

Yasmin B. Kafai

CURRICULUM VITAE

EDUCATION

Harvard University , Cambridge, United States	
Ed. D. Human Development and Psychology	1993
M. Ed. Interactive Technology in Education	1990
Technische Universität Berlin , Berlin, Germany	
Hauptdiplom Psychology	1987
Université de Haute Bretagne II , Rennes, France	
D.E.U.G. Psychology	1981

FELLOWSHIPS

American Educational Research Association Fellow	2010
National Academy of Education Postdoctoral Fellow	1997
National Science Foundation Early Career Award	1996
DAAD (German Academic Exchange Service) Fellowship	1987

APPOINTMENTS

University of Pennsylvania , Philadelphia, United States	
Graduate School of Education	
<i>Chair, Teaching, Learning & Leadership</i>	2013 – present
<i>Professor, Learning Sciences</i>	2008 – present
School of Applied Engineering & Science [by courtesy]	
<i>Computer and Information Science</i>	2010 – present
University of California Los Angeles , Los Angeles, United States	
Graduate School of Education & Information Studies	
<i>Associate Professor</i>	2000 – 2008
<i>Assistant Professor</i>	1994 – 2000
Massachusetts Institute of Technology , Cambridge, United States	
The Media Laboratory, Learning & Common Sense	
<i>Postdoctoral Fellow</i>	1993 – 1994
<i>Research Assistant</i>	1989 – 1993
University of Michigan , Ann Arbor, United States	
School of Computer Science and Engineering, Advanced Technology Laboratory	
<i>Research Assistant Engineer</i>	1988 – 1989
Technische Universität Berlin , Berlin, Germany	
Institute of Psychology, Man-Machine Systems Project	
<i>Research Assistant</i>	1985 – 1987
Institute of Psychology, Department of Statistics and Research Methods	
<i>Teaching Assistant</i>	1983 – 1985

VISITING APPOINTMENTS

Universität Bremen , Bremen, Germany	
Fachbereich Informatik und Medieninformatik	
<i>Visiting Professor</i>	2010
Harvard University , Cambridge, United States	
Graduate School of Education	
<i>Visiting Associate Professor</i>	2006
Yale University , New Haven, United States	
Department of Computer Science, Cognition and Programming Project	
<i>Visiting Scholar</i>	1987 – 1988

PUBLICATIONS

Books Monographs

- Kafai, Y. B. & Burke, Q. (in press). *Connected Gaming: What Making Video Games Can Teach Us About Learning and Literacy*. Cambridge, MA: MIT Press.
- Kafai, Y. B. & Burke, Q. (2014). *Connected Code: Why Children Need to Learn Programming*. Cambridge, MA: MIT Press. Translated into Korean, by DBU Ltd. Co.
- Kafai, Y. B. & Fields, D. A. (2013). *Connected Play: Tweens in a Virtual World*. Cambridge, MA: MIT Press.
- Kafai, Y. B. (1995). *Minds in Play: Computer Game Design as a Context for Children's Learning*. Hillsdale, NJ: Lawrence Erlbaum Associates.

Books Editions

- Kafai, Y. B., Richard, G., & Tynes, B. (Eds.) (2016). *Diversifying Barbie and Mortal Kombat: Intersectional Perspectives and Inclusive Designs in Gaming*. Pittsburgh, PA: ETC/CMU Press.
- Peppler, K. A., Halverson, E., & Kafai, Y. B. (Eds.) (2016). *Makeology: Makerspaces as Learning Environments (Volume 1)*. New York, NY: Routledge.
- Peppler, K. A., Halverson, E., & Kafai, Y. B. (Eds.) (2016). *Makeology: Makers as Learners (Volume 2)*. New York, NY: Routledge.
- Buechley, L., Peppler, K. A., Eisenberg, M., & Kafai, Y. B. (Eds.) (2013). *Textile Messages: Dispatches from the Word of Electronic Textiles and Education*. New York, NY: Peter Lang Publishers.
- Kafai, Y. B., Peppler, K. A., & Chapman, R. (Eds.) (2009). *The Computer Clubhouse: Constructionism and Creativity in Youth Communities*. New York: Teachers College Press.
- Kafai, Y. B., Heeter, C., Denner, J., & Sun, J. (Eds.) (2008). *Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming*. Cambridge, MA: MIT Press.
- Kafai, Y. B. & Resnick, M. (Eds.) (1996). *Constructionism in Practice: Designing, Thinking, and Learning in a Digital World*. Mahwah, NJ: Lawrence Erlbaum Associates.

Journal Articles Peer Reviewed

- Burke, Q., O'Byrne, I. & Kafai, Y. B. (2015). Computational Participation: Understanding Coding as an Extension of Literacy Instruction. *Journal of Adolescent & Adult Literacy*, 59(4), 371-375.
- Kafai, Y. B. & Burke, Q. (2015). Constructionist Gaming: Understanding the Benefits of Making Games for Learning. *Educational Psychologist*, 50(4), 313-334.
- Fields, D., Vasudevan, V., & Kafai, Y.B. (2015). The programmers' collective: Fostering participatory culture in a high school Scratch mashup coding workshop. *Interactive Learning Environments*, 23(5), 1-21.
- Kafai, Y. B., Fields, D. A., & Searle, K. A., (2014). Electronic Textiles as Disruptive Designs: Supporting and Challenging Maker Activities in Schools. *Harvard Educational Review*, 84(4), 532-556.
- Kafai, Y. B., Searle, K. A., Fields, D. A., Lee, E., Kaplan, E. & Lui, D. (2014). A Crafts-Oriented Approach to Computing in High School: Introducing Computational Concepts, Practices and Perspectives with E-Textiles. *Transactions on Computing Education*. 14(1), 1-20.
- Searle, K. A. & Kafai, Y. B. (2012). Beyond freedom of movement: Boys play in a tween virtual world. *Games & Culture*. 7(4), 281-304.
- Kafai, Y. B. & Fields, D. A., Roque, R., Burke, W. Q., & Monroy-Hernandez, A. (2012). Collaborative agency in youth online and offline creative production in Scratch. *Research and Practice in Technology Enhanced Learning*, 7(2), 63-87.
- Kafai, Y. B. & Peppler, K. A. (2011). Youth, Technology, and DIY: Developing Participatory Competencies in Creative Media Production. *Review of Research in Education*, 35, 89-119.
- Kafai, Y. B., & Searle, K. A. (2011). Safeguarding Play in Virtual Worlds: Designs and Perspectives on Tween Player Participation in Community Management. *International Journal of Learning and Media*, (2), 1-14.
- Kafai, Y. B. & Fefferman, N. (2011). Virtual epidemics as learning laboratories in virtual worlds. *Virtual Worlds Research*, 3 (2). Online Journal.

- Kafai, Y. B., Fields, D. A., & Searle, K. (2010). Multi-Modal Investigations of Relationship Play in Virtual Worlds. *International Journal of Gaming and Computer-Mediated Simulations*, 2(1), 40-48.
- Kafai, Y. B., Fields, D. A., & Burke, W. Q. (2010). Entering the Clubhouse: Case Studies of Young Programmers Joining the Scratch Community. *Journal of Organizational and End User Computing*, 22(2), 21-35.
- Peppler, K. A. & Kafai, Y. B. (2010). Gaming Fluencies: Pathways into Participatory Culture in a Community Design Studio. *International Journal of Learning and Media*, (1) 4, 1-14.
- Resnick, M., Maloney, J., Hernández, A. M., Rusk, N., Eastmond, E., Brennan, K., Millner, A. D., Rosenbaum, E., Silver, J., Silverman, B., & Kafai, Y. B. (2009). Scratch: Programming for Everyone. *Communications of the ACM*, 52(11), 60-67.
- Fields, D. & Kafai, Y. B. (2009). "U wanna go to the moon?" A connective ethnography of peer knowledge sharing and diffusion in a tween virtual world. *International Journal of Computer-Supported Collaborative Learning*, 4(1), 47-68.
- Kafai, Y. B. & Fields, D. A. (2009). Cheating in Virtual Worlds: Transgressive Designs for Learning. *On the Horizon*, 17(1), 12-20.
- Ching, C. C. & Kafai, Y. B. (2008). Peer Pedagogy: Student collaboration and reflection in learning through design. *Teachers College Record*, 110(12), 2601-2632.
- Kafai, Y. B. (2008). Understanding Virtual Epidemics: Children's Folk Conceptions of Computer Virus. *Journal of Science Education & Technology*, 17(6), 523-529.
- Kafai, Y. B., Desai, S., Peppler, K., Chiu, G. & Moya, J. (2008). Mentoring Partnerships in a Community Technology Center: A Constructionist Approach for Fostering Equitable Service Learning. *Mentoring & Tutoring*. 16(2), 194-201.
- Feldon, D. & Kafai, Y. (2007). Mixed methods for mixed reality: Understanding users' avatar activities in virtual worlds. *Educational Technology Research & Development*, 56(5&6), 575-593.
- Peppler, K. & Kafai, Y. B. (2007). From SuperGoo to Scratch: Exploring creative digital media production in informal learning. *Learning, Media, and Technology*, 32(2), 149-166.
- Kafai, Y. B., Nixon, A. S. & Burnam, B. (2007). Digital Dilemmas: How Elementary Pre-service Teachers Reason about Students' Appropriate Computer and Internet Use. *Journal of Technology and Teacher Education*, 15(3), 409-424.
- Neulight, N., Kafai, Y., Kao, L., Foley, B. & Galas, C. (2007). Children's participation in a virtual epidemic in the science classroom: Making connections to natural infectious diseases. *Journal of Science Education and Technology*, 16(1), 47-58.
- Batthey, D. S., Kafai, Y. B., Nixon, A. S., & Kao, L. (2007). Professional development for teachers on gender equity in the sciences: Initiating the conversation. *Teachers College Record*, 109(1), 221-243.
- Kafai, Y. B. (2006). Playing and making games for learning: Instructionist and constructionist perspectives for game studies. *Games and Culture*, 1(1), 34-40.
- Kafai, Y. B. (2005). The classroom as "living laboratory": Design-based research for understanding, comparing, and evaluating learning science through design. *Educational Technology*, 45(1), 28-34.
- Kafai, Y. B., Fishman, B., Bruckman, A., & Rockman, S. (2002). Educational computing @ home: New frontiers for research on technology in learning. *Educational Technology & Research Online*, 10(2), 52-68.
- Kafai, Y. B., Franke, M. L., & Batthey, D. S. (2002). Educational Software Reviews under Investigation. *Education, Communication & Information*, 2(2/3), 163-180.
- Burnam, B. & Kafai, Y. B. (2001). Computers and ethics: Children's moral reasoning about computer and Internet uses. *Journal of Educational Computing Research*, 25(2), 111-127.
- Kafai, Y. B., & Ching, C. C. (2001). Affordances of collaborative software design planning for elementary students' science talk. *The Journal of the Learning Sciences*, 10(3), 323-363.
- Kafai, Y. B. & Gilliland-Swetland, A. (2001). The integration of historical sources into elementary science education. *Science Education*, 85, 341-379.
- Gilliland-Swetland, A., Kafai, Y. B., & Landis, W. (2000). Application of Dublin Core metadata in the description of digital primary sources in elementary school classrooms. *Journal of the American Society for Information Science*, 51(2), 193-201.

- Gilliland-Swetland, A., Kafai, Y. B., & Landis, W. (2000). The integration of digitized primary sources in elementary school classrooms: A case study of teachers' perspectives. *Archivaria*, 48, 89–116.
- Ching, C. C., Kafai, Y. B., & Marshall, S. (2000). Spaces for change: Gender and technology access in collaborative software design projects. *Journal for Science Education and Technology* 9(1), 45–56.
Reprint in: N. Yelland & A. Rubin (2002). *Ghosts in the machine: Women study women and technology*. New York: Peter Lang Publishers.
- Kafai, Y. B. & Sutton, S. (1999). Elementary students' home computer and Internet use: Current trends and issues. *Journal of Educational Computing Research*, 21(3), 345–362.
- Kafai, Y. B., Franke, M., Ching, C., & Shih, J. (1998). Games as interactive learning environments fostering teachers' and students' mathematical thinking. *International Journal of Computers for Mathematical Learning*, 3(2), 149–193.
- Kafai, Y. B., Ching, C. C., & Marshall, S. (1998). Children as designers of educational multimedia software. *Computers & Education*, 29(2/3), 117–126.
- Kafai, Y. B. & Bates, M. (1997). Internet web-searching instruction in the elementary classroom: Building a foundation for information literacy. *School Media Library Quarterly*, 37(9), 18–22.
Top Twenty Paper in 1997 by the American Library Association.
- Kafai, Y. B. (1997). Designing software for learning Logo. *Computers in Schools*, 14(1/2), 71–82.
- Kafai, Y. B. (1997). Learning through artifacts: Communities of practice in classrooms. *Journal of Artificial Intelligence and Society*, 10, 89–100.

Journal Special Issue

- Kafai, Y. B. (Guest Editor) (2010). The World of Whyville: Living, Playing, and Learning in a Tween Virtual World. *Games and Culture*, 5(1), 3-135.
- Kafai, Y. B. (2010). The World of Whyville: An Introduction to Tween Virtual Life. *Games and Culture*, 5(1), 3-22
- Kafai, Y. B., Fields, D.A., & Cook, M. S. (2010). Your Second Selves: Player Designed Avatar Designs. *Games and Culture*, 5(1), 23-42.
- Kafai, Y. B., Cook, M. S., & Fields, D.A. (2010). "Blacks deserve bodies too!" Discussion and Design about Diversity and Race in a Tween Virtual World. *Games and Culture*, 5(1), 43-63.
- Fields, D. A. & Kafai, Y. B. (2010). *Stealing from Grandma or Generating Cultural Knowledge? Contestations and Effects of Cheating in Whyville*. *Games and Culture*, 5(1), 64-87.
- Fields, D. A. & Kafai, Y. B. (2010). *Knowing and Throwing Mudballs, Hearts, Pies, and Flowers: A Connective Ethnography of Gaming Practices*. *Games and Culture*, 5(1), 88-115.
- Kafai, Y. B., Quintero, M., & Feldon, D. (2010). Investigating the "Why" in Whypop: Explorations of a Virtual Epidemic. *Games and Culture*, 5(1), 116-135.

