

# Leshell Hatley, Ph.D.

## Curriculum Vitae

### 1. PERSONAL INFORMATION

Telephone Number: 410.951.6478  
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URL: <http://www.leshellhatley.com>



### 2. EDUCATION/CERTIFICATES

<u>College/University</u>	<u>Major</u>	<u>Degree &amp;Year</u>
George Washington University	NSF I-Corps: Customer Discovery	Certificate, 2018
George Mason University	Learning Technologies Design Research	PhD, 2016
University of Maryland	Library Science & HCI	Masters, 2011
Carnegie Mellon University	Cognitive Modeling and Data Mining	Certificate, 2010
State of New Jersey	Grade K-8 Instruction (Certified Teacher)	Certificate, 1999-2004
Howard University	Computer Science	Masters, 1998
Howard University	Computer Systems Engineer	BS, 1994

### 3. EMPLOYMENT HISTORY

2017-Present	Faculty-in-Residence, Engineering Education & Android Team   Google Maps Google
2016-Present	Assistant Professor, Department of Math & Computer Science Coppin State University
2016-Present	Principal Investigator, Lab for Artificial Intelligence and its Applications (LAIA) Coppin State University
1999-Present	Uplift, Inc. Founder & Executive Director <i>"Immersing Students in STEAM Education"</i> Computer Science & Computer Engineering Education Research & Development of Learning Technology
1999-Present	emagine! technologies, llc. Founder & Technical Lead, Freelancer Technology Solutions Provider   Consulting Firm
2013-2015	Howard University (HU) ADVANCE-IT Program Manager <i>\$3.2 Million National Science Foundation Grant to support Women STEM Faculty at Howard University</i>

2012-2013 George Mason University  
Center for Digital Media, Innovation, and Diversity  
Graduate Research Assistant  
Program Manager, Game Design @ Mason

2007-2010 University of Maryland  
Human-Computer Interaction Lab  
Graduate Research Assistant

2005-2007 Greater DC Cares  
Director of Technology

#### 4. TEACHING

2016–Present Coppin State University  
Mathematics & Computer Science Department

1999-Present Uplift, Inc.  
PreK-12 (*Over 4K students taught*)  
**Lead Educator & Learning Architect, STEAM+CS topics**

*Teaching Sites (in no particular order):*

- DC Scholars Public Charter School, DC
- Arts & Technology Academy Public Charter School, DC
- Howard University Computer Learning & Design Center, DC
- Howard University Middle School of Mathematics & Science, DC
- KIPP DC: AIM Academy, DC
- North Star Academy Charter School of Newark, NJ
- La Casa de Don Pedro, NJ
- Little Bites, NJ
- Martha's Table, DC
- NewarkLive, NJ
- Playing 2 Win, NYC
- Tree of Life Public Charter School, DC
- Urban League of Essex County, NJ
- Uplift, Inc., NJ, NYC, DC, MD, VA

2012-2014 George Mason University Center for Digital Media Innovation &  
Diversity **Graduate Research Assistant, Game Design & Scratch Instructor**

2012-2014 Game Design @ Mason (College and High School Students)  
**Game Design & Mobile App Development**  
**Lead Instructor & Program Coordinator**

## 5. RESEARCH, SCHOLARLY, AND CREATIVE ACTIVITIES

i. Click to view My [Google Scholar Profile](#)

### ii. **Book Chapters**

- i. Joseph, R., Moore, J. and Benson, A. (2017). *Culture, Learning and Technology: Research and Practice*. Routledge, New York, NY.
  1. Hatley, L. Winston, C.E., Paige G., Clark, K. Chapter 8: "Culture & Computational Thinking: A Pilot Study of Operationalizing Culturally Responsive Teaching (CRT) in Computer Science
- ii. Dikkers, S. Martin, J. and Coulter, B. (2012) [Mobile Media Learning: Amazing Uses of Mobile Devices for Learning](#). ETC Press: Pittsburgh, PA.
  1. **Hatley, L.** Chapter 13: [Youth APPLab: The Wonder of App Inventor and Young App Developers](#)

