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 & AWARDS

Constructionism Lifetime Achievement Award   2017
International Society of the Learning Sciences Inaugural Fellow   2017
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
Lori and Michel Milken President's Distinguished Professor   2017 – *present*
Chair, Teaching, Learning & Leadership
2013 – 2018
Professor, Learning Sciences   2008 – 2017
School of Applied Engineering & Science [by courtesy]
Computer and Information Sciences   2010 – *present*

University of California Los Angeles, Los Angeles, United States
Graduate School of Education & Information Studies
Associate Professor   2000 – 2008
Assistant Professor   1994 – 2000

Massachusetts Institute of Technology, Cambridge, United States
The Media Laboratory, Learning & Common Sense
Postdoctoral Fellow   1993 – 1994
Research Assistant   1989 – 1993

University of Michigan, Ann Arbor, United States
School of Computer Science and Engineering, Advanced Technology Laboratory
Research Assistant Engineer   1988 – 1989

Technische Universität Berlin, Berlin, Germany
Institute of Psychology, Man-Machine Systems Project
Research Assistant   1985 – 1987
Institute of Psychology, Department of Statistics and Research Methods
Teaching Assistant   1983 – 1985

VISITING APPOINTMENTS

Universität Bremen, Bremen, Germany
Fachbereich Informatik und Medieninformatik
Visiting Professor   2010

Harvard University, Cambridge, United States
Graduate School of Education

Visiting Associate Professor 2006

Yale University, New Haven, United States
Department of Computer Science, Cognition and Programming Project
Visiting Scholar 1987 – 1988

PUBLICATIONS

Books Monographs

Kafai, Y. B. & Burke, Q. (2016). *Connected Gaming: What Making Video Games Can Teach Us About Learning and Literacy*. Cambridge, MA: The MIT Press.
To be translated into Chinese by East China Normal University Press, December 2020

Kafai, Y. B. & Burke, Q. (2014). *Connected Code: Why Children Need to Learn Programming*. Cambridge, MA: The MIT Press.
Translated into Korean by DBU Ltd. Company, 2017
To be translated into Chinese by Dongbei University of Finance and Economics Press, December 2020

Kafai, Y. B. & Fields, D. A. (2013). *Connected Play: Tweens in a Virtual World*. Cambridge, MA: The MIT Press.
To be translated into Chinese by East China Normal University Press, December 2020

Kafai, Y. B. (1995). *Minds in Play: Computer Game Design as a Context for Children's Learning*. Hillsdale, NJ: Lawrence Erlbaum Associates.

Books Editions

Holbert, N., Berland, M., & Kafai, Y. B. (Eds.) (2020). *Designing Constructionist Futures: The Art, Theory, and Practice of Learning Designs*. Cambridge, MA: The MIT Press.

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*. Mawhaw, NJ: Lawrence Erlbaum Associates.

Journal Articles *Peer Reviewed*

Litts, B.K., Searle, K.A., Brayboy, B.M.J. and Kafai, Y.B. (2021). Computing for all?: Examining critical biases in computational tools for learning. *British Journal of Educational Technology*, *52*(2), 842- 857.

Walker, J. T., & Kafai, Y. B. (2021). The biodesign studio: Constructions and reflections of high school youth on making with living media. *British Journal of Educational Technology*, 00, 1-14. https://doi.org/10.1111/bjet.13081

Fields, D. A., Kafai, Y. B., Morales‑Navarro, L., & Walker, J. T. (2021). Debugging by design: A constructionist approach to high school students' crafting and coding of electronic textiles as failure artefacts. *British Journal of Educational Technology*, 00, 1- 15. https://doi.org/10.1111/bjet.13079

Phonethibsavads, A., Dahn, M., Peppler, K., Fields, D. A., & Kafai, Y. B. (2020). Consensual assessment in the new domain of e-textiles: Comparing insights from expert, quasi-expert, and novice judges. *Psychology of Aesthetics, Creativity, and the Arts*. https://doi.org/10.1037/aca0000370

Shaw, M., Fields, D. A., & Kafai, Y. B. (2020). Leveraging Local Resources and Contexts for Inclusive Computer Science Classrooms: Reflections from Experienced High School Teachers Implementing Electronic Textiles. *Computer Science Education, 30*(3), 313-336.

Jayathirtha, G. & Kafai, Y. B. (2020). Interactive Stitch Sampler: A Synthesis of a Decade of Research on Using Electronic Textiles to Answer the Who, Where, How, and What for K-12 Computer Science Education. *ACM Transactions on Computing Education, 20*(4), Article No. 28.

Kafai, Y. B., Proctor, C., & Lui, D. (2020). From theory bias to theory dialogue Embracing cognitive, situated and critical framings of computational thinking in K-12 CS education. *ACM Inroads, 11* (1), 44-53. DOI: 10.1145/3381887. **REPRINT**

Lindberg, L., Fields, D. A., & Kafai, Y. B. (2020). STEAM Maker Education: Conceal/Reveal of Personal, Artistic and Computational Dimensions in High School Student Projects. *Frontiers, 5*. Online. DOI: 10.3389/feduc.2020.00051

Dishon, G. & Kafai, Y. B. (2020). Making more of games: Cultivating perspective-taking through game design. *Computers & Education, 148*, 103810 DOI: 10.1016/j.compedu.2020.103810

Dishon, G. & Kafai, Y. B. (2019). Connected civic gaming. Rethinking the role of video games in civic education. *Interactive Learning Environments*, 1-12. DOI: 10.1080/10494820.2019.1704791

Lui, D., Walker, J. T., Hana, S., Kafai, Y. B., Fields, D. A., & Jayathirtha, G. (2020). Communicating computational concepts and practices within high school students' portfolios of making electronic textiles. *Interactive Learning Environments*, 28(3), 284-301.

Litts, B. K., Widman, S. A., Lui, D. A., Walker, J. T., & Kafai, Y. B. (2019). A Maker Studio Model for High School Classrooms: How Critiques Can Support Students' Electronic Textile Designs. *Teachers College Record, 121*(9), 1-34.