CONFERENCE AWARDS

International Computing Education Research John Henry Award	2015
Computer Supported Collaborative Learning Best Student Paper	2007
Ed-Media/Ed-Telecom Best Conference Paper	1998

Conference Publications Peer Reviewed and Published

- Fields, D., Landa, J., Nakajima, T., Kafai, Y. B., Goode, J., Margolis, J., & Chapman, G. (2016). Putting Making in Computer Science Classrooms: An Electronic Textiles High School Curriculum for Exploring Computer Science. In *Proceedings of the 2016 FabLearn Conference*. New York, NY: ACM.
- Lui, D., Litts, B., Widman, S., Walker, J. T., & Kafai, Y. B. (2016). Collaborative Maker Activities in the Classroom: Case Studies of High School Student Pairs' Interactions and Perceptions in Designing Electronic Textiles. In *Proceedings of the 2016 FabLearn Conference*. New York, NY: ACM.

- Fields, D. A. Searle, K., & Kafai, Y. B. (2016). Deconstruction kits for learning: Students' collaborative debugging of electronic textile designs. In *Proceedings of the 2016 FabLearn Conference*. New York, NY: ACM.
- Kafai, Y. B., Gray, K., Richard, G., & Schoemann, S. (2016). Diversifying Barbie and Mortal Kombat: Addressing Gender and Race in Inclusive Gaming Conference Design, Critical Educational Practice, and Intersectional Research. *GLS 12 Conference Proceedings*. Pittsburgh, PA: ETC Press.
- Fields, D. A., Kafai, Y. B., Sun, J., Fefferman, N., Ellis, E., DeVane, B., Giang, M. T., & Wong, J. (2016). The great dragon swooping cough: Stories about learning designs in promoting participation and engagement with a virtual epidemic. *GLS 12 Conference Proceedings*. Pittsburgh, PA: ETC Press.
- Litts, B. K., Kafai, Y. B., Searle, K. A., & Dieckmeyer, E. (2016). Perceptions of Productive Failure in Design Projects: High School Students' Challenges in Making Electronic Textiles. In Looi, C.-K., Looi, C. K., Polman, J. L., Cress, U., and Reimann, P. (Eds.). (2016). *Transforming Learning, Empowering Learners: The International Conference of the Learning Sciences (ICLS) 2016 Volume 2* (pp. 1041-1047). Singapore: International Society of the Learning Sciences,
- Litts, B., Kafai, Y. B., Fields, D. A., Halverson, E. R., Pepler, K., Keune, A. Tissenbaum, M., Grimes, S. M., Change, S., Regalla, L., Telhan, O., & Tan, M. (2016). Connected making: Designing for youth learning in online maker communities in and out of schools. In Looi, C.-K., Looi, C. K., Polman, J. L., Cress, U., and Reimann, P. (Eds.). (2016). *Transforming Learning, Empowering Learners: The International Conference of the Learning Sciences (ICLS) 2016 Volume 2*. Singapore: International Society of the Learning Sciences.
- Richard, G. & Kafai, Y. B. (2016). Blind Spots in Youth DIY Programming: Examining Diversity in Creators, Content, and Comments within the Scratch Online Community. In *Proceedings of the CHI conference* (pp. 213-227). New York, NY: Association for Computing Machinery.
- Kafai, Y. B. & Vausdevan, V. (2015). Constructionist Gaming Beyond the Screen: Middle School Students' Crafting and Computing of Touchpads, Board Games, and Controllers. In *Proceedings of the 10th Workshop in Primary and Secondary Computing Education (WiPSCE '15)* (pp. 49-54). New York, NY: Association for Computing Machinery.
- Litts, B., Kafai, Y. B. & Diekmeyer, E. (2015). Collaborative Electronic Textile Designs by High School Youth: Challenges and Opportunities in Connecting Crafts, Circuits, and Code. In *Proceedings of 5th Fablearn Conference*, Stanford University, CA.
- Searle, K. & Kafai, Y. B. (2015). Boys' Needlework: Understanding Gendered and Indigenous Perspectives on Computing and Crafting with Electronic Textiles. In *Proceedings of the 11th annual international conference on International Computing Education Research (ICER '15)* (pp. 31-39). New York, NY: Association for Computing Machinery. **JOHN HENRY AWARD**
- Richard, G. & Kafai, Y. B. (2015). Making Physical and Digital Games with E-Textiles: A Workshop for Youth Making Responsive Wearable Games and Controllers. In *Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15)* (pp. 399-402). New York, NY: Association for Computing Machinery.
- Vasudevan, V., Kafai, Y. B. & Yang, L. (2015). Make, Wear, Play: Remix Designs of Wearable Controllers for Scratch Games by Middle School Youth. In *Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15)* pp. 339-342). New York, NY: Association for Computing Machinery.
- Kafai, Y. B. & Vasudevan, V. (2015). Hi-Lo Tech Games: Crafting, Coding and Collaboration of Augmented Board Games by High School Youth. In *Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15)* (pp. 130-139). New York, NY: Association for Computing Machinery.
- Fields, D., Pantic, K., & Kafai, Y. B. (2015). "I have a tutorial for this": The language of online peer support in the Scratch programming community. In *Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15)* (pp. 229-238). New York, NY: Association for Computing Machinery.
- Searle, K. & Kafai, Y. B. (2015). Culturally Responsive Making with American Indian Girls: Bridging the Identity Gap in Crafting and Computing with Electronic Textiles. In *Proceedings of the 3rd GenderIT Conference (GenderIT'15)*. New York, NY: Association for Computing Machinery.
- Richard, G., Kafai, Y. B., Adleberg, B., & Telhan, O. (2015). StitchFest: Diversifying a College Hackathon to Broaden Participation and Perceptions in Computing. In *Proceedings of the 46th*

- ACM Technical Symposium on Computer Science Education (SIGCSE '15)* (pp. 114-119). New York, NY: Association for Computing Machinery.
- Fields, D. A., Giang, M. T., Kafai, Y. B. (2014). Programming in the Wild: Patterns of Computational Participation in the Scratch Online Social Networking Forum. In *Proceedings of the 9th Workshop in Primary and Secondary Computing Education (WiPSCE '14)*. (pp. 2-11). New York, NY: Association for Computing Machinery.
- Forsgren, N. V., Fields, D. A., Olsen, D., Martin, T., Shepherd, M. C., Strommer, A., & Kafai, Y. B. (2014). Novice Programmers Talking about Projects: What Automated Text Analysis Reveals about Online Scratch Users' Comments. In *HICSS'14 Proceedings of the 47th Hawaii International Conference on System Sciences* (pp. 1635-1644). New York, NY: ACM.
- Fields, D. A., Kafai, Y. B., Strommer, A., Wolf, E. & Seiner, B. (2014). Interactive storytelling for promoting creative expression in media and coding in youth online collaboratives in Scratch. In *Proceedings of Constructionism*, Vienna, Austria.
http://constructionism2014.ifs.tuwien.ac.at/papers/3.2_2-8540.pdf
- Kafai, Y. B. & Burke, Q. (2014). Mindstorms 2.0 Children, Programming, and Computational Participation. In *Proceedings of Constructionism*, Vienna, Austria.
http://constructionism2014.ifs.tuwien.ac.at/papers/3.2_2-8540.pdf
- Searle, K. A., Fields, D. A., Lui, D. A. & Kafai, Y. B. (2014). Diversifying high school students' views about computing with electronic textiles. In *Proceedings of the 10th annual conference on International computing education research (ICER '14)*. (pp. 75-82). New York, NY: Association for Computing Machinery.
- Fields, D. A., Vasudevan, V. & Kafai, Y. B. (2014). The Programmers' Collective: Connecting Collaboration and Computation in a High School Scratch Mashup Coding Workshop. In Polman, J. L., Kyza, E. A., O'Neill, D. K., Tabak, I., Penuel, W. R., Jurow, A. S., O'Connor, K., Lee, T., and D'Amico, L. (Eds.). (2014). *Learning and becoming in practice: The International Conference of the Learning Sciences (ICLS) 2014, Volume 1*. Boulder, CO: International Society of the Learning Sciences, pp. 855-862.
- Kafai, Y. B. (2014). Motivating and Broadening Participation in Competitions, Contests, Challenges, and Circles for Supporting STEM Learning (Symposium). In Polman, J. L., Kyza, E. A., O'Neill, D. K., Tabak, I., Penuel, W. R., Jurow, A. S., O'Connor, K., Lee, T., and D'Amico, L. (Eds.). (2014). *Learning and becoming in practice: The International Conference of the Learning Sciences (ICLS) 2014, Volume 2*. Boulder, CO: International Society of the Learning Sciences, pp. 1219-1227.
- Kafai, Y. B. & Burke, Q. B. (2014). Connected Gaming: Moving from Instructionist to Constructionist Approaches in K-12 Serious Gaming. In Polman, J. L., Kyza, E. A., O'Neill, D. K., Tabak, I., Penuel, W. R., Jurow, A. S., O'Connor, K., Lee, T., and D'Amico, L. (Eds.). (2014). *Learning and becoming in practice: The International Conference of the Learning Sciences (ICLS) 2014, Volume 2*. Boulder, CO: International Society of the Learning Sciences, pp. 86-93.
- Kafai, Y. B. & Burke, Q. B. (2014). Beyond Game Design for Broadening Participation: Building New Clubhouses of Computing for Girls. In *Proceedings of Gender and IT Appropriation. Science and Practice on Dialogue-Forum for Interdisciplinary Exchange (Gender IT '14)*. (pp.21-28). Siegen, Germany: European Society for Socially Embedded Technologies.
- Telhan, O., Kafai, Y. B., Davis, R. L., Steele, K. F., & Adleberg, B. M. (2014). Connected Messages: A Maker Approach to Interactive Community Murals with Youth. In *Proceedings of the 2014 conference on Interaction design and children (IDC '14)* (pp. 193-196). New York, NY: Association for Computing Machinery.
- Kafai, Y. B., Searle, K., Martinez, C., & Brayboy, B. (2014). Ethnocomputing with Electronic Textiles: Culturally Responsive Open Design to Broaden Participation in Computing in American Indian Youth and Communities. *Proceedings of the SIGCSE meeting in Atlanta, GA*.
- Fields, D. A., Giang, M., & Kafai, Y. B. (2013). Understanding Collaborative Practices in the Scratch Online Community: Patterns of Participation among Youth Designers. *Proceedings of the CSCL Conference*, Madison, WI.
- Vasudevan, V., Davis, R. Kafai, Y. B., & Lee, E. (2013). Joystick Designs: Middle School Youth Crafting of Game Controllers. In Ochsner, A. & Dietmeier, J. (Eds.), *Proceedings of the Games + Learning + Society Conference*, Madison, WI.

- Kafai, Y. B. & Burke, W. Q. (2013). The Social Turn in K-12 Programming: Moving from Computational Thinking to Computational Participation. *Proceedings of the SIGCSE Conference*, Denver, CO.
- Kafai, Y. B., Searle, K., Kaplan, E., Fields, D. A., Lee, E., & Lui, D. (2013). Cupcake Cushions Scooby Doo Shirts and Soft Boomboxes: E-Textiles in High School to Promote Computational Concepts Practices and Perceptions. *Proceedings of the SIGCSE Conference*, Denver, CO.
- Kafai, Y. B., Griffin, J., Burke, Q., Slattery, M., Fields, D. A., Powell, R. M., Grab, M., Davidson, S. B. & Sun, J. S. (2013). A Cascading Mentoring Pedagogy in a CS Service Learning Course to Broaden Participation and Perceptions. *Proceedings of the SIGCSE Conference*, Denver, CO.
- Kafai, Y. B. & Fields, D. A. (2012). Connecting play: understanding multimodal participation in virtual worlds. In *Proceedings of the 14th International Conference on Multimodal Interaction*. Santa Monica, CA: ACM: 265–272.
- Fields, D. A., Searle, K. A., & Kafai, Y. B. (2012). Functional aesthetics for learning: Creative tensions in youth e-textile designs. *Proceedings of the Tenth International Conference of the Learning Sciences*, Sydney, Australia.
- Kafai, Y. B. & Fields, D. A. & Searle, K.A. (2012). Making learning visible: Connecting crafts, circuitry & coding in e-textile designs. *Proceedings of the Tenth International Conference of the Learning Sciences*, Sydney, Australia.
- Kafai, Y. B., Burke, W. Q., Mote, C. (2012). What makes things fun to participate? The role of audience for middle school game designers. *Proceedings of the Interaction Design for Children Conference (IDC10)*, Bremen, Germany.
- Roque, R., Kafai, Y. B., & Fields, D., A. (2012). From tools to communities. *Proceedings of the Interaction Design for Children Conference (IDC10)*, Bremen, Germany.
- Fields, D. A., Searle, K. A., & Kafai, Y. B. & Min, H., (2012). Debuggems to Assess Student Learning in E-Textiles. *Proceedings of the SIGCSE Conference*, Raleigh, NC.
- Burke, W. Q. & Kafai, Y. B., (2012). The Programmers Workshop. *Proceedings of the SIGCSE Conference*, Raleigh, NC.
- Burke, W. Q. & Kafai, Y. B., Griffin, J., Grub, M., Powell, R., & Davidson, S. (2012). The Reflective Mentor: Charting Undergraduates' Responses to Computer Science Service Learning. *Proceedings of the SIGCSE Conference*, Raleigh, NC.
- Kafai, Y. B., Fields, D. A., & Burke, W. Q. (2011). Collaborative agency in youth online creative production in Scratch. In T. Hirashima et al. (Eds.) (2011). *Proceedings of the 19th International Conference on Computers in Education*. Chiang Mai, Thailand: Asia-Pacific Society for Computers in Education.
- Kafai, Y. B., Roque, R., Fields, D. A., & Monroy-Hernandez, A. (2011). Collaboration by choice: Youth online creative collabs in Scratch. In T. Hirashima et al. (Eds.) (2011). *Proceedings of the 19th International Conference on Computers in Education*. Chiang Mai, Thailand: Asia-Pacific Society for Computers in Education.
- Peppler, K. A., Fields, D. A., Kafai, Y. B., & Glosson, D. (2011). Articulating Creativity in a New Domain: Expert Insights from the Field of E-Textiles. ACM Cognition & Creativity Conference. ACM: Atlanta, GA.
- Kafai, Y. B., Fields, D. A., & Searle, K. (2011). Everyday Creativity in Novice E-Textile Designs: Remixing as Interpretive Flexibility. ACM Cognition & Creativity Conference. ACM: Atlanta, GA.
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DESIGN AWARDS

