learning Sciences: Where they came from and what it means for instructional designers. In Reiser, R.A., & Dempsey, J.V. (Eds.) *Trends and Issues in Instructional Design and Technology* (4th ed.). New York: Pearson.

2015

PR Hoadley, C., & Favaro, S. (2015). Digital literacy in higher education. In J. M. Spector (Ed.), *Encyclopedia of educational technology* (Vol. 1, pp. 221-223). Thousand Oaks, CA: SAGE.

PR Richard, G., & Hoadley, C. (2015). Learning Resilience in the Face of Bias: Online Gaming, Protective Communities and Interest-Driven Digital Learning. In O. Lindwall, P. Hakkinen, T. Koschmann, P. Tchounikine & S. Ludvigsen (Eds.), *Computer-Supported Collaborative Learning 2015* (Vol. 1, pp. 45-458). Gothenburg, Sweden: ISLS.

2014

PR Honwad, S., Sypher, O. M., Hoadley, C., Lewis, A., Tamminga, K., & Honey, R. (2014). Education for Sustainability and Resilience in a Changing Climate. In J. L. Polman, E. A. Kyza, D. K. O'Neill, I. Tabak, W. R. Penuel, A. S. Jurow, K. O'Connor, T. Lee & L. D'Amico (Eds.), *Proceedings of the International Conference of the Learning Sciences 2014* (Vol. 3, pp. 1466-1473). Boulder, CO: International Society of the Learning Sciences.

PR Favaro, S., & Hoadley, C. (2014). The Changing Role of Digital Tools and Academic Libraries in Scholarly Workflows: A Review. *Nordic Journal of Information Literacy in Higher Education*, 6(1), 6-22

2013

PR Richard, G., & Hoadley, C. (2013). Investigating a Supportive Online Gaming Community as a Means of Reducing Stereotype Threat Vulnerability Across Gender. *Proceedings of Games, Learning, and Society 9.0 (2013)*, Pittsburgh: ETC Press.

Dennen, V. P., & Hoadley, C. (2013). The design of collaborative learning through computer support. In C. E. Hmelo-Silver, C. A. Chinn, C. Chan & A. M. O'Donnell (Eds.), *International handbook of collaborative learning*, 389-402. New York: Routledge.

2012

Hoadley, C., & Fabian, C. (2012). Adolescent girls and technology: Supporting participatory engagement. In A. Minujin (Ed.), *Adolescent Girls-Cornerstone of Society: Building Evidence and Policies for Inclusive Societies*, 109-117. New York: The New School Press and UNICEF.

Hoadley, C. (2012). What is a community of practice and how can we support it? In D. H. Jonassen & S. M. Land (Eds.), *Theoretical foundations of learning environments* (Second ed., pp. 287-300). New York: Routledge.

2011

Hoadley, C. & Van Haneghan, J. (2011). The Learning Sciences: Where they came from and what it means for instructional designers. In Reiser, R.A., & Dempsey, J.V. (Eds.) *Trends and Issues in Instructional Design and Technology* (3rd ed., pp. 53-63). New York: Pearson.

PR Lomas, D., Ching, D., Patel, K., Hoadley, C., & Kam, M. (2011). When a console game becomes CSCL: Play, participatory learning and 8-bit home computing in India. In N. Law (Ed.), *Proceedings of Computer Supported Collaborative Learning 2011*. Hong Kong: International Society of the Learning Sciences.

2010

PR Hoadley, C., Honwad, S., & Tamminga, K. (2010). Technology-supported cross-cultural collaborative learning in the developing world. In P. Hinds, A.-M. Sørderberg, R. Vatrappu, T. Ishida, M. Maznevski & G. M. Olson (Eds.), *Third International Conference on Intercultural Collaboration* (pp. 131-140). Copenhagen: Association for Computing Machinery.

PR Hoadley, C. (2010). Roles, design, and the nature of CSCL. *Computers in Human Behaviour*. 26, 551-555. E-published 23 Sept. 2009.

PR Hoadley, C., Xu, H., Lee, J. J., & Rosson, M. B. (2010). Privacy as Information Access and Illusory Control: The Case of the Facebook News Feed Privacy Outcry. *Electronic Commerce Research and Applications* 9(1), 50-60.

2009

PR Ke, F., & Hoadley, C. (2009). Evaluating Online Learning Communities. *Educational Technology Research and Development*, 57(4), 487-510.

Cox, C., Harrison, S. and Hoadley, C. (2009). Running design studios for educational technologists. In C. diGiano, M. Chorost, and S. Goldman (Eds.), *Learning about Learning Technology Design*, (pp. 145-164). New York: Routledge.

Hoadley, C. and Cox, C. (2009). Design knowledge: How and why we teach it. In C. diGiano, M. Chorost, and S. Goldman (Eds.), *Learning about Learning Technology Design*, (pp. 19-34). New York: Routledge.

Hoadley, C. (2009). Social Impacts of Technologies for Children: Keystone or Invasive Species? In A. Druin (Ed.), *On the Move: Mobile Technology, Children, and Learning*, (pp. 63-82). Burlington MA: Morgan Kaufmann/Elsevier.

