

CHRISTOPHER PROCTOR

CONTACT

POSITION: PhD candidate, Stanford University Graduate School of Education
ADDRESS: 2296 Oberlin Street, Palo Alto, CA 94306
PHONE: 323.230.0313
EMAIL: cproctor@stanford.edu

EDUCATION

STANFORD	PhD in Education (anticipated 2020) Learning Sciences & Technology Design Advisors: Asst. Prof. Paulo Blikstein & Prof. Brigid Barron
	MS in Computer Science (anticipated 2018) Human-Computer Interaction & Artificial Intelligence
	MA in Education (2007) Teaching Secondary English
	BS in Symbolic Systems (2006) Decision-Making & Rationality
	BA in English (2006) Critical Theory & Early Modern Period

PUBLICATIONS

Proctor, C. & Blikstein, P. (2018). *Unfold.studio: Supporting critical literacies of text & code*. Manuscript submitted for publication.

Crocker, M., Proctor, C., & Taylor, V. (2011) *Webbing and the Reading Process*. *English in Texas*, 41(1), 38-43.

FULL CONFERENCE PAPERS

Proctor, C., & Blikstein, P. (2018). *How broad is computational thinking? A longitudinal study of practices shaping computer science learning*. Full paper to be presented at International Conference of the Learning Sciences (ICLS) 2018, London, UK.

Davis, R., Proctor, C., Friend, M., & Blikstein, P. (2018). *Solder and wire or needle and thread: do the tools we use change the way we think?* Full paper to be presented at International Conference of the Learning Sciences (ICLS) 2018, London, UK.

Davis, R. L., Proctor, C., Friend, M., & Blikstein, P. (2017). *Solder and wire or needle and thread: do the tools we use change the way we think?* Paper presented at the meeting of the American Educational Research Association, San Antonio, TX.

Proctor, C. & Blikstein, P. (2016). *Grounding how we teach programming in why we teach programming*. In A. Sipitakiat, Editor. & N. Tutiya-phuengprasert, Editor. *Constructionism in Action*. Paper presented at Constructionism 2016, Bangkok, Thailand (127-134). Bangkok: Suk-sapattana Foundation.

SHORT PAPERS & WORKSHOPS

Proctor, C. (2018). *Interactive Storytelling*. Workshop to be presented at Computer Science Teachers Association annual conference, Omaha, NE.

Boles, K., Macedo, L., Proctor, C., & Blikstein, P. (2018). *Manipul8: An Interactive Experience to Inspire Pattern-Based Algebraic Thinking and Representational Fluency*. Demo to be presented at Interaction Design & Children 2018, Trondheim, Norway.

Mongkhonvanit, K., Zau, C., Proctor, C., & Blikstein, P. (2018). *Testudinata: A Tangible Interface for Exploring Functional Programming*. Demo to be presented at Interaction Design & Children 2018, Trondheim, Norway.

Proctor, C., & Blikstein, P. (2017). *Interactive Fiction: Weaving together literacies of text and code*. Work-in-progress paper presented at Interaction Design and Children, Stanford, CA.

Garcia, A., & Proctor, C. (2017). *Worldbuilding for Safe, Secure, and Private Futures: Producing Internet-Related Roleplaying Games and Interactive Fiction*. Workshop at MozFest 2017, London, UK.

Proctor, C. & Blikstein, P. (2016). *Weaving english/language arts into computational literacy*. Abstract presented at Learning Sciences Graduate Student Conference, Chicago, IL.

HONORS

- 2017 Honorable Mention, National Science Foundation Graduate Research Fellowship
- 2017 \$4,250 Lopatin Fellowship, The linguistic production of learning opportunities
- 2016 \$17,000 MediaX Grant, The contextual future of situated schools
- 2016 \$7,500 TELOS Grant, Interactive fiction: Weaving together literacies of text and code
- 2012 National Board Certification, National Board for Professional Teaching Standards
- 2011 Westlake High School Golden Apple teaching award
- 2010 Teaching Shakespeare Institute, National Endowment for the Humanities

PROFESSIONAL EXPERIENCE

- | | |
|-----------|---|
| 2013-2015 | Computer Science Teacher at The Girls' Middle School, Palo Alto, CA
Developed interdisciplinary two-year CS curriculum in Scratch and Python based on creative media production. Designed and implemented interface for new school information system. Led a yearlong design process to incorporate Maker pedagogy more deeply into school. |
| 2012-2013 | Lead Software Developer at cK-12 Foundation, Palo Alto, CA
As leader of cK-12's Interactive Learning Group, wrote interactive learning design framework and led a team of 8 developing interactive algebra and geometry curricula. Designed architecture to serve over 500k interactive simulations; analyzed student interactions to assess learning. |
| 2009-2011 | English Teacher at Westlake High School, Austin, TX
Designed, taught, and published curriculum units emphasizing blogs, wikis, groupwork, performance assessments with outside audiences. Developed and new educational technologies to support reading and writing. |
| 2007-2009 | English Teacher at Palo Alto Senior High School, Palo Alto, CA
Proposed and piloted detracked freshman English course to promote equity. Led committee writing departmental scope-and-sequence document and wrote schoolwide report on assessment practices. Wrote a learning management system designed to support pedagogical best practices. Recommended for tenure. |

CONSULTING, INVITED TALKS, & ACADEMIC SERVICE

- 2018 | **Invited speaker** Stanford Teacher Education Program Computer Science Curriculum & Instruction pilot course
- 2018 | **Instructor** Stanford CS407L/EDUC236 Beyond Bits and Atoms: Designing Technical Tools
with Asst. Prof. Paulo Blikstein
- 2018 | **Reviewer** International Conference of the Learning Sciences
- 2017 | **Research consultant** Digital Promise
Hired as consultant to develop ten micro-credentials teachers to support professional development in teaching computational thinking.
- 2017 | **Invited speaker** Stanford Center for Supporting Excellence in Teaching & TELOS Initiative
Invited talk at a professional development course for EdTEch integration specialists. Topic: supporting computational literacies and critical engagement with computational media.
- 2017 | **Teaching assistant** Stanford EDUC289 The Centrality of Literacies in Teaching & Learning
Asst. Prof. Antero Garcia
- 2017 | **Professional development leader** Darunsikkhalai School for Innovative Learning, Bangkok, Thailand
Planned and led a four-day workshop for 35 teachers on constructionist pedagogy, with a focus on powerful ideas, assessment, and shaping learning environments.
- 2017 | **Teaching assistant** Stanford CS402/EDUC236 Beyond Bits and Atoms: Designing Technical Tools
Asst. Prof. Paulo Blikstein
- 2016 | **Professional development leader** Darunsikkhalai School for Innovative Learning, Bangkok, Thailand
Helped plan and lead a four-day workshop for 35 teachers focused on integrating technology into curriculum through constructionist pedagogy.
- 2015 | **Professional development leader** Merced County Office of Education, California
Helped plan and lead a two-day workshop for 20 teachers focused on using Arduino in STEM high school courses.

SKILLS

- LANGUAGE:** Spanish (proficient spoken and written since childhood). Expert in writing and assisting others with drafting, revision, editing, and public speaking.
- SOFTWARE:** Full-stack developer with specialty in user research, UI, UX, machine learning, academic computing. Expert in Python, Javascript, web technologies. Proficient in Swift (iOS).
- LEADERSHIP:** 10 years' experience leading backcountry whitewater rafting trips. Founded a consensus-based intentional community.