

**Chris Haskell, Ed.D.**  
**Special Lecturer, EDUCATIONAL TECHNOLOGY**  
**BOISE STATE UNIVERSITY**  
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## **EDUCATION**

### **Areas of Expertise**

Pre-service Teacher Development  
Learning through Online Social Networks  
Education Using Virtual Worlds and Gaming

### **Ed.D.**

Education, Curriculum and Instruction, Foundational Studies  
Boise State University, Boise, ID  
2012

### **M.S.**

Education, Educational Technology  
Boise State University, Boise, ID  
2008

### **B.S.**

Music  
Music Education  
Boise State University, Boise, ID  
2000

### **CERTIFICATIONS AND AWARDS**

2002-Current State of Nevada  
Certified Secondary Teacher, Recognized Highly Qualified

### **ACADEMIC APPOINTMENTS**

2007-12 Special Lecturer  
Boise State University, Department of Educational Technology  
EDTECH 202: Educational Technology, Classroom Applications (Game-based)  
EDTECH 202: Educational Technology, Classroom Applications  
EDTECH 202 (Online): Educational Technology, Classroom Applications  
EDTECH 531 (Online): Teaching and Learning in Virtual Environments  
EDTECH 532 (Online): Educational Games and Simulations  
EDTECH 597 (Online): Mobile Learning: Devices, Applications, and Pedagogy

2004 Teacher, Instrumental Music  
Reno High School, Washoe County School District  
Jazz Ensemble  
Wind Ensemble  
Wind Symphony  
Music Appreciation  
Percussion Techniques  
Marching Band

2002 Teacher, Instrumental Music  
White Pine High School and Middle School, White Pine County School District

Jazz Ensemble  
Wind Ensemble  
Percussion Techniques  
Marching Band

## TEXT BOOKS

**Haskell, C.** (August, 2012) *Guide to surviving the zombie apocalypse OR your first year of teaching.* DiggiPod, New York

Wyzard, C., **Haskell, C.** (2012) *Digital age teaching skills: a standards based approach 4<sup>nd</sup> Edition*

Wyzard, C., Schroeder, B., **Haskell, C.** (2011) *Digital age teaching skills: a standards based approach 3<sup>rd</sup> Edition*

Wyzard, C., Schroeder, B., **Haskell, C.** (2010) *Digital age teaching skills: a standards based approach 2<sup>nd</sup> Edition*

Wyzard, C., Schroeder, B., **Haskell, C.** (2009) *Digital age teaching skills: a standards based approach*

## BOOK CHAPTERS

**Haskell, C.** (2012) *3D gameLab: quest-based pre-service teacher education.* In Y. Baek & N. Whitten (Eds.), *Cases on Digital Game-Based Learning: Methods, Models and Strategies*

Schroeder, B., **Haskell, C.** (2011) *Micro-cycles: Course design models for mobile learning.* In I.L. Chen & T. Kidd (Eds.), *Ubiquitous Learning: A Survey of Applications, Research, and Trends.*

## REFEREED CONVENTION PROCEEDINGS

**Haskell, C.** & Pollard, C. (November, 2008) *Understanding and preparing teachers of millennial students.* Proceedings of the World Conference on E-Learning, Las Vegas, NV.

## REFEREED JOURNAL ARTICLES

Nadelson, L. S., Campbell, D., **Haskell, C.**, Konkol, D., McCulley, M. & Villagómez, A. (Under Review). Messages are everywhere: Reading perception, habits, and preferences of undergraduates. *Journal of Adolescent & Adult Literacy*

## KEYNOTES & INVITED PRESENTATIONS

**Haskell, C.** (August, 2012). *The game-based classroom: The complete quest-based approach to learning management.* Invited keynote address at the iSTEM Summer Institute, Meridian, ID

**Haskell, C.** (June, 2012). *The game-based classroom: The complete quest-based approach to learning management.* Invited keynote address at the iSTEM Summer Institute, Meridian, ID

Dawley, L. & **Haskell, C.** (March, 2012). *3D GameLab: Student engagement in quest-based learning.* Keynote presentation at the Virtual Worlds Best Practices in Education, Second Life.

**Haskell, C.** (March, 2012) *Leveling up: Games, play, and the new educational paradigm.* Keynote Presentation at the National Association of Community College Teacher Education Programs conference, Philadelphia, PA

**Haskell, C.** (March, 2012) *Changing the paradigm of education.* Keynote Presentation at the

Future Educator Conference, Phoenix, AZ

**Haskell, C.** (November, 2011) *Changing the game: Technology & the future of education*. Keynote Presentation at the MCLI On the Edge: Emerging Technologies Dialogue Day, Gilbert, AZ  
<http://video.mesacc.edu/media/changing-the-game-in-technology-the-future-of-educ/>

**Haskell, C.** (September, 2011) *Practical Learning Using Mobile Devices*. Invited presentation at the Boise State University Mobile Learning Symposium, Boise, ID