World Maker Faire Educator and Editor Choice Awards for <i>Connected Messages</i>	2013
Prix Ars Electronica Honorable Mention for <i>Scratch</i> Community Art	2008

SOFTWARE, ONLINE AND TOY DESIGNS

eCrafting www.ecrafting.org Online Community for Crafting	2012 - 2016
Cirkits www.cirkits.us Stitchcard Construction Kit	2014 - 2015
LilyPond www.lilypond.media.mit.edu eTextile Online Community	2009 - 2014
Scratch www.scratch.mit.edu Visual Programming Language and Online Community	2003 - 2015

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GRANTS *Research*

- National Science Foundation** EAGER Award—PI [w. Telhan] 2016 – present
bioMAKERlab: A Wetlab and Starter Activities for Promoting Synthetic Biology in High School Classes and Workshops— \$300,000
- National Science Foundation** EAGER Award—co-PI [w. Brayboy ASU, Searle & Litts, Utah State] 2016 – present
Culturally-Responsive Making: Developing High-Low Tech Maker Activities in Local and Mobile Spaces for Supporting American Indian Youth— \$300,000

National Science Foundation ITest Award—PI [w. Margolis, UCLA & Goode, U Oregon] <i>ET-ECS: Electronic Textiles for Exploring Computer Science with High School Students & Teachers to Promote Computational Thinking and Participation for All</i> — \$1,198,697	2015 – present
National Science Foundation RAPID Award—PI [w. Fefferman, Rutgers & Sun, Numedeon] <i>Learning about Infectious Disease through Online Participation in a Virtual Epidemic</i> — \$199,875	2015 – present
National Science Foundation TSL Award—PI [w. Telhun & Elinich, Franklin Institute] <i>Transforming STEM Competitions into Collaboratives: Developing eCrafting Collabs for Learning with Electronic Textiles</i> — \$599,554	2012 – 2015
National Science Foundation CISE Award—coPI [w. Resnick, MIT & Benkler, Harvard] <i>Preparing the Next Generation of Computational Thinkers</i> — \$1,968,652	2010 – 2015
National Science Foundation CE21 Award—PI [w. Brayboy, Arizona State University] <i>E2textiles: Ethno Electronic Textile Designs for Broadening Participation in Computing for American Indian Youth, Teachers, and Communities</i> — \$199,554	2012 – 2014
National Science Foundation CISE Award—coPI [w. Davidson, Penn] <i>Penn COMP•ACT: A College Service Learning Course</i> — \$600,652	2010 – 2013
National Science Foundation CISE Award—PI [w. Buechley, MIT & Pepler, Indiana] <i>Computational Textiles as Materials for Creativity</i> — \$899,652	2009 – 2012
UCI/MacArthur Foundation Award—PI <i>Beyond the Screen</i> — \$45,700	2009 – 2010
MacArthur Foundation Award—coPI (w. Thomas, USC) <i>Tweens and Reproductive Health</i> — \$66,700	2008 – 2009
National Science Foundation ROLE Award—PI <i>Understanding Learning with Immersive Science Simulations</i> — \$299,652	2004 – 2007
National Science Foundation CISE Award—coPI (w. Resnick & Maeda, MIT) <i>Developing a Media-Rich Programming Environment</i> — \$1,975,435	2003 – 2008
National Science Foundation PGE Award—coPI (w. AAUW) <i>Bridging the Gap</i> — \$214,896	2002 – 2005
National Science Foundation REPP Award—coPI (w. Franke, UCLA) <i>GAMES for Modeling and Transforming Teacher Development</i> — \$57,872	1998 – 2000
National Science Foundation CRLT Award—coPI (w. Gilliland, UCLA) <i>Digital Portfolio Archives in Elementary Science Education</i> — \$49,280	1997 – 1998
National Science Foundation AAT EARLY CAREER Award—PI <i>Learning Science by Design</i> — \$221,114	1996 – 2001

GRANTS Industry

IBM Corporation/Samsung Research Laboratories <i>StitchFest @ PennApps</i> PI [w. Telhan] — \$18,554	2014
Lenovo Foundation —PI <i>Creative Code: Youth Collaborative Programming</i> — \$25,109	2011 – 2012

GRANTS Workshops & Conferences

National Science Foundation CYBER Award—PI [w. Tynes, USC & Richard, PSU] Towards Inclusive Design in K-12 Serious Gaming: Examining Intersections of Gender, Race and Culture in Digital Games for Learning— \$99,712	2014 – present
National Science Foundation RGSE Award—PI <i>Beyond Barbie and Mortal Kombat</i> — \$92,751	2005 – 2007
National Science Foundation ROLE Award—PI <i>Diversifying the Learning Sciences</i> — \$35,763	2004
National Science Foundation REPP Award—PI <i>The NSF Early CAREER Award: Demystifying the Program</i> — \$6,763	1999
National Science Foundation Workshop—coPI (w. Borgman, UCLA) <i>Social Aspects of Digital Libraries</i> — \$35,992	1996

GRANTS UCLA

UCLA Community Partnership Grant —PI <i>Creative Computing Partnerships</i> — \$24,993	2006 – 2008
UCLA Community Partnership Grant —PI <i>Programming Mentoring Partnerships</i> — \$35,492	2004 – 2006
UCLA Academic Senate Faculty Grants <i>Council on Research</i> — \$24,492	1994 – 2008

PRESENTATIONS**Invited Keynotes and Presentations** *National and International*

- GALA (Games and Learning Alliance) (2016, December 5-8). *Connected Gaming: What Making Video Games Can Teach Us About Learning and Literacy*. Utrecht, Netherlands.
- Nordic Network for Research in Music Education (2016, March 9). *Connected Code: The Creative Potential of Participatory Programming*. Hamar, Norway.
- Harvard University (2016, February 4). *Connected Gaming: What Making Video Games Can Teach Us About Learning and Literacy in the 21st Century*. Cambridge, MA.
- Brigham Young University (2015, December 4). *Computational Participation: Playing and Making Games for Learning in the 21st Century*. Provo, UT.
- Global Human Resource Forum (2015, November 6). *Connected Code: Children as Programmers, Designers, and Makers in the 21st Century*. Seoul, South Korea.
- Seoul National University of Education (2015, November 3). *A New Agenda for K-12 Programming in Classrooms, Clubs and Communities*. Seoul, South Korea.
- Seoul National University (2015, November 2). *Big Data for Better Understanding Learning of Programming: Patterns and Profiles of Computational Participation in the Scratch Community*. Seoul, South Korea.
- CRESST Conference (2015, August 19). *Leveling Up in Serious Gaming: Integrating Playing + Making Games for Learning*. Long Beach, CA, USA.
- ISTE School Leadership Conference (2015, June 26). *The STEM Crisis: Myth or Fact?* Philadelphia, PA.
- Fields Institute for Research in Mathematics Education (2015, June 19). *Connected Code: A New Agenda for K-12 Programming in Classrooms, Clubs, and Communities*. London, ON, Canada.
- University of Ontario Institute of Technology (2015, June 18). *Connected Code: A New Agenda for K-12 Programming in Classrooms, Clubs, and Communities*. Oshawa, ON, Canada.
- NCWIT Summit (w. Linda Werner and Jill Denner, 2015, May 20). *Revolutionize Your Computing Competitions and Tournaments To Increase Diversity*. Hilton Head, SC.

- Games Learning Society (w. Deborah Fields, June 10, 2014). *Connected Play: Mischievous Cheating for Serious Gaming*. Madison, WI, USA.
- Computer Science Teacher Association (2014, July 14). *Connected Code: A New Agenda for K-12 Programming in Classrooms, Clubs, and Communities*. Chicago, IL, USA.
- Wheelock College (2014, May 22). *Connected Code: Programming as the Fifth "R"*. Boston, MA, USA.
- GenderIT (2014, May 7). *Connected Code: Computational Participation for All*. Siegen, Germany.
- HAIKU Conference (w. Orkan Telhan 2014, September 13). *Designing Creativity's Critical Turn*. Philadelphia, PA, USA
- Rutgers University (2014, October 1). *Connected Code: Programming as the fifth "R"*. Brunswick, NJ, USA.
- Fashion Institute of Technology (2014, October 31). *The Maker Movement Revolution in Education, Design, and Business*. New York, NY, USA
- University of Delaware (2014, November 19). *Connected code*. Colloquium Series "Greater than the Sum of its Parts? Integrated Approaches to STEM Education in PreK-16." Newark, DE, USA.
- Fablearn (2014, November 26). *Making Beyond the Project: Constructionist Perspectives on Equity and Diversity*. Palo Alto, CA, USA.
- Twin City Public Television (2013, November 1-2). Presentation, Recorded for PBS show, Minneapolis, MN.
- ICCE (2012, November). *Connecting Play. Learning across People, Practices, and Spaces*. Singapore.
- ATLAS (2012, November). *Digital Media Design, Gender and Games*. University of Colorado, Boulder, CO.
- Fourteenth ACM International Conference on Multimodal (October, 2012). Special Session Child-Computer Interaction. Santa Monica, CA.
- E-Virtuosos (2011, June). *Youth as Game Makers: Learning from and with Millions in Scratch*. Valenciennes, France.
- Scratch@MIT (2010, August). *Computational Thinking for Everyone*, Boston, MA.
- Learning Conference (2010, July). *Digital Designs for Learning and Creativity in Youth Communities*. Hong Kong Institute of Education, China.
- Pittsburgh Science of Learning Center (2010, April). *Scratch: Programming in Youth Communities*. University of Pittsburgh, Pittsburgh, PA.
- American Architectural Foundation. (2009, October). *Schoolhouse 3.0: Designing Educational Facilities for 21st Century Technologies and Curriculums*. Digital Sandbox. New York, NY.
- Foundation of Digital Games (2009, April). *Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming*. Orlando, FL
- Games and Education Conference (2009, February). *Games & Impacts on Children's Learning*. Educational Testing Service, Princeton, NJ.
- Second International Symposium on End-User Development (2009, March). *Mediators for Creative Designs: Pathways and Participation in Communities of Young Programmers*. University of Siegen, Germany
- Applied Research in Virtual Environments for Learning (2009, April). *Coming of Age Online*. SIG Business Meeting at the annual meeting of the American Educational Research Association in San Diego, CA.
- Living Worlds IV (2008, December). *Designing for New Audiences*. Georgia Institute of Technology, Atlanta, GA.
- Annenberg Research Seminar (2008, February). Charles Annenberg Weingarten Program on Online Communities. University of Southern California, Los Angeles, CA.
- Center for Human Development (2008, January). University of San Diego, CA.
- MacArthur Foundation (2007, November). *What are children learning in virtual worlds? The wonders and the worries*. University of Southern California, Los Angeles, CA.
- Games for Health (2007, August). *Life in the Times of Whypox: Experiencing and learning about a virtual epidemic in Whyvill.net*. Seattle, WA.
- Annenberg Workshop on Games, Learning, Development and Change (2007, May). *Serious games for girls? Considering gender in learning with games*. University of Southern California, Los Angeles, CA.
- Game Developers Conference (2007, March). *Know Your Players: An In-Depth Look at Player Behavior and Consumer Demographics*. San Francisco, CA.