### iii. **Editorials, Peer Reviewed Journal Articles & Conference Papers**

- i. Hatley, L., Al-Freih, M., Bannan, B. (2018). "I'm Just Guiding You:" An Exploration of Software Design Mentorship within A Software Engineering Firm. *Journal of Software Engineering and Applications (JSEA)* Vol. 11. No. 6.
- ii. Hatley, L. (2018). RESPECT the RECIPE: What Happened When HBCU Students New to Java Programming Were Given a Recipe to Code, [RESPECT 2018: 3rd Annual Conference For Research on Equity & Sustained Participation in Computing, Engineering, & Technology](#), IEEE Special Technical Community on Broadening Participation.
- iii. Rankin, Y., Thomas, J., Brown, Q., & Hatley, L. (2013). Shifting the paradigm of African-American students from consumers of computer science to producers of computer science. In *Proceeding of the 44th ACM technical symposium on Computer science education* (pp. 11-12). ACM
- iv. Hatley, L., Washington, A. (2011). [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.
- v. Hatley, L. (2011). [Culture as Customization: HCI, Cultural Relevance, and Learning Technology](#). IDC-Remixed. In *Proceedings of ACM CHI2011*, Vancouver, BC.
- vi. 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*

- vii. 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.
- viii. 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.
- ix. 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.'
- x. 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.
- xi. 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.
- xii. 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.

## 6. TALKS, POSTERS, AND OTHER PROFESSIONAL PRESENTATIONS

- i. Leshell Hatley. (2018). RESPECT the RECIPE: What Happened When HBCU Students New to Java Programming Were Given a Recipe to Code, RESPECT 2018: 3rd Annual Conference For Research on Equity & Sustained Participation in Computing, Engineering, & Technology, IEEE Special Technical Community on Broadening Participation.
- ii. Leshell Hatley. (2017). The Cultural Relevance of Pair Programming: A Promising Approach for African-American Youth Learning Computational Thinking and Programming Skills. Technical Report. The Lab for Artificial Intelligence and its Applications.
- iii. Leshell Hatley. (2017). *Answer These 10 Questions and You Too Can Gamify*. New Designs for Learning: Games and Gamification, University System of Maryland, Frostburg State University.
- iv. Leshell Hatley. (2016). *Answer These 10 Questions and You Too Can Gamify*. New Designs for Learning: Games and Gamification, University of Maryland.
- v. Leshell Hatley. (2016). Blurring Boundaries between Formal and Informal Learning Spaces through Technology, Symposium Chair. AERA 2016.
- vi. Leshell Hatley. (2016). *Rooftop Garden Robotics: Design Research Project*. 4th Annual Science Symposium, Coppin State University.
- vii. Leshell Hatley. (2015). Plenary Session Keynote. Digital Media & Learning Conference, Los Angeles, CA June 13-15, 2015.

