

**Chris Haskell, Ed.D.**  
**Clinical Assistant Professor, EDUCATIONAL TECHNOLOGY**  
**BOISE STATE UNIVERSITY**  
**EMAIL: chrishaskell@boisestate.edu**

## **EDUCATION**

### **Areas of Expertise**

Game-based learning  
Pre-service Teacher Development  
Learning through Online Social Networks  
Education Using Virtual Worlds

### **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

### **Honors**

iNacol Online Learning Innovator Award, 2013

Finalist (2012) Innovation Incubator Award SIIA, EdTech Industry Summit, San Francisco

Competition Winner (2012) *DML Badges for Lifelong Learning Competition*

Nominee (2013) Technology Educator of the Year (nominee), Northwest Council for Computers in Education.

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

### **CERTIFICATIONS AND AWARDS**

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

### **ACADEMIC APPOINTMENTS**

2007- Clinical Faculty  
Boise State University, Department of Educational Technology  
EDTECH 202: Educational Technology, Classroom Applications  
EDTECH 203: Foundations of Digital Culture  
EDTECH 202: (Online) Educational Technology, Classroom Applications  
EDTECH 501: (Online) Introduction to Educational Technology

EDTECH 531 (Online): Teaching and Learning in Virtual Environments  
EDTECH 532 (Online): Educational Games and Simulations  
EDTECH 563 (Online): Quest-based Learning Design  
EDTECH 597 (Online): Mobile Learning: Devices, Applications, and Pedagogy

- 2004-7 Teacher, Instrumental Music  
Reno High School, Washoe County School District  
Jazz Ensemble  
Wind Ensemble  
Wind Symphony  
Music Appreciation  
Percussion Techniques  
Marching Band
- 2002-4 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.** (2016) [\*Amazing Things Great Teachers Do with Technology\*](#). Apple iBooks 978-0-9903865-3-7

**Haskell, C.** (2016) *Building Your Minecraft Virtual Campus*. Apple iBooks =,  
<https://itunes.apple.com/us/book/building-your-minecraft-virtual/id1087646513?mt=11>

**Haskell, C.** (2015) *Play This, Learn That, Vol. 1*. Apple iBooks, ISBN 978-0-9903865-0-6

**Haskell, C.** (2015) *Guide to surviving the zombie apocalypse OR your first year of teaching*. Diggipod, New York

Wyzard, C., **Haskell, C.** (2013) *Using Digital Tools in the 21C Classroom*. NSP Publishing, ISBN 978-0-9898046

**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*

## GRANTS

Principal Investigator for the HASTAC/DML Grant developing Mozilla OBI badges with NOAA and 3D GameLab.

## 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.

## BOOK CHAPTERS

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 JOURNAL ARTICLES

**Haskell, C.** (2015) Class as an MMORPG. *Virtual Education Journal*. v3,1.

Armstead, R. & **Haskell, C.** (2013) Cloud party: The Intersection of virtual worlds and mainstream social networks. *Virtual Education Journal*. v3,1.

Nadelson, L. S., Campbell, D., **Haskell, C.**, Konkol, D., McCulley, M. & Villagómez, A. (2013). Messages are everywhere: Reading perception, habits, and preferences of undergraduates. *Journal of College Reading and Learning*

## KEYNOTES & INVITED PRESENTATIONS

**Haskell, C.** (November, 2016). *Messages of change*. Keynote presentation at Nevada School Boards Association annual conference, Reno, NV

**Haskell, C.** (November, 2016). *The secrets of educators who changed the world!* Plenary presentation at Nevada School Boards Association annual conference, Reno, NV

**Haskell, C.** (November, 2016). *Game it!* Keynote Ignite presentation at Colorado Middle Level Education Summit, Longmont, CO

**Haskell, C.** (November, 2016). *Game it!* Keynote Ignite presentation at Colorado Middle Level Education Summit, Longmont, CO

**Haskell, C.** (November, 2016). *Patterns in Game-based Learning*. Invited presentation at Colorado Middle Level Education Summit, Longmont, CO