Lui, D., Kafai, Y.B., Litts, B. K., Walker, J.T., & Widman, S. (2019) Pair physical computing: high school students' practices and perceptions of collaborative coding and crafting with electronic textiles, *Computer Science Education*, DOI: 10.1080/08993408.2019.1682378

Shaw, M. S., Fields, D. A., & Kafai, Y. B. (2019). Connecting with Computer Science: Electronic Textile Portfolios as Ideational Identity Resources for High School Students. *International Journal of Multicultural Education, 21*(3), 22-41.

Kafai, Y. B. & Fields, D. A. (2018). The Ethics of play and participation in a tween virtual world: Continuity and change in cheating practices and perspectives in the Whyville Community. *Cognitive Development, 49*, 33-42.

Searle, K. Litts, B., & Kafai, Y. B. (2018). Debugging Open-Ended Designs: High School Students' Perceptions of Failure and Success in an Electronic Textile Design Activity. *Thinking Skills & Creativity, 30,* 125-134.

Kafai, Y. B. (2018). Constructionist Visions: Hard Fun with Serious Games. *International Journal of Child-Computer Interaction*, *18*, 19-21.

Fields, D. A., Kafai, Y.B., Nakajima, T.M., Goode, J., & Margolis, J. (2018). Putting Making into High School Computer Science Classrooms: Promoting Equity in Teaching and Learning with Electronic Textiles in Exploring Computer Science. *Equity, Excellence, and Education, 51(1), 21-35.*

Fields, D. A., Kafai, Y. B., & Giang, M. T. (2017). Youth computational participation in the online Scratch community: Problematizing experience and equity in participation and programming. *Transactions of Computing Education*, *17*(3), Article 15.

Litts, B.K., Kafai, Y.B., Lui, D., Walker, J.T., & Widman, S.A. (2017). Stitching Codeable Circuits: High School Students' Learning about Circuitry and Coding with Electronic Textiles. *Journal of Science Education and Technology, 26*(5), 494- 507.

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.

Battey, 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., & Battey, 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 Whypox: Explorations of a Virtual Epidemic. *Games and Culture, 5*(1), 116-135.

CONFERENCE AWARDS

International Computing Education Research Best Paper Award	2019
SIGCSE Nominee for Top Ten Symposium Paper of All Times Award	2019
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*

Kafai, Y. B., Biswas, G., Hutchins, N., Snyder, C., Brennan, K., Haduoan, P., DesPortes, K., Fong, M., Flood, V.J., Walker-van Aalst, O., DeLiema, D., Fields, D. A., Gresalfi, M., Brady, C.,

Steinberg, S., Knowe, M., Franklin, D., Coenraad, M., Weintrop, D., Eatinger, D., Palmer, J., Wilkerson, M., Roberto, C., Bulalacao, N. M., Danish, J. (2020). Turning bugs into learning opportunities: Understanding debugging processes, perspectives, and pedagogies. In M. Gresalfi, M. & I. S. Horn (Eds.). *The Interdisciplinarity of the Learning Sciences, 14th International Conference of the Learning Sciences (ICLS) 2020, Volume 2*, Nashville, TN: International Society of the Learning Sciences, pp. 374-381.

Jayathirtha, G., Fields, D. A., & Kafai. Y. B. (2020). Pair debugging of electronic textiles projects: Analyzing think-aloud protocols for high school students' strategies and practices while problem solving. In M. Gresalfi, M. & I. S. Horn (Eds.). *The Interdisciplinarity of the Learning Sciences, 14th International Conference of the Learning Sciences (ICLS) 2020, Volume 2*, Nashville, TN: International Society of the Learning Sciences, pp. 1047-1054.

Kafai, Y. B., Proctor, C., & Lui, D. (2019). From theory bias to theory dialogue Embracing cognitive, situated and critical framings of computational thinking in K-12 CS education. In Proceedings of the 2019 ACM Conference on International Computing Education Research (ICER'19) (pp. 101-109). New York, NY: ACM. DOI: 10.1145/3291279.3339400 **Best Paper Award**

Kafai, Y. B. & Walker, J. T. (2020). Twenty Things to Make with Biology. In B. Tangney, J. Bryne, and C. Girvan (Eds.), *Proceedings of Constructionism 2020* (pp. 551-559). Dublin, Ireland. Available at http://www.constructionismconf.org/wp-content/uploads/2020/05/C2020-Proceedings.pdf ISBN 978-1-911566-09-0

Fields, D. A. & Kafai, Y. B. (2020). Debugging by Design: Students' Reflections on Designing Buggy E-Textile Projects. In B. Tangney, J. Bryne, and C. Girvan (Eds.), *Proceedings of Constructionism 2020* (pp. 265-273). Dublin, Ireland. Available at http://www.constructionismconf.org/wp-content/uploads/2020/05/C2020-Proceedings.pdf ISBN 978-1-911566-09-0

Fields, D. A., Jayathirtha, G., & Kafai. Y. B. (2019, June). Bugs as a nexus of emergent peer collaborations: Contextual and classroom supports for solving problems in electronic textiles. In Lund, K., Niccolai, G., Lavoué, E., Hmelo-Silver, C., Gweon, G., Baker, M. (Ed.) *A Wide Lens: Combining Embodied, Enactive, Extended, and Embedded Learning in Collaborative Settings*, 13th International Conference on Computer Supported Collaborative Learning, Volume 1. Lyon, France: International Society of the Learning Sciences, 472 - 479.

Fields, D. A. & Ching, C. C., Lee, V. R., Litts, B. K., Mortenson, C. K., Danish, J., Humburng, M., Davis, B., Tu, X., Lui, D., Shaw, M., Jayathirtha, G., Kafai, Y., Lindberg, L., Lindgren, R., Planey, J., Morphew, J., Taylor, H., Bell, A., Riesland, E., Hays, M., Silvis, D., Dubovi, I., Enyedy, N., Hall, R. (2019, June) : Personal Embodiment, Social Enactment. Collaborative Learning with Body Technology. In Lund, K., Niccolai, G., Lavoué, E., Hmelo-Silver, C., Gweon, G., Baker, M. (Ed) *A Wide Lens: Combining Embodied, Enactive, Extended, and Embedded Learning in Collaborative Settings*, 13th International Conference on Computer Supported Collaborative Learning, Volume 2. Lyon, France: International Society of the Learning Sciences, 799-808.