2008

PR Mertl, V., O'Mahony, T. K., Honwad, S., Tyson, K., Herrenkohl, L. R., & Hoadley, C. (2008). *Analyzing collaborative contexts: Professional musicians, corporate engineers, and communities in the Himalayas*. Paper presented at the International Conference of the Learning Sciences 2008, Utrecht, Netherlands.

PR Lee, J. J., Gaydos, M., & Hoadley, C. (2008). Identities, Stereotypes, and Constructing Avatars for Success in Math. Paper presented at the International Conference of the Learning Sciences 2008, Utrecht, Netherlands.

PR Honwad, S., & Hoadley, C. (2008). *Mapping the learning pathways and processes associated with the development of expertise and learner identities*. Paper presented at the International Conference of the Learning Sciences 2008, Utrecht, Netherlands.

Ronen Fuhrmann, T., Kali, Y., & Hoadley, C. (2008). Helping education students understand learning through designing. *Educational Technology*, 48(2), 26-33.

2007

Hoadley, C. (2007). Theories and methods from learning sciences for e-learning. In R. Andrews & C. Haythornthwaite (Eds.), *Handbook of E-learning Research* (pp. 139-156). Thousand Oaks, CA: SAGE Publications.

PR Lee, J. J., & Hoadley, C. (2007). Leveraging Identity to Make Learning Fun: Possible Selves and Experiential Learning in Massively Multiplayer Online Games (MMOGs). *Innovate*, 3(6). [Available from: <http://www.innovateonline.info/index.php?view=article&id=348>]

2006

PR Enyedy, N. & Hoadley, C. (2006). From dialogue to monologue and back: Middle spaces in computer-mediated learning. *International Journal of Computer Supported Collaborative Learning*, 1(4), 413-439.

PR Lee, J. J., Hellar, D. B., & Hoadley, C. (2006). Gender, gaming, and IT careers. In E. M. Trauth (Ed.), *Encyclopedia of Gender and Information Technology* (pp. 687-692). Hershey, PA: Idea Group, Inc..

PR Lee, J. J., & Hoadley, C. (2006). "Ugly in a world where you can choose to be beautiful": Teaching and learning about diversity via virtual worlds. In S. Barab, K. E. Hay & D. T. Hickey (Eds.), *International Conference of the Learning Sciences* (pp. 383-389). Bloomington, Indiana: International Society of the Learning Sciences.

PR Lee, J. J., & Hoadley, C. (2006). Online identity as a leverage point for learning in massively multiplayer online games (MMORPGs). In *Proceedings of the 6th IEEE International Conference on Advanced Learning Technologies* (pp. 761-763). Kerkrade, The Netherlands: IEEE Press

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- PR** Kirby, J., Hoadley, C., & Carr-Chellman, A. (2005). Instructional systems design and the learning sciences: A citation analysis. *Educational Technology Research and Development (Research section)*, 53(1).
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- PR** Underwood, J., Hoadley, C., Stohl, H., Hollebrands, K., diGiano, C., & Renninger, K. A. (2005). IDEA: Identifying design principles in educational applets. *Educational Technology Research and Development*, 53(2), 99-112.

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PR Hoadley, C. (1999). Collaborative infrastructure and very low threshold interfaces: The CILT Knowledge Network. In M. Caenepeel, D. Benyon & D. Smith (Eds.), *i3 Annual Conference Proceedings* (pp. 41-43). Siena, Italy: i3net.

PR Hoadley, C. M. and Enyedy, N. (1999). Between Information and Collaboration: Middle Spaces in Computer Media for Learning. In C. M. Hoadley and J. Roschelle (Eds.), *CSCL '99: Proceedings of Computer Supported Collaborative Learning 1999*, p. 242-251 . Mahwah, NJ: Lawrence Erlbaum Associates.

Hoadley, C. M. and Roschelle, J. , Eds. (1999) *CSCL '99: Proceedings of Computer Support for Collaborative Learning 1999*. Mahwah, NJ: Lawrence Erlbaum Associates.

1998

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Hoadley, C. M. (1998). *Scaffolding scientific discussion using socially relevant representations in networked multimedia*. Ph.D. Dissertation, University of California at Berkeley, Berkeley, CA.

1997

- PR** Cuthbert, A., Bell, P. and Hoadley, C. (1997) Tracking activity patterns in online environments: implications for instructional design. *Proceedings of HCI International '97*, San Francisco, CA.

- PR** Hsi, S. and Hoadley, C. M. (1997) Productive discussion in science; gender equity through electronic discourse. *Journal of Science Education and Technology*, 11(1).

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Hoadley, C. M. and Bell, P. L. (1996) Web for your head: the design of digital resources to enhance lifelong learning. *D-Lib Magazine*, September, 1996.

- PR** Hoadley, C. M., Linn, M. C., Mann, L. M. and Clancy, M. J. (1996) When and why do novice programmers reuse code? In Gray, W. and Boehm-Davis, D. (Eds.) *Empirical Studies of Programmers, Sixth Workshop* (pp. 109-130). Norwood, NJ: Ablex Publishing Company.

- PR** Ranney, M., Schank, P., Hoadley, C., & Neff, J. (1996) "I know one when I see one": How (much) do hypotheses differ from evidence? In R. Fidel, B.H. Kwasnik, C. Beghtol, & P.J. Smith (Eds.) *Advances in classification research: Vol. 5*. (ASIS Monograph Series; pp. 141-158, etc.) Medford, NJ: Learned Information. [An earlier version appeared in the (October, 1994) *Proceedings of the Fifth American Society for Information Science SIG/CR Workshop on Classification Research* (pp. 139-156).]