- CosNET (2007, March). *Digital Game-based Learning for Motivating Today's Students*. San Francisco, CA.
- MASSIVE (2006, April). *Industry/Academia Collaborations: Whyville.Net/UCLA*. Irvine, CA.
- Serious Games (2006, March). *Serious or Silly Science? Investigations into Children's Participation in a Virtual Epidemic*. Malmö, Sweden.
- Femtec (2005, October). *Where are Girls and Women in Science and Technology?* Berlin, Germany.
- Trent Lecture (2005, October). *Learning with Computer Games: What Research and Practice Tell Us*. Center for Information Technology, Virginia Institute of Technology, Blacksburg, VA.
- ESERA (2005, August). *Children's Apprenticeship in Learning Science by Design*. Barcelona, Spain.
- Children and Digital Media (2005, August). *Investigating Learning in Online Multi-Player Immersive Science Simulations*. Brock University, Canada.
- Digital Culture (2005, May). *Immersive Participations in Online Worlds for Science Learning*. University of Southern California, Los Angeles, CA.
- Education Arcade (2005, May). *Kids Making Games for Learning*. E3 – Electronic Entertainment Expo, Los Angeles, California.
- Fraunhofer Institute (December, 2004). *Success Stories of Computer e-Learning in the Classroom: Children as Software Designers*. IDEAS Konferenz, Bonn, Germany.
- Virtual PhD Program Summer School (2003, September). *Knowledge Acquisition and Knowledge Exchange with New Media*. Tübingen, Germany.
- Sixth International Conference on Computer Based Learning in Science (CBLIS) (2003, July). *Making Software for Learning Science: Issues in Students' Instructional Multimedia Designs and Their Science Inquiry*. Opening Keynote. Nicosia, Cyprus.
- Interaction Design and Children (2003, July). *Children Designing Software for Children: What can we learn? Keynote*. Preston, England.
- News in Interactive Age (2003, March). *Playing Games and Gaming the News*. UC School of Journalism Conference, Berkeley, CA.
- Fifth International Conference on the Learning Sciences (2002, October). *Where are the Learning Sciences Headed?* Closing Keynote Panel. Seattle, WA.
- BITEL (2001, May). *Learning potential in user-centered design*. Aarhus, Denmark.
- Albert-Ludwigs-University of Freiburg (2001, May). *International Conference on Instructional Design*. Freiburg, Germany.
- I3 Spring Days (2001, April). *Unlocking Kids' Creativity for Learning: Moving from GUI to PUI*. Porto, Portugal.
- Annenberg Conference (2001, January). *Entertainment in the Interactive Age*. Los Angeles, CA.
- Cognitive Science Colloquium (2000, December). *Invited Presentation*. Georgia Institute of Technology, Atlanta, GA.
- EdMedia (2000, June). *Invited Presentation*. Montreal, Canada.
- D-CSSL (2000, March). *Computer Support for Collaborative Learning: Opening Keynote*. Darmstadt, Germany.
- Interactive Frictions (1999, June). *Interactive narrations by children*. University of Southern California, Los Angeles, CA.
- Doors of Perception 5—Play (1998, November). *Kids as game designers*. Amsterdam, Netherlands.
- Center for Media Education (1998, October). *Ensuring a quality children's media in the digital age*. Washington, DC.
- Computer Game Developer Conference (1998, May). *Kids as computer game developers*. Long Beach, CA.
- Fourth Annual Children and the Media Conference (1997, April). *Reflections of Girls in the Media*. Los Angeles, CA.
- ACM SIGGRAPH (1997, August). *Deconstructing play: Theory and Practice*. Los Angeles, CA.
- American Association for University Women (1997, July). *Making it Compute*. Bi-Annual Meeting. Anaheim, CA.
- Universidad Catholica (1997, June). *Design principles for educational software*. Santiago di Chile, Chile.
- UNESCO (1997, April). *Virtual Learning Environments and the Role of the Teacher*. Open University, Milton Keynes, United Kingdom.
- Massachusetts Institute of Technology (1997, April). *From Barbie to Mortal Kombat: Girls and Technology*. Cambridge, MA.

CalPoly Pomona (1997, January). *Technology and the University of the Next Century*. Pomona, CA.
 Scientific American (1995, April). *Infotainment in the 21st Century*. Los Angeles, CA.
 Productions (1994, May). *The future of video games*. Montreal, Canada.

Conference Presentations *National and International*

- Disheon, G. & Kafai, Y. B. (2016, April). *Constructing Civic Participation: Game-Making as “Micro-Civics Education.”* Roundtable presentation at the annual meeting of the American Educational Research Association in Washington, DC.
- Litts, B. & Kafai, Y. B. (2016, April). *Fixing Short Circuits and Faulty Code: Learning from Productive Failure with Electronic Textiles*. Panel presentation for “Reclaiming ‘Failure’? The Iterative Dimensions of Learning through Making” at the annual meeting of the American Educational Research Association in Washington, DC.
- 2015
- Litts, B. & Kafai, Y. B. (2015, April). *Building collaborative electronic textile designs: Lessons learned from a high school workshop*. Poster presentation at the annual meeting of the American Educational Research Association in Washington, DC.
- Richard, G., Tynes, B., & Kafai, Y. B. (2015, June). *Diversifying and expanding inclusive game design for serious games and serious pathways in STEM*. Panel organization and presentation at the DML Conference, Los Angeles, CA.
- Kafai, Y. B. (2015, June). *Blind Spots in Maker Communities: Examining and Addressing Diversity and Equity in What’s Available for Making, Who is Making, and What is Being Made in Youth DIY Media*. Panel organization and presentation at the DML Conference, Los Angeles, CA.
- Burke, Q. & Kafai, Y. B. (2015, April). *New Perspectives for Serious Gaming—Games That Integrate Making and Playing for Learning*. Symposium Presentation at the annual meeting of the American Educational Research Association in Chicago, IL.
- Richard, G., Kafai, Y. B., (2015, April). *Stitchfest: Diversifying Design, Participation, and Perception in a College Hackathon to Broaden Participation in Computing*. Poster Presentation at the annual meeting of the American Educational Research Association in Chicago, IL.
- Kafai, Y. B., Adleberg, B., Telhan, O. (2015, April). *Maker Booths, Stations, and Workshops in a Science Center: Materials, Supports, and Family Interactions in Pop-Up Makerspaces*. Poster presentation at the annual meeting of the American Educational Research Association in Chicago, IL.
- Kafai, Y. B., & Vasudevan, V. (2015, April). *Hi-Lo Tech Games: Crafting, Coding and Collaboration of Augmented Board Games by High School Youth*. Paper presentation at the annual meeting of the American Educational Research Association in Chicago, IL.
- Burke, Q. & Kafai, Y. B. (2015, April). *From “Tech Geeks” to “Collaborative Makers”: A New Agenda for Children’s Programming*. Symposium presentation at the annual meeting of the American Educational Research Association in Chicago, IL.
- Kafai, Y. B., & Burke, Q. (2014, August). *From Computational Thinking to Computational Participation: A New Agenda for Children’s Scratch Programming*. Presentation at the Scratch Conference, Boston, MA.
- Kafai, Y. B., McIntyre, C., Lord, T., Horwitz, P., Sun, J., Dinan, M. & Kunka, D. (2014, June). *Breeding Dragons for Learning Genetics: Redesigning a Classroom Game for an Informal Virtual World*. Paper presentation at the 10th Games, Learning and Society Conference, Madison, WI.
- Searle, K. & Kafai, Y. B. (2014, May). *Gender and Self-Determination: Lessons from fieldwork in an American Indian Community School*. Panel presentation at the 2nd GenderIT Conference in Siegen, Germany.
- Brayboy, B., Kafai, Y. B., Martinez, C., & Searle, K. (2014, March). *Ethno E-textiles in a Middle School Native Studies Classroom: Building Digital Literacies in Culturally Relevant Ways*. DML Conference, Boston, MA.
- Martinez, C., Brayboy, B., Searle, K., & Kafai, Y. B., (2014, March). *Design Agency for Indigenous, Immigrant, and Invisible Youth in Identity Building with Digital Media*. Presentation at the DML Conference, Boston, MA.
- Steele, K.-F., Davis, R., Kafai, Y. B., & Telhan, O. (2014, March). *Community-Embedded Design: Connected Messages at the Free Library of Philadelphia*. Presentation at the DML Conference, Boston, MA.

- Vasudevan, V. & Kafai, Y. B., (2014, March). *Pathways into Connected Learning for Non-Dominant Youth: Opportunities and Challenges*. Poster at the DML Conference, Boston, MA.
- 2014
- Burke, Q. & Kafai, Y. B. (April, 2014). From “Tech Geeks” to “Collaborative Makers”: A New Agenda for Children’s Programming. Poster Presentation at the annual meeting of the American Educational Research Association in Philadelphia, PA.
- Kafai, Y. B. (2014, April). Changing the Face of Computing, One Stitch in time. IGNITE presentation at the Digital Media and Learning Conference in Boston, MA.
- Kafai, Y. B. (2014, April). Conducting Qualitative Research that Includes Online Spaces: An Interactive Course. Presentation at the annual meeting of the American Educational Research Association in Philadelphia, PA.
- Kafai, Y. B. (April, 2014). Research on Digital Media, Games, and Simulations in Teacher Education. Symposium discussion at the annual meeting of the American Educational Research Association in Philadelphia, PA.
- Martinez, C. Brayboy, B, Searle, K, & Kafai, Y.B. (2014, March). Design Agency for Indigenous, Immigrant, and Invisible Youth in Identity Building with Digital media. Symposium organization and presentation at the Digital Media and Learning Conference in Boston, MA.
- Searle, K., Martinez, C., Brayboy, B., & Kafai, Y. B. (2014, April). Indigenous Technologies: Lessons from the Field. Paper Presentations at the annual meeting of the American Educational Research Association in Philadelphia, PA.
- Searle, K., Martinez, C., Brayboy, B., & Kafai, Y. B. (2014, February). Connecting Indigenous Knowledge Systems and the Arts for Indigenous Youth: Lessons from In- and Out-of-School Contexts. Presentation at the 35th Ethnography Forum in Philadelphia PA.
- Steele, K., Davis, R., Kafai, Y.B., Telhan, O., & Adleberg, B. (2014, March). Community-Embedded Design: Connected Messages at the Free Library of Philadelphia. Presentation at the Digital Media and Learning Conference in Boston, MA.
- Vasudevan, V., & Kafai, Y. B. (2014, February). Multimodal Making: Middle School Youth Make Scratch Games & Controllers. Presentation at the 35th Ethnography Forum in Philadelphia PA.
- Vasudevan, V., & Kafai, Y. B. (2014, March). Pathways into Connected Learning for Non-Dominant Youth: Opportunities and Challenges. Symposium organization and presentation at the Digital Media and Learning Conference in Boston, MA.
- Vasudevan, V, & Kafai, Y. B. (April, 2014). *Pathways, Trajectories, Ecologies, Oh My! Bridging Theories and Methods for Studying Youth Learning Lives*. Poster Presentation at the annual meeting of the American Educational Research Association in Philadelphia, PA.
- 2013
- Fields, D. A., & Kafai, Y. B. (2013, June). The Maker movement and its implications for learning. *Symposium presentation at the Games + Learning + Society Conference*, Madison, WI.
- Fields, D. A., & Kafai, Y. B. (2013, June). The MAKER movement and connections to the CSCL community. *Symposium presentation at the CSCL Conference*, Madison, WI.
- Burke, W. Q., Kafai, Y. B., & Mote, C. (2013, April). *The “Holding Power” of Video Games: Grounding STEM Coursework in a Culture of Authentic Competition and Collaboration*. Paper to be presented at the annual meeting of the American Educational Research Association, San Francisco, CA.
- Kafai, Y. B., Burke, Q., Griffin, J., Slattery, M., Powell, R. M., Grab, M., & Davidson, S. B. (2013, April). A Cascading Model: Undergraduates as Mentors and Mentees in a Computer science Learning Course. Symposium presentation at the annual meeting of the American Educational Research Association, San Francisco, CA.
- Searle, K., Fields, D. A., & Kafai, Y. B. (2013, April). *Building new Clubhouses: Opening Doors to Computing for Girls and Boys with Electronic Textiles*. Paper to be presented at the annual meeting of the American Educational Research Association, San Francisco, CA.
- Kafai, Y. B., & Peppler, K. (2013, April). *DIY Beyond the Screen: Creative, Critical and Connected Making with E-Textiles*. Paper to be presented at the annual meeting of the American Educational Research Association, San Francisco, CA.
- Fields, D. A., Kafai, Y. B., Strommer, A. & Wolf, E., Seiner, B. (2013, April). *Integrating Arts and Computation: Applying a Studio Arts Model of Learning to Programming Interactive Stories in Scratch*. Paper to be presented at the annual meeting of the American Educational Research Association, San Francisco, CA.
- 2012