**Haskell, C.** (August, 2011) *The game-based classroom: The complete quest-based approach to learning management*. Invited keynote address at the Games in Education Conference, Schenectady, NY

**Haskell, C.** (June, 2011) *3D GameLab: A game-based approach to classroom pedagogy*. Invited keynote address at the annual meeting Idaho Charter School Network Annual Conference, Boise, ID

**Haskell, C.** (June, 2011) *Game-based learning in practice: 3D gamelab and quest-based learning*. Invited presentation at the annual meeting Idaho Digital Learning Academy Annual In-service, Boise, ID

Dawley, L. & **Haskell, C.** (2011, June). [\*Innovation in technology and teacher education\*](#). Invited presentation to the Students Comes First Technology Task Force, Idaho State Dept. of Education.

Dawley, L. & **Haskell, C.** (2011, May). [\*Quest-based learning: Turn your class into a living game\*](#). AECT invited webinar.

**Haskell, C.** (June, 2010) *Leveraging web-based media for learning*. Invited presentation at the annual meeting Idaho Digital Learning Academy Annual In-service, Boise, ID

**Haskell, C.** (June, 2010) *Cooperative learning with online social networks*. Invited keynote address at the annual meeting Idaho Charter School Network Annual Conference, Boise, ID

**Haskell, C.** (May, 2010) *Ubiquitous students: Microblogging integration models for schools*. Teaching and Learning with Technology Conference, Mesa, AZ

**Haskell, C.** (March, 2010). *Instructional design and machinima*. Invited presentation for the Education and Machinima panel at the Virtual Worlds Best Practices in Education Conference (VWBPE), held in Second Life.

## REFEREED PRESENTATIONS

**Haskell, C.** (August, 2012). *The game-based class: Using game-based pedagogy to spark engagement and ignite success*. Serious Play Conference, Redmond, WA

Dawley, L. & **Haskell, C.** (2012, April). *3D GameLab: Student engagement in quest-based learning*. Panel presentation at the annual meeting of the American Educational Research Association, New Orleans, LA.

**Haskell, C.** (March, 2012). *The game-based classroom: The complete quest-based approach to learning management*. Northwest Council for Computers in Education Conference, Seattle, WA

Dawley, L. & **Haskell, C.** (2011, April). *3D GameLab: Student engagement in quest-based learning*. Panel presentation at the annual meeting of the American Educational Research Association, New

Orleans, LA.

Dawley, L. & **Haskell, C.** (2010, November). *Developing teen leaders using 3D games*. Panel presentation at the International Association of K-12 Online Learning, Virtual School Symposium, Glendale, AZ.

**Haskell, C.** (August, 2010) *Supporting curriculum with web-based video resources*. Presented at the Meridian Technology Expo. Meridian, ID.

**Haskell, C.** (May, 2010) *Second life: Breaking the classroom metaphor*. Teaching with Technology Idea Exchange (TTIX) Conference, Salt Lake City, UT

Schroeder, B., **Haskell, C.** (March, 2010) *Google apps, google voice, google wave: Tools for creation, collaborations, and publication*. Presented at the Iowa Community College Consortium Spring Conference, Des Moines, IA

**Haskell, C.** (March, 2010) *Tweets and the ubiquitous student: A study in application*. Northwest Council for Computers in Education Conference, Seattle, WA

**Haskell, C.,** Schroeder, B. (March, 2010) *Recording and Publishing a Podcast in Under an Hour*. Northwest Council for Computers in Education Conference, Seattle, WA

**Haskell, C.** (October, 2009) *Second Life: Breaking the classroom metaphor*. Presented at the NW eLearn Conference, Nampa, ID

**Haskell, C.** (October, 2009) *Using Web-based Video to Build and Support Your Curriculum*. Presented at the NW eLearn Conference, Nampa, ID

**Haskell, C.** (October, 2009) *Using mobile devices to extend the classroom*. Presented at the Idaho Library Association Annual Conference. Burley, ID.

**Haskell, C.** (August, 2009) *Leveraging web-based video for learning*. Presented at the Meridian Technology Expo. Meridian, ID.

**Haskell, C.** (August, 2009) *Web 2.0 tools and applications*. Presented at the Meridian Technology Expo. Meridian, ID.

**Haskell, C.** & Schroeder, B. (March, 2009) *Under the gun: recording and publishing a podcast in less than an hour*. Presented at the Microcomputers in Education Annual Conference. Tempe, AZ.

Perkins, R & **Haskell, C.** (February, 2009) *21st century learning environments*. Presented Northwest Council for Computers in Education Conference, Portland, OR

**Haskell, C.** (February, 2009) *Social networks and cooperative learning*. Paper presented at Council for Computers in Education Conference, Portland, OR.

**Haskell, C.** (February, 2009) *Teaching with mobile devices & social networks*. Paper presented at the Northwest Council for Computers in Education Conference, Portland, OR.