Lui, D., Fields, D. A., & Kafai, Y. B. (2019). Student maker portfolios: Promoting computational communication and reflection in crafting e-textiles. In *Proceedings of the 7th Annual Conference on Creativity and Fabrication in Education (FabLearn '19)*. New York, NY: ACM.

Lui, D., Fields, D. A., Jayathirtha, G., & Kafai, Y. B. (2019). DebugIts: Designing for learning through debugging. In *Proceedings of the 7th Annual Conference on Creativity and Fabrication in Education (FabLearn '19)*. New York, NY: ACM.

Lui, D., Kafai, Y. B., Walker, W., Hanna, S., Hogan, K., & Telhan, O. (2019). A revaluation of how we think about making: Examining assembly practices and artifact imagination in biomaking. In *Proceedings of the 7th Annual Conference on Creativity and Fabrication in Education (FabLearn '19)*. New York, NY: ACM.

Kafai, Y. B., Fields, D. A., Lui, D. A., Walker, J. T., Shaw, M. S., Jayathirtha, G., Nakajima, T. M., Goode, J., & Giang, M. T. (2019. Stitching the Loop with Electronic Textiles: Promoting Equity in High School Students' Competencies and Perceptions of Computer Science. In *Proceedings of the 50th ACM Technical Symposium on Computer Science Education* (SIGCSE '19) (pp. 1176-1182). New York, NY: ACM.

Jayathirtha, G. & Kafai, Y. B. (2019). Electronic Textiles in Computer Science Education: A Synthesis of Efforts to Broaden Participation, Increase Interest, and Deepen Learning. In *Proceedings of the 50th ACM Technical Symposium on Computer Science Education* (SIGCSE '19) (pp. 713-719). New York, NY: ACM.

Kafai, Y. B., DeLiema, D., Fields, D. A., Lewandowski, G., & Lewis, C. (2019). Rethinking Debugging as Productive Failure for CS Education. In *Proceedings of the 50th ACM Technical Symposium on Computer Science Education* (SIGCSE '19) (pp. 169-70). New York, NY: ACM.

Anderson, E., Lui, D. A., & Kafai. Y, B. (2018). Is making all about tinkering? A Case Study of High School Students' Activities in Biomaker Workshops. In J. H. Khalir (Ed.), *Proceedings of the 2018 Connected Learning Summit* (pp. 158-167). Pittsburgh, PA: ETC Press. Available at : https://connectedlearningsummit.org/cls2018/proceedings/

Fields, D. A., Shaw, M. S., & Kafai, Y. B. (2018). Personal learning journeys: Reflective portfolios as "objects-to-learn-with" in an e-textiles high school class. In V. Dagiene & E.Jastuė (Eds.), *Constructionism 2018: Constructionism, Computational Thinking and Educational Innovation: Conference proceedings*, Vilnius, Lithuania, pp. 213-223. Available at http://www.constructionism2018.fsf.vu.lt/proceedings. ISBN 978-609-95760-1-5

Kafai, Y. B., & Fields, D. A.(2018). Some reflections on designing constructionist activities for
classrooms. In V. Dagiene & E. Jastuė (Eds.), *Constructionism 2018: Constructionism, Computational Thinking and Educational Innovation: conference proceedings*, Vilnius, Lithuania, pp. 606-612. Available at http://www.constructionism2018.fsf.vu.lt/proceedings. ISBN 978-609-95760-1-5

Jayathirtha, G., Fields, D. A., & Kafai, Y. B. (2018). Computational concepts, practice and collaboration in high school students' debugging electronic textile projects. In. Kong, S.C., Andone, D., Biswas, G., Crick, T., Hoppe, H.U., Hsu, T.C., Huang, R.H., Li, K.Y., Looi, C.K., Milrad, M., Sheldon , J., Shih, J.L., Sin, K.F., Tissenbaum, M., & Vahrenhold, J. (Eds.), *Proceedings of the International Conference on Computational Thinking Education 2018* (pp. 27-32). Hong Kong, China: The Education University of Hong Kong.

Kafai, Y., Horn, M., Danish, J., Humburg, M., Tu, X., Davi, B., Gerogen, C., Enyedy, N., Bumbacher, E., Blikstein, P., Washington, P., Riedel-Krause, I., Clegg, T., Byrne, V., Norooz, L., Kang, S., Froehlich, J., Walker, J., Lui, D., Anderson, E. (2018). Affordances of digital, textile, and living media or design and learning biology in K-12 education. In J. Kay and R. Luckin (Eds.) *Rethinking Learning in the Digital Age: Making the Learning Sciences Count, 13th International Conference of the Learning*, International Society of the Learning Sciences, 1275-1282.

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Giang, M. T., Kafai, Y. B., Fields, D. A., & Searle, K. A. (2012). Social Interactions in Virtual Worlds: Patterns and Profiles of Tween Relationship Play. Johannes Fromme & Alexander Unger (Eds.), *Computer Games/Player/Game Cultures: A Handbook on the State and Perspectives of Digital Games Studies (*543-556). New York, NY: Springer Verlag.

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Book Chapters

Yadav, A., De Lyser, L. A., Kafai, Y. B., Guzdial, M., & Goode, J. (2021). Building and Expanding the Capacity of Schools of Education to Prepare and Support Teachers to Teach Computer Science. In C. Mouzalla (Eds.), *Preparing pre-service teachers to teach computer science: Models, practices, and policies*. (pp. 191–203). Charlotte, NC: Information Age Publishing.

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Kafai, Y. B., Fields, D. A., & Searle, K. A. (2019). Understanding Media Literacy and DIY Creativity in Youth Digital Productions. In P. Mihailidis and R. Hobbs (Eds.), *The International Encyclopedia of Media Literacy* (pp. 1-10). New York, NY: Wiley. DOI: 10.1002/9781118978238.ieml0058

Kafai, Y. B., Telhan, O., Davis, R. L., Steele, K.-F., & Adleberg, B. (2018). Making Connected Messages: Designing Community-Relevant Murals with Youth in Public Libraries. In Lee, V. & Phillips, A. (Eds.). *Reconceptualizing Public Libraries: Perspectives from the Information and Learning Sciences* (pp. 39-55). New York, NY: Routledge.