- viii. Leshell Hatley. (2015). "Hello World. Hello Robot. Hello Me." Creative Mornings DC, Theme = Robot, May 29, 2015.
- ix. Leshell Hatley. (2015). Entrepreneurship by STEM Women. Gender Summit 5, South Africa, April 2015.
- x. Leshell Hatley. (2014). "Managing the Juxtopia® Imhotep Open-Wear Platform team to Produce Affordable Wearable Consumer Telehealth Devices," 142nd Annual Meeting. American Public Health Association, New Orleans, LA.
- xi. Anna Ly, Kimberly Bryant, Jen Groff, Leshell Hatley, Brianna Igbinosun, Ricarose Roque (2014). "Creating Young Builders: Promoting a New Game Design Ecosystem to Engage Hard-to-Reach Youth in Learning," Digital Media & Learning Conference 2014. Boston, MA.
- xii. Leshell Hatley. (2013). "Teaching (& Guiding) Students Toward Becoming STEM Producers," TERC, Boston, MA, June 10, 2013
- xiii. Leshell Hatley. (2013). Discovering Myles & Ayesha: Ideas for Creating Culturally Relevant Learning Technologies. The Popular Culture Association/American Culture Association (PCA/ACA) National Conference, March 27-30, 2013. African-American Panel Chair.
- xiv. Yolanda Rankin, Jakita Thomas, Quincy Brown, and Leshell Hatley. (2013). Shifting the paradigm of African-American students from consumers of computer science to producers of computer science. In Proceeding of the 44th ACM technical symposium on Computer science education (SIGCSE '13). ACM, New York, NY, USA, 11-12.
- xv. Kevin Clark, Kimberly Scott, Leshell Hatley. (2011).; 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
- xvi. Leshell Hatley. (2011). Youth APPLab: Google's 2-Day App Inventor Workshop, Google Headquarters - Mountainview, CA, June 2011
- xvii. Leshell Hatley. (2011). Youth APPLab: Google & MacArthur App Inventor Workshop, MacArthur Foundation Office - Chicago, Illinois, June 2011.
- xviii. Leshell Hatley. (2011). 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.
- xix. Leshell Hatley. (2010). 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.
- xx. Leshell Hatley. (2009). I Am A Black Scholar: A Digital Humanities Project on Scholarship from the Black Diaspora. Digital Humanities 2009. 6/2009. Poster.
- xxi. Leshell Hatley. (2009). 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.

- xxii. Ann Weeks, Pam Berger, and Sheri Massey, Leshell Hatley (2008). Great Libraries: Information Services in Urban Schools (with Research Review Day, College of Information Studies, University of Maryland. 3/2008. Poster.

## 7. SERVICE

- i. Reviewer, National Center for Women & Information Technology (NCWIT) Seed Fund, 2017-2018.
- ii. Google Faculty-in-Residence, 2017-Present.
- iii. Chair, Faculty Search Committee, Department-wide, Coppin State University, 2018-Present.
- iv. Advisor, Coppin State University Association for Computing Machinery-Women (ACM-W) Undergraduate Chapter, 2016-Present.
- v. Committee Member, Curriculum Standards & Policy Committee, University-wide, Coppin State University, 2017-Present.
- vi. Department Representative, Middle States Preparation, University-wide, Coppin State University, 2017-Present.
- vii. Mentor, Connecting Ladies Across Campus (CLAC), University-wide, Coppin State University, 2017-Present.
- viii. Faculty Senate Volunteer, University-wide, Coppin State University, 2016-Present.
- ix. Chair, CSU Workload Committee, Department-wide, Coppin State University, 2016-2018.
- x. Google App Inventor & MIT App Inventor: Developer and Education Team Member, 2010 – 2014.
- xi. Advanced Distributed Learning xAPI Research Group (ADL), 2014
- xii. IEEE xAPI Enabled Augmented Reality Committee (IEEE), 2014
- xiii. Teen App Development and Entrepreneurship Workshop. 2014. DiversiTECH and TechShop, Arlington, VA.
- xiv. Computer Learning & Design Center (CLDC), Howard University, 2013-2014.
- xv. Verizon Foundation App Challenge Team Coach for 2013 Winners; South River High School, Edgewater, MD; App Name = Study Buddy  
<http://appchallenge.tsaweb.org/past-winners/2013-national-winner>
- xvi. Delta Sigma Theta Sorority, Inc. Centennial Gwendolyn Boyd STEM Torch Event, Organizer, March 2013, Howard University, Washington, DC
- xvii. Member of Computing Education for the 21st Century (CE21) 2013 Review Panel, May 2013, National Science Foundation.
- xviii. Member of Evaluation Team: Broadening Participating in Computing (BPC) Alliance: In the Loop Site Visit (Exploring Computer Science); PI – Jane Margolis; February 2012; National Science Foundation.
- xix. App Development Workshop. African-American Entrepreneurs in Technology (AAEIT) 2013. Morehouse College, Clemson, SC, March 21-24, 2013.

