

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

Emerita, 2017- present; Senior Instructor, 2009 – 2017

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). Joint Asia TEFL/TEFLIN (Indonesia) Conference: *Creating Rubrics for Assessing Writing and Speaking* (pre-conference workshop); *Gamification: Hype or Useful Teacher Tool?* (plenary); *Tech Tools for Busy Teachers*; *Reading and Writing in the Digital Age*. Yogyakarta, Indonesia.

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

Healey, D. (2017). TESOL Conference: *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 Conference: *Online Course Development in MOOCs: Canvas Network; History of the Electronic Village: CALL Typologies; Tea with Distinguished TESOLers* (invited presenter). Baltimore, MD.
- Healey, D. (2016). English Language Teacher Training and Certification Program: Two sets of 2-day workshops on project-based learning in four sites. Ramallah, Hebron, Nablus, (via digital videoconference) Gaza, Palestine.
- ORTESOL Conference 2015: Plenary – *Digital Tools for Reading and Writing*. Portland, Oregon.
- 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.
- Healey, D. (2013). Training of trainers. Entry in *Encyclopedia of Applied Linguistics*. Malden, MA: Wiley.
- US Department of State. (2012). *Trace Effects*. Lead scriptwriter for virtual reality computer game.
- Healey, D. (2012). Planning a distance education course for language teachers: What administrators need to consider. In L. England (Ed.), *Online language teacher education: TESOL perspectives*. New York: Routledge.
- 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>.