Telhan, O., Kafai, Y. B. & Litts, B (2016). Designing for Connected Making: Supports for Collaboration and Community Building in Crafting Activities. In K. Peppler, E. Halverson & Y.B. Kafai M. (Eds.), *Makeology: Makerspaces as Learning Environments, Volume 1* (pp. 223-236). New York, NY: Routledge.

Vasudevan, V. & Kafai, Y. B. (2016). Bridging Crafting and Computing in Making: Designing Interactive Touchpads and Gameboards with MaKey MaKey. In K. Peppler, E. Halverson & Y.B. Kafai M. (Eds.), *Makeology: Makers as Learners, Volume 2* (pp. 145-160). New York, NY: Routledge.

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Richard, G. T. & Kafai, Y. B. (2015). Responsive Make and Play: Youth Making Physically and Digitally Interactive and Wearable Controllers. In A. Nijholt (Ed.), *More Playful User Interfaces, Gaming Media, and Social Effects* (pp. 71- 93). Singapore: Springer.

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Burke, Q. & Kafai, Y.B. (2014). A decade of programming games for learning: From tools to communities. In H. Agius & M.C. Angelides (Eds.) *The Handbook of Digital Games: Institute of Electrical and Electronics Engineers (IEEE)* (pp. 689-709). New York: John Wiley & Sons.

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Kafai, Y. B., & Peppler, K. A. (2012). Developing Gaming Fluencies with Scratch: Realizing Game Design as an Artistic Process. C. Steinkuehler, K. Squire and S. Barab (Eds.), *Games, Learning, and Society: Learning and Meaning in the Digital Age*. New York, NY: Cambridge University Press.

Kafai, Y. B. (2009). Serious games for girls? Considering gender in learning with games. In U. Ritterfeld, M. Cody, & P. Vorderer (Eds.), *Serious Games: Mechanisms and Effects* (pp. 219-233). New York, NY: Routledge.

Kafai, Y. B. (2008). Gender Play in a Tween Gaming Club. In Y. Kafai, C. Heeter, J. Denner, & J. Sun (Eds.), Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming (pp. 111-124). Cambridge, MA: The MIT Press.

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Kafai, Y., Feldon, D., Fields, D. A., Giang, M., & Quintero, M. (2007). Life in the time of Whypox: A virtual epidemic as a community event. In C. Steinfield, B. Pentland, M. Ackerman, &. N Contractor *(Eds.), Communities and Technologies* 2007 (pp. 171-190). New York: Springer.

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Kafai, Y. B. (1996). Gender differences in children's constructions of video games. In Patricia M. Greenfield & Rodney R. Cocking (Eds.), *Interacting with video* (pp. 39–66). Norwood, NJ: Ablex Publishing Corporation.
Reprint in: Yasmin B. Kafai and Mitchel Resnick (1996) (Eds.), *Constructionism in practice: Designing, thinking, and learning in a digital world* (pp. 97–111). Mawhaw, NJ: Lawrence Erlbaum Associates.

Kafai, Y. B. (1996). Learning through making games: Children's development of design strategies in the creation of a computational artifact. In Y. Kafai & M. Resnick (Eds.), *Constructionism in Practice* (pp. 71–96). Mawhaw, NJ: Lawrence Erlbaum Associates.

Kafai, Y. B., & Harel, I. (1991a). Children's learning through consulting: When mathematical ideas, programming knowledge, instructional design, and playful discourse are intertwined. In I. Harel & S. Papert (Eds.), *Constructionism* (pp. 85–110). Norwood, NJ: Ablex.

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Guzdial, M., Soloway, E., Blumenfeld, P., Hohman, L., Ewing, K., Tabak, I., Brade, K., & Kafai, Y. B. (1991). The future of CAD: Technological support for kids building artifacts. In D. Balestry, S. Ehrmann, & D. C. Ferguson (Eds.), *Learning to design, designing to learn: Using technology to transform the curriculum* (pp. 75–117). Norwood, NJ: Ablex.

Invited Prefaces

Kafai, Y. B. (2018). Making, and not Mak*e*ing. Foreword for A. Barton-Calabrese and E. Tan, *STEM-Rich Maker Learning: Designing for Equity with Youth of Color*. New York, NY: Routledge.

Kafai, Y. B. (2018). Building a Home for the Maker Movement. Preface for special issue. *Journal of Digital Learning in Teacher Education*, *34*(1), 4-5. DOI: 10.1080/21532974.2017.1398970

Practitioner *Publications*

Fields, D. A., & Kafai, Y. B. (2020). Hard Fun with Hands-on Computing Activities in the Classroom. In S. Grover (Ed.), *Introductory Programming for K-12 teachers*. In S. Grover (Ed.). *Computer Science in K-12: An A to Z handbook on teaching programming* (pp. 75-82). Palo Alto, CA: Edfinity

Kafai, Y. B. Walker, J. T. (2020, May 5). Bringing 21st century science into schools. *Phi Delta Kappan,* Online first. https://kappanonline.org/21st-century-science-schools-k12-education-biotechnology-kafai-walker/

Kafai, Y. B. (2016). Moving from computational thinking to computational participation. *Communications of the ACM, 59*(8), 26-27.

Kafai, Y. B. & Burke, Q. (2013). Computer Programming Goes back to School. *Phi Delta Kappan, 95*(1), 63-65.

Mote, C., Kafai, Y. B., & Burke, Q. (2013). Virtual Design Competitions to Promote Communication, Collaboration, and Learning in Schools. *Learning and Leading with Technology, 41*(4), 16-21.