**Haskell, C.** (November, 2016). *15 MC lessons in 60*. Invited presentation at Colorado Middle Level Education Summit, Longmont, CO

**Haskell, C.** (November, 2016). *Class as an MMORPG*. invited presentation at Colorado Middle Level Education Summit, Longmont, CO

**Haskell, C.** (October, 2016). *Building your minecraft virtual campus*. Invited presentation at Minefaire, Philadelphia, PA

**Haskell, C.** (July, 2016). *To boldly go: Technology, captain Kirk, and the future of education*. Keynote presentation at California Summit, Mountain View, CA

**Haskell, C.** (July, 2016). *20 minecraft lessons in 60 minutes*. Invited presentation at California Summit, Mountain View, CA

**Haskell, C.** (July, 2016). *Play this, learn that*. Invited presentation at California Summit, Mountain View, CA

**Haskell, C.** (June, 2016). *Gaming philosophy and epic wins*. Invited presentation at iPersonalize, Fullerton, CA

**Haskell, C.** (June, 2016). *Understanding and preparing millennial learners*. Invited presentation at iPersonalize, Fullerton, CA

**Haskell, C.** (June, 2016). *Quest-based learning*. Invited presentation at iPersonalize, Fullerton, CA

**Haskell, C.** (February, 2016). *Badges, Achievements, and Awards*. Invited presentation at the Indiana Virtual Schools, Indianapolis, IN

**Haskell, C.** (December, 2015). *Ahead of the Game: The data behind innovative, blended, and game-based learning*. Invited presentation at the eLearning Strategies Symposium, Costa Mesa, CA

**Haskell, C.** (July, 2015). *Gamification in practice*. Invited presentation at the Serious Play Conference, Pittsburg, PA

**Haskell, C.** (February, 2015). *Ahead of the Game: Innovative, blended, and game-based pre-service teacher preparation*. Invited presentation at the K-12 Blended Learning Summit, Boise, ID

**Haskell, C.** (February, 2015). *Preparing and protecting children in a digital world*. Invited fireside presentation to the St. Marks / Bishop Kelly parents in Boise, ID

**Haskell, C.** (May, 2015). *Publishing digitally with iBooks*. Invited presentation at the Ohio University Playful Learning Summit. Athens, OH

**Haskell, C.** (May, 2015). *How game-based learning is changing everything*. Keynote/fireside presentation at the Ohio University Playful Learning Summit. Athens, OH

**Haskell, C.** (September, 2015). *Open Badges*. Invited presentation at the Openness Symposium at Boise State University, Boise, ID

**Haskell, C.** (September, 2014). *To boldly go: Education, technology, and Captain Kirk*. Keynote presentation at the Chemeketa College Technology Fair. Salem, OR

**Haskell, C.** (September, 2014). *Technology and the future of education*. Keynote presentation at the Chemeketa College Retreat. Salem, OR

**Haskell, C.** (August, 2014). *The MMORPG classroom: Playing though class as a character*. Invited presentation at the Games In Education Symposium. Troy, NY

**Haskell, C.** (August, 2014). *Class as a fully realized online RPG*. Invited presentation at the Quest Boise, Online

**Haskell, C.** (July, 2014). *Class as a fully realized online MMO*. Invited presentation at the Serious Play conference. Los Angeles, CA

**Haskell, C.** (February, 2014). *Let's blow up the grade book*. Invited presentation at TEDx Ammon. Idaho Falls, ID

**Haskell, C.** (January, 2014). *Strategies to successful implementation of game-based learning*. Invited presentation at the Idaho Educational Technology Association conference. Boise, ID

**Haskell, C.** (January, 2014). *Quest-based learning: The theory, methodology, and practice of a completely gamified curriculum*. Invited presentation at the Idaho Educational Technology Association conference. Boise, ID

**Haskell, C.** (December, 2013). *3D GameLab: Student engagement in quest-based learning*. Invited presentation at the Autodesk University Conference. Las Vegas, NV