- xx. Youth APPLab: Google's 2-Day App Inventor Workshop, Google Headquarters - Mountainview, CA, June 2011
- xxi. Youth APPLab: Google & MacArthur App Inventor Workshop, MacArthur Foundation Office - Chicago, Illinois, June 2011.
- xxii. Youth APPLab hosts event with Chairman of the FCC (Apps for Communities), Howard University, Washington, DC, May, 2011.
- xxiii. 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). Clemson, SC, April 14, 2011.
- xxiv. Krystal Cooper, Michelle Harris, Leshell Hatley. (2011). Girls with Game. Panel Presentation and Workshop on Game Design for Girls. The 7<sup>th</sup> Annual Sisters Empowering Sisters Youth Conference. Syracuse, NY. March 26, 2011.
- xxv. International Journal of Urban Learning Technology (ijULT2009), co-Editor
- xxvi. Chair of the Learning Technology Subcommittee of the IEEE Virtual Instructor Pilot Research Group (VIPRG), 2007.
- xxvii. Uplift partners with The Juxtopia Group, LLC to sponsor the 2nd Annual Juxtopia Urban Learning Technology (JULT2007) Conference, 2007.

## 8. AWARD, GRANTS, FELLOWSHIPS, AND OTHER RECOGNITION

- i. 2018 "Lift As You Climb" Award from blackComputerHER.org Conference for Leadership in K-12 Computer Science Education/STEM Pathway
- ii. 2017 Kapor Center for Social Impact - *Monetary*
- iii. 2015 Marriott Foundation - *Monetary*
- iv. 2015 DC ShareFund - *Monetary*
- v. 2014 Marriott Foundation - *Monetary*
- vi. 2014 DC ShareFund - *Monetary*
- vii. 2014 Marriott Foundation - *Monetary*
- viii. 2013 Women of Color in Technology STEM Conference Award, Recipient for Entrepreneurial Leadership
- ix. 2013 Digital Media & Learning Summer Research Associate
- x. 2013 BET's 'Blacks on the Brink of Greatness' List
- xi. 2013 National Society of Black Engineers - Alumnae Extension DC (NSBE-AEDC) Corporate Service & Education Award
- xii. 2013 Community Service Award, Delta Sigma Theta Sorority, Inc., Washington DC Alumnae Chapter
- xiii. 2013 DC ShareFund - *Monetary*
- xiv. 2012 DC ShareFund - *Monetary*
- xv. 2012 Diversity City Fund - *Monetary*
- xvi. 2011 Google RISE Award - *Monetary*
- xvii. 2010 ING Unsung Hero Award Finalist - *Monetary*
- xviii. 2010 MacArthur Foundation's Digital Media & Learning Competition Winner - *Monetary*
- xix. 2009 Google Anita Borg Memorial Scholar - *Monetary*