- Kafai, Y. B. (2012, March). *Digital Media and Gender: Women and Girls Engaging with Technology*. Discussant at the Digital Media and Learning Conference, San Francisco, CA.
- Kafai, Y. B. (2012, March). *Digital Media and Gender: Women and Girls Engaging with Technology*. Discussant at the Digital Media and Learning Conference, San Francisco, CA.
- Kafai, Y. B. (2012, March). *Digital Media and Gender: Women and Girls Engaging with Technology*. Discussant at the Digital Media and Learning Conference, San Francisco, CA.
- Burke, W. Q., Kafai, Y. B., & Mote, C. (2012, July). *For the Win: Middle-Schoolers' Use of Scratch for the National STEM Video Game Challenge*. Scratch Conference, Boston, MA: MIT.
- Roque, R., Burke, W. Q., Kafai, Y. B. (2012, July). Making Together: Supporting Creative Collaboration in Scratch. *Scratch Conference*, Boston, MA: MIT.
- Roque, R. Fields, D. A., Siegel, J., Low, D., & Kafai, Y. B. (2012, April). A clubhouse of their own: A role-playing game society in the Scratch programming community. Paper to be presented at the annual meeting of the American Educational Research Association.
- Kafai, Y. B. (2012, April). *Fiddling on the Fly: Thinking, Learning, and Designing Using Board Games*. Symposium discussant at the annual meeting of the American Educational Research Association, Vancouver, Canada.
- Kafai, Y. B. (2012, April). *Textile Messages: Dispatches from the World of E-Textiles and Education*. Symposium discussant at the annual meeting of the American Educational Research Association, Vancouver, Canada.
- Kafai, Y. B., Buechley, L. & Eisenberg, M. (2012, March). *Tinkering with Tangibles: Electronic Textiles in Classrooms, Colleges, and Clubs*. Symposium presentation at the Digital Media and Learning Conference, San Francisco, CA.
- Kafai, Y. B. (2012, March). *Digital Media and Gender: Women and Girls Engaging with Technology*. Discussant at the Digital Media and Learning Conference, San Francisco, CA.
- Siegel, J., Roque, R., Low, D., & Kafai, Y. B. (2012, February). *Understanding the Creative and Collaborative Literacy Practices in the Scratch Online Community: A Role Playing Case Study*. Paper to be presented at the meeting of the 33rd Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA.
- Searle, K. A., Fields, D. A., Kafai, Y. B. (2012, February). *Considering influences on identity and learning in students' electronic design processes*. Paper to be presented at the meeting of the 33rd Annual Ethnography in Education Research Forum, University of Pennsylvania, Philadelphia, PA.
- 2011
- Searle, K. A., Kafai, Y. B., & Fields, D. A. (2011, November). *Sewing is a Girls' Sport: Reframing Gendered Positioning in an E-Textiles Design Workshop*. Presentation at the annual meeting of the American Anthropological Association. Vancouver, Canada.
- Kafai, Y. B. & Peppler, K. A. (2011, April). *Interactivity as a Lens on Youth's Computational Thinking in an Urban Game Design Studio*. Paper presentation at the Annual Meeting of the American Educational Research Association, New Orleans, LA.
- Kafai, Y. B. (2011, April). *How Current Perspectives on Learning Inform the National Educational Technology Plan: Broadening Support for Learners through Universal Designs*. Presidential Session at the Annual Meeting of the American Educational Research Association, New Orleans, LA.
- Kafai, Y. B. (2011, April). *Learning Science: Computer Games, Simulations, and Education: Learning from and Building on the 2011 National Research Council Report*. Invited Symposium Respondent at the Annual Meeting of the American Educational Research Association, New Orleans, LA.
- Burke, W. Q., Monroy Hernandez, A., & Kafai, Y. B. (2011, April). *Tagging in a Community of Media Creators: Practices that Make Programs Popular in Scratch Online*. Paper presentation at the Annual Meeting of the American Educational Research Association, New Orleans, LA.
- 2010
- Kafai, Y. B. (2010, August). *Scratch: Programming for Everyone*. EuroLogo Constructionism Conference, Paris, France.
- Kafai, Y. B. (2010, July). *Disciplinary Foundations of the Computational Sciences*. Symposium Presentation at the 9th International Conference of the Learning Sciences, Chicago, IL.
- Kafai, Y. B. (2010, July). *Terra Nova towards Terra Firms: Data on Games for Science for Learning*. Symposium Discussant at the 9th International Conference of the Learning Sciences, Chicago, IL.
- Kafai, Y. B. (2010, July). *A New Age in Tangible Computational Interfaces for Learning*. Discussant at

- the 9th International Conference of the Learning Sciences, Chicago, IL.
- Burke, W. Q. & Kafai, Y. B. (2010, May). *Collaboration, Computation, & Creativity: Learning Programming through Digital Storytelling*. Paper presentation at the annual meeting of the American Educational Research Association in San Diego, CA.
- Kafai, Y. B. & Searle, K. A. (2010, May). *Player Participation in Community Management in a Tween Virtual World: Opportunities and Challenges for Learning*. Roundtable presentation at the annual meeting of the American Educational Research Association in San Diego, CA.
- Kafai, Y. B. (2010, March). *Investigating Virtual Learning Environments in STEM Education Settings*. Invited Symposium Discussion. National Association of Research on Science Teaching. Philadelphia, PA.
- Kafai, Y. B. & Clark, D. (2010, February). *Worlds of Wonder: Can Video Games Teach Science?* Symposium organization at the Annual Meeting of the American Association for the Advancement of Science, San Diego, CA.
- Peppler, K., Kafai, Y. B., Buechley, L., & Eisenberg, M. (2010, February). *Computational Textiles as New Media Texts: Digital Media Learning in Youth and DIY Communities*. Workshop at the First Annual Digital Media Learning Conference, San Diego, CA.
- Kafai, Y. B., Peppler, K., Resnick, M., Fields, D.A., & Brennan, K. (2010, February). *Cultivating Creativity and Criticality in Schools and After-School Programs with Scratch*. First Annual Digital Media Learning Conference, San Diego, CA.
- 2009
- Kafai, Y. B. (2009, June). *Virtual Worlds as Safe, Compelling Learning Environments: Making the Case*. Symposium presentation at the annual meeting of the National Educational Computing Conference, Washington, DC.
- Kafai, Y. B. & Fields, D. A. (2009, April). *The Development of Participatory Competencies in Virtual Worlds*. Symposium presentation at the annual meeting of the American Educational Research Association in San Diego, CA.
- Kafai, Y. B. (2009, April). *Design Thinking in New Media Spaces*. Discussion at the annual meeting of the American Educational Research Association in San Diego, CA.
- Kafai, Y. B. (2009, April). *Peering Behind the Digital Curtain: Using Situated Data for Assessment in Virtual Environments and Games*. Discussion at the annual meeting of the American Educational Research Association in San Diego, CA.
- Kafai, Y. B. & Peppler, K. A. (2009, April). *The Computer Clubhouse Learning Model: Learning Inquiry, Collaboration, and the Development of 21st-Century Skills in Informal Learning Spaces*. Symposium presentation at the annual meeting of the American Educational Research Association in San Diego, CA.
- Fields, D. A., Giang, M., & Kafai, Y. B. (2009, April). *Synchronizing Learning Across Time and Spaces: Trajectories of Participation in a Tween Virtual World*. Symposium presentation at the annual meeting of the American Educational Research Association in San Diego, CA.
- 2008
- Kafai, Y. B. & Peppler, K. A. (2008, June). *Learning from Krumping: Collective Agency in Youth Dance Performance Cultures*. Paper presentation at the 8th International Conference of the Learning Sciences, Utrecht, Netherlands.
- Kafai, Y. B. & Wong, J. (2008, June). *Real Arguments about a Virtual Epidemic: Conversations and Contestations in a Tween Gaming Club*. Paper presentation at the 8th International Conference of the Learning Sciences, Utrecht, Netherlands.
- Kafai, Y. B. (2008, June). *Considering Gender in Digital Games: Implications for Serious Game Designs in the Learning Sciences*. Paper presentation at the 8th International Conference of the Learning Sciences, Utrecht, Netherlands.
- Fields, D. A. & Kafai, Y. B. (2008, June). *Knowing and Throwing Mudballs, Hearts, Pies, and Flowers: A Connective Ethnography of Gaming Practices*. Paper presentation at the 8th International Conference of the Learning Sciences, Utrecht, Netherlands.
- Peppler, K. A. & Kafai, Y. B. (2008, June). *New Literacies and the Learning Sciences: A Framework for Understanding Youths' Media Arts Practices*. Paper presentation at the 8th International Conference of the Learning Sciences, Utrecht, Netherlands.
- Peppler, K. A. & Kafai, Y. B. (2008, June). *Developing a Design Culture in a Computer Clubhouse: The Role of Local Practices and Mediators*. Paper presentation at the 8th International Conference of the Learning Sciences, Utrecht, Netherlands.

- Peppler, K. A. & Kafai, Y. B. (2008). *Youth as Media Art Designers: Workshops for Creative Codings*. Poster presentation at Interaction Design for Children, Chicago, IL.
- Maloney, J., Peppler, K. A., Kafai, Y. B., Resnick, M., & Rusk, N. (2008, June). *Digital Media Designs with Scratch: What Urban Youth Can Learn about Programming in a Computer Clubhouse*. Poster presentation at the 8th International Conference of the Learning Sciences, Utrecht, Netherlands.
- Kafai, Y. B. (2008, March). *The World of Whyville: Engagement and Learning about a Virtual Epidemic in a Tween Virtual World*. Symposium presentation at the annual meeting of the American Educational Research Association in New York, NY.
- Peppler, K. B. & Kafai, Y. B. (2008, March). *A Constructionist Approach to Learning through Designing Games: What Videogame Making Can Teach us about Literacy and Learning*. Symposium presentation at the annual meeting of the American Educational Research Association in New York, NY.
- Kafai, Y. B., Fields, D., & Giang, M. (2008, March). *Girl Gamers in Virtual Worlds: Portraits of Participation and Positionings in a Tween Gaming Club*. Symposium presentation at the annual meeting of the American Educational Research Association in New York, NY.
- Kafai, Y. B., Cook, M., & Fields, D. (2008, March). "Should I get this skin color for my head?" *Conversations about Race in a Tween Gaming Club*. Paper presentation at the annual meeting of the American Educational Research Association in New York, NY.
- 2007
- Peppler, K. A., & Kafai, Y. B. (2007, October). *Broadening Participation in HCI*. Grace Hopper Conference in Orlando, FL.
- Kafai, Y. B., Cook, M. S., & Fields, D. A. (2007, September). "Blacks deserve bodies too!" *Design and discussion about diversity and race in a teen online world*. Paper presentation at the Digital Games Research Association (DiGRA) Conference in Tokyo, Japan.
- Kafai, Y. B., Fields, D.A., & Cook, M. S. (2007, September). *Your second selves: Resources, agency and constraints in avatar design in a teen online world*. Paper presentation at the Digital Games Research Association (DiGRA) Conference in Tokyo, Japan.
- Fields, D. A. & Kafai, Y. B. (2007, September). *Stealing from Grandma or generating knowledge: Contestations and effects of cheats in a teen virtual world*. Paper presentation at the Digital Games Research Association (DiGRA) Conference in Tokyo, Japan.
- Peppler, K. and Kafai, Y.B. (2007, September). *What Video Game Making Can Teach Us About Literacy and Learning: Alternative Pathways into the Participatory Culture*. Paper presentation at the Digital Games Research Association (DiGRA) Conference in Tokyo, Japan.
- Kafai, Y. B. (chair), Dede, C., Clarke, J., Fields, D. A., Halverson, E., Satwicz, T. (2007, July). *Games in schools, clubs, homes and fandom communities: Opportunities and challenges in understanding learning and collaboration*. Plenary symposium at the 8th Conference of Computer Supported Collaborative Learning, New Brunswick, NJ.
- Fields, D. A. & Kafai, Y. B. (2007, July). *Tracing Insider Knowledge Across Time and Spaces: A Connective Ethnography in a Teen Online Game World*. Paper presentation at the Computer Supported Collaborative Learning (CSCL) Conference held at Rutgers University, New Brunswick, NJ.
- Peppler, K. & Kafai, Y.B. (2007). *Collaboration, Computation, and Creativity: Media Arts Practices in Urban Youth Cultures*. Paper presentation at the Computer Supported Collaborative Learning (CSCL) Conference held at Rutgers University, New Brunswick, NJ.
- Kafai, Y. B., Cook, M. S., Fields, D. A. (2007, July). "Why are Newbies White?": *Discussing and Designing Race in a Teen Virtual World*. Paper presentation at the annual conference of Games + Learning + Society 3.0, Madison, WI.
- Fields, D. A. & Kafai, Y. B. (2007, July). *The Development of Distributed Expertise across Physical and Virtual Worlds in a Teen Gaming Club*. Paper presentation at the annual conference of Games + Learning + Society 3.0, Madison, WI.
- Kafai, Y. B., Consalvo, M., Fields, D. A., Satwicz, T., & Zimmerman, E. (2007, July). *To cheat or not to cheat? Practices, purposes, and politics of cheating in online games*. Interactive symposium at the annual conference of Games + Learning + Society 3.0, Madison, WI.
- Kafai, Y., Feldon, D., Fields, D. A., Giang, M., & Quintero, M. (2007, June). *Life in the time of Whyfox: A virtual epidemic as a community event*. Paper presentation at the 3rd International Conference on Communities and Technologies, East Lansing, MI.