**Haskell, C.** (November, 2013). *Student engagement through quest-based learning*. Keynote presentation at the Conference of the Universidad Casa Grande. Guayaquil, Ecuador

**Haskell, C.** (October, 2013). *Changing the game of school: Technology & the future of education*. Keynote presentation at the Northwest eLearn Conference, Spokane, WA

**Haskell, C.** (October, 2013). *Interacting with iPads: 20 apps for meaning making, content creations, and engaging interactions*. Invited presentation at Techtoberfest, Hailey, ID

**Haskell, C.** (October, 2013) *YouTube tips and tricks: Finding, posting, using, making, and mixing video in the and out of the classroom*. Invited presentation at Techtoberfest, Hailey, ID

**Haskell, C.** (October, 2013) *Under the gun: Recording and publishing a podcast in less than an hour*. Invited presentation at Techtoberfest, Hailey, ID

**Haskell, C., Schroeder, B.** (August, 2013). *Changing the way we teach and the tools we use*. Plenary presentation at the Certified Commercial Investment Member Conference, Chicago, IL

**Haskell, C.** (August, 2013). *Game-based Learning as Curriculum*. Invited presentation at the Serious Play Conference, Seattle, WA

**Haskell, C.** (June, 2013). *Blowing up the grade book: Student win in the game-based classroom*. Keynote presentation at the meeting of the Special Interest Group for Games and Simulation at the International Society of Technology in Education conference. San Antonio, TX

**Haskell, C.** (May, 2013). *The game-based curriculum: Directing learning with quests, badges, achievements, & truly personalized learning*. Invited Game-based Learning webinar for edWeb educational researchers series.

**Haskell, C.** (May, 2013). *Blowing up the grade book. What games have taught us about how to save our schools*. Keynote presentation at Western Canadian Conference on Computing Education. Vancouver, BC

**Haskell, C.** (May, 2013). *The game-based classroom: The complete quest-based approach to learning*. Featured session at Western Canadian Conference on Computing Education. Vancouver, BC

**Haskell, C. & Gravette, R.** (May, 2013). *Schools of the future*. Invited presentation at the seminar series for TeachIdaho. Boise, ID

**Haskell, C.** (April, 2013). *Quest-based learning: Changing the game of education through choice*. Invited Research in Review webinar for the International Association for K-12 Online Learning (iNACOL).

**Haskell, C.** (January, 2013). *Game on: Student success through game-based learning*. Invited presentation at the conference of the Idaho Educational Technology Association, Boise, ID

**Haskell, C.** (January, 2013). *Game over: Unpacking the quest-based learning experience*. Invited presentation at the conference of the Idaho Educational Technology Association, Boise, ID

**Haskell, C.** (January, 2013). *3D GameLab and NOAA*. Invited presentation at the workshops of Digital Media and Learning HASTAC grant winners, Irvine, CA

**Haskell, C. & Marcotte, J.** (November, 2012). *Designing your game-based classroom: Building quests, badges, and achievements for learning*. Invited ½ day workshop at the Christa McAuliffe Technology Conference, Manchester, NH

**Haskell, C.** (October, 2012). *Changing the game: Technology & the future of education*. Invited address at the Blaine County Schools District Development Conference, Hailey, ID

**Haskell, C.** (September, 2012). *The game-based classroom: Student success in quest-based learning*. Invited keynote address at the Oregon Immersive Summer Institute, Portland, OR

**Haskell, C.** (July, 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.** (May, 2012). *3D GameLab: Inspiring discovery through quest-based learning*. Invited Innovation Incubator presentation at the EdTech Industry Summit, SIAA, San Francisco.

**Haskell, C.** (May 2012). *Incorporating games and game theory into teaching and learning*. Invited presentation address at the Teaching and Learning in a Mobile Environment Summer Institute.

Dawley, L. & **Haskell, C.** (May, 2012). *3D GameLab: Innovative Learning Tool*. Invited presentation/honoree at the Innovation Incubator at the Educational Technology Industry Summit, San Francisco, CA.

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 <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, Boise, ID.