xx. 2008 F.R.E.E. Research Competition: 3rd Place for The Black Scholars Index

## 9. MEDIA APPEARANCES

- i. **Youth APPLab** student, Hamza Hawkins and his latest app are featured in SiliconAngle - [Teen Designed Emergency App Keeps Your Love Ones At Ease and Reflects Importance of Youth Innovation in Tech](#)
- ii. **Youth APPLab** is mentioned in a new report about teacher education - <http://bit.ly/teacherprep>
- iii. **In Your Hands: How One App Program is Turning Consumers Into Inventors** (March 4, 2013) - <http://www.theconnectivist.com/2013/03/in-your-hands-how-one-app-program-is-turning-consumers-into-inventors>
- iv. **Black Entertainment Television's (BET) 'Blacks on the Brink of Greatness List** (February 2013) - <http://www.bet.com/news/national/photos/2013/02/blacks-on-the-brink-of-greatness.html#!012813-national-black-history-Leshell-Hatley>
- v. **Youth APPLab Makes History this Summer with XO APPLab** (September 2012) - <http://hastac.org/blogs/leshell/2012/09/04/youth-applab-makes-history-summer-xo-applab>
- vi. **App Creation Inspires Student Entrepreneurs** (June 13, 2012) - <http://www.edweek.org/dd/articles/2012/06/13/03mobile.h05.html?qs=app%20inventor>
- vii. **Students Create Apps to Help Communities** (March 1, 2012) - [http://blogs.edweek.org/edweek/DigitalEducation/2012/03/students\\_learn\\_to\\_create\\_apps.html](http://blogs.edweek.org/edweek/DigitalEducation/2012/03/students_learn_to_create_apps.html)
- viii. **Howard University Magazine: Breaking Through the STEM Ceiling** (Article & Cover Image, Fall 2011) - <http://howardmagazine.idigitaledition.com/issues/10/>
- ix. **Black Enterprise Television | A Slice of Life Profile (aired May - July 2011)** - <http://www.blackenterprise.com/tv-shows/our-world/?channelId&channelListId&mediaId=788961ea36f74e329689d0bdea59d8e5>
- x. **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>
- xi. **The Michael Eric Dyson Radio Show** (April 2011) - *"There's an app for that"* - <http://dysonshow.org/?p=4440>



- xii. ***“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/>
- xiii. **Black Enterprise Magazine 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.
- xiv. Patriot’s Training Center, 2<sup>nd</sup> Annual Video Gaming Conference – Game Design Workshop (*several web articles reviewing the event and the workshop*) December 2010.
- xv. **“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/>
- xvi. **“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/>

## 10. MEMBERSHIPS

- i. Association of Computing Machinery (ACM)
- ii. Institute of Electrical and Electronics Engineers (IEEE)
- iii. International Artificial Intelligence in Education Society (IAIED)
- iv. American Educational Research Association (AERA)
- v. Computer Science Teachers Association (CSTA)
- vi. Delta Sigma Theta Sorority, Inc. (DST)
- vii. Golden Key International Honour Society
- viii. The Honor Society of Phi Kappa Phi
- ix. Society of STEM Women of Color
- x. Tau Beta Pi - The Engineering Honor Society: Howard University

## 11. COLLABORATORS AND PARTNERSHIPS

- i. Coppin State University Urban Education Corridor | Rosemont Elementary & Middle Charter School and Coppin Academy Charter High School
- ii. Arts & Technology Academy Public Charter School, Washington, DC
- iii. DC Children & Youth Investment Trust Corporation, Washington, DC
- iv. Digital Media & Learning Research Hub (DML Hub)
- v. Diverse City Fund, Washington, DC
- vi. DiversiTech, Washington, DC & Miami, FL
- vii. DC Scholars, Washington, DC
- viii. Eastern High School, Washington, DC
- ix. Fair Chance, Inc., Washington, DC
- x. George Mason University: Center for Digital Media and Innovation
- xi. George Mason University: Game Design @ Mason
- xii. Google
- xiii. Hoffman-Boston Elementary School
- xiv. Howard University, Computer Learning and Design Center (CLDC)

- xv. Howard University, Identity and Success Research Lab (ISRL)
- xvi. Howard University Middle School, Washington, DC
- xvii. Howard University, Early Learning Program, Washington, DC
- xviii. IT ComputerWizKids, MD
- xix. Kappa Alpha Psi Fraternity, Inc. Alexandria - Fairfax (VA) Alumni Chapter
- xx. KIPP DC: AIM Academy Public Charter School, Washington, DC
- xxi. Loudoun County Public Library, VA
- xxii. MacArthur Foundation
- xxiii. Maya Angelou Public Charter School, Washington, DC
- xxiv. Microsoft
- xxv. National Science Foundation
- xxvi. NOVA (Northern Virginia) STEM Alliance, VA
- xxvii. Share Fund, Washington, DC
- xxviii. Tree of Life Community Public Charter School, DC
- xxix. Urban League of Essex County