- Kafai, Y., Pepler, K., & Chiu, G. (2007, June). *High Tech Programmers in Low Income Communities: Seeding Reform in a Community Technology Center*. Paper presentation at the 3rd International Conference on Communities and Technologies held at Michigan State University, East Lansing, MI.
- Ching, C., Kafai, Y., Barron, B., Davis, A., Pepler, K., Martin, C., Lewis, S., Yardi, S., Perkel, D., Leander, K., Wang, C., Hoadley, C., Honwad, S., & Tamminga, K. (2007, April). *Technobiographies: Researching Life Stories with Technology*. Symposium presentation at the 2007 American Educational Research Association (AERA), Chicago, IL.
- Goode, J., Margolis, J., Kafai, Y., Pepler, K. & Chiu, G. (2007, April) *'Beyond Point and Click': Opportunities and Challenges in Broadening the Participation in Computer Science in Inner-city High Schools and After-school Programs*. Symposium presentation at the 2007 American Educational Research Association (AERA), Chicago, IL.
- Kafai, Y. B., Feldon, D., Fields, D. A., Giang, M., Pepler, K. & Quintero, M. (2007, April). *Where in the world is the science in Whyville? Informal science in a multi-user virtual community*. Symposium presentation at the annual meeting of the American Educational Research Association, Chicago, IL
- Feldon, D., Kafai, Y., Giang, M., Quintero, M., & Fields, D. A., (2007, April). *Mixed methods for mixed reality: Overcoming methodological challenges to understand user activity in a massive multi-user virtual environment*. Paper presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- Kafai, Y., Desai, S., Pepler, K., Chiu G. & Moya, J. (2007, January) *Mentoring Partnerships in a Community Technology Center: A Constructionist Approach for Fostering Equitable Service Learning*. Presentation at the 5th Annual CAFÉ Conference sponsored by the Paulo Freire Institute, University of California, Los Angeles, CA.
- 2006
- Kafai, Yasmin B. & Barron, B. (2006, June). *Clubs, Homes, and Online Communities as Contexts for Engaging Youth in Technology Fluency Building Activities*. Symposium presentation at the 7th International Conference on the Learning Sciences in Bloomington, IN.
- Kafai, Y. B., Pepler, K., Alavez, M. & Ruvalcaba, O. (2006, June). *Seeds of a Computer Culture: An Archival Analysis of Programming Artifacts from a Community Technology Center*. Poster presentation at the 7th International Conference of the Learning Sciences in Bloomington, IN.
- Pepler, K. & Kafai, Y. B. (2006, June). *Creative Codings*. Poster presentation at the 7th International Conference of the Learning Sciences in Bloomington, IN.
- Kafai, Y. B. (2006, June). *The Value of Looks versus Health: Observations of Children's Economic Interactions during a Virtual Epidemic*. Paper presentation at the Games, Learning & Society Conference in Madison, WI.
- Kafai, Y. B. Heeter, C. & Denner, J. (2006, June). *Beyond Barbie and Mortal Kombat: New Perspectives on Girls and Games*. Symposium presentation at the Games, Learning & Society Conference in Madison, WI.
- Kafai, Y. B., Pepler, K., Chiu, G., & Desai, S. (2006, May). *Programming Partnerships: Introducing Programming to Liberal Arts Majors through Service Learning*. Poster presentation at the National Conference on Service Learning and Engineering, National Academy of Sciences, Washington, DC.
- Desai, S., Kafai, Y. B., Pepler, K., & Chiu, G. (2006, April). *What is a Mentizo? A Constructionist Approach to Mentoring for Undergraduates in a Community Technology Center*. Paper presentation at the annual meeting of the AERA in San Francisco, CA.
- Pepler, K. & Kafai, Y. B. (2006, March). *Programming with a Purpose: Opening the Back to Literacy*. Thinking Gender Conference, UCLA, Los Angeles, CA.
- 2005
- Nixon, A. S. & Kafai, Y. B. (2005, August). *Cheating on the Internet*. Paper presentation (in absentia by Paul Kirchner) at the bi-annual meeting of the European Association for Research on Learning (EARLI), Nicosia, Cyprus.
- Kafai, Y. B. (2005, August). *Lessons Learned from Games for Education*. Symposium presentation at the SIGGRAPH Educators Panel, Los Angeles, CA.
- Neulight, N. & Kafai, Y. B. (2005, July). *"What happens if you get WhyPox?"* Paper presentation at the DIGRA conference, Vancouver, Canada.

- Kao, L., Galas, C., & Kafai, Y. B. (2005, July). *"It's a different world."* *Playing and Learning in Multi-User Virtual Environments*. Paper presentation at the DIGRA conference, Vancouver, Canada.
- Neulight, N. & Kafai, Y. B. (2005, April). *Issues in Students, Learning about Infectious Disease with Immersive Science Simulations*. Paper presentation at the annual meeting of the American Educational Research Association, Montreal, Canada.
- Kao, L. & Galas, C., & Kafai, Y. B. (2005, April). *Multi-User Virtual Environments in the Science Classroom: A Comparison of Student Experiences*. Paper presentation at the annual meeting of the American Educational Research Association, Montreal, Canada.
- Nixon, A. S. & Kafai, Y. B. (2005, April). *Moral Reasoning in the Digital Age: How Students, Teachers, and Parents Judge Appropriate Computer Uses*. Paper presentation at the annual meeting of the American Educational Research Association, Montreal, Canada.
- Bathey, D. S., Kafai, Y. B., Nixon, A. S., & Kao, L. (2005, April). *Professional Development on Gender Equity in the Sciences*. Paper presentation at the annual meeting of the American Educational Research Association, Montreal, Canada.
- 2004
Kafai, Y. B. & Silva, E. National Science Foundation (2003, March). *Bridging the Gap: A Synthesis of Research and Demonstration Projects 1993-2001*. Joint Annual Meeting, Arlington, VA.
- 2003
Kafai, Y. B. & Silva, E. National Science Foundation (2003, March). *Bridging the Gap: A Synthesis of Research and Demonstration Projects 1993-2001*. Joint Annual Meeting, Arlington, VA.
- Tynes, B. & Kafai, Y. B. (2003, April). *Technology & Identity: Virtual Spaces and Objects as Mirrors of Self in a Large-Scale Online Multi-Player Science Learning Community*. Paper presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- Kafai, Y. B. & Roberts, M. (2003, April). *On Becoming Junior Software Designers*. Symposium presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- Kafai, Y. B., Franke, M. L., & Bathey, D. S. (2003, April). *How Design Features in Commercial Software are Evaluated By Teachers and Reviewers: A Report from the Sidelines*. Symposium presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- 2002
Kafai, Y. B. & Roberts, M. (2002, October). *On Becoming Junior Software Designers*. Paper Presentation at the Fifth International Conference on the Learning Sciences, Seattle, WA.
- Kafai, Y. B., Franke, M. L., & Bathey, D. S. (2002, October). *How Design Features in Commercial Software are Evaluated By Teachers and Reviewers: A Report from the Sidelines*. Panel Presentation at the Fifth International Conference on the Learning Sciences, Seattle, WA.
- Kafai, Y. B. (2002, June). *Students' Perceptions of Social Networks in a Community of Learners: Development, Experience, and Equity in Collaborative software Design Activities*. Paper presentation at the Fifth Congress of the International Society for Cultural Research and Activity Theory, Amsterdam, The Netherlands.
- Ching, C. C., Kafai, Y. B. & Marshall, S. (2002, April). *"I Always Get Stuck with the Books": Creating Spaces for Girls to Access Classroom Technology*. Symposium presentation at the annual meeting of the American Educational Research Association, New Orleans, LA.
- Muir, K. & Kafai, Y. B. (2002, April). *Evaluating Science Inquiry in Elementary Students' Collaborative Multimedia Projects and Classroom Activities*. Paper presentation at the annual meeting of the American Educational Research Association, New Orleans, LA.
- Kafai, Y. B. (2002, April). *Design Principles for Educational Software*. Discussion at the annual meeting of the American Educational Research Association, New Orleans, LA.
- 2001
Kafai, Y. B. & Muir, K.. (2001, April). *Transformatory practices*. Paper presentation at the annual meeting of the American Educational Research Association, Seattle, WA.
- Kafai, Y. B., Franke, M. L., & Bathey, D. S. (2001, April). *Software reviews under investigation*. Poster presentation at the annual meeting of the American Educational Research Association, Seattle, WA.
- 2000
Kafai, Y. B. (2000, April). *Digital Apprenticeships*. Symposium at the annual meeting of the American Educational Research Association, New Orleans, LA.

- Kafai, Y. B. (2000, April). *Gender and equity in teaching and learning*. Invited discussion at the annual meeting of the American Educational Research Association, New Orleans, LA.
- Kafai, Y. B. (2000, April). *The integration of primary source materials into elementary science classrooms*. Poster presentation at the annual meeting of the American Educational Research Association, New Orleans, LA.
- 1999
- Kafai, Y. B., Ching, C. C., & Galas, C., (1999, April). *Software design apprenticeships in elementary science classrooms: Development of evaluative standards by newcomers and oldtimers*. Poster presentation at the Center for Innovative Learning Technologies meeting in San Jose, CA.
- Kafai, Y. B. & Ching, C. C. (1999, April). *Science talk in software design contexts: Children's scientific discourse as a situated activity*. Paper presentation at the annual meeting of the American Educational Research Association, Montreal, Canada.
- 1998
- Kafai, Y. B. & Ching, C. C. (1998, December). *Talking science through design: Children's science discourse within software design activities*. Paper presentation at the Third Third International Conference on the Learning Sciences, Atlanta, GA.
- Marshall, S. & Kafai, Y. B. (1998, December). *Children's development of planning tools for managing complex software design projects*. Paper presentation at the Third Third International Conference on the Learning Sciences, Atlanta, GA.
- Kafai, Y. B., Franke, M. L., Ching, C. C., & Shih, J. C. (1998, October). *Game design as an interactive learning environment for fostering students' and teachers' mathematical inquiry*. Paper presentation at the Twentieth Annual Meeting of PME-NA, North Carolina State University, Raleigh, NC.
- Kafai, Y. B., Franke, M. L., Ching, C. C., & Shih, J. C. (1998, June). *Constructing game design worlds to enhance students' and teachers' mathematical inquiry*. Poster presentation at the International Conference on Symbolizing and Modeling in Mathematics Education, Freudenthal Institute, Utrecht University, Utrecht, Netherlands.
- Kafai, Y. B. Ching, C. C., & Marshall, S. (1998, June). *Learning affordances of collaborative educational multimedia design by children*. Paper presentation at the Ed-Media/Ed-Telecom conference in Freiburg, Germany.
- Ching, C. C., Kafai, Y. B. & Marshall, S. (1998, June). *Give girls some space: Considering gender in collaborative software programming activities*. Paper presentation at the Ed-Media/Ed-Telecom conference in Freiburg, Germany.
- Kafai, Y. B. Ching, C. C., & Marshall, S. (1998, June). *Learning affordances of collaborative educational multimedia design*. Paper presentation at the National Educational Computing Conference in San Diego, CA.
- Galas, C., Marshall, S., Kafai, Y. B. & Ching, C. C. (1998, June). *Project-based learning and simulation design in the science classroom*. Project presentation at the National Educational Computing Conference in San Diego, CA.
- Ching, C. C., Kafai, Y. B. & Marshall, S. (1998, June). *Give girls some space: Gender equity in collaborative technology activities*. Paper presentation at the National Educational Computing Conference in San Diego, CA.
- Galas, C., Marshall, S., Kafai, Y. B. & Ching, C. C. (1998, May). *Project-based learning and simulation design in the science classroom*. Project presentation at the Computer Using Educators Conference in Palm Springs, CA.
- Marshall, S., & Kafai, Y. B. (1998, April). *A situated view of children's planning in collaborative projects*. Paper presentation at the annual meeting of the American Educational Research Association, San Diego, CA.
- Kafai, Y. B., Ching, C. C., & Marshall, S. (1998, April). *Learning affordances of multimedia design*. Paper presentation at symposium "Learning by design: Opportunities and challenges" at the annual meeting of the American Educational Research Association, San Diego, CA.
- Kafai, Y. B. (1998, April). *Constructibility principles for making educational video game design a learning environment*. Paper presentation at the annual meeting of the American Educational Research Association, San Diego, CA.
- Ching, C. C. & Kafai, Y. B. (1998, April). *Breaking through the glass wall: Negotiating technology access in collaborative project-based learning environments*. Roundtable presentation at the annual meeting of the American Educational Research Association, San Diego, CA.

- Burnam, B. & Kafai, Y. B. (1998, April). *The ethics of children's computer use: Bridging the gap between computer use and the development of children's moral understanding*. Roundtable presentation at the annual meeting of the American Educational Research Association, San Diego, CA.
- 1997
- Gilliland-Swetland, A., Kafai, Y. B., & Maddox, A. (1997, August). *Bringing digital portfolio archives and EAD to the classroom*. Project presentation at the annual meeting of The Society of American Archivists, Chicago, IL.
- Kafai, Y. B. & Ching, C. C. (1997, June). *Games as constructive environments*. Poster presentation at the annual meeting of the Jean Piaget Society, Santa Monica, CA.
- Rose, K. & Kafai, Y. B. (1997, June). *Cyberspace Cadets and Cadettes: Building information literacy for young children*. Paper presentation at the Ed-Media conference, Calgary, Canada.
- Kafai, Y. B. & Ching, C. C. (1997, March). *Game making as an integrative context for students' learning of fractions*. Paper presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- Braxton, P. & Kafai, Y. (1997, March). *Children's conceptions of the Internet*. Roundtable presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- Franke, M. L., Kafai, Y. B., & Shih, J. C. (1997, March). *Pre-service teachers' conceptions of learning through making games*. Paper presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- Marshall, S. & Kafai, Y. (1997, March). *Issues of transfer over time: Children's conceptions of task management and planning in a design project*. Poster presentation at the annual meeting of the American Educational Research Association, Chicago, IL..
- 1996
- Kafai, Y. B. & Rose, K. (1996, October). *Cyberspace cadets: Building information literacy for young children*. Paper presentation at the National Media Literacy Conference, Los Angeles, CA.
- Kafai, Y. B. & Ching, C. C. (1996, July). *Meaningful Contexts for Mathematical Learning: The Potential of Game Making Activities*. Paper presentation at the Second International Conference for the Learning Sciences, Evanston, IL.
- Kafai, Y. B. (1996, May). *Creating technology & information-rich environments to support learning and investigations*. Panel presentation at the bi-annual meeting of the American Society for Information Science, San Diego, CA.
- Kafai, Y. B. & Resnick, M. (1996, April). *Interactive creature constructions: Learning experiences with multiple media in science*. Symposium presentation at the annual meeting of the American Educational Research Association, New York, NY.
- Marshall, S. & Kafai, Y. B. (1996, April). *Children's conceptions of task management and planning in a design project*. Poster presentation at the annual meeting of the American Educational Research Association, New York, NY.
- Yarnall, L. & Kafai, Y. B. (1996, April). *Issues in project-based learning activities in science: Children's constructions of ocean software games*. Paper presentation at the annual meeting of the American Educational Research Association, New York, NY.
- 1995
- Guzdial, M. & Kafai, Y. B. (1995, August). *Learner-centered design: An HCI perspective for the future?* Panel presentation at the ACM Workshop Designing Interactive Systems, Ann Arbor, MI.
- Odenthal, J., Lawrence, L., & Kafai Y. B. (1995, July). *Developing, designing, and researching curriculum for interactive television*. Symposium presentation at the National Educational Computing Conference, Baltimore, MD.
- Kafai, Y. B. (April 1995). *Artifacts of learning*. Paper presentation at the annual meeting of the American Educational Research Association, San Francisco, CA.
- Kafai, Y. B. (1995, April). *Logo as a tool for game design*. Symposium presentation at the annual meeting of the American Educational Research Association, San Francisco, CA.
- 1994
- Kafai, Y. B. (1994, June). *Constructionist images of programming*. National Educational Computing Conference, Boston, MA.
- Kafai, Y. B. & Resnick, M. (1994, June). *Constructionism in practice: Rethinking the roles of technology in learning*. Symposium presentation at the National Educational Computing Conference, Boston, MA.