Kafai, Y. B. (2002). Moral and Multimedia: Gray Zones for Children and Adults. In W. Lippert (Ed.), *Seventh Annual of Multimedia* (pp. 56–58). Düsseldorf: Metropolitan Verlag. (in German)

Kafai, Y. B. (2000). Advertising on the Internet for kids. In W. Lippert (Ed.), *Fifth Annual of Multimedia* (pp. 41–44). Düsseldorf: Metropolitan Verlag. (in German)
Reprint in: W. Lippert (Ed.), *Online-Strategien* (61-68). Düsseldorf: Metropolitan Verlag. (in German)

Kafai, Y. B. (1998). The Interactive Playroom. In W. Lippert (Ed.), *Third Annual of Multimedia* (pp. 65–68). Düsseldorf: Metropolitan Verlag. (in German)

Kafai, Y. B. (1997). Children and the Internet. In Paulus Neef & Werner Lippert (Eds.), *Second Annual of Multimedia* (pp. 34–40). Düsseldorf: Metropolitan Verlag. (in German)

Kafai, Y. B. (1996). Children and Multimedia: Education and entertainment. In Paulus Neef & Werner Lippert (Eds.), *First Annual of Multimedia* (pp. 31–33). Düsseldorf: Metropolitan Verlag. (in German)

Kafai, Y. B. (1996). Software by Kids for Kids. *Communications of the ACM, 39*(4), 38–39.

Kafai, Y. B., & Soloway, E. (1994). Computational gifts for the Barney generation. *Communications of the ACM, 37*(9), 18–22.

Proceedings *Conferences*

Kafai, Y. B. (2015) (Ed.). *Advancing Diversity*. Proceedings of the Third GenderIT Conference (GenderIT'15). New York, NY: ACM.

Kafai, Y. B., Sandoval, B., Enyedy, N., Nixon, A., & Herrera, F. (2004) (Eds.). *Embracing Diversity in the Learning Sciences*. Proceedings of the Sixth International Conference on the Learning Sciences (ICLS'04). Mawhaw, NJ: Lawrence Erlbaum Associates.

Book Review

Kafai, Y. B. (2008). Review of David Shaffer's "How Computers Can Help Children Learn." *Science Education, 92(*2), 378-381.

Technical Reports

Kafai, Y. B., Hogan, K., Telhan, O. & Walker, J. T. (2020). *Learn.design.bio.K12: A NSF workshop report on connecting computing and biodesign in K-12 education*. Philadelphia, PA: University of Pennsylvania.

Borgman, C., Bates, M. J., Cloonan, M. V., Efthimiadis, E. N., Gilliland-Sewtland, A., Kafai, Y. B., Leazer, G. H., & Maddox, A. B. (1996). *Social aspects of digital libraries*. Final report to the National Science Foundation. Washington, DC: Digital Libraries Initiative Workshop Publication Series.

Kafai, Y. B. et al. (1996). *Building a foundation for information literacy: The creation of a collaborative WWW-index by children for children*. Technical Report TR#154, Advanced Technology Group, Apple Computer, Inc., Cupertino, CA.

Harel, I., & Kafai, Y. B. (1993) (Eds.). *Headlight stories: Constructionist teaching in a computer-rich culture*. MIT Media Laboratory, Cambridge, MA, and the Logo Foundation, New York, NY.

Kafai, Y. B., Widowski, D., & Eyferth, K. (1987). *About novices' problems constructing algorithms for computer-controlled tasks*. Technical Report No. 87-5, Institute of Psychology, Technical University Berlin, Berlin, Germany. (in German)

DESIGN AWARDS

NSF STEM DIVE Expert's Choice Award "Stitching the Loop" in Pre-K-12   2020

CURRICULUM, SOFTWARE, ONLINE, AND TOY DESIGNS

Stitching the Loop www.eexploringcs.org /e-textiles   2016 - present
    High School Computer Science Unit with E-Textiles
eCrafting www.ecrafting.org   2012 - 2016
    Online Community for Crafting
Cirkits www.cirkits.us   2014 - 2015
    Stitchcard Construction Kit
LilyPond www.lilypond.media.mit.edu   2009 - 2014
    eTextile Online Community
Scratch www.scratch.mit.edu   2003 - 2015
    Visual Programming Language and Online Community

POLICY *Reports*

DeLyser, L. A., Goode, J., Guzdial, M., Kafai, Y. B. & Yadav, A. (2018). *Priming the Computer Science Teacher Education Pump: Finding a Home for Computer Science Education in School of Education.* New York, NY: CS4All. Available at: www.computingteacher.org

National Research Council (2011). *Report of a Workshop on Pedagogical Aspects of Computational Thinking.* Computer Science and Telecommunications Board (CSTB). Washington, DC: National Academy Press.

National Research Council (2010). *Report of a Workshop on the Scope and Nature of Computational Thinking.* Computer Science and Telecommunications Board (CSTB). Washington, DC: National Academy Press.

US Department of Education (2010). *National Educational Technology Plan*. Washington, DC: US Department of Education.

American Association of University Women (2004). *Under the Microscope: A Decade of Gender Equity Projects in the Sciences.* Washington, DC: Educational Foundation of the American Association of University Women.

American Association of University Women (2000). *Tech-Savvy: Educating Girls in the New Computer Age*. Washington, DC: Educational Foundation of the American Association of University Women.

POLICY *Briefings*

White House (2016, October 5). *White House Symposium on the Future of Education R&D and Digital Learning*. Washington, DC: Office of Science and Technology Policy.

CSforAll (2016, November). *K–12 Computer Science Framework*. Available at: https://k12cs.org.

American Psychological Association (2007). *Adventures in Advocacy: Training the Civic Scientist*. Science
    Advocacy Workshop. Washington, DC: APA Science Directorate and Public Policy Office.

American Psychological Association (2000). *8th Science Advocacy Workshop on Children and Technology Science Advocacy Workshop*. Washington, DC: APA Science Directorate and Public Policy Office.

Center for Media Education (1998). *Ensuring a Quality Media for Children*. Washington, DC: Center for Media Education

National Research Council (2011). *Learning Science: Computer Games, Simulations and Education.* Washington, DC: National Academy Press.

National Research Council (2000). *Being Fluent in Information Technology.* Washington, DC: National Academy Press.

National Science Foundation (2003). *AAUW and NSF Synthesis Project: Overview & Update.* Committee on Equal Opportunities in Science & Engineering. Arlington, VA.