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.** (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 Conference Presentations**

**Haskell, C.** (November, 2015). *The game-based classroom*. iNACOL Blended and Online Learning Symposium in Orlando, FL

**Haskell, C.** (November, 2015). *Class as a fully realized RPG*. iNACOL Blended and Online Learning Symposium in Orlando, FL

**Haskell, C.** (November, 2015). *Continuing Open Badges in Four Preservice Teacher Education Programs: Challenges, Lessons, and Opportunities*. iNACOL Blended and Online Learning Symposium in Orlando, FL

**Borup, J., Haskell, C., Newby, T., Randall, D., West, R.** (November, 2015). *Continuing Open Badges in Four Preservice Teacher Education Programs: Challenges, Lessons, and Opportunities*.

Panel Association for Educational Communications and Technology international conference in Indianapolis, IN

**Haskell, C.** (June, 2015) *Using Game-Based Learning to Provide Differentiation for Pre-Service Teachers*. A paper presented at the Northwest Association of Teacher Education Programs. Pullman, WA

**Haskell, C.** (March, 2016) *Play this learn that*. Invited presentation at Northwest Council on Computers in Education, Seattle, WA

**Haskell, C.** (March, 2016) *Building your minecraft virtual campus*. Invited presentation at Northwest Council on Computers in Education, Seattle, WA

**Haskell, C.** (March, 2016). *Quest-based learning*. Invited presentation at iPersonalize, Fullerton, CA

**Haskell, C.** & Krebs, B. (March, 2015) *Patterns and journeys in quest-based learning*. A presentation delivered at the Virtual World Best Practices in Education conference, Second Life.

**Haskell, C.** (February, 2015). *Class as a fully realized online RPG*. Presentation at the Northwest Conference on Computers in Education in Portland, OR

**Borup, J., Haskell, C., Newby, T., Randall, D., West, R.** (November, 2014). *Implementing Open Badges in Four Preservice Teacher Education Programs: Challenges, Lessons, and Opportunities*. Panel Association for Educational Communications and Technology international conference in Jacksonville, FL

**Haskell, C.** (April, 2014). *Blowing up the grade-book: Game-based learning*. A presentation at the Technology in Education conference. Sioux Falls, SD

**Haskell, C.** (January, 2014). *Playing school like a video game: Reinventing class with quest-based learning*. Paper presentation at the Hawaii International Conference on Education. Honolulu, HI

**Haskell, C.** & Mesler, K. (October, 2013). *Quests, badges, and leveling up in a game-based curriculum*. Presentation at the Association for Educational Communications and Technology international conference in Anaheim, CA

Atkinson, T. & **Haskell, C.** (October, 2013). *Experiential learning in virtual worlds*. Presentation at the Association for Educational Communications and Technology international conference in Anaheim, CA

**Haskell, C.** (October, 2013). *Inside the game-based classroom*. Presentation at the iNACOL Blended and Online Learning Symposium Orlando, FL

**Haskell, C.** (October, 2013). *Converting your curriculum from grade book to game-based*. Presentation at the iNACOL Blended and Online Learning Symposium Orlando, FL

**Haskell, C.**, Moderator (October, 2013). *The future of game-based learning and virtual spaces*. Panel discussion at the iNACOL Blended and Online Learning Symposium Orlando, FL

**Haskell, C.** & Mesler, K. (October, 2013). *Quests, badges, and leveling up in a game-based curriculum*. Presentation at the Association for Educational Computers and Technology International Convention in Anaheim, CA



**Haskell, C.** (June, 2013). *The game-based classroom*. Technology in Education Colorado 2013 Conference, Copper Mountain, CO

**Haskell, C.** (March, 2013). *The game-based classroom*. Invited presentation at the workshops of Digital Media and Learning HASTAC grant winners, Chicago, IL

**Haskell, C.** (March, 2013). *3D GameLab and NOAA*. Invited presentation at the workshops of Digital Media and Learning HASTAC grant winners, Chicago, IL

**Haskell, C. & Pewitt, C, Mesler, K.** (March, 2013). *We turned our classes into a game: Quests, XP, and OBI Badges*. Northwest Council for Computers in Education Conference, Portland, OR

**Haskell, C.** (October, 2012). *The game-based classroom: The complete quest-based approach to learning management*. Presentation at the International Association of K-12 Online Learning, Virtual School Symposium, New Orleans, LA.

