

**Chris Haskell, M.S.**  
**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

### **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**

2007-09 Special Lecturer  
Boise State University, Department of Educational Technology  
EDTECH 202: Educational Technology, Classroom Applications  
EDTECH 202 (Online): Educational Technology, Classroom Applications  
EDTECH 597 (Online): Educational Games and Simulations

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**

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

#### **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 PRESENTATIONS**

**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. & 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.

#### **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.

#### **PROFESSIONAL ORGANIZATIONS**

Association for Educational Communications and Technology  
Music Educators National Conference

**DEPARTMENT SERVICE**

**Manager**, Edtech Island, virtual campus for Boise State University in Second Life. (2008-9)

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

**INSTRUCTIONAL DESIGN AND DEVELOPMENT PROJECTS****Technical Development**

2009 Project: *Virtual World Educator Boot Camp*

Platform/Language: Second Life

Client: Colorado Community College System