GRANTS *Research*

National Science Foundation RPP Award—PI [w. Goode, U of Oregon & Peterson, EDC]   2020 – *present*
E-Facilitation Partnerships: Developing Scalable Online Professional Development
for Expanding CS Teacher Expertise in Equity and Pedagogy with eTextiles— $446,460

National Science Foundation RAPID Award—PI   2020 –
present RAPID: Virtual Epidemics for Promoting Upper Elementary and Middle School Students?
Immersion and Inquiry into Pandemic Outbreaks— $199,306

National Science Foundation STEM+C Award—PI [w. Eisenberg, U of Colorado]   2017 –
*present Collaborative Research: Debugging by Design: Developing a Tool Set for Debugging
with Electronic Textiles to Promote Computational and Engineering Thinking in
High School — $852,125*

National Science Foundation EAGER Award—PI [w. Telhan]   2016 – 2019
*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 – 2019
*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]   2015 – 2019
*ET-ECS: Electronic Textiles for Exploring Computer Science with High School
Students & Teachers to Promote Computational Thinking and Participation
for All—$1,198.697*

National Science Foundation RAPID Award—PI [w. Fefferman, Rutgers & Sun, Numedeon]   2015 – 2017

*Learning about Infectious Disease through Online Participation
in a Virtual Epidemic—$199,875*

National Science Foundation TSL Award—PI [w. Telhun & Elinich, Franklin Instiute]   2012 – 2015
*Transforming STEM Competitions into Collaboratives: Developing eCrafting
Collabs for Learning with Electronic Textiles—$599,554*

National Science Foundation CISE Award—coPI [w. Resnick, MIT & Benkler, Harvard]   2010 – 2015
Preparing the Next Generation of Computational Thinkers—$1,968,652

National Science Foundation CE21 Award—PI [w. Brayboy, Arizona State University]   2012 – 2014
*E2textiles: Ethno Electronic Textile Designs for Broadening Participation
in Computing for American Indian Youth, Teachers, and Communities—$199,554*

National Science Foundation CISE Award—coPI [w. Davidson, Penn]   2010 – 2013
Penn COMP•ACT: A College Service-Learning Course —$600,652

National Science Foundation CISE Award—PI [w. Buechley, MIT & Peppler, Indiana]   2009 – 2012
Computational Textiles as Materials for Creativity —$899,652

UCI/MacArthur Foundation Award—PI   2009 – 2010
Beyond the Screen — $45,700

MacArthur Foundation Award—coPI (w. Thomas, USC)   2008 – 2009
Tweens and Reproductive Health — $66,700

National Science Foundation ROLE Award—PI   2004 – 2007
Understanding Learning with Immersive Science Simulations — $299,652

National Science Foundation CISE Award—coPI (w. Resnick & Maeda, MIT)   2003 – 2008
Developing a Media-Rich Programming Environment — $1,975,435

National Science Foundation PGE Award—coPI (w. AAUW)   2002 – 2005
Bridging the Gap — $214,896

National Science Foundation REPP Award—coPI (w. Franke, UCLA)   1998 – 2000
GAMES for Modeling and Transforming Teacher Development — $57,872

National Science Foundation CRLT Award—coPI (w. Gilliland, UCLA)   1997 – 1998
Digital Portfolio Archives in Elementary Science Education — $49,280

National Science Foundation AAT EARLY CAREER Award—PI   1996 – 2001
Learning Science by Design — $221,114

GRANTS Industry

Google Educational Foundation—PI   2018 - 2019
Music Art Design Experiences with E-textiles—$126,444

IBM Corporation/Samsung Research Laboratories —PI   2014
StitchFest @ PennApps, PI [w.Telhan]—$18,554

Lenovo Foundation—PI   2011 – 2012
Creative Code: Youth Collaborative Programming—$25,109

GRANTS Workshops & Conferences

National Science Foundation STEM+C Award—PI [w. Telhan and Hogan]   2018 –
present A Workshop for Connecting Computational Thinking with Synthetic Biology Applications in K-16 Education — $99,855

National Science Foundation CYBER Award—PI [w. Tynes, USC & Richard, PSU]   2014 – 2016
Towards Inclusive Design in K-12 Serious Gaming: Examining Intersections of Gender, Race and Culture in Digital Games for Learning— $99,712

National Science Foundation RGSE Award—PI   2005 – 2007
Beyond Barbie and Mortal Kombat — $92,751

National Science Foundation ROLE Award—PI   2004
Diversifying the Learning Sciences — $35,763

National Science Foundation REPP Award—PI   1999
The NSF Early CAREER Award: Demystifying the Program — $6,763

National Science Foundation Workshop—coPI (w. Borgman, UCLA)   1996
Social Aspects of Digital Libraries — $35,992

GRANTS University of Pennsylvania

University Foundation—PI   2016 – 2018
Conference on Biodesign in K-12 Education — $3,500

GRANTS UCLA

UCLA Community Partnership Grant—PI   2006 – 2008
Creative Computing Partnerships — $24,993

UCLA Community Partnership Grant—PI   2004 – 2006
Programming Mentoring Partnerships — $35,492

UCLA Academic Senate Faculty Grants   1994 – 2008
Council on Research — $24,492

PRESENTATIONS

Invited Keynotes and Presentations *National and International*

Kafai, Y. B. (2020, December 4). Computational Thinking and Diversity. Invited panel participation [virtual]. Nashville, Vanderbilt University.

Kafai, Y. B. (2020, October 10). Remembering Mike Eisenberg. Invited panel participation at Fablearn'20 conference [virtual]. New York, Columbia University.

Kafai, Y. B. (2020, October 9). A Playbook for getting Biodesign into K-12 Education. Invited Plenary Talk at the 4th Global BioSummit, Cambridge, MA.

Holbert, N., Berland, M. & Kafai, Y. B. (2020, May). *Designing Constructionist Futures*. Invited panel. Constructionism 2020 Conference, Dublin, Ireland. [Conference cancelled]

Harvard International Technology and Education Conference (2019, November 16). *STEM Education*. Invited plenary panel presentation. Cambridge, MA.

