

Christopher Hoadley

New York University

Associate Professor of Educational Communications and Technology

Department of Administration, Leadership, and Technology
Steinhardt School of Culture, Education, and Human Development
New York University
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New York NY 10003

Interests Research and teaching in cognitive and computer science as related to learning. Design of enabling technology, especially for collaboration and learning. Design-based research methods and research-based design methods in distributed cognition. Science, engineering, and technology education.

Education UNIVERSITY OF CALIFORNIA AT BERKELEY, BERKELEY, CA
1999 Ph.D. in interdepartmental Graduate Group in Science and Mathematics Education (SESAME). Thesis committee: Marcia C. Linn, Andrea diSessa, Peter Lyman.

SANTA FE INSTITUTE, SANTA FE, NM
1996 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. Received full funding scholarship.

UNIVERSITY OF CALIFORNIA AT BERKELEY, BERKELEY, CA
1998 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
1991 S.B. in Cognitive Science with Thesis Option. Major concentration in Computer Science; humanities concentration in Music. Thesis advisor: Susan Carey.

Courses Taught Previously *Instructor quality in Student Ratings of Teaching Effectiveness (SRTE) surveys for most recent semester (Spring 2008): 6.5 and 6.05 out of 7 (university-wide average is 5.7; 5.3 in IST, 5.9 in Education).*

PSU 017, Freshman seminar in Information Sciences. (Revised course Fall 2006)

INSYS 597A, Design-Based Research Methods, graduate methods seminar. (Designed course Spring 2007)

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 taught in Education for 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 slots by national competition. (Designed course, Spring 2005)

IST 110, Introduction to Information Sciences (freshman-level survey course).

IST 331, Organization and Design of Information Systems User and Systems Principles (junior-level course; introduction to human-computer interaction and interfaces). (Revised course significantly Fall 2003, Spring 2006)

INSYS 594, Research Apprenticeship. (Originally proposed course; designed Fall 2003)

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

Selected Grants

Total grant awards approximately \$1,300,000.

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.

Editorial Series Editor, Computer Supported Collaborative Learning Book Series, Springer.

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*, *Canadian Journal of Learning and Technology*, *Cognition and Instruction*, *Educational Technology Research and Development*, *Interactive Learning Environments*, *Interacting with Computers*, *Journal of Educational Computing Research*, *Journal of Computer Mediated Communication*, *Learning and Instruction*, *Science Education*, *Transactions on Computer-Human Interaction*.

Co-edited special issue of *Educational Technology* (Vol. 44 no. 3) on relationship of learning sciences and instructional systems design.

Program committee: EuroCSCL 2001 Conference, Maastricht, Netherlands; CSCL 2002 Conference, Boulder; 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, ICCE 2006, Beijing China, ICCE 2007, Hiroshima, Japan, ICCE 2008, Taipei, Taiwan; International Association of Science and Technology for Development Computers and Advanced Technology in Education (IASTED CATE) 2008, Greece; 2009, US Virgin Islands. Reserve Associate Chair for CHI 2010,

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. Interactive events co-chair, CSCL 2009, Rhodes, Greece.

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

Organizations American Educational Research Association

- Program Chair, Annual Meeting, Division C Section 5 (*Learning Environments*), 2007-08

- Former Chair, AERA SIG Education in Science and Technology, 1998–1999

- Former Secretary/Treasurer for AERA Special Interest Groups Education in Science and Technology and Advanced Technologies for Learning, 1997-1998.

- Former member, Division C Nominations Committee, 2003-2004.

International Society for the Learning Sciences

- *Co-founder, 1998-2002.*
- *Past-president, 2002-2003.*
- *Member, Board of Directors, (elected twice), 2003-2006, 2006-2011.*
- *Publications co-chair, 2006-2008.*
- *Nominations co-chair, 2006-2007.*

Association for Computing Machinery, SIG Computer-Human Interaction

Cognitive Science Society

Association for Educational Communications and Technology

Design Research Society

Computer Professionals for Social Responsibility

**Research
Positions**

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, DEPARTMENT OF LEARNING AND PERFORMANCE SYSTEMS, COLLEGE OF EDUCATION; AND INFORMATION SCIENCES AND TECHNOLOGY PROGRAM, COLLEGE OF INFORMATION SCIENCES AND TECHNOLOGY (JOINT APPT.), PENN STATE UNIVERSITY, UNIVERSITY PARK

Assistant Professor, 2002-2006; Associate Professor with tenure, 2006-2008. Taught both undergraduates and graduates 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. Summer 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.