- Kafai, Y. B. (1994, April). *Electronic play worlds*. Paper presentation at the Association for the Study of Play, Atlanta, GA.
- Kafai, Y. B. (1994, April). *Children's design styles: The development of strategies in the creation of a complex product and their implications for learning activities*. Paper presentation at the annual meeting of the American Educational Research Association, New Orleans, LA.
- Kafai, Y. B. & Goldman Segall, R. (1994, April). *Revisiting the partnership with intelligent technologies*. Symposium presentation at the annual meeting of the American Educational Research Association, New Orleans, LA.
- 1993
- Kafai, Y. B. (1993, April). *Constructing mathematical representations for learning: Lessons learned from two design tasks*. Paper presentation at the annual meeting of the American Educational Research Association, Atlanta, GA.
- Kafai, Y. B. (1993, March). *Computer-game design: Making games for learning*. Paper presentation at the Tenth International Conference on Technology and Education, Boston, MA.
- Kafai, Y. B., & Harel, I. (1993, March). *Design activities for learning: Teachers' perspectives on implementing and conducting long-term Logo design projects*. Symposium presentation at the Tenth International Conference on Technology and Education, Boston, MA.
- Wilensky, U., Kafai, Y. B., & Harel, I. (1993, March). *Concrete learning: Building relationships and mathematical experiences through software design in Logo*. Symposium presentation at the Tenth International Conference on Technology and Education, Boston, MA.
- 1992
- Kafai, Y. B. (1992a, April). *Learning through design and play: Games as a context for children's explorations of fractions and Logo*. Poster presentation at the annual meeting of the American Educational Research Association American Educational Research Association, San Francisco, CA.
- Kafai, Y. B. (1992b, April). *Multiple approaches of using video technology for studying learning environments*. Panel presentation at the annual meeting of the American Educational Research Association, San Francisco, CA.
- 1991
- Kafai, Y. B., & Harel, I. (1991a, November). *Learning through design and teaching: When mathematical ideas, programming knowledge, instructional design, and playful learning are intertwined*. Paper presentation at the Sixth International Logo Conference, San Jose, Costa Rica.
- Kafai, Y. B., & Harel, I. (1991b, November). *Collaborative constructionism: Learning through design and teaching*. Paper presentation at the Sixth International Logo Conference, San Jose, Costa Rica.
- Kafai, Y. B., & Harel, I. (1991, August). *Learning through design and teaching: When mathematical ideas, programming knowledge, instructional design, and playful discourse are intertwined*. Paper presentation at EuroLogo, Parma, Italy.
- Kafai, Y. B. (1991, April). *When mathematical ideas, programming knowledge, instructional design, and playful learning are intertwined: Children's learning through consulting*. Paper presentation at the annual meeting of the American Educational Research Association, Chicago, IL.
- Kafai, Y. B. (1989, June). *What happens if you introduce an intelligent tutoring systems in the classroom: a case study of the Geometry Tutor*. Paper presentation at the National Educational Computing Conference, Boston, MA.
- Widowski, D., Eyferth, K., Kafai, Y. B., & Ottenroth, M. (1986, April). *Über die Schwierigkeiten von Anfängern Algorithmen für computergesteuerte Aufgaben zu bilden*. Paper presentation at the TEAP (Tagung für experimentelle und angewandte Psychologie), Saarbrücken, Germany.

WORKSHOPS *Organization*

- Computing Community Consortium (2015, November). *CAPE: Computer-Aided Personalized Education Workshop*. Washington DC.
- Code.org (2015, October). *Framework for Computational Thinking in K-12*. Chicago, IL.
- NSF Workshop (2015, April). *Diversifying Barbie and Mortal Kombat: New Perspectives on Gender, Race, and Computing*. Philadelphia, PA.
- MIT Media Lab (2014, March). *Scratch Big Data Summit*. Boston, MA.
- MacArthur Foundation (2010, January, February, April). *Beyond the Screen – Workshop Meetings*. Boston, MA, Irvine, CA, and Philadelphia, PA.
- NSF Workshop (2009, March). *Taxonomy of Virtual Worlds*. Philadelphia, PA.

NSF Workshop (2006, May). *Beyond Barbie and Mortal Kombat: New Perspectives on Gender, Games, and Computing*. Los Angeles, CA.

WORKSHOPS *Invitations*

Government

White House OSTP (2016, October). *White House Symposium on the Future of Education R&D and Digital Learning*. Washington DC.

NSF Workshop (2015, January). *Computer Science Education: Future Research Directions II*. Orlando, FL.

NSF Workshop (2014, October). *Computer Science Education: Future Research Directions I*. Stanford, CA.

NSF Workshop (2004, October). *Gender and Computer Games*. Claremont, CA.

NSF Workshop (2004, September). *Cyberlearning and Games*. Arlington, VA.

NSF Workshop (1999, January). *Early Faculty CAREER Awards*. Washington, DC.

NSF Workshop (1998, November). *Research Methodologies*. Arlington, VA.

NSF Workshop (1996, November). *Revisiting the Logo Story: To the Rescue of Powerful Ideas*. Boston, MA.

NSF Workshop (1995, October). *Educational Technologies in Computer Science*. Washington, DC.

Foundations

Institute for Library and Museum Science (2016, August). *Digital Gaming*. William Penn Foundation, Philadelphia, PA.

Gordon Fellows Meeting (2015, October). *Unlocking Pathways to Learning*. ETS, Princeton, NJ.

Children's Museum of Pittsburgh and the Learning Research and Development Center (LRDC) (2014, July). *Research Meeting on Making and Learning*. Pittsburgh, PA.

Bill & Melissa Gates Foundation (2012, October). *Engagement and Academic Tenacity: Making the Invisible Salient and Actionable*. Cambridge, MA.

Pacific Bell/UCLA Initiative for 21st Century Literacies (2002, August). *The Digital Divide's Multiple Dimensions: Indicators for Measuring Success*. UCLA, Los Angeles, CA.

Annenberg Center for Communication (2002, October). *Workshop on Young People and New Technology*. USC, Los Angeles, CA.

American Association of University Women (2001, February). *Equity 2001*. Pasadena, CA.

Markle Foundation (1999, December). *A National Research Agenda for Children and New Media*. University of Texas, Austin, TX.

Mindfest (1999, October). *Virtual Game Constructions*. The MIT Media Laboratory. Cambridge, MA.

Russell Sage Foundation (1997, April). *Teenagers and Technology*. New York, NY.

2B1 Foundation (1997, July). The MIT Media Laboratory. Cambridge, MA.

PRIX JEUNESSE (1996, June). *Children and the Internet*. Munich, Germany.

PRIX JEUNESSE (1995, May). *Directions for New Media*. Munich, Germany.

Industry

Walt Disney (2010, August). *Learning Challenge*. SIGGRAPH, Los Angeles, CA.

Walt Disney Imagineering Learning Lab (2001, August). *Learning and Teaching Tools*. Apple Hill, NH.

Microsoft (2001, July). *Microsoft Research Faculty Summit*. Redmond, WA.

Walt Disney Imagineering/UCLA Learning Lab (1998, April). *Tools for Tinkering 'n' Thinkering*. Los Angeles, CA.

Walt Disney Imagineering Learning Lab (1997, August). *Computational Toys*. Apple Hill, NH.

Apple Computer Learning Lab (1996, August). *Learning Networks*. Apple Hill, NH.

Apple Computer Learning Lab (1995, August/September). *Computational Approaches to Ecological Thinking*. Apple Hill, NH.

Apple Computer Learning Lab (1994, August). *Computational Construction Tools*. Apple Hill, NH.

CONFERENCE ORGANIZATION

Conference Chair and Organization

Computer Supported Collaborative Learning, Philadelphia PA	2017
GenderIT, Philadelphia PA	2015
Textile Messages, Philadelphia PA	2011
Girls 'N' Games Conference, Los Angeles, CA	2006
Sixth International Conference of the Learning Sciences, Santa Monica, CA	2004
Center for the Study of Women, Conference on Science and Gender	2001
UCLA 75 th Anniversary Celebration, The Future of Children's Interactive Media	1995

Conference Program Committees

International Computing Education Research, Omaha, NE	2015
Tenth International Conference on Community Technologies, Boston, MA	2015
Computer Supported Collaborative Learning, Gotheburg, Sweden	2015
Ninth International Conference on Community Technologies, Aarhus	2014
Eleventh International Conference of the Learning Sciences, Boulder, CO	2014
Eight International Conference on Community Technologies, New York	2013
Fifth International Conference on Computer Supported Education, Aachen, Germany	2013
Computer Supported Collaborative Learning, Madison, WI	2013
Seventh International Conference on Community Technologies	2012
Tenth International Conference of the Learning Sciences, Sydney, Australia	2012
Tenth International Conference on Creating, Connecting and Collaborating through Computing, Marina del Rey, CA	2012
Sixth International Conference on Community Technologies, Penn State, PA	2011
Designing Interactive Technologies for Children, Ann Arbor, MI	2011
SIGGRAPH, Los Angeles, CA	2011
Computer Supported Collaborative Learning, Hong Kong, China	2011
Ninth International Conference of the Learning Sciences, Chicago, IL	2010
Designing Interactive Technologies for Children, Barcelona, Spain	2010
Digital Games Research Association, London, England	2009
Foundations of Digital Games, Orlando, FL	2009
Fifth International Conference on Community Technologies, Penn State, PA	2009
Designing Interactive Technologies for Children, Italy	2009
Eighth International Conference of the Learning Sciences, Utrecht, Netherlands	2008
Designing Interactive Technologies for Children, Chicago, IL	2008
Third International Conference on Community Technologies, East Lansing, MI	2007
IEEE International Conference, Taiwan	
Workshop on Digital Game and Intelligent Toy Based Education	2007
Seventh International Conference of the Learning Sciences, Bloomington, IN	2006
ESERA, Barcelona, Spain	2005
Designing Interactive Technologies for Children, Boulder, CA	2005
Second International Conference on Community Technologies, Milan, Italy	2005
Designing Interactive Technologies for Children, Preston, England	2003
First International Conference on Community Technologies, Amsterdam, Netherlands	2002
Fifth International Conference of the Learning Sciences, Seattle, WA	2002
Designing Interactive Technologies for Children, Endhoven, Netherlands	2002
Fourth International Conference of the Learning Sciences, Ann Arbor, MI	2000
Computer Supported Collaborative Learning, Palo Alto, CA	1999
Third International Conference of the Learning Sciences, Atlanta, GA	1998
Second International Conference of the Learning Sciences, Evanston, IL	1996
Computer Supported Collaborative Learning, Bloomington, IN	1995

Conference Program Review

American Educational Research Association	1994 – <i>present</i>
International Conference Computers in Education	1999

Junior Faculty Mentoring

Cleveland State University Faculty Mentoring	2016-2018
Gordon Fellows ETS, Princeton Follow-Up Meeting	2015
International Conference on Computers in Education Doctoral Consortium	2012
International Conference of the Learning Sciences, Sydney, Australia Doctoral Consortium	2012
Designing Interactive Technologies for Children, Bremen Germany Doctoral Consortium	2012
American Educational Research Association Division C Mentoring Junior Faculty, Vancouver, Canada	2012
Designing Interactive Technologies for Children, Boulder, CO Doctoral Consortium	2004

Industry Events**Academy of Television Arts & Sciences**

Third Children's Interactive Media Festival, March 3, 1996	1995 – 1996
Second Children's Interactive Media Festival, March 6, 1995	1994 – 1995

Association for Computing Machinery

ACM1: Beyond Cyberspace. San Jose, CA	2001
The Next 50 Years of Computing. San Jose, CA	1997

PROFESSIONAL ORGANIZATIONS**American Educational Research Association (AERA)**

Member, Fellow Committee	2010 – 2012
Chair, Special Interest Group, Advanced Technologies for Learning	1994 – 1995

International Society of the Learning Sciences (ISLS)

President	2006 – 2007
Executive Board	2004 – 2009
Conference Committee	2005 – 2008

EDITORIAL WORK**Editor-in-Chief** (w. Cindy Hmelo-Silver)

Journal of the Learning Sciences	2008 – 2013
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Associate Editor

Transactions on Computing Education	2015 – <i>present</i>
Journal of the Learning Sciences	2004 – 2007

Editorial Board Member

International Journal of Learning and Media	2007 – <i>present</i>
Journal of Science Education and Technology	2007 – <i>present</i>
International Journal of Computers for Mathematical Learning	2007 – <i>present</i>
Games and Culture	2005 – <i>present</i>
ACM Computers in Entertainment	2004 – <i>present</i>
The Journal of the Learning Sciences	1998 – <i>present</i>
Computers & Education	2003 – 2009
Journal of Interactive Learning Research	1997 – 2004

Managing Editor

Interactive Learning Environments	1990 – 1995
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Adhoc Journal Reviewer

International Journal of Computers for Mathematical Learning
 Journal of Applied Developmental Psychology
 Journal of Educational Computing Research