UC Irvine Informatics (2019; November 8). *Engineering Failure for Learning: Debugging by Design*. Invited Lecture. Irvine, CA

VL/HCC (2019, October 15). *Designing and Debugging with Electronic Textiles: Diversifying Participation and Deepen Learning K-12 Computer Science Education*. Invited Keynote. Memphis, TN.

MIT Media Lab Global Bio Summit (2019, October 12). *Education and Learning Panel*. Invited panel presentation. Cambridge, MA.

Fablearn'19 (2019, March 5). *Making in an age of social unrest?* Invited plenary panel presentation. New York, NY

Nobel Prize Dialogue (2019, January 19). *Learning through gaming*. Invited panel presentation. Santiago, Chile.

Nobel Prize Dialogue (2019, January 19). *How to prepare for a technological future*. Invited panel presentation. Santiago, Chile.

Nobel Prize Dialogue (2019, January 19). *Access to education*. Invited panel presentation. Santiago, Chile.

University of Maryland (2018, December 5). *Computational Participation: Critical Issues in K-12 Computer Science Education*. College Park, MD.

Tech 2018 (2018, November 16). *Can games replace textbooks and exams?* Invited catalytic panel session. Visakhapatnam, India.

Tech 2018 (2018, November 17). *Serious gaming: What Making Video Games Can Teach Us about Learning and Literacy.* Invited breakout session. Visakhapatnam, India.

Florida Polytechnic University (2018, November 5). *Computational Participation: Coding, Crafting, and Creativity.* Invited lecture. Lakeland, FL.

Penn China Education Summit (2018, October 13). *Edtech Panel.* Invited Guest Speaker. Philadelphia, PA.

Southern Denmark University (2018, September 25). *Computational participation: Coding, crafting, and creativity*. Invited master class. Kollund, Denmark.

Southern Denmark University (2018, September 24). *Designing for digital and computational literacy*. Invited keynote discussion for Designing for Learning in a Networked World conference. Kollund, Denmark.

CTE (2018, June 15). *Beyond Computational Thinking: Coding, Designing, and Making in the 21st Century*. Invited Keynote. Education University of Hong Kong, Tai Po, China.

Hong Kong University (2018, June 12). *Re-Crafting the Maker Movement with Electronic Textiles*. Hong Kong, China.

CrossRoads Infosys Foundation (2018, May 24). *Why Teach CS? Why Teach Making?* Closing Keynote Plenary. Scotts Valley, CA

Utah State University (2018, March 15). *Re-Crafting the Maker Movement with Electronic Textiles*. Invited virtual presentation. Logan, UT.

Growing Minds Network (2018, March 8). *Connected Gaming: What Making Video Games Can Teach Us about Learning and Literacy*. Keynote. Helsinki, Finland.

Helsinki University (2018, March 7). *Stitching the Loop: Re-Crafting the Maker Movement with Electronic Textiles*. Keynote and workshop at the Innokas Network. Helsinki, Finland.

Institut für Medienpädagogik in Forschung und Praxis (2017, December 1). *Kinder entwicklen Computerspiele*. Keynote. Munich, Germany.

Ludwig Maximillian University (2017, November 30). *Who Gets to Reason in Code? Understanding Experience and Equity in Computational Participation in the Online Scratch Community*. Invited presentation. Munich, Germany.

New Zealand Game Developers Conference, (2017, September 7). *Girls and Games*. Invited presentation. Auckland, New Zealand.

New Zealand Ministry of Education (2017, September 4). *Coding and Participatory Competencies in the 21st Century*. Invited presentation. Wellington, New Zealand.

New Zealand Games for Learning Conference (2017, September 1). *Connected Gaming: What Making Video Games Can Teach Us about Learning and Literacy*. Keynote. Wellington, New Zealand.

Massachusetts Institute of Technology (2017, April 6). *Barbie & Mortal Kombat: 20 Years Later.* Boston, MA

Hong Kong University (2017, March 21). *Connected Code: Children as Programmers, Designers, and Makers in the 21st Century*. Hong Kong, China.

Hong Kong University (2017, March 21). *Connected Gaming: What Making Video Games Can Teach Us About Learning and Literacy*. Hong Kong, China.

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-Virtuoses (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.

Fraunhofner 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-CSCL (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 *Peer Reviewed: National and International*

Kafai, Y. B. (2021 April). *Cultivating Interest and Competencies in Computing.* Chair of invited symposium at the Annual Meeting of the American Educational Research Association. [Virtual Conference].

Shaw, M. & Kafai, Y. B. (2021 April). *Humanizing Computer Science Education: Addressing Critical Issues for K-12 Teaching and Learning.* Symposium at the Annual Meeting of the American Educational Research Association. [Virtual Conference].

Kafai, Y. B. (2021 April). *The Biomaker Ecosystem: Technologies, Spaces and Curriculum for K-12 Making with Biology.* Discussant at structured poster symposium at the Annual Meeting of the American Educational Research Association. [Virtual Conference].

Jayathirtha, G. & Kafai, Y. B. (2021 April). *Opportunities and Challenges in Equity-Centered Online Teaching and Learning in K-16 Computing Education*. Symposium at the Annual Meeting of the American Educational Research Association. [Virtual Conference].

Shaw, M., Zhang, Y., Yin, H., & Kafai, Y. B. (2021 April). *Restorying STEM Identities: Reimagining STEM connections through Computational Quilt.* Structured poster presentation at the Annual Meeting of the American Educational Research Association. [Virtual Conference].

Kafai, Y. B. & Burke, Q. (2021 April). *The Writer's Workshop.* Invited presentation poster symposium at Computer Science for Multilingual Students. AERA Research Conference, Irvine, CA. [Virtual Conference].

2020

Kafai, Y.B. & Walker, J. T. (2020, October). Tools for Biomakers: Reviewing Affordances and Constraints for K-12 Hands-On Making with Biology. Paper presentation at the FabLearn'20 [Virtual Conference].

Lin, Y., Fields, D. & Kafai, Y. B. (2020, October). A Redesigned Reconstruction Kit for Rapid Collaborative Debugging and Designing of E-Textiles. Paper presentation at the FabLearn'20 Conference [virtual]. Paper presentation at the FabLearn'20 [Virtual Conference].