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. Spring, Summer 1993. Designed and conducted a study on code reuse and functional knowledge of procedures in novice Lisp programmers.

SCHOOL OF EDUCATION, U.C. BERKELEY

Graduate Student Researcher, Summer 1992. 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.

Other Teaching

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

2006. Co-taught a six week online short course with Michael Ranney for doctoral students on the 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 (PGSIT) AT PENN STATE

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.

DEPARTMENT OF MATH AND COMPUTER SCIENCE, MILLS COLLEGE

2000-2002. Visiting assistant professor, Computer Science. 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. (No ratings available.)

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. (No ratings available.)

SCHOOL OF EDUCATION, U.C. BERKELEY

Fall 1993. Course steering committee for Seminar on Interactive Multimedia. Co-taught, 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.

Software Authored

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.

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

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.

Panelist for Canadian Social Science and Humanities Research Council, US National Science Foundation, Russell Sage Foundation, National Research Foundation of Singapore.

Faculty adviser to student organization Association for South Asian Research, 2006-present.

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

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

Department of Learning and Performance Systems, Diversity and Climate Committee, 2004-2007.

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

Publications

In press

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

PR Ke, F., & Hoadley, C. (in press). Evaluating Online Learning Communities. *Educational Technology Research and Development*.

Hoadley, C. (in press). Roles, design, and the nature of CSCL. *Computers in Human Behaviour*.

2009

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 Himalaya*: 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 = peer reviewed

- 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
- PR Penuel, W. R., Sussex, W., Korbak, C., & Hoadley, C. (2006). Investigating the potential of using social network analysis in education. *American Journal of Evaluation*, 27(4), 437-451.
- Smith, C. (2006). An incomplete picture. *Chronicle of Higher Education*, 52(38), C1-4. [Published under pseudonym.]

2005

- Halm, M., Farooq, U., & Hoadley, C. (2005). Collaboration in learning design using peer-to-peer technologies. In R. Koper & C. Tattersall (Eds.), *Learning design: A handbook on modelling and delivering networked education and training* (pp. 203-214). New York: Springer.
- Hoadley, C. (2005). Design-based research methods and theory building: A case study of research with SpeakEasy. *Educational Technology*, 45(1), 42-47.
- PR Hoadley, C. (2005). The shape of the elephant: Scope and membership of the CSCL community. In T. Koschmann & D. D. Suthers (Eds.), *Computer-supported Collaborative Learning (CSCL) 2005* (pp. 205-210). Taipei, Taiwan: International Society of the Learning Sciences.
- PR Hoadley, C. (2005). To learn is to know: Teaching, communities, social capital, and knowledge management technologies. In *Proceedings of Human-Computer Interaction International, Volume 10: Internationalization, Online Communities, and Social Computing*. Mahwah, NJ: Lawrence Erlbaum Associates. [CD-ROM] 10pp.
- Hoadley, C. (2005, Sept.). Number theories (Letter to the Editor). *Technology Review*.

- PR** Hoadley, C., & Kilner, P. G. (2005). Using technology to transform communities of practice into knowledge-building communities. *SIGGROUP Bulletin*, 25(1), 31-40.
- PR** Kilner, P. G., & Hoadley, C. (2005). Anonymity options and professional participation in an online community of practice. In T. Koschmann & D. D. Suthers (Eds.), *Computer-supported collaborative learning (CSCL) 2005* (pp. 272-280). Taipei, Taiwan: International Society of the Learning Sciences..
- 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).
- PR** Ravitz, J., & Hoadley, C. (2005). Supporting change and scholarship through systematic review of online educational resources in professional development settings. *British Journal of Educational Technology*, 36(6), 957-974.
- 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.

