

CURRICULUM VITAE

Andrew Harris

Name and Contact Information

Andrew J. Harris

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EDUCATION:

GRADUATE

Institution	Degree	Awarded
IUPUI	MS Informatics	2003

UNDERGRADUATE

Institution	Degree	Awarded
IUPUI	BS Education	1990

APPOINTMENTS:

Institution	Rank/Title	Dates
Ball State	Sr. Lecturer	2023 -
IUPUI	Teaching Professor	2021 - 2023
IUPUI	Sr. Lecturer	2006 – 2021
IUPUI	Lecturer	1995 – 2006
North Central H.S	Teacher	1990 – 1995

PROFESSIONAL HONORS AND AWARDS

TEACHING

Award Name	Granted By	Date
Teaching Excellence Recognition Award (TERA)		
	IUPUI School of Science	1997
Outstanding Associate Faculty	IUPUI School of Science	1999
TERA	IUPUI School of Science	1999
Who's who of American Teachers		
	Student nomination	2003

SERVICE

Award Name	Granted By	Date
MIRA Tech Educator of the year (nomination)		
	Techpoint	2016
MIRA Tech Educator of the year (nomination)		
	Techpoint	2019

PROFESSIONAL DEVELOPMENT

Award Name	Granted By	Date
MOSAIC Fellow	IU	2017 – 2018

TEACHING:

TEACHING ASSIGNMENTS (CURRENT)

UNDERGRADUATE

Course #	Title	Format	Role	Term	Enrollment
CS 120	Computing I	Live, online	Instructor	2023 -	30-60 / sem.
CS 121	Computing II	Live	Instructor	2024 -	30 / sem.
CS 200	Comp and Society	Live	Instructor	2023 -	30 / sem.
CS 239	Social and Prof	Live	Instructor	2023 -	30 / sem
CS 439	Game Engine Dev	Live	Instructor	2023 -	30 / sem

TEACHING ASSIGNMENTS (PAST INCLUDING PREVIOUS APPOINTMENTS)

Course #	Title	Format	Role	Term	Enrollment
CSCI 23000	Computing I	Live, online	Instructor	2010 -23	150 /sem.
CSCI 24000	Computing II	Live, online	Instructor	2010 -23	150 / sem.
CSCI 43700	Game Dev I	Live, online	Instructor	2014 -23	30 / sem.
CSCI 43800	Game Dev II	Live, online	Instructor	2014 -23	30 / sem.
CSCI N361	Proj Mgt.	Online	Instructor	2022 23	30 / sem
CSCI N100	Intro Computing	Live, online	Instructor		30 / sem.
CSCI N201	Prog Concepts	Live, online	Instructor		30 / sem.
CSCI N307	Data Analysis	Live, online	Instructor		30 / sem.
CSCI N211	Intro to DB	Live, online	Instructor		30 / sem.
CSCI N241	Fund. Web Dev.	Live, online	Instructor		30 / sem.
CSCI N311	Adv DB	Live, online	Instructor		30 / sem.
CSCI N341	Client-side Web	Live, online	Instructor		30 / sem.
CSCI N342	Server-side Web	Live, online	Instructor		30 / sem.
CSCI N410	Mobile Dev	Live, online	Instructor		30 / sem.

MENTORING:

Individual	Role	Dates
Lingma Acheson	Mentor	2012 – 2023
Kelley Van Busem	Mentor	2017 – 2023

TEACHING ADMINISTRATION AND CURRICULUM DEVELOPMENT:

FRESHMAN COMPUTING 2006 - 2023

Managed Freshman computing program including CS I and II.