Walker, J. & Kafai, Y. B. (2020, October). Making with Living Media: High School Youth Participation and Projects in the Biodesign Challenge. Ignite talk presentation at the FabLearn'20 [Virtual Conference].

Jayathirtha, G., Shaw, M. & Kafai, Y. B. (2020, October). When a Glove Becomes a Gun: From Personally Meaningful to Socially Critical Restorying in Maker Activities. Poster presentation at the FabLearn'20 [Virtual Conference].

Shaw, M. & Kafai, Y. B. (2020, April). Dis/Connecting with Computing: Designing for Critical Identities and Equitable Inquiry in K-12 CS Education. Structured poster symposium at the Annual Meeting of the American Educational Research Association. San Francisco, CA. [Conference cancelled]

Fields, D. A., Kafai, Y. B., Lui, D., Shaw, M., Jayathirtha, G., & Walker, J. T. (2020, April) Supporting CS Engagement and Learning through Reflective, Process-based Portfolio Assessments. Structured poster symposium at the Annual Meeting of the American Educational Research Association. San Francisco, CA. [Conference cancelled]

Kafai, Y. B., Baskin, J., Fields, D. A., Goode, J., Twarek, B., & Yadav, A. (2020, March). Looking ahead: Professional Development needs for experienced CS teachers. Symposium panel at the *2020 ACM SIGCSE Technical Symposium on Computer Science Education*. Portland, OR. [Conference cancelled]

Lindberg, L. E., Fields, D. A. & Kafai, Y. B. (2020, Apr 17 - 21) *Expressing Student Voice Through Musical Electronic Textiles: Lamination as a Framework for Meaningful Design* [Structured Poster Session]. AERA Annual Meeting San Francisco, CA [Conference Canceled]

Shaw, M., Coleman, J. J., Kafai, Y. B. & Thomas, E. (2020, Apr 17 - 21) *Restorying Geek Identity: A Case Study of Underrepresented Youth Reimagining Connections Through Collaborative Counter-Storytelling* [Structured Poster Session]. AERA Annual Meeting San Francisco, CA [Conference Canceled]

2019

Walker, J. & Kafai, Y.B. (2019, April) . *Designing Life in the 21st Century: A Review of High School Students' Attitudes Toward Biotechnologies* . Poster presented at the annual meeting of the American Education Research Association, Toronto, Canada.

Walker, J. T., Fields, D. A., Kafai Y. B., Nakajima, T., Lui, D., Goode, J. Margolis, J. Jayathirtha, G., & Shaw, M. S. (2019, April). Scaling up Equity with E-Textiles: *Stitch the Loop* Unit Results in Exploring Computer Science. Poster presentation at symposium "CS for All: An Intersectional Approach to Unpacking Equity in Computer Science Education" at the annual meeting of the American Education Research Association, Toronto, Canada.

Jayathirtha, G., & Kafai, Y. B. (2019, April). *Interactive Stitch Sampler of Equitable Learning and Teaching with Electronic Textiles in K-12 Education.* Symposium organized at the annual meeting of the American Education Research Association, Toronto, Canada.

Lui, D. A. & Kafai, Y. B. (2019, April). *Failure in the Learning Process: How Learners Experience and Overcome Obstacles through Resources and Supports*. Symposium organized at the annual meeting of the American Education Research Association, Toronto, Canada.

Fields, D. A., Kafai, Y. B. & Shaw, M. S. (2019, April). *Case studies of connected learning with e-textiles: Examining social, structural, and ideational supports.* Poster presentation at symposium "Connected Learning and Equitable Participation for Youth: Bridging the Home-School Participation Gap" at the annual meeting of the American Education Research Association, Toronto, Canada.

Jayathirtha, G., Kafai, Y. B., Lui, D. A., , M. S., & Cho, J. Y. (2019, March). *Collaborative Coding and Composing of JazzHands: Integrating the Learning of Advanced Computational Concepts with Electronic Textiles to Make Music Wearables*. Poster presented at the 50th ACM Technical Symposium on Computer Science Education (SIGCSE '19). Minneapolis, MN.

2018

Kafai, Y. B., Lui, D., Brennan, K., Huaduong, P., Litts, B., Mortensen, C., Lewis, W., Fields, D., & Jayathirta, G. (2018, August 1). *Successful Learning from Failure: Debugging in Coding, Gaming and Making Activities*. Symposium at the Connected Learning Summit, Boston, MA.
Holbert, N., Berland, M., Kafai, Y. B., Fields, D., Millner, A., &. Roque, R. (2018, August 2). *Constructionism in Context: Connected Learning Across Technologies and Spaces.* Symposium at the Connected Learning Summit, Boston, MA.

Fields, D., Kafai, Y. B., Lui, D., Nakajima, T., Goode, J., & Margolis, J. (2018, August 3). *Stitching the Loop Curriculum: Making Electronic Textiles in Exploring Computer Science Classroom*. Symposium at the Connected Learning Summit, Boston, MA.

Kafai, Y. B. (2018, May 14). *Changing the face of computing, one stitch at time.* Invited flash talk at NSF ITEST PI Meeting. Alexandria, VA.

Kafai, Y. B. (2018, April). *Techne in the Making*. Symposium Discussion at the 2018 Annual Meeting of the American Educational Research Association, New York, NY.

Fields, D., Kafai, Y.B., & Jayathirtha, G. (2018, April). *Supporting Metacognitive Awareness of the Process of Making: Portfolio Assessment in High School E-textiles Classrooms.* Poster presented at the 2018 Annual Meeting of the American Educational Research Association, New York, NY.

Anderson, E., Lui, D., Walker, J.T., & Kafai, Y.B., (2018, April). *What is a Maker Mindset? Exploring 'Thinking Outside the Box' through E-Textiles and BioDesign Making.* Poster presented at the American Education Research Association, New York, NY.

Fields, D. A., Kafai, Y. B., & Giang, M. (2018, February). Youth computational participation in the online Scratch community: Problematizing experience and equity in participation and programming. Paper presented at the *2017 ACM SIGCSE Technical Symposium on Computer Science Education.* Baltimore, MD.

2017