**Haskell, C. & Dawley, L.** (April, 2012). *Digital badges in virtual worlds: Developing 1st generation Mozilla OBI badges using 3d GameLab*. Workshop at the annual meeting of the American Educational Research Association, San Francisco, CA

**Haskell, C. & Marcotte, J.** (November, 2012). *Students winning in the game-based classroom: The pedagogy, practice, and research of gamification*. Presentation at the Christa McAuliffe Technology Conference, Manchester, NH

**Haskell, C.** (October, 2012). *Blowing up the grade book: What games have taught us about how to save our schools*. Presentation at IGNITE Portland, Portland, OR

**Haskell, C.** (October, 2012). *The game-based classroom: The quest-based approach to playing school*. Presentation at the Northwest eLearning Conference, Portland, OR

**Haskell, C.** (August, 2012) *The pedagogy of game-based learning: How to gamify your curriculum*. Presentation at the Games in Education Conference, Troy, NY

**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,** Hung A. & Richter, J. (2012, April). *Improving learner engagement using quest-based learning and data mining strategies*. Paper presented at the annual meeting of the American Educational Research Association, Vancouver, B.C.

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.** (March, 2016). *Quest-based design*. Invited workshop at the Indiana Virtual Schools, Indianapolis, IN

**Haskell, C.** (February, 2015). *Juegos y Simulaciones Educativas*. Course for Graduate students of the Universidad Casa Grande. Guayaquil, Ecuador

**Haskell, C.** (December, 2013) *The complete quest-based curriculum*. Invited workshop presented virtually for Concordia University. Portland, OR

**Haskell, C.** (October, 2013) *Planning a group of quests*. Invited workshop presented virtually for Concordia University. Portland, OR

**Haskell, C.** (April, 2012) *Changing the Game of Education*. Invited workshop for the Capital Scholars, Boise State University Boise, ID

**Haskell, C.** (April, 2012) *Changing the Game of Education*. Invited workshop for the Capital Scholars, Boise State University Boise, ID

**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**

American Educational Research Association

ARVEL SIG

Association for Educational Communications and Technology

Music Educators National Conference

Northwest Council for Computer Education

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

October 21, 2016 "Are you headed to a conference soon? Find out what Barbara & Chris do to get the most out of their conference experience. Filmed at AECT 2016", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1322366787797306/>

October 20, 2016 "Do you feel like a slave to learning objectives and standards? Dr. Patrick

Lowenthal says "don't!" Break free.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1321509061216412/>

October 20, 2016 "What does your world look like? Triumphs and troubles of building a global community from Lori Glaeser and Dr. Kerry Rice from [EdTech Boise State, AECT-Association for Educational Communications and Technology](#)", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1321472154553436/>

October 19, 2016 "Teachers, before you describe how learning works, Dr. Norm Friesen from BSU has something to tell you. This will make you smarter.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1320812784619373/>

October 19, 2016 "Still at @aect with the @boisestate. Barbara has a secret.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1320489461318372/>

October 18, 2016 "Cool Teachers at @aect in Vegas", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1319772594723392/>

October 18, 2016 "EC: Avoiding the Filter Bubble", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1319207131446605/>

October 16, 2016 "Minefaire: Jim Pike talks about building a Minecraft campus for his school", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1317055561661762/>

October 13, 2016 "ISTE 2016: Classcraft - Craft your behavior management into a game. Find out more with the folks at Classcraft.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1314026851964633/>

October 10, 2016 "Did you know Barbara watches Pete's Dragon on iTunes? Find out how to avoid getting hacked by Chris or a similar fate.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1308147195885932/>

October 6, 2016 "Can Teachers Get Hacked?", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1308087539225231/>