2004

- Bell, P.L., Hoadley, C. and Linn, M.C. (2004) Design-based research as educational inquiry. In Linn, M.C., Davis, E.A. and Bell, P.L. (Eds.), *Internet Environments for Science Education*, Lawrence Erlbaum Associates, Mahwah, NJ, 73-88.
- Carr-Chellman, A. A. and Hoadley, C. M. (Eds.) (2004). Learning sciences and instructional systems: Beginning the dialogue [Special issue]. *Educational Technology* 44(3).
- Carr-Chellman, A. A., & Hoadley, C. (2004). Conclusion: Looking back and looking forward. *Educational Technology*, 44(3), 57-59.
- Carr-Chellman, A. A., & Hoadley, C. (2004). Introduction to special issue: Learning sciences and instructional systems: Beginning the dialogue. *Educational Technology*, 44(3), 5-6.
- Hoadley, C. (2004). Fostering collaboration offline and online: Learning from each other. In M. C. Linn, E. A. Davis & P. L. Bell (Eds.), *Internet Environments for Science Education*. Mahwah, NJ: Lawrence Erlbaum Associates, 145-174.
- Hoadley, C. (2004). Learning and design: Why the learning sciences and instructional systems need each other. *Educational Technology*, 44(3), 6-12.
- PR** Hoadley, C. (2004). Methodological alignment in design-based research. *Educational Psychologist*, 39(4), 203-212.
- PR** Hoadley, C., & Kirby, J. (2004). Socially relevant representations in interfaces for learning. In Y. B. Kafai, W. A. Sandoval, N. Enyedy, A. Scott Nixon & F. Herrera (Eds.), *International Conference of the Learning Sciences (ICLS) 2004* (pp. 262-269). Mahwah, NJ: Lawrence Erlbaum Associates.

- PR Ke, F. and Hoadley, C. (2004) How to evaluate online communities: A review of the literature. In *Society for Information Technology and Teacher Education (SITE) International Conference 2004*, Association for the Advancement of Computing in Education, Atlanta, GA, 2004, p. 2905-2912.

2003

- PR Design-Based Research Collective. (2003). Design-based research: An emerging paradigm for educational inquiry. *Educational Researcher* 31(1), pp. 5-8. [Group leader and lead author]

Hoadley, C. (2003). For personal service, push 1 now [Letter to the editor]. *Wired*, 12.2

- PR Hoadley, C., & Kim, D. E. (2003). Learning, Design, and Technology: Creation of a design studio for educational innovation. In A. Palma dos Reis & P. Isaías (Eds.), *Proceedings of the IADIS International Conference e-Society 2003* (pp. 510-519). Lisbon, Portugal: International Association for the Development of the Information Society IADIS.

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* (pp. 453-462). Mahwah, NJ: Lawrence Erlbaum Associates.

Hoadley, C. M., & Pea, R. D. (2002). Finding the ties that bind: tools in support of a knowledge-building community. In K. A. Renninger & W. Shumar (Eds.), *Building virtual communities: Learning and change in cyberspace* (pp. 321-354). New York: Cambridge University Press.

2000

- PR Hoadley, C. M. and Linn, M. C. (2000). Teaching science through on-line, peer discussions: SpeakEasy in the Knowledge Integration Environment. *International Journal of Science Education* 22(8), 839-858.

- PR Roschelle, J. R., Pea, R. D., Hoadley, C. M., Means, B. and Gordin, D. (2000) Changing how and what children learn in school with computer-based technologies. *The future of children*, special issue on Children and Computer Technology. 10(3). Los Altos, CA: Packard Foundation.

1999

diGiano, C., M.A. Bienkowski, et al. (1999). A server-based repository for publishing, exchanging, and managing collections of Uniform Resource Locators. *Patent application*. United States Patent Office, SRI International.

- 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

PR Hoadley, C. M. (1998) Shaping social interactions for knowledge integration through technology. In B. K. Nichols, A. C. Kemp and D. Jackson (Eds.) *NARST Annual Meeting* (pp. 166). San Diego, California: National Association for Research in Science Teaching.

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).

1996

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 [available at <http://www.dlib.org/dlib/september96/09contents.html>].

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).]

1995

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 Earlbaum 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..

1991

Hoadley, C. M. (1991) *Can seventh graders manipulate scientific theories?* Bachelor's thesis, Department of Brain and Cognitive Sciences, Massachusetts Institute of Technology.

Presentations

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 at 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. (i2005). 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 = peer reviewed

- 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 = peer reviewed

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.

PR = peer reviewed

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 = peer reviewed

- 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.

1992

Schank, P. and Hoadley, C.M. (1992) Using ECHO to teach reasoning. Departmental forum presentation, Education in Math, Science, and Technology, University of California, Berkeley, CA.