

Curriculum Vitae Leshell April Denise Hatley

1. PERSONAL INFORMATION

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2. EDUCATIONAL BACKGROUND

<u>College/University</u>	<u>Major</u>	<u>Degree & Year</u>
George Mason University	Learning Technology	2015, Expected
University of Maryland	Library Science	Masters, 2011
Howard University	Computer Science	Masters, 1998
Howard University	Computer Systems Engineer	BS, 1994

3. EMPLOYMENT HISTORY

1999-Present	Uplift, Inc Founder & Executive Director Nonprofit Community Development Corporation Technology Instruction Research & Development of Learning Technology
1999-Present	emagine! technologies, inc. Founder & Technical Lead, Freelancer Technology Solutions Provider
2005-2007	Greater DC Cares Director of Technology
2003-2005	Integrated Marketing Services (Consultant) IT Specialist, Web Master, Web Media Designer
1999-2002	North Star Academy Charter School of Newark K-8 Certified Teacher, Technology Instructor, IT Specialist
1998-1999	Brave New Consultants (Consultant) Network Engineer, IT Specialist

4. RESEARCH, SCHOLARLY, AND CREATIVE ACTIVITIES

a. Book Chapters

- i. Dijkers, S. Martin, J. and Coulter, B. [Mobile Media Learning: Amazing Uses of Mobile Devices for Learning](#). ETC Press: Pittsburgh, PA.

b. Editorials, Peer Reviewed Journal Articles & Conference Papers

- i. **Hatley, L.**, Washington, A. [Youth APPLab: One Response to Preliminary Analysis of Computer Science Education for Students of Color](#). The 2011 World Congress in Computer Science, Computer Engineering, and Applied Computing.
- ii. **Hatley, L.** [Culture as Customization: HCI, Cultural Relevance, and Learning Technology](#). IDC-Remixed. In Proceedings of ACM CHI2011, Vancouver, BC.
- iii. Brown, Q., **Hatley, L.**, Bonsignore, E., Druin, A. 2011. [Mobile Natives: Unlocking the Potential](#). Child Computer Interaction: 2nd Workshop on UI Technologies and Educational Pedagogy in conjunction with CHI 2011 of Educational Technology
- iv. Brown, Q., Bonsignore, E., **Hatley, L.**, Druin, A., Walsh, G., Foss, E., Brewer, R., Hammer, J. Golub, E., 2010. [Clear Panels: A Technique to Design Mobile Application Interactivity](#). Designing Interactive Systems 2010.
- v. Druin, A., Foss, E., Hutchinson, H., Golub, E., & **Hatley, L.** (2010). [Children's roles using keyword search interfaces at home](#). In Proceedings of ACM CHI2010, Atlanta, GA., 413-422.
- vi. International Journal of Urban Learning Technology ([iJULT2009](#)), co-Editor
- vii. Frederick, R., Donnor, J., & **Hatley, L.** (2009). [Culturally Responsive Applications of Computer Technologies in Education](#). Educational Technology 49(6), pp. 9-13. NOTE: This is a 'Special Issue.' Other titles in this issue can be reviewed [here](#).
- viii. Eugene, W., **Hatley, L.**, McMullen, K.A., Brown, Q., Rankin, Y., & Lewis, S. (2009). [This Is Who I Am and This Is What I Do: Demystifying the Process of Designing Culturally Authentic Technology](#). To be included in the Proceedings of HCI International 2009, 13th International Conference on Human-Computer Interaction, 19-24 July 2009, San Diego, CA, USA. Heidelberg, Germany: Springer.
- ix. Druin, A., Foss, E., **Hatley, L.**, Golub, E., Guha, M. L., Fails, J., & Hutchinson, H. (2009). [How Children Search the Web with Keyword Interfaces](#). Accepted for publication and presentation at the 8th International Conference on Interaction Design and Children.
- x. Tarkan, S., Sazawal, V., Druin, A., Foss, E., Golub, E., **Hatley, L.**, Khatri, T., Massey, S., Walsh, G., Torres, G. (2009) [Designing a Novice Programming Environment with Children](#). HCIL-2009-03.

c. Fellowships, Prizes, Grants, and Awards

- i. 2011 Google RISE Award - \$10,000.00
- ii. 2010 ING Unsung Hero Award Finalist - \$2,000.00
- iii. MacArthur Foundation's 2010 Digital Media & Learning Competition Winner - \$162,000.00
- iv. 2009 Google Anita Borg Scholar
- v. 2008 F.R.E.E. Research Competition: 3rd Place for The Black Scholars Index
- vi. Institute of Museum and Library Services: Graduate Fellow - Graduate Assistant, 2007-2009