October 4, 2016 "Sticky9 Making Cool Stuff for the Classroom", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1303981379635847/>

October 2, 2016 "ISTE 2016: Sketchnote with Ann Kozma", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1303237939710191/>

- September 27, 2016 "EC: Pros & Cons of Live Streaming", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1298242363543082/>
- September 25, 2016 "Using Mevo to Live Stream", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1296932030340782/>
- September 20, 2016 "ISTE 2016: Jason Foo on Kahoot", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1292549617445690/>
- September 17, 2016 "5 Goals To Start The School Year", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1289480474419271/>
- September 14, 2016 "We're back... to school with season 2.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1286399241394061/>
- June 20, 2016 "Cool Teachers at ISTE! Are you going? Come hang out. We'll be shooting live from the exhibit floor.", an episode of *Cool Teacher Show* for Boise State University and the College of Education. <https://www.facebook.com/coolteachers/videos/1219034914797161/>
- May 23, 2016 "Prepping for #ISTE in Denver. This will be our studio for 3 days. Come see us?", an episode of *Cool Teacher Show* for Boise State University and the College of Education. <https://www.facebook.com/coolteachers/videos/1201067556593897/>
- May 4, 2016 "Using Kahoot to Create Interactive Learning", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1186287088071944/>
- May 1, 2016 "More Cool Interactive Sites for Social Studies Teachers", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1185940641439922/>
- April 27, 2016 "Bring History Alive with these great interactive sites.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1180337218666931/>
- April 24, 2016 "EC: More great resources for Science", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1178398678860785/>
- April 20, 2016 "Free Science Interactive Sites", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1178081648892488/>
- April 17, 2016 "We Are All Makers", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1176009892432997/>

- April 12, 2016 "Cool Facts to Blow Your Students Minds", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1173143892719597/>
- April 10, 2016 "Remind.com", an episode of *Cool Teacher Show* for Boise State University and the College of Education. <https://www.facebook.com/coolteachers/videos/1171933822840604/>
- April 7, 2016 "[EC: More Free PD for Teachers](#)", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1171471902886796/>
- April 5, 2016 "Free PD That You'll Really Like", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1169864266380893/>
- April 1, 2016 "Dr. Matthew Farber: International Man of Mystery", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1168082339892419/>
- March 29, 2016 "[What are schools like in Ecuador? Chris travels to find out](#)", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1163548817012438/>
- March 24, 2016 "More Way to Ditch the Textbook", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1156135897753730/>
- March 22, 2016 "What happens when schools Ditch the Textbook?", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1156048674429119/>
- March 20, 2016 "Are School Lunches Getting Healthier?", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1153564351344218/>
- March 17, 2016 "Using map tools in the classroom is 75% cooler than you think!", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1151909788176341/>
- March 10, 2016 "You might REALLY like Google Cardboard, Teachers.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1147796425254344/>
- February 21, 2016 "The Future of Standardized Testing", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1129762057057781/>
- February 16, 2016 "Another Educations Price is Right, How much do you know?", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1130235713677082/>
- February 14, 2016 "Does Standardized Testing Work? Research says...", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1129735310393789/>

February 9, 2016 "Suggestions from YOU, the real Cool Teacher", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1126953864005267/>

February 7, 2016 "10 Tips for Low-Tech Teachers", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1119916228042364/>

February 4, 2016 "Pros & Cons: BYOD", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1121495451217775/>

February 2, 2016 "More Ways to Get Your Life Back in Balance, Teachers!", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1121871344513519/>

January 31, 2016 "Get Your Life Back in Balance, Teachers!", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1121865211180799/>

January 26, 2016 "Mr. Paperless Classroom himself Matthew Gudenius drops by to hang out with the Cool Teachers and drop some digital knowledge. He is fabulous.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1118317488202238/>

January 21, 2016 "Teacher Social Media No-No's", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1117793481587972/>

January 19, 2016 "50 Things you Can Do With Google Classroom w/Alice Keeler", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1118263858207601/>

January 17, 2016 "[Different Ways Teachers Get Fired](#)", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1115954608438526/>

January 12, 2016 "Save an hour a week giving feedback with Clippings!", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1114226105278043/>

January 10, 2016 "Do you know the price? The Educational Price is Right", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/videos/1112204068813580/>

December 28, 2015 "Seriously?! These can help you work a little smarter.", an episode of *Cool Teacher Show* for Boise State University and the College of Education.