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Hoadley, C. M. (1995) *Functional abstraction, beliefs, and code reuse: A study of novice programmers*. Master's thesis, Computer Science Division, University of California at Berkeley, Berkeley, CA.

- PR** Hoadley, C. M., Hsi, S. and Berman, B. P. (1995) The Multimedia Forum Kiosk and SpeakEasy. In *Proceedings of ACM Multimedia '95* (363-364). New York, NY: ACM Press.

- PR** Hsi, S., Hoadley, C. M. and Linn, M.C. (1995) Lessons for the future of electronic collaboration from the Multimedia Forum Kiosk. *Speculations in Science and Technology*, 18(4), 265-277.

1994

- PR** Schank, P., M. Ranney, et al. (1994). Convince Me! College Park, MD, University of Maryland Academic Software Development Group, for the BioQUEST Library.
- Hoadley, C. M. and Hsi, S. (1994) Two perspectives on Using Multimedia in Education -- Multimedia: A Chance for Change. *The CPSR Newsletter*, Volume 12, No. 2, p.10-13. Palo Alto, CA: Computer Professionals for Social Responsibility.
- PR** Hoadley, C. M., Ranney, M. and Schank, P. K. (1994) WanderECHO: a connectionist simulation of limited coherence in human reasoning. In *Proceedings of the Sixteenth Annual Conference of the Cognitive Science Society* (pp. 421-426). Hillsdale, NJ: Lawrence Erlbaum Associates.
- PR** Schank, P., Ranney, M., Hoadley, C., Diehl, C. and Neff, J. (1994). A Reasoner's Workbench for Improving Scientific Thinking: Assessing Convince Me. In G.H. Marks (Ed.), *Proceedings of the 1994 International Symposium on Mathematics/Science Education and Technology* (p. 237), Charlottesville, VA:AACE.

1993

- Hoadley, C. M. (1993) What is Cognitive Science?: a Primer for the uninitiated. *Educator*. Spring, 1993, 7(1), 4-9 Berkeley, CA: University of California.
- PR** Hoadley, C., & Hsi, S. (1993). A multimedia interface for knowledge building and collaborative learning. In Adjunct proceedings of the International Computer Human Interaction Conference (InterCHI) '93 (pp. 103-104). Amsterdam, The Netherlands: ACM Press..

Presentations

2015

- PR** Ching, D., Santo, R., Bar-Zemer, T., Forsyth, J., & Hoadley, C. (2015). *From half-pipe to full-illment: Leveraging interest-driven identities as a strategy for technology learning*, Paper in Symposium "Learning as transformation: Examining how youth author new learning pathways/ecologies in science, engineering, and technology" presented at Annual Meeting of the American Educational Research Association, Chicago.
- PR** Ching, D., Santo, R., Hoadley, C., & Peppler, K. (2015). *Mapping the Social Learning Ecology of Support Around Adolescent Youth's Interest-Driven Pursuits*, Poster in session "New tools, new voices: Innovations in understanding and analyzing life-wide ecologies for youth interest-driven learning" presented at Annual Meeting of the American Educational Research Association, Chicago.
- PR** Ching, D., Santo, R., Peppler, K., & Hoadley, C. (2015). *Affordances of social learning ecology maps for examining the importance of social support in the pursuit of digital media making activities*, Paper in Structured Poster Session "New Tools, New Voices: Innovations in Understanding and Analyzing Life-Wide Ecologies for Youth Interest-Driven Learning" presented at Annual Meeting of the American Educational Research Association, Chicago.
- PR** Santo, R., Ching, D., Peppler, K., Hoadley, C., & Gilliam, L. (2015,June). *Networks for Learning and Networks that Learn: Findings from Hive Research Lab*, presented at Digital Media and Learning Conference, Los Angeles CA.
- Hoadley, C. (2015,11 June). *Grand Challenges in Technology Enhanced Learning*, Presidential Session (invited presentation as discussant) presented at Computer Supported Collaborative Learning 2015, Gothenburg, Sweden.

2014

- Hoadley, C. (2015,16 December). *Mapping educational research communities: bibliometrics and lived experience in the learning sciences*, Invited talk presented at EducMap: Pour une cartographie dynamique des recherches en éducation, Lyon, France. Retrieved from <http://ife.ens-lyon.fr/ife/recherche/groupes-de-travail/educmap>
- Hoadley, C. (2014,10 December). *Research-practice partnerships and organizational change*, Invited presentation presented at Intermedia talk series, University of Oslo.
- Hoadley, C. (2014,Oct. 25). *Some observations on being relevant*, Invited plenary presented at Advances in Educational Psychology Conference (AEPC) 2014, Washington, DC.
- Hoadley, C. (2014,Nov 11). *NSF Grant Opportunities and Trends in Cyberlearning and Educational Technology*, Presidential Invited Address presented at Association of Educational Communications and Technology Annual Convention, Jacksonville, Florida.

