

CV, Spring 2022  
**CHRISTOPHER DARADICS**

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**INVITED PRESENTATIONS**

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- The Design of Mixed-Reality Experiences for Learning: Four Design Pillars. Colloquium on Games, Play, and Technologies in Language Learning and Language Teaching, Universidad Nacional Autónoma de México, College of Modern Letters. Online, 2021.
- Languageing & Professional Development. Keynote. With Mandy Gettler. 7th International Hispanic and Luso-Brazilian Linguistics Conference. Tempe, AZ 2018.
- Metapragmatic Development Through Explicit Mindfulness Training. 6th International Conference on the Development and Assessment of Intercultural Competence. Tucson, AZ. 2018.
- Infinite Language: Using Games for Cross-Curricular Learning. With Stephanie Knight. 51<sup>st</sup> Annual Meeting and Exposition. American Council for Teachers of Foreign Languages (ACTFL). Nashville, TN 2018.

**REFEREED PRESENTATIONS & PUBLICATIONS**

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- Crafting Mixed-Reality Experiences (MREs): Designing onramps to collaborative participation and extended engagement. Daradics, C.E., Knight, S.W.P., Sykes, J.M., in H. Silva Ochoa (Ed.). Research horizons on play in the teaching of languages and cultures). Brussels: Peter Lang. 2022.
- Guided Community Building: Supporting Self-Directed Language Participation. 54<sup>th</sup> Annual Meeting and Exposition. American Council for Teachers of Foreign Languages (ACTFL), Virtual 2021.
- Mavericks of Mind: A Follow-up Report on Social CALL for Language and Technology Professionals. Panel presentation with Gabriel Guillen, Christopher Daradics, Julie Sykes and Thor Sawin, Computer Assisted Language Instruction Consortium (CALICO), Virtual. 2021.
- Designing Mixed-Reality Experiences for Language Development. Computer Assisted Language Instruction Consortium (CALICO), Virtual. 2021.
- Mavericks of Mind: A Social CALL for Language and Technology Professionals. Panel presentation with Gabriel Guillen, Christopher Daradics, Julie Sykes and Thor Sawin, Computer Assisted Language Instruction Consortium (CALICO). 2019.
- Making Sense: Inspiring Learning Through Digital Content Creation and Analysis. With Stephanie Knight. International Association for Language Learning Technology. (IALLT), Eugene, OR. 2019.
- Technology, Consciousness, and Agency: Deconstructing Digital Design. With Mandy Gettler. Mozilla Festival, London, 2018.
- Structuring Community Engagement with Functional, Place-based Instruction. With Julie Sykes, 51<sup>st</sup> Annual Meeting and Exposition. American Council for Teachers of Foreign Languages (ACTFL), Nashville 2018.

## CREATIVE PRODUCTION & PRODUCT MANAGEMENT

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- 2020-Present **Metasalon**, Language-Technology & Immersive Media Working Group  
Role: Producer & Host  
Responsibilities: programming, production, fundraising  
Key Partners: CASLS, Resonance Building, University of Oregon VP of Research and Innovation
- 2018-Present **VAuLT (Virtual and Augmented Language Training) Mixed-Reality Experience Toolkit**: Modulator (mobile), end-user development platform (web), materials integration (analog)  
Role: Product Development, Experience Design, & Instructional Strategy  
Responsibilities: creative direction, product management, fundraising  
Partners: CASLS, Fulbright, Carnegie Mellon University, CALICO Consortium
- 2019 **Mavericks Congress**, Mixed-Reality Innovation Summit (live)  
Role: Creative Direction & Strategy  
Responsibilities: Creative direction (concept, UX design, logo, and collateral materials design) and event production (development, facilitation and fundraising)
- 2018 **Digital Learning Project**, Virtual-reality language curriculum for Syrian refugees in Germany (VR on mobile, e.g. Google Cardboard)  
Role: Project Coordinator  
Responsibilities: LCTL Translation management, qualitative design research, stakeholder liaison, partner development  
Partners: CASLS, Deutsche Telekom, Kiron Open Education, Wagner Translation
- 2010-13 **Overhear**, Digital Humanities Discussion Forum (podcast)  
Role: Producer & Host  
Responsibilities: Production, audio engineering, website development, editing, distribution, and fundraising  
Partners: Holden Leadership Center

## INTELLECTUAL PROPERTY DECLARATIONS

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Vault Modulator, Mobile App for VAuLT Mixed-Reality Experience Toolkit, 2019.  
CASLS Analytics, WordTree, WordCloud. Visual, analytical algorithm for language learning, 2018.  
AnalogU, Mobile, Digital-mindfulness Curriculum, 2018.  
LingroToGo, Mobile Spanish Curriculum, 2018.

## EMPLOYMENT HISTORY

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- 2019-present Development & Learning Strategist  
Center for Applied Second Language Studies  
University of Oregon
- 2016-2019 Language Technician  
Center for Applied Second Language Studies  
University of Oregon

2016 Graduate Teaching Fellow  
Center for Applied Second Language Studies  
University of Oregon  
2000-present Founder, Community Manager  
Resonance Building, Healing + Arts Collective  
Eugene, Oregon

## **EDUCATION**

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Master of Arts, Linguistics. University of Oregon, 2016.

Master of Arts, Liberal Arts. Graduate Institute, St. John's College. Santa Fe, NM., 2008.

Bachelor of Arts, Religious Studies. Prairie College. Three Hills, Alberta, Canada., 2002.