<https://www.facebook.com/coolteachers/posts/1106164869417500>

December 22, 2015 "Maybe you missed this episode, maybe not. What do you think about the idea of a 10-minute conference episode?", an episode of *Cool Teacher Show* for Boise State



University and the College of Education.  
<https://www.facebook.com/coolteachers/posts/1102392773128043>

December 3, 2015 "Real or Fake: Educational Products. Play along and see if you can tell the real from the fake.", an episode of *Cool Teacher Show* for Boise State University and the College of Education. <https://www.facebook.com/coolteachers/videos/1090537664313554/>

November 29, 2015 "10 Grading Tools to Make Teachers' Lives Easier", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1090610557639598/>

November 24, 2015 "Real or Fake: Edtech", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1088797681154219/>

November 18, 2015 "The 10-Minute Conference: iNacol in Orlando, FL", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1086167124750608/>

November 8, 2015 "10 Things You Should Consider When Going Paperless", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1077787432255244/>

November 5, 2015 "Is a paperless classroom even possible?", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1077776748922979/>

November 3, 2015 "TEaching Students to Be Safer on the Internet", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1072823536084967/>

November 1, 2015 "Surprising Dating Habits of Students", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1072490419451612/>

October 27, 2016 "50 Great Costumes for Teachers", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1076024429098211/>

October 25, 2015 "Creepy Field Trip Locations", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1074211762612811/>

October 22, 2015 "Using Hashtags in the Classroom", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1072449359455718/>

October 20, 2015 "What Teachers Should Know About #Hashtags #coolteachers", an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1072365459464108/>

October 18, 2015 "Getting Started with Google Apps and Tools", an episode of *Cool Teacher Show*



- for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1070364939664160/>
- October 14, 2015 “7 Browser Extensions Every Teacher Needs”, an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1069073886459932/>
- October 11, 2015 “Video games can be educational tools, just like books, videos, apps, websites, and other engaging tools. But, what video games are being used by Cool Teachers to employ curriculum? We’ll tell you.”, an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1067167103317277/>
- October 7, 2015 “Everybody makes mistakes. 18 Google Flops All Teachers Should Remember”, an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1064602783573709/>
- October 5, 2015 “What do Cool Teachers REALLY know about Google?”, an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1063258277041493/>
- October 2, 2015 “Personality Tests That Tell You More About Your Students: We test our students to find out more about what they know, but do we test to find out about what makes them tick?”, an episode of *Cool Teacher Show* for Boise State University and the College of Education.  
<https://www.facebook.com/coolteachers/videos/1062835367083784/>
- September, 2012 (in post-production) episode of *Startup America* for Turner Broadcast Company and the HLN Network.
- August, 28, 2012 Taking Play Seriously with Truly Amazing People: An Interview with Chris Haskell. <http://www.playfulinquiry.com/>
- 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**, Boise State Minecraft, virtual campus for Boise State University in Second Life. (2014-Current)

**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. (2009-2014)

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

##### **Course Development**

Play This, Learn That, (Lvl, 1): Professional development course for teachers. Online camp for teachers. (2015). *For GoGo Labs*.

Edtech 203: New course design of Foundations of Digital Culture. (2014). Boise State University.

Edtech 202: Redesign of Teaching and Learning in a Digital Age for Quest-based/game-based delivery. (2013). Boise State University.

Edtech 532: Redesign of Educational Games and Simulations for Quest-based/game-based delivery. (2013). Boise State University.

Edtech 531: Redesign of Teaching and Learning in Virtual Worlds for Quest-based/game-based delivery. (2012). Boise State University.

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