

David Hatfield

Learning Sciences
Department of Educational Psychology
University of Wisconsin-Madison
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Education

University of Wisconsin-Madison, Madison, WI
Ph.D. Educational Psychology, in progress.

University of Wisconsin-Madison, Madison, WI
M.S. Educational Psychology, 12/2006.

North Carolina State University, Raleigh, NC
M.A. English Literature (a.b.d.), courses completed 1996.

Virginia Polytechnic Institute and State University, Blacksburg, VA
B.S. Biology, 1993. Aquatic and terrestrial ecology focus.

Spencer Doctoral Research Program, School of Education, Madison, WI
Admitted Fall, 2004.

Employment

Introduction to the Learning Sciences 795 & 796 (Graduate Courses)

Educational Psychology department, Madison, WI

Teaching Assistant 9/07 – present. Assist with course preparation and work with students on weekly assignments and research projects.

Alternative Routes to Science and Technology (NSF Grant)

Wisconsin Center for Educational Research, Madison, WI

Project Assistant 9/04 – present. Assist with development and maintenance of technical infrastructure for learning sciences research projects investigating using professional communities of practice as alternative models for developing scientific and technological literacies.

Center for the Integration of Research, Teaching and Learning (NSF Grant)

Wisconsin Center for Educational Research, Madison, WI

Project Assistant 12/03 – 9/04. Assist with development and instruction of experimental course for Science, Technology, Engineering, and Math graduate students and faculty on Instructional Materials Development. Coordinate brownbag series on Instructional Materials Development.

Academic Advanced Distributed Learning Co-lab

University of Wisconsin-System, Madison, WI

Assistant Director 1/03 – 12/03. Manage applied research and demonstration projects related to computer software and hardware tools for distributed learning; promote ongoing development and adoption of eLearning standards; investigate pedagogical issues related to eLearning standards.

eLearning Practice

Berbee, Madison, WI

Lead Consultant, 3/00 – 1/03. Established new business line within company involving budget development / management, cross-team coordination, operational and sales process development; Learning management system, web-conferencing and team collaboration implementations for corporate customers; AICC/SCORM content integration consulting, workshops and presentations for corporate training departments and content vendors.

Content Development

University of Wisconsin Learning Innovations (UWLI), Madison, WI

Director, Web Services; **Technical Architect**; **Instructional Designer**, 10/97 – 3/00. Lead small development team on personalized portal project to centralize access to UW System on-line courses for students; Technical architect for revision to Flexible Learning correspondence course web application, and original technical design for High School Equivalency project for American Council of Education; Instructional designer for corporate training projects and full-credit web-based UW Colleges academic courses. Academic work also involved coordination with multiple campuses, and faculty development.

Information Technology

Reed Sendeke Inc., Madison, WI

Network & Systems Admin; **Web & Multimedia Developer**, 10/96 – 10/97. Learned advertising agency approach to on-time/on-budget projects working specifically on corporate web sites and multimedia cd-roms; Responsible for company internal network, external connectivity to Internet, and systems (wide range of Mac and PC workstations, printers, scanners).

Department of English Literature

North Carolina State University, Raleigh, NC

Graduate Instructor, 1994 – 1996. Taught multiple sections of Freshman English Composition in computer-assisted classrooms with full responsibility for curriculum design and delivery; Led faculty development workshops on various applications and Internet resources; Assisted with departmental web site and network administration.

Presentations

Hatfield, D., & Shaffer, D. W. (June, 2008). Reflection in professional play. Paper to be presented at the International Conference of the Learning Sciences (ICLS), Utrecht, Amsterdam.

Hatfield, D., & Shaffer, D. W. (March, 2008). 'Experiencing it first-hand': epistemic games and game engines. Paper to be presented at the American Educational Research Association conference (AERA), New York.

- Hatfield, D. (February, 2008). 'Experiencing it first-hand': designing epistemic game engines. Wisconsin Spencer Doctoral Research Program Lecture series, Madison, WI.
- Hatfield, D., & Shaffer, D. W. (July, 2007). Professional practice simulation with epistemic games. Digital Learning and Collaboration II, Singapore Learning Sciences Laboratory, Singapore.
- Hatfield, D., & Shaffer, D. W. (March, 2007). *Epistemic game engines*. DIGITEL 2007 IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning, National Central University, Chungli, Taiwan.
- Hatfield, D., & Shaffer, D. W. (July, 2006). *Press play: designing an epistemic game engine for journalism*. Paper presented at the International Conference of the Learning Sciences (ICLS), Bloomington, IN.
- Hatfield, D. (June, 2006). "Epistemic Game Engines." With Alecia Magnifico, David Williamson Shaffer, Gina Svarovsky, and Elizabeth Sowatzke. Games+Learning+Society 2.0. University of Wisconsin-Madison.
- Hatfield, D. (June, 2005). "byline: epistemic game engine for science literacy." Games+Learning+Society 1.0. University of Wisconsin-Madison.
- Hatfield, D. (May, 2004). "Improving Literacy in Research, Teaching, and Learning: The Experiences of Delta Program Participants." (Instructional materials development presentation). 2004 Annual Teaching and Learning Symposium. University of Wisconsin-Madison.
- Hatfield, D. (October, 2003). "Fletch: Web-based Journalism as a Bridge to Technological Literacy." 2003 IEEE Symposia on Human Centric Computing Languages and Environments. University of Auckland, New Zealand.
- Hatfield, D. (May, 1996). "Martian Odysseys Past and Present: American Science Fiction and the Colonial Contact Zone." Science Fiction Research Association. University of Wisconsin--Eau Claire.
- Hatfield, D. (March, 1996). "Seeing Colonialism Through the Mind's Eye." International Association of the Fantastic in the Arts. Florida Atlantic University.
- Hatfield, D. (October, 1995). "The Dunciad Variorum as Hypertext." Midwest American Society for Eighteenth-Century Studies. University of Minnesota.
- Hatfield, D. (October, 1994). "Virtual Voodoo and Cyberpunk Science Fiction." Popular Culture Association in the South. Georgia Southern University.

Other Professional Experiences

Games+Learning+Society conference.
University of Wisconsin-Madison, Madison, WI
Conference website and **session chair**. 2006.

Cultural Cartographies I & II. Post-colonial studies conference.
North Carolina State University, Raleigh, NC
Conference organizer and **session chair**. 1995, 1996.

Computer Integrated Classrooms: Tools and Techniques.
Virginia Polytechnic Institute and State University, Blacksburg, VA
Workshop planner and **trainer**. 1994.