**Haskell, C.** (February, 2009) *Teaching with mobile devices & social networks*. Paper presented at the Northwest Council for Computers in Education Conference, Portland, OR.

**Haskell, C.** & Pollard, C. (November, 2008) *Understanding and preparing teachers of millennial*

students. Paper presented at the World Conference on E-Learning, Las Vegas, NV.

**Haskell, C.** (May, 2008) *Class, bring your cell phones tomorrow: Mobile devices & social networks*. Paper presented at the Arizona Technology in Educational Alliance, Phoenix, AZ.

**Haskell, C.** & Tutty J. I. (March, 2008) *Social networks for cooperative learning*. Paper presented at the Microcomputers in Education Annual Conference, Tempe, AZ.

**Haskell, C.** (March, 2008) *Voice vs. text: Solutions for teaching and presenting in two languages simultaneously*. Paper presented at the Virtual Worlds: Libraries, education, and museums, Second Life.

#### **INVITED WORKSHOP**

**Haskell, C.** (September, 2011) *3D GameLab: A game-based approach to classroom pedagogy*. Invited workshop at the annual meeting Idaho Virtual Academy in-service, Boise, ID

**Haskell, C.** & Schroeder, B. (June, 2010) *Effective online course design*. CP32 workshop at the training and doctrine command (TRADOC/MANCEN), Ft. Leonard Wood, MO.

**Haskell, C.** & Schroeder, B. (June, 2010) *Distance and mobile learning*. CP32 workshop at the training and doctrine command (TRADOC/MANCEN), Ft. Leonard Wood, MO.

#### **PROFESSIONAL ORGANIZATIONS**

America Educational Research Association

ARVEL SIG

Association for Educational Communications and Technology

Music Educators National Conference

Northwest Council for Computer Education

#### **Honors**

Technology Educator of the Year (nominee), Northwest Council for Computers in Education, 2010

#### **INTERVIEWS, REVIEWS OF WORK, IMPACT IN THE PRESS**

April 24<sup>th</sup>, 2012, [3D GameLab takes learners on "Quests."](#) *Chief Learning Officer*

April 14, 2012, *Ed Reach / Ed Gamer Podcast Episode 48: Interview with Zach Gilbert*  
<http://edreach.us/2012/04/14/edgamer-48-boise-states-3d-gamelab-with-dr-chris-haskell/>

March 5, 2012, [3D GameLab wins award in national competition](#), *Boise State Update*

February 14, 2012, [3D GameLab included in Horizon Report 2012](#), *Horizon Report*, NMC & Educause

February 6, 2012, [Quest for Fun: Online Gaming Platform Shifts Thinking About Learning](#), *Explore Magazine*

June 8, 2011, [NMC Voice](#), *New Media Consortium*

June 2, 2011, *3D GameLab and Time for GameCamp!*, *Metanomics & NMC Campus Observer*

May 28, 2011, *Quest for Success*, *Oman Tribune*

May 24, 2011, [Gaming platform helps reach students through technology](#), *eSchool News*

May 23, 2011, Quest for educational success: University creates gaming platform to help reach students through technology, *The Sacramento Bee*

May 23, 2011, University creates gaming platform to reach students, *The Seattle Times*

May 23, 2011, Quest for educational success: University creates gaming platform to help reach students through technology, *The Bellingham Herald*

May 14, 2011, *Ed Reach / Ed Gamer Podcast Episode 11: Interview with Zach Gilbert*  
<http://edreach.us/2011/05/14/edgamer-episode-11-3d-gamelab-from-boise-state-university/>

May 14, 2011, Boise State faculty members create gaming platform to help reach students through technology, *Idaho Statesman*

April 19, 2011. Boise State mixes emerging tech into education. *Converge Magazine*. Retrieved from <http://www.convergemag.com/college-career/Boise-State-Ed-Tech.html>

#### **DEPARTMENT SERVICE**

**Manager**, Edtech Island, virtual campus for Boise State University in Second Life. (2008-Current)

**Manager**, CAVE Island, virtual teaching and meeting space for ICT Library, AECT\_SL, iNacol, and Arvel SIG in Second Life. (2009-Current)

#### **INSTRUCTIONAL DESIGN AND DEVELOPMENT PROJECTS**

##### **Course Development**

3D GameLab for Teachers: Quest-based/game-based online summer camp for teachers. (2011). Boise State University.

Mobile Learning: Devices, methods, and pedagogy (2010). Boise State University.

3D GameLab: Gaming, learning, and leadership camp for teens. (2010). Boise State University.

##### **Technical Development**

2010-11 Project: *3D GameLab: Quest-based/game-based learning management system*.

Platform/Language: Web-based

2011 Interactive Game: *SpyCraft: Mobile Learning Game, ARG*. Platform/Language: Aris, Web-based.

2009 Project: *Virtual World Educator Boot Camp*

Platform/Language: Second Life

Client: Colorado Community College System