d. Talks, Posters, and Other Professional Presentations

- i. Kevin Clark, Kimberly Scott, **Leshell Hatley**; We Got Game: Digital Media & Game Creation Encourages STEM Participation, National Alliance of Black School Educators (NASBE) Conference, 39th Annual Conference November 16-20, 2011, New Orleans, LA
- ii. Youth APPLab: Google's 2-Day App Inventor Workshop, Google Headquarters - Mountainview, CA, June 2011
- iii. Youth APPLab: Google & MacArthur App Inventor Workshop, MacArthur Foundation Office - Chicago, Illinois, June 2011.
- iv. Entrepreneurship and the Academy. Panel Presentation. 2011 Symposium on Computing at Minority Universities. Association of Computer and Information Science/Engineering Departments at Minority Institutions (ADMI). April 14, 2011. Clemson, SC.
- v. Girls with Game. Panel Presentation and Workshop on Game Design for Girls. The 7th Annual Sisters Empowering Sisters Youth Conference. Syracuse, NY. March 26, 2011.
- vi. Myles & Ayesha: Cartoon Characters, Culturally Relevant Learning Technology, Social Media Campaign. November 8, 2010. University of Maryland iSeries Undergraduate Lecture for INFM 289J Social Media Campaigns for the Well-Being of Humankind.
- vii. I Am A Black Scholar: A Digital Humanities Project on Scholarship from the Black Diaspora. Digital Humanities 2009. 6/2009. Poster & Demo.
- viii. Word-Learning Toy / Technology: Exploration of How Practice Can Inform Design. Celebration of Research and Teaching, College of Information Studies, University of Maryland. 3/2009. Poster.
- ix. Great Libraries: Information Services in Urban Schools (with Ann Weeks, Pam Berger, and Sheri Massey). Research Review Day, College of Information Studies, University of Maryland. 3/2008. Poster.
- x. The African-American Picture Book: It's Past, Present, and Promising Future. Graduate Research Interaction Day (GRID) 2008. University of Maryland. Presentation.

e. Media Appearances

- i. **Black Enterprise Television | A Slice of Life Profile (aired May – July 2011)** – <http://www.blackenterprise.com/tv-shows/our-world/?channelId&channelListId&mediaId=788961ea36f74e329689d0bdea59d8e5>
- ii. **Howard University Alumna Profile** – “Howard University Alumna Leshell Hatley Awarded MacArthur Foundation's 2010 Digital Media & Learning Grant” - <http://www.scs.howard.edu/node/241>
- i. **The Michael Eric Dyson Radio Show** (April 2011) – “*There’s an app for that*” - <http://dysonshow.org/?p=4440>
- ii. “*Leshell Hatley Uplifts Youth with Tech*” BlackWeb 2.0, March 21, 2011 - <http://www.blackweb20.com/2011/03/21/leshell-hatley-uplifts-youth-with-tech/>
- iii. STEM Spotlight - “*GAME TIME: What will it take for Black students to excel in math and science? Black Enterprise Magazine,*” February 2011, p. 45-46.
- iv. Patriot’s Training Center, 2nd Annual Video Gaming Conference – Game Design Workshop (*several web articles reviewing the event and the workshop*) December 2010.
- v. “*Myles and Ayesha Use Technology & History to Help Kids Learn*” – BlackWeb 2.0, October 15, 2010 - <http://www.blackweb20.com/2010/10/15/myles-and-ayesha-use-technology-history-to-help-kids-learn/>
- vi. “*Media Makers: Training Tomorrow’s Computer Scientists at Youth AppLab*” – MacArthur Foundation Spotlight on Digital Media and Learning, May 2010 - <http://spotlight.macfound.org/featured-stories/entry/media-makers-training-tomorrows-computer-scientists-youth-applab/>

f. Organization/Association Memberships

- i. **Association of Computing Machinery (ACM)** - the world’s largest educational and scientific computing society. It delivers resources that advance computing as a science and a profession.
- ii. **Delta Sigma Theta Sorority, Inc. (DST)** - is a private, non-profit organization whose purpose is to provide assistance and support through established programs in local communities throughout the world.
- iii. **International Artificial Intelligence in Education Society (IAIED)** - AIED is an interdisciplinary community at the frontiers of the fields of computer science, education and psychology. It promotes rigorous research and development of interactive and adaptive learning environments for learners of all ages, across all domains.

5. COLLABORATORS AND PARTNERSHIPS (OVER THE LAST 48 MONTHS)

- i. MacArthur Foundation - Youth APPLab
- ii. Google - Robotics in DC
- iii. Share Fund, Washington, DC
- iv. DC Children & Youth Investment Trust Corporation, Washington, DC
- v. Arts & Technology Academy Public Charter School, Washington, DC
- vi. Maya Angelou Public Charter School, Washington, DC
- vii. KIPP DC: AIM Academy Public Charter School, Washington, DC
- viii. Howard University, Washington, DC
- ix. Howard University Middle School, Washington, DC
- x. Eastern High School, Washington, DC
- xi. Fair Chance, Inc. , Washington, DC