Course	Activity
CSCI 23000 Computing I	Development, Teaching, Peer mentoring
CSCI 24000 Computing II	Development, Teaching, Peer mentoring

GAME DEVELOPMENT

Management of 400-level game development Series

Course	Activity
CSCI 43700 Game Dev I	Development, Teaching
CSCI 43800 Game Dev II	Development, Teaching

SERVICE COURSE COORDINATOR 1995 - 2006

Responsible for managing and developing non-major courses. Worked with part-time faculty to develop and deliver multiple courses. Course development efforts included:

Course	Activity
CSCI N100 Introduction to Computing	Development, teaching, supervision

CSCI N201	Introduction to Programming	Development, teaching, supervision
CSCI N207	Data Analysis	Development, teaching, supervision
CSCI N241	Web Development	Development, teaching, supervision
CSCI N301	Principles CS	Development, teaching, supervision
CSCI N341	Client-side Web	Development, teaching, supervision
CSCI N342	Server-side Web	Development, teaching, supervision
CSCI N351	Multimedia	Development, teaching, supervision
CSCI N355	Virtual Reality	Development, teaching, supervision

PEER MENTORING 2010 - 2023

Developed a program to break large Freshman classes into smaller groups.

Trained and led peer tutoring program

STREAMING MEDIA 2006 – 2023

Led department efforts towards adoption of hybrid and online models for content delivery

GRANTS/FELLOWSHIPS IN TEACHING:

COMPLETED GRANTS/FELLOWSHIPS

Title	Granting Agency	Role	% Effort	Amount	Dates
Indiana Computes	IN DOE	CO-PI	10%		2019 - 2023
Mobile Games for Diabetes Health education					
	IU Health	PI	100%	\$100K	2013-2014
Curriculum Improvement Grant					
	IUPUI SOS	Co-PI	50%	\$50K	1999

Multicampus Modular Curriculum in Computing

	IU Strategic Dir	Co-PI	25%	\$50K	1996
Mosaic	Mosaic Institute	Fellow			2017-2018

PENDING GRANTS / FELLOWSHIPS

INVITED PRESENTATIONS – TEACHING

LOCAL

Title	Organization	Date
Teaching GUIs with Web Dev	IndyPy	2018
Think Like a Programmer	IndyPy	2016
HTML5 – new Foundation of Web	Indy Drupal Camp	2011

REGIONAL

Title	Organization	Date
Scalable Distributed Education	DIVERSE	2005
Introducing programming with C#	Course Technology	2003

NATIONAL

Title	Organization	Date
Scratch in Science Olympiad	MIT	2013

INTERNATIONAL

Title	Organization	Date
Game Dev	Sun-Yat Sen U China	2010

Java Programming	JUST Changzhou China	2014
CS Department organization	SEEU Tetevo FROM	2002 – 2005

SERVICE:

UNIVERSITY SERVICE:

CURRENT

Activity	Role	Dates
Non-tenure promotion	Secretary	2025 - 26
Undergrad. Curriculum	Member	2024 - 25
Department events	Member	2024 - 25

PREVIOUS

Activity	Role	Dates
Undergraduate Committee	Member	2010 – 23
CS Day	Lead	2010 – 23
Recruiting – School Visits	Principle	2006 – 23
Streaming Media Lab	Principle	2001 – 2009

SCHOOL OF SCIENCE

Activity	Role	Dates
Jag Day	Presenter	2014 – 23
SOS Recruiting	Presenter	2012 – 23

PROFESSIONAL SERVICE

LOCAL

Activity	Role	Dates
XTERN	Judge	2011 – 2019

REGIONAL

Activity	Role	Dates
State Robotics Competition	MC	2018-2020
State Science Fair	Judge Coordinator	2016 –
Science Education Foundation IN	Board member	2014 –
Celebrate Science Indiana	Presenter, Coordinator	2012 –
Indiana Business Modernization	Grant Review	1997

NATIONAL

Activity	Role	Dates
Science Olympiad	Event Coordinator	2008 – 2014

INTERNATIONAL

Activity	Role	Dates
International Science Fair	Team coord	2015 –
Computing Opportunities	Speaker, Ctrl America	2018-2020

INVITED PRESENTATIONS – SERVICE

LOCAL

Activity	Role	Dates
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Programming and Game dev	Area High Schools	2001 -
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REGIONAL

