Amy C. Hutchison, PhD

Associate Professor, School of Education
Affiliate, Center for Social Equity Through Science Education

Education
PhD, Education, Clemson University

Key Interests

Digital Literacy | Computer Science Education | Coding to Teach English as a Second Language | Social Justice | Students with Disabilities

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SELECT PUBLICATIONS

› Hutchison, A. (2018). Using virtual reality to explore science and literacy concepts. *The Reading Teacher,* 72(3), 343-353.

› Hutchison, A. (2016). Programming: What should be mandatory? *Literacy Today*, 33(4), 14-15.

› Estapa, A., Hutchison, A., and Nadolny, L. (2017). Recommendations to support coding in the elementary classroom. *Technology and Engineering Teacher*, 77(4), 25-29.

› Hutchison, A., Nadolny, L., and Estapa, A. (2017). Using coding apps to support literacy instruction and develop coding literacy. International Reading Association Cross Journal Virtual Issue on Literacy Across the Disciplines.

Research Focus

My scholarship centers around three primary areas of inquiry: (1) Understanding how digital technology can be used equitably and to support diverse learners; (2) Understanding and supporting the development of STEM literacy among underrepresented students; and (3) Understanding how to support students with disabilities in learning computer science. Focused on these areas of interest, I conduct research across the PK-20 spectrum, across disciplines, in formal and informal learning environments, and with pre-service and practicing teachers using a variety of inquiry tools and methodologies. In my work, I have constructed and examined innovative instructional approaches and practices that are facilitated by the integration of digital technology, which most recently include the use virtual and augmented reality in classroom instruction.

Current Projects

- Preparing K-5 teachers to integrate the computer science standards of learning in inclusive classrooms to support students with high incidence disabilities (www.inclusivecomputerscience.org).

- The coding to learn project for enabling primary students to experience a new approach to english learning.