Book Proposal Reviewer

John Wiley & Sons, Lawrence Erlbaum Publishers, MIT Press, Peter Lang Publishers,
 Sage Publications, and Teachers College Press

UNIVERSITY TEACHING**University of Pennsylvania Seminars**

2008 - present

Doctoral Level

Research Apprenticeship Course
Foundations of Teaching and Learning
Integrative Design Studio

Master Level

Video Games as Designs for Engagement
Foundations of Teaching and Learning
Creativity in Education: Theory, Research & Practice
Makerspaces for Learning
Informal Learning Internship

Executive Education, Doctoral Level

Chief Learning Officer: Academic Co-Director, Technology Strand
Educational Leadership Mid Career: STEM – Technology

Executive Education, Masters Level

Medical Education: Academic Co-Director, Technology Strand
Principal Leadership: Educational Technology

UCLA Seminars

1994 – 2008

Graduate Education

Learning and Instruction, Gender and Digital Divide,
Design for Learning, Technology Tools for Learning,
Cognition and Creativity, Research Apprenticeship

Undergraduate Education: *Culture, Computers, and Development*

Teacher Education: *Computers in Education, Educational Psychology*

Educational Leadership: *Educational Psychology*

UNIVERSITY SERVICE**University of Pennsylvania****Penn**

GAPSA Provost Graduate Student Awards	2012
Committee, Year of Games Event	2010 – 2012
Weigel Information Commons Faculty Advisory Board	2008 – 2012

Penn GSE

Member, Executive Committee	2013 – present
Member, Faculty Personnel Committee	2016 – present
Member, Tuition Taskforce	2015
Member, PhD Admissions Taskforce	2015
Member, Student Summer Funding	2013 – 2015
Chair, Faculty Personnel Committee	2012 – 2013
Member, Faculty Personal Committee	2011 – 2012
Member, Committee on Academic Freedom and Responsibilities	2010 – 2011

Penn Teaching, Learning and Leadership

Chair, Division	2013 – <i>present</i>
Chair, PhD Programs	2009 – 2013
Curriculum Committee	2008 – 2009
Students of Color	2008 – 2009

UCLA**UCLA Office of Vice Chancellor for Research**

Advanced Gaming/Interactive Media Initiative	2007 – 2008
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UCLA Academic Senate

Library Committee	2002 – 2005
Faculty Grants	2003

UCLA Center for Culture, Brain, and Development

CBD Education Committee, Chair	2002 – 2004
CBD Education Committee, Member	2002 – 2007
CBD Executive Committee, Member	2002 – 2004
CBD Fellowship Committee, Member	2001 – 2004
CBD Research Committee, Member	2002 – 2004

UCLA Center for Study of Women

Advisory Board	2003 – 2008
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UCLA GSE&IS Teacher Education Program Administration

Stone Scholar Program	2004 – 2008
Academic Head	2001 – 2004
PACT	2002 – 2004
Center X Leadership Committee	2000 – 2003
CCTC Accreditation	2001

UCLA GSE&IS Department Academic Personnel

Promotion and Tenure Review Committees	1998 – 2008
Academic Personnel Review Committee	1998 – 2002
Educational Technology Search Committee	1997

UCLA GSE&IS Department Curriculum

Research Methods Committee	2001 – 2004
Information Studies Strategic Planning Group	2001
Education Committee on Degrees and Academic Standards	1998 – 2000
New Academic Programs	1997
Network and Multimedia Initiatives Technologies Task Force	1996

UCLA UES Laboratory School

UES Principal Search Committee	2001 – 2002
UES Technology Integration Committee	1995 – 1998
UES Admissions Committee	1994 – 1998
UES Commercial Venture Committee	1994 – 1998

COMMUNITY AWARDS

Rosenfield Prize <i>with</i> Youth Opportunities Unlimited \$25,000	2006
City Council of Los Angeles Commendation for Mentoring	2006

COMMUNITY SERVICE**Free Library of Philadelphia**

Youth program “Connected Messages” Philadelphia, PA	2013
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Second USA Science and Engineering Festival Exhibit American Educational Research Association Washington, DC	2012
Scratch Day , University of Pennsylvania, Philadelphia PA	2010 – 2012
Mentoring Outreach Programs Youth Opportunities Unlimited, Los Angeles, CA	2001 – 2008
Exposition Park Intergenerational Community Center, Los Angeles, CA	2004 – 2008
LAUSD Charter High School Instructional Design Youth Opportunities Unlimited, Los Angeles, CA	2004 – 2005

MEDIA COVERAGE

- PHILADELPHIA INQUIRER** (2016, August 9). *Not Your Momma's Microbe Lab: A New Genetic Engineering Machine Takes Microbial Design to the Masses*. Newspaper report. Philadelphia, PA.
- KNOWLEDGE@WHARTON** (2016, February 2). *Computer science for all*. Radio. Philadelphia, PA.
- PHILADELPHIA INQUIRER** (2015, December 11). *Schools Must Make Computer Science a Priority*. Op-Ed. Philadelphia, PA.
- ASSOCIATED PRESS** (2015, December 2). *Growing Push to Expose More School Kids to Computer Science, Even in Kindergarten*. Newspaper report. Seattle, WA.
- THE GRID** (2015, October 29). *Philadelphia's Maker Jawn Program*. Magazine report. Philadelphia, PA.
- THE ECONOMIST** (2015, October 8). *How Early Should Kids Learn to Code?* Online post.
- EDUCATION WEEK** (2015, May 5). *Frontiers of Digital Learning Probed by Education Researchers*. Newspaper report. Washington, DC.
- INSIDE HIGHER ED** (2015, April 28). *Gaming Beyond Gamergate*. News report. Washington, DC.
- THE DAILY PENNSYLVANIAN** (2015, February 23). *GSE Prof's Class Teaches Middle School Students to Code*. News report. Washington, DC.
- NEW YORK TIMES** (w. Jane Margolis, 2015, February 9). *Can Students Have Too Much Tech?* Letter to the Editor. New York, NY.
- HARVARD MAGAZINE** (2015, March). *Coding for All*. Feature report. Cambridge, MA.
- NEWSWORKS** (2014, December 12). *Staying True to Their Code at Penn Alexander, Students Master Programming*. Radio report.
- WASHINGTON POST** (w. Jane Margolis, 2014, October 17). *Why the 'Coding for All' Movement is More Than a Boutique Reform*. Online post.
- TWIN CITIES PUBLIC TELEVISION** (2013, November 22). *Is School Enough? Engaged Learning in the 21st Century Classroom and Beyond*. Television feature. Minneapolis, MN.
- WIRED** (2013, October). *Readin', Writin', & Ruby on Rails: Let's Teach Our Kids to Code*. Magazine Report.
- CONGRESSIONAL QUARTERLY RESEARCHER** (2011, December 2). *Digital Schools*, 21(42), 1001-1024.
- PHILADELPHIA MAGAZINE** (2010, November). *Is It Just Us, Or Are Kids Getting Really Stupid?* Magazine report. Philadelphia, PA.
- PENN GSE ALUMNI MAGAZINE** (2010, Fall). *The Learning Game*. University of Pennsylvania, Philadelphia, PA.
- EDUCATION WEEK** (2009). *Getting Girls Engaged in Digital Game Design*. News report.
- GOOD HOUSEKEEPING** (2009, November). *Undercover in a Kid's Online World*. Magazine report.
- CINET** (2007, November 15). *What Kids Learn in Virtual Worlds*. News report.
- BOSTON GLOBE** (2007, August 25). *Online Gamers Become Guinea Pigs: Epidemics Uncorked in Virtual Worlds*. Newspaper report. Boston, MA.
- MS MAGAZINE** (2006, Summer). *More Than a Game: Move Over, Geekboys: Feminists Reclaim Video Gaming*. Magazine report.
- BUSINESS WEKK** (2006, July 17). *Working for Clams in Whyville*. Magazine report.
- EDUCATOPIA** (April/May 2005). *Video Games in the Classroom*. Magazine. George Lucas Educational Foundation.

- SOUNDPRINT** (2003, May 30). *Video Games and Learning*. National Public Radio.
- MEDIA NOW** (2001, Winter). *Girls & Gaming: Gender and video game marketing*. Report. Children Now Educational Foundation. San Francisco, CA.
- WIRED** (2000, April 20). *Why Girls Don't Compute*. Magazine. San Francisco, CA.
- NEW YORK TIMES** (2000, April 12). *Changing girls' attitudes about computers*. Newspaper report. New York, NY.
- VRPO Laate** (1998, January). *Video Game Culture*. Television feature. Amsterdam, Netherlands.
- FRONTIERS** (1998, January). *Playing With Our Future: High Tech Toys as Teaching Tools*. Monthly newsletter. Washington, DC: National Science Foundation.
- INFOACTIVE KIDS** (1998, Winter). *Out of the Lab and into the Market: New Media for Children*. Quarterly Newsletter. Washington, DC: of the Center for Media Education.
- NEW YORK TIMES** (1998, July 2). *On the Job with Putt-Putt, Freddi Fish and Pajama Sam*. Newspaper report. New York, NY.
- PARENTING** (1997, December/January). *Enter the Computer Age*. Magazine report. United States.
- NATIONAL PUBLIC RADIO** (1996, December 20). *All Things Considered*. Radio report. Los Angeles, CA.
- LOS ANGELES TIMES** (1996, November 22). *Even at Play, Boys will be Boys and Girls will be Girls*. Newspaper report. Los Angeles, CA.
- ABC** (1996, August 21). *Good Morning, America*. Television report: United States.
- KCET** (1996, May 21). *Parents, Kids & Computers*. Television feature: California.
- DER SPIEGEL** (1994, February 28). *Revolution des Lernens*. Magazine feature report. Hamburg, Germany.
- THE CHRISTIAN SCIENCE MONITOR** (1993, September 22). *Computing as a Matter of Course*. Newspaper report. Boston, MA.

CONSULTING SERVICES

Research Advisory Boards

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| NSF "Research on the Development of Computational and Systems Thinking in Middle School Students through Explorations of Complex Earth Systems"
Gillian Puttick, PI, TERC | 2016 – present |
| NSF "STEM- Teaching Integrating Textiles and Computing Hollistically"
Colby Tofel-Grehl, Utah State University | 2015 – present |
| ILMS "Bubbler Makerspaces"
Erica Halverson, PI, University of Wisconsin-Madison | 2015 – present |
| NSF/Well Foundation "Affinity Spaces for Informal Science Learning: Developing a Research Agenda"
Jim Hudson, PI, Twin Cities Public Television | 2015 – 2016 |
| NSF "The Benefits of Computer Game Programming: A Research Synthesis"
Jill Denner PI, ETR Associate | 2014 – 2016 |
| NSF "High-School STEM Knowledge Building in Social Digital Games"
Deborah Fields, PI, Utah State University | 2014 – 2016 |
| NSF: "Geniville: Exploring the Intersection of School and Social Media"
Paul Horwitz PI, Concord Consortium | 2013 – 2015 |
| NSF "High-School STEM Knowledge Building in Social Digital Games"
Jodi Asbell-Clarke, PI, TERC | 2011 – 2014 |
| NSF "TESLA"
Chris Dede, PI, Harvard | 2011 – 2014 |

NSF “Scratch-Ed Community” Mitchel Resnick, PI, MIT	2010 – 2014
NSF “Changing Thinking for Global Science” Nancy Songer, PI, University of Michigan	2009 – 2013
IES “Games for Mathematics Teaching” Eva Baker, PI, UCLA CRESST	2008 – 2013
IES “Portable Games as Tools” Cornelia Brunner, PI, EDC	2008 – 2013
NSF “Data Games” Cliff Konold, PI, KCP Technologies	2010 – 2012
NSF “Computational Thinking” Jill Denner, PI, ETR	2009 – 2012
NSF “Investigating: Gender and Computing” Carrie Heeter, PI, Michigan State University	2007 – 2009
NSF “Urban Girls and Science” Angela Calabrese-Barton, PI, Columbia University	2004 – 2008
NSF “Computational Construction Kits” Mike Eisenberg PI, University of Colorado	2003 – 2007
NSF “Is Science Me?” Pam Aschbacher PI, Caltech Precollege Science Initiative	2003 – 2006
NSF “Designing Hypertext Materials for the Science Classroom” Sadhana Putambekar PI, University of Connecticut	2001 – 2004
NSF “Gender Differences in Informal Science Learning Website” Pam Aschbacher PI, Caltech Precollege Science Initiative	2000 – 2003
Spencer Foundation “The Learning and Design Underground” Chris Hoadley PI, SRI International	1999 – 2003
Government	
National Science Foundation	1997 – <i>present</i>
Social Sciences and Humanities Research Council of Canada (SSHRC)	2006
University	
ExCiTE, Drexel University	2016 – <i>present</i>
Foundations	
EDUCAUSE	2011
American Architectural Foundation	2009
Markle Foundation	1999
Milken Educational Family Foundation	1999
MIT 2B1 Foundation	1998
Russell Sage Foundation	1997
Industry	
Medicalworks, Inc., San Jose, CA	2002 – 2003
Warner Brother Online, Burbank, CA	2002

NeuroSmith, Inc., Long Beach, CA	1998 – 2000
Ravensburger Spiele, Ravensburg, Germany	1996
Lightspan Partnership, Inc., Carlsbad, CA	1994 – 1995
Logo Computer Systems, Inc., Montreal, Canada	1990 – 1991

PROFESSIONAL AFFILIATIONS

Association for Computing Machinery (ACM)	1993 – <i>present</i>
American Educational Research Association (AERA)	1990 – <i>present</i>
International Society of the Learning Sciences (ISLS)	2003 – <i>present</i>

CONTACT INFORMATION

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