

Curriculum Vita

Deborah Healey

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Education

Ph.D. Computers in Education, University of Oregon, 1993.
M.A. Linguistics, University of Oregon, 1976.
B.A. German and French, Queen's University, Canada, 1974.
Other TESOL Leadership Development Certificate Program. 2014.

Employment

University of Oregon, American English Institute, Eugene, Oregon
Senior Instructor, 2009 – Present

TESOL International Association, Alexandria, Virginia
Board member, 2013 – 2017

Oregon State University, English Language Institute, Corvallis, Oregon
Associate Professor, 2000- 2008
Director, 1999-2008
Other administrative positions, 1993-1999
Instructor, 1979-1985

International Society for Technology in Education, *CÆLL Journal*, Eugene, Oregon
Editor, 1988 – 1998

International Experience

U.S. Department of State
Academic Specialist, 1995-present: Austria, Bahrain, Brazil, Colombia, Costa Rica, Dominican Republic, Mexico, Oman, Qatar, Serbia, Tunisia, Thailand, Uruguay, Vietnam, West Bank.

English for Excellence (EfeX), Surabaya, Indonesia
Consultant, 2017

University of Oregon Gabon-Oregon Center, Libreville, Gabon
Teacher trainer, 2014 – 2017

International Islamic University of Malaysia, Kuala Lumpur, Malaysia
Board of Studies Member, 2013

Yemen-America Language Institute (Oregon State University), Sana'a, Yemen
Technology coordinator/instructor, 1985-1988

Selected Presentations and Workshops

Healey, D. (2017). CETE Conference: Plenary - *Building a MOOC*; keynote - *Tech Tools for Busy Teachers*. Tbilisi, Georgia.

- Healey, D. (2017). TESOL. *Who benefits from MOOCs, and Who Pays the Cost?* (co-presenter); *Shaping the Way We Teach English: The MOOC* (co-presenter); *Gaming with Trace Effects* (co-presenter). Seattle, WA.
- Healey, D. (2017). English for Excellence (EfeX) Workshop: *Teaching English to Generation Z*. Surabaya, Indonesia.
- Healey, D. (2016). Universidad de la Frontera workshop: *Mobile Apps, Games, and Gamification; Academic Sources and Reading*. Temuco, Chile.
- Healey, D. (2016). TESOL. *Online Course Development in MOOCs: Canvas Network; History of the Electronic Village: CALL Typologies; Tea with Distinguished TESOLers* (invited presenter). Baltimore, MD.
- Healey, D. (2015). White House Roundtable on Technology in English: Discussion of technology resources. Washington, D.C..
- Healey, D. (2015). Serbia English Language Teachers Association Conference: Plenary – *Intelligent Use of Technology in the Classroom; Digital Storytelling*. Belgrade, Serbia. Additional workshops in Belgrade, Kragujevac, and Novi Sad, Serbia.
- Healey, D. (2015). HUPE (Croatia Association of Teachers of English) Conference: Plenary - *Gamification: Hype or Useful Teacher Tool?; Technology Tools for Busy Teachers; Creating Rubrics for Assessing Writing and Speaking*. Sibenik, Croatia.
- Healey, D. (2015) TESOL 2015: *Managing the Darker Side of Technology: Mobile Devices; Enhancing Teaching with the TESOL Technology Standards* (panelist) ; *Shaping the Way We Teach English: The MOOC* (co-presenter). Toronto, Canada.
- Healey, D. & Yerian, K. (2015). *Constructivist pedagogy and Internet tools*. Two-week workshop presented in Libreville, Gabon.
- Healey, D. (2014). *Managing large and mixed ability EFL classes (keynote)*. Presented at International Conference on Applied Arts, Bangkok, Thailand.
- Healey, D. (2014). *Gamification: Communicating with “digital natives” (plenary); Building engagement with Trace Effects*. Presented at NileTESOL, Cairo, Egypt.
- Healey, D. (2013). *Gamification: A way to hook digital natives (plenary); Trace Effects: A computer game and more for the English teaching classroom*. Presented at QatarTESOL, Doha, Qatar.

Selected Publications

- Healey, D. (2017). Technology-enhanced learning environments. *TESOL encyclopedia of English language teaching*. Wiley.
- Healey, D. (2017). TESOL technology standards. *TESOL encyclopedia of English language teaching*. Wiley.
- Healey, D. (2016). Language learning and technology: *Past, present, and future*. In F. Farr and L. Murray (Eds.), *The Routledge handbook of language learning and technology*, pp. 9-23. New York: Routledge.
- US Department of State. (2012). *Trace Effects*. Lead scriptwriter for virtual reality computer game.
- Healey, D., Hanson-Smith, E., Hubbard, P., Ioannou-Georgiou, S., Kessler, G. & Ware, P. (2011). *TESOL technology standards: Description, implementation, integration*. Alexandria, VA: TESOL.
- Opp-Beckman, L., Healey, D., Yaghi, R., Cargile, J., & Hochstein, D. (2011). *Women teaching women English and Women teaching women English: Teacher’s manual*. Available at <http://aei.uoregon.edu/wtwe>.