Activity	Role	Dates
Computing in HomeSchool	Midwest HomeSchool	2012
Small Government uses of Internet	IN council of cities	2001

NATIONAL

Activity	Role	Dates
Distributed ed on Mobile	SALT	2005

INTERNATIONAL

Activity	Role	Dates
Computing Jobs of Future	Keiser U Central America	2018-2019
Active Learning in Computing	Keiser U, Nicaragua	2018

PUBLICATIONS:

TEACHING

Refereed (*)

- **Java 2 Fast and Easy Web Development (Prima Tech, 2000)** Introduction to programming using the Java programming language. Emphasis on Applets and a visual learning style.
- **Stair Steps to Virtual Reality (self-published: Tichenor 2001)** Described VRML (Virtual Reality Modeling Language) – served as a text book for N355 virtual reality course
- **JavaScript Programming for the Absolute Beginner (Prima Tech, 2001)** Introduction to programming using an early version of the JavaScript language – with a focus on game development as a hook.
- **Palm Programming for the Absolute Beginner” (Premier Press, 2001)** A pioneering book on mobile app development long before the advent of the

iPhone or Android device. Emphasized on-board programming with a form of C on these early mobile devices

- **C# Programming for the Absolute Beginner (Premier Press, 2002)** One of the first books published on the C# programming language and the .Net system.
- **PHP/ MySQL Programming for the Absolute Beginner (Premier Press, 2003)** Describes how to build server-side programs using the PHP programming language and MySQL databases
- **PHP 5 /MySQL Programming for the Absolute Beginner (Premier Press, 2004)** Second edition of PHP book heavily updated to compensate for significant security improvements in PHP
- **Beginning Flash Game Programming for Dummies (Wiley Press, 2005)** Popular book on building web-based 2D video games using the then-popular Flash environment. (<http://www.aharrisbooks.net/flash/>)
- **Game Programming – The L Learning Line (Wiley Press, 2006)** Teaches Python, game programming and the Pygame library by building a custom 2D game engine. (<http://www.aharrisbooks.net/pythonGame/>)
- **HTML / XHTML / CSS All in One for Dummies (Wiley Press, 2008)** First edition of a massive book combining HTML, CSS, JavaScript, JQuery, PHP, and MySQL. Co-author with Chris McCulloh (a former student)
- **PHP 6 / MySQL Programming for the Absolute Beginner (Premier Press, 2009)** Third edition of PHP book with focus on object-oriented programming, improved security models, and improved data management techniques. (<http://www.aharrisbooks.net/ph3ed/>)
- **JavaScript & AJAX for Dummies (Wiley Press. 2010)** Describes how to build web pages with HTML and CSS, and how to convert these pages into applications using JavaScript (<http://www.aharrisbooks.net/jad/>)
- **HTML / XHTML / CSS All in One for Dummies 2nd Ed (Wiley Press, 2011)** Second edition of All in One. Added section on HTML5. Improved coverage of AJAX / JQuery, re-wrote entire server-side section. Became the sole author. (http://www.aharrisbooks.net/xfd_2ed/)
- **HTML5 Quick Reference for Dummies (Wiley Press, 2012)** Overview of the HTML5 standard including changes implicit in CSS and JavaScript (<http://www.aharrisbooks.net/h5qr/>)
- **HTML5 Game Programming for Dummies (Wiley Press 2013)** Introduction to game programming in HTML5 and CSS. Taught game development via a

custom game engine developed and distributed with the book.

(<http://aharrisbooks.net/h5g/>)

- **HTML5 / CSS3 All in one For Dummies (Wiley Press 2014)** Current version of All in One. Completely converted to HTML 5 with modern layout technologies, improved CMS coverage, and an added chapters on mobile development and software engineering concepts for web developers.
(<http://aharrisbooks.net/haio/>)

*Trade books are peer-reviewed by one or more peer tech editors hired by the publisher. Tech editor(s) for each book are presented in front matter. Physical copies of manuscripts available upon request