- PR** Honwad, S., Sypher, O. M., Hoadley, C., Lewis, A., Tamminga, K., & Honey, R. (2014). *Education for Sustainability and Resilience in a Changing Climate*, presented at International Conference of the Learning Sciences, Boulder, CO.
- PR** Ching, D., Santo, R., Hoadley, C., & Pepler, K. (2014,4 April). *Codesigning Opportunity: Researching and Creating Youth Pathways in a Regional Learning Network*, Paper presentation presented at American Educational Research Association, Philadelphia.
- PR** Hoadley, C. (2014,7 April). *Indigenous Design of Appropriate Hardware Platforms for Learning in Nepal*, Roundtable presentation presented at American Educational Research Association, Philadelphia.
- PR** Hoadley, C., & Lucas, M. (2014,6 April). *Designing Academic Technology-Rich Spaces to Facilitate Cross-Departmental Interactions*, Paper presentation presented at American Educational Research Association, Philadelphia.
- PR** Honwad, S., Mangen, D. O., Hoadley, C., Tamminga, K., Honey, R., & Lewis, A. (2014). *Learning to Adapt and Build Resilience in the Face of a Changing Climate*, presented at International Conference of the Learning Sciences, Boulder, CO.

2013

- PR** Hoadley, C. (2013). Using the Framing of Learning and Knowledge-Building Communities as a Means to Understand Scholarly Contribution. Society for the Social Studies of Science (4S). San Diego, CA, 4S.
- PR** Richard, G., & Hoadley, C. (2013, June 12-14). Investigating a Supportive Online Gaming Community as a Means of Reducing Stereotype Threat Vulnerability Across Gender. Paper to be presented at the Games, Learning, and Society 9.0 (2013), Madison, Wisconsin.
- Hoadley, C. (2013). *The Death Of Content: Why Universities and Schools are (and aren't) being replaced by the Internet*, Invited keynote presented at Emerging Learning Design 2013, Montclair, NJ.
- PR** Hoadley, C. (2013,15 Mar). Civic participation as hacking in South Asia, Panel presentation presented at Digital Media and Learning (DML) 2013, Chicago, Illinois.
- PR** Hoadley, C. (2013). LX Design: Evidence Based Learning Solutions. Panel presentation at SXSWedu, Austin, TX.

2012

- PR** Favaro, S., & Hoadley, C. (2012,1 Oct.). Designing tools for the 21st century workflow of research and how it changes what libraries must do, presented at Emerging Technology in Academic Libraries, Trondheim, Norway. Retrieved from <http://emtacl.com/submitted-abstracts/#Sharon>

Hoadley, C. (2012). Technology for learning across cultures. Paper presented at the Teaching with Technology symposium, New York University: New York. Invited plenary.

Hoadley, C. (2012). Appropriate technology for learning: Not how, but why and for what end? Paper presented at What education for the future?: Beyond 2015, Rethinking learning in a changing world – UNESCO Regional High-Level Expert Meeting, Bangkok, Thailand. Invited plenary presentation.

2011

Hoadley, C. (2011). What Educational Technology Can Teach You: How to Build Knowledge in the Networked Age [keynote address]. Paper presented at the Palconnect: The First Palestinian Social Media Conference, Ramallah. <http://palconnect.ps>

PR Lomas, D., Kam, M., Ching, D., & Hoadley, C. (2011, July). When a console game becomes CSCL: Play, participatory learning and 8-bit home computing in India. Paper to be presented at Computer Supported Collaborative Learning 2011 Conference. Hong Kong: International Society of the Learning Sciences.

Hoadley, C. (2011, April). Design, research, and design-based research methods: How can we improve and study how people live and learn with their technology? Invited talk to be presented at UMass Dartmouth Kaput Center for Research and Innovation in STEM Education.

PR Prins, E., Hoadley, C., Asiamah, E., Asiedu, A., Biermann, M., Crane, R., et al. (2011). Learning to adapt: How innovation, environmental information sharing, and social networks vary in rural Ghana and Tanzania Paper presented at the Resilience 2011: Resilience, Innovation, and Sustainability: Navigating the Complexities of Global Change, Tempe, Arizona. <http://csid.asu.edu/resilience>

PR Tamminga, K., Shaffer, L. J., Asiamah, E., Asiedu, A., Biermann, M., Crane, R., et al. (2011). Grounded: Walking journeys and environmental monitoring as portals to anticipatory learning and resilience from and within the working landscape. Paper presented at the Resilience 2011: Resilience, Innovation, and Sustainability: Navigating the Complexities of Global Change, Tempe, Arizona. <http://csid.asu.edu/resilience>

PR Tschakert, P., Asiamah, E., Asiedu, A., Biermann, M., Crane, R., Dietrich, K., et al. (2011). From Vulnerable Victims to Active Agents: Anticipatory Learning for Climate Change Adaptation and Resilience Paper presented at the Resilience 2011: Resilience, Innovation, and Sustainability: Navigating the Complexities of Global Change, Tempe, Arizona. <http://csid.asu.edu/resilience>

Hoadley, C. (2011). Opportunities and challenges for International Development Using ICTs in Education. Paper presented at the 1st Annual CTED Conference: Enhancing Economic Development Through Technology, Abu Dhabi, United Arab Emirates. Invited talk <http://cted.nyu.edu/ctedconf.html>

Hoadley, C. (2011). International considerations. Paper presented at the Tech@State Serious Games Conference: Connecting Technology with Opportunity to Aid U.S. Diplomacy and Development, Washington, D.C. Invited Presentation. <http://tech.state.gov/profiles/blogs/serious-games-content-and>

Hoadley, C. (2011). Designing technology for human flourishing: Research in the dolcelab. Paper presented at the Brown bag talk series, Center for Children and Technology, Education Development Corporation, New York. Invited presentation.

Hoadley, C. (2011). The lifecycle of knowledge as seen from the learning sciences. Paper presented at the ReX2: The Re:Enlightenment Exchange, British Museum, University of London, and the Royal Society for the Arts, London, UK. Invited position statement.

Hoadley, C. (2011). Educational technology in development: a view from the trenches. Paper presented at the Social Media Talk Series, Microsoft Research, Cambridge, MA. Invited talk.

Hoadley, C. (2011). Indigenous technology design and its challenges. Paper presented at the Berkman Luncheon Series, Berkman Center for Internet and Society, Harvard University. Invited talk. <http://cyber.law.harvard.edu/events/luncheon/2011/09/hoadley>

2010

Hoadley, C. (2010). Computer-supported learning in developing countries. Paper presented at the CITE Invited Talk Series, Hong Kong University.

Hoadley, C. (2010). *What are we designing for anyhow? Unpacking the goals of learning design*. Invited talk. Tallahassee, Florida: Florida State University Instructional Systems Program.

PR Tamminga, K. R., Honwad, S., & Hoadley, C. (2010). Technology-supported cross-cultural collaborative learning in the developing world. Paper presented at the International Conference on Intercultural Collaboration, Copenhagen.

Hoadley, C. (2010). Improving education with technology: What does and doesn't matter. Keynote address presented at the Teaching with Technology Conference, New York, NY. New York University.

Hoadley, C. (2010). Subtle and strong ways ICTs can change girls' lives. Invited address presented at the International Conference on Adolescent Girls: Cornerstone of Society—Building Evidence and Policies for Inclusive Societies, New York, NY. UNICEF.

Hoadley, C. (2010). ICT and education. Invited talk presented at the Workshop on ICT and African Development: Challenges and Opportunities, New York, NY. New York University.

Hoadley, C. (2010). Emerging practices in learning media. Paper presented at the Guest lecture in Knowledge Media Design Institute colloquium series, Toronto, ON. University of Toronto.

2009

Hoadley, C. (2009). Technology for environmental education and development: The problem of making ICT local. Bangalore, India: Microsoft Research India.

Hoadley, C. (2009). Technology, education, and sustainability. Paper presented at the South Asia Regional Fulbright Conference, Kolkata, India. USIEF (US-India Educational Foundation.)

Hoadley, C. (2009). Why environmental impact is a knowledge management problem. Paper presented at the International Seminar on Contemporary Issues in Environmental Management, Department of Business Management, Calcutta University.

PR Hoadley, C. (2009), discussant. Towards a technology community in the learning sciences. Panel presented at the Computer Supported Collaborative Learning conference, Rhodes, Greece. International Society of the Learning Sciences.

2008

Hoadley, C. (2008). Panel Presentation on IST in the Developing World. Paper presented at the 2008 IST Graduate Symposium on Creativity and Innovation, Penn State University, University Park, PA.

Hoadley, C. (2008). Children's digital ecology: Is your intervention a keystone or invasive species? Paper presented at the Children's Mobile Technology Workshop, University of Maryland, College Park MD.

PR Hoadley, C., Lee, J. J., & Sockman, B. R. (2008). Interdisciplinary Collaboration in Educational Technology Design Teams: A Cross-Case Analysis Using the TACIT Framework. Paper presented at the American Educational Research Association Annual Meeting, New York, NY.

Lee, J. J., Hoadley, C., Xu, H., & Rosson, M. B. (2008). How to Anger Internet Users by Sharing Information They've Already Published: Privacy and the Facebook Controversy. Paper presented at the 2008 IST Graduate Symposium on Creativity and Innovation: The Future of Information, Technology and the Enterprise.

2007

Hoadley, C. (2007). Investigating the potential of using social network analysis in education. Invited address presented at the Annual Eastern Evaluation Research Society Conference, Absecon, NJ.

Hoadley, C. (2007). The future of CSCL and ISLS; invited panel presentation. Paper presented at the Computer-Supported Collaborative Learning 2007 Conference, New Brunswick, NJ.

Hoadley, C. (2007). The life cycle of knowledge and knowing in communities. Invited address presented at the Communities Managing Knowledge: 2nd Annual Graduate Symposium, College of IST, Penn State University.

PR Hoadley, C., Honwad, S., & Tamminga, K. R. (2007). Designing Appropriate Collaborative Learning Technologies for the Developing World. Paper presented at the Open Education (OpenEd) 2007 Conference.

PR Hoadley, C., Honwad, S., & Tamminga, K. R. (2007). Using Technology to Elicit Biographies in Himalayan Villages. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

PR Ronen Fuhrmann, T., Kali, Y., & Hoadley, C. (2007). Engaging graduate students in design as a means of enhancing their epistemological understanding of learning. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

2006

Galbraith, J., & Hoadley, C. (2006). School-wide initiatives: A social capital view. Paper presented at the PETE&C 2006 (Pennsylvania Educational Technology Expo and Conference), Hershey, PA.

Hoadley, C. (2006). Pursuing eudaimonia with technology: Cross-cultural education for sustainability in the Himalayas. Paper presented at the UC Berkeley EMST/SESAME Colloquium Series, Berkeley, CA.

PR Hoadley, C. (2006). Emerging methods: Design-based research in instructional technology. Paper presented at the Association for Educational Communications and Technology Annual Meeting, Dallas, TX.

PR Dennen, V., Hill, J., Hoadley, C., Paulus, T., & Wiley, D. (2006). Research on online learning: Moving beyond counting and case studies. Panel presented at the Association for Educational Communications and Technology Annual Meeting, Dallas, TX.

PR Lee, J. J., & Hoadley, C. (2006). "Ugly in a world where you can choose to be beautiful": Teaching and learning about diversity via virtual worlds. Paper presented at the International Conference of the Learning Sciences, Bloomington, IN.

2005

- PR** Hoadley, C. (2005). "Just so" knowledge: The role of design knowledge in fostering learning and empowerment (through technology). Paper presented at the Second International Conference on Technology, Knowledge, and Society, 2005, Hyderabad, India. Common Ground.
- PR** Hoadley, C. (2005). The shape of the elephant: Scope and membership of the CSCL community. Plenary session presented at Computer-supported Collaborative Learning (CSCL) 2005. Taipei, Taiwan.
- Hoadley, C. (2005). Design-based research and design experiments: Towards usable knowledge in instructional design. Invited address presented at the European Association for Research on Learning and Instruction (EARLI) 2005 Conference, Nicosia, Cyprus.
- PR** Hoadley, C. (2005). Research collaborations and knowledge networking classrooms. Paper presented at the Annual meeting of the American Educational Research Association, Montreal, Canada.
- PR** Hoadley, C., & Cox, C. D. (2005). Educating Reflective Learner Centered Designers. Paper presented at the World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA) 2005, Montreal, Canada.
- PR** Hoadley, C., & Ke, F. (2005). Implications of collaborative knowledge building on instructional design: lessons from design-based research. Paper presented at the European Association for Research on Learning and Instruction (EARLI) 2005 Conference, Nicosia, Cyprus.
- PR** Hoadley, C. (2005). To learn is to know: Teaching, communities, social capital, and knowledge management technologies. Paper presented at the First International Conference on Online Communities and Social Computing [In conjunction with HCI International 2005], Las Vegas, NV.
- PR** Kilner, P. G., & Hoadley, C. (2005). Anonymity options and professional participation in an online community of practice. Paper presented at Computer-supported collaborative learning (CSCL) 2005. Taipei, Taiwan.
- diGiano, C., Chorost, M., & Hoadley, C. (2005, February). Training New Designers across the Learning-Engagement Continuum. Paper presented at the Engineering and Computing Education Grantee Meeting 2005, Washington, DC.
- PR** Hoadley, C., Sockman, B. R., & Anderson, A. (2005, April 13). Responding to teachers' and researchers' information needs about technologies for learning. Paper presented at the Annual Meeting of the American Educational Research Association, Montreal, Canada.

Hoadley, C. (2005, Feb. 18). Engineering and education: Missing links. Meeting summary presented at the National Science Foundation Engineering and Computer Science Education PI Meeting, Washington, DC. [One of four invited plenary presenters at the meeting.]

PR Hoadley, C., & Honwad, S. (2005). Technology-enhanced learning for environmental education. Paper presented at the Centre for Environmental Education India Conference 2005, Ahmedabad, India.

2004

PR Carr-Chellman, A., Plants, R., Wilson, B., Merrill, M. D., Spector, J. M., Ragan, T., Reigeluth, C. M., Jonassen, D. H., Hoadley, C., Pinkard, N., & Edelson, D. C. (2004, Oct. 21). Instructional Design and the Learning Sciences: A Conversation Between Two Communities of Practice. Panel presented at the Association for Educational Communications and Technology (AECT) Annual Convention 2004, Chicago, IL.

Hoadley, C. (2004, Feb. 18). The death of experimentalism. Paper presented at the Radical Thinkers talk series, University Park, PA.

Hoadley, C. (2004, Jan. 6). Design as inquiry: The role of design-based research in studying human-computer interaction. Invited talk (R&T talk series). College of Information Sciences and Technology, Drexel University, Philadelphia, PA.

PR Hoadley, C., & Kirby, J. (2004). Socially relevant representations in interfaces for learning. Paper presented at International Conference of the Learning Sciences (ICLS) 2004, Santa Monica, CA.

PR Hoadley, C., Kirby, J., & Carr-Chellman, A. (2004, Oct. 23). Collaborators near and far: A bibliometric analysis. Paper presented at the Association for Educational Communications and Technology (AECT) Annual Convention 2004, Chicago, IL.

PR Ke, F. and Hoadley, C. (2004) How to evaluate online communities: A review of the literature. Paper presented at the Society for Information Technology and Teacher Education (SITE) International Conference 2004, Association for the Advancement of Computing in Education (AACE), Atlanta, GA.

2003

Hoadley, C. (2003). Design-based research and distributed cognition in socio-technical systems for learning. Invited talk presented at C. Haythornthwaite, W. Stucky & G. Vossen (Eds.), Conceptual and Technical Aspects of Electronic Learning (Dagstuhl Seminar 03191). Dagstuhl, Germany: Schloss Dagstuhl International Conference and Research Center for Computer Science. [Dagstuhl seminars are international, invitational computer science symposia sponsored by the government.]

Hoadley, C. (2003). Designing for learning: The collision of science, politics, the design of things, and the design of experience. Invited talk. Malmö, Sweden: Malmö University, K3 (Konst, Kultur och Kommunikation).

Hoadley, C. (2003). Technology for Education. Invited talk. Pune, India: Shiksan Prabodhini (Teacher Professional Development Institute) of Maharashtra State Education Society.

PR Hoadley, C. (2003, April). CILT's Reflections on "Uniting People, Technology and Powerful Ideas for Learning": Five Years of Knowledge Networking in Learning Sciences and Technologies--The CILT Knowledge Network. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

PR Hoadley, C. (2003, April). Using Multiple Methods to Study Social Activity in Educational Digital Libraries--The use of logfile analysis for studying communities. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

PR Hoadley, C., & Kim, D. E. (2003). Learning, Design, and Technology: Creation of a design studio for educational innovation. Paper presented at IADIS International Conference e-Society 2003, Lisbon, Portugal.

Hoadley, C., Kirby, J., & Smith, B. K. (2003). Bringing online and offline lives together: Computer support for collaboration, learning and reflection. Poster presented at the National Science Foundation-Deutsche Forschungs Gesellschaft Joint Workshop on Educational Technology, Tuebingen, Germany.

PR Kirby, J., Carr-Chellman, A., & Hoadley, C. (2003, April). At the intersection of instructional systems and the learning sciences, does anyone have the right of way? Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

PR Underwood, J., Hoadley, C., diGiano, C., & Stohl, H. (2003, April). Design principles of ESCOT math environments. Paper presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

2002

PR Hoadley, C. (2002). Creating context: Design-based research in creating and understanding CSCL. In G. Stahl (Ed.), Computer Support for Collaborative Learning 2002, Broomfield, CO.

PR Hoadley, C. M. (2002). Adventures in audio: Multidisciplinary curriculum and technology design research in postsecondary audio education. In interactive symposium, Design experimentation research methods: Advancing theories of context, learning, and design, S. Hsi and I. Tabak (organizers). Presented at the Annual Meeting of the American Educational Research Association, New Orleans, LA.

2000

PR Hoadley, C. (2000). Collaborative design on the Internet and science learning: The Houses in the Desert project. Paper presented at the Annual Meeting of the American Educational Research Association, New Orleans, LA.

Hoadley, C. (2000). Designing collaborative environments for learning. Invited talk, UC Berkeley SESAME Colloquium Series. Berkeley, CA.

PR Hoadley, C. (2000, April 24-28). Computers, Cognition, and Collaboration: The Impact of Social Cues on On-Line Learning. Paper presented at the Annual meeting of the American Educational Research Association, New Orleans, LA.

1999

PR Fishman, B., Lee, S.-Y., Songer, N. B., Guzdial, M., Hsi, S., Hewitt, J., Scardamalia, M. and Hoadley, C. M. (1999). How can CSCL (Computer-Supported Collaborative Learning) change classroom culture and patterns of interaction among participants? Interactive symposium presented at the Annual Meeting of the American Educational Research Association, Montreal, Canada.

PR Hoadley, C. (1999). Supporting a community of researchers and practitioners: the Center for Innovative Learning Technologies (CILT) Knowledge Network. Paper presented at i3net Annual Conference, Siena, Italy.

PR Hoadley, C. M. (1999). Social text: learning in online peer discussion in science. Paper presented at the Winter Text Processing Conference, Jackson Hole, WY.

Hoadley, C. M. (1999, February 25, 1999). The social interface: how social cues in computer interfaces support learning. Paper presented at the Stanford Learning Lab 1999 Speaker Series, Palo Alto, CA.

PR Hoadley, C. M. and Enyedy, N. (1999). Between Information and Collaboration: Middle Spaces in Computer Media for Learning. Paper presented at CSCL '99: Proceedings of Computer Supported Collaborative Learning 1999, Palo Alto, CA.

PR Hoadley, C. M., Krajcik, J., Loughran, J., Gunstone, R., Perkins, D., Schwartz, D., Bransford, J., White, B. Y. and Fredericksen, J. (1999, April 19-23). Inquiry learning: how, when, and why should science inquiry be brought to the classroom? Symposium presented at the Annual Meeting of the American Educational Research Association, Montreal, Canada.

PR Hoadley, C., Coleman, E., Means, B., Penuel, W., Schlager, M., & Fusco, J. (1999). The design of online learning communities: Research at the Center for Technology in Learning, SRI International. Paper presented at i3net Annual Conference, Siena, Italy.

PR Pea, R. D. and Hoadley, C. M. (1999). Face-to-face and computer-based community building activities in the Center for Innovative Learning Technologies (CILT). Paper presented at the Annual Meeting of the American Educational Research Association, Montreal, Canada.

1998

PR Cuthbert, A. and Hoadley, C. M. (1998, April). Designing desert houses in the Knowledge Integration Environment. Poster presented at Annual Meeting of the American Educational Research Association, San Diego, California.

PR Cuthbert, A. and Hoadley, C. M. (1998, April). Using KIE to help students develop shared criteria for house designs. Paper presented at Annual Meeting of the American Educational Research Association, San Diego, California.

PR Hoadley, C. M. (1998) Shaping social interactions for knowledge integration through technology. Paper presented at NARST Annual Meeting. San Diego, California:

Hoadley, C.M. (1998) Social interfaces: design and learning issues in groupware. Talk presented at the Center for Integrated Learning Technologies Workshop on Learning Communities, SRI International, Menlo Park, CA.

Hoadley, C.M. (1998) Socially relevant representations for ubiquitous computing? Talk presented at the Center for Integrated Learning Technologies Workshop on Ubiquitous, Low-Cost Computing, SRI International, Menlo Park, CA.

Hoadley, C.M. (1998) The social interface: learning science with an on-line peer discussion tool. Talk presented at the Graduate School of Education and Information Sciences, University of California, Los Angeles, CA.

1997

PR Cuthbert, A., Bell, P. and Hoadley, C. (1997) Tracking activity patterns in online environments: implications for instructional design. Paper presented at HCI International '97, San Francisco, CA.

Hoadley, C. M. (1997) Design activities for learning science: experiences and strategies. Paper presented at the Design Education Workshop, Georgia Institute of Technology, Sept. 8-9, 1997, Atlanta, GA.

Hoadley, C.M. (1997) Scaffolding Scientific Discussion through Socially Relevant Representations in Networked Multimedia. Dissertation synopsis presented at the Doctoral Consortium of CSCL '97 (Computer Support for Collaborative Learning), Dec. 1997, Toronto, Canada.

PR Hoadley, C. M., Fishman, B., Harasim, L., Hsi, S., Levin, J., Pea, R., Scardamalia, M. and Linn, M.C. (1997) Collaboration, communication and computers: what do we think we know about networked multimedia? Panel presented at the Annual Meeting of the American Educational Research Association, Chicago, IL.

Hoadley, C., & Ranney, M. (1997). Education, Science and Design: An NSF Training Program, Poster presentation at the National Science Foundation GRT Program), Washington, DC.

PR Hoadley, C.M., Kirkpatrick, D. H. (1997) Talking online: bridging science and the real world with student ideas. Paper presented at the Curricu-Tech Showcase, San Francisco State University, Oct. 24-25, 1997. San Francisco, CA.

1996

PR Hoadley, C. M. and Hsi, S. (1996, April). Towards a theory of collaborative networking in the science classroom. Paper presented at the Annual Meeting of the American Educational Research Association, New York, NY.

PR Hoadley, C. M., Linn, M. C., Mann, L. M. and Clancy, M. J. (1996) When and why do novice programmers reuse code? Paper presented at Empirical Studies of Programmers, Sixth Workshop, Alexandria, VA.

1995

PR Hoadley, C. M., Hsi, S. and Berman, B. P. (1995) The Multimedia Forum Kiosk and SpeakEasy. Paper presented at ACM Multimedia '95, San Francisco, CA.

PR Hoadley, C. M., Hsi, S. and Berman, B. P. (1995) Networked multimedia for communication and collaboration. Paper presented at the Annual Meeting of the American Educational Research Association, San Francisco, CA.

PR Hsi, S. and Hoadley, C. M. (1995) Assessing curricular innovation in engineering: using the multimedia forum kiosk. Paper presented at the Annual Meeting of the American Educational Research Association, San Francisco, CA.

1994

Hoadley, C.M., and Hsi, S., (1994) SYNTHESIS Assessment: The Multimedia Forum Kiosk. SYNTHESIS Coalition assessment workshop, Institute for Research on Learning, Palo Alto, CA.

PR Hoadley, C. M., Ranney, M. and Schank, P. K. (1994) WanderECHO: a connectionist simulation of limited coherence in human reasoning. Paper presented at the Sixteenth Annual Conference of the Cognitive Science Society (pp. 421-426). Atlanta, GA.

PR Hsi, S. and Hoadley, C. M. (1994, April) An interactive multimedia kiosk as a tool for collaborative discourse, reflection and assessment. Paper presented at the Annual Meeting of the American Educational Research Association, New Orleans, LA.

PR Ranney, M., Schank, P., Hoadley, C. and Neff, J. (1994) "I know one when I see one": How much do hypotheses differ from evidence? Paper presented at the Fifth Annual American Society for Information Science Workshop on Classification Research.

PR Schank, P., Ranney, M., Hoadley, C., Diehl, C. and Neff, J. (1994). A Reasoner's Workbench for Improving Scientific Thinking: Assessing Convince Me. Paper presented at the 1994 International Symposium on Mathematics/Science Education and Technology, Charlottesville, VA

1993

PR Hoadley, C. M. and Hsi, S. (1993) A Multimedia Interface for Knowledge Building and Collaborative Learning. Poster presented at InterCHI '93 [International Conference on Computer-Human Interaction], Amsterdam, the Netherlands, April 24-29, 1993.

Hoadley, C. M., Hsi, S. and Linn, M. C. (1993) Assessing curricular change with an electronic discourse tool. Paper presented at NSF Engineering Education Coalitions Assessment workshop, Baltimore, MD.

Hsi, S., Hoadley, C.M., and Linn, M.C. (1993) Using the Multimedia Forum Kiosk as an assessment tool. Poster presentation, SYNTHESIS Coalition applications workshop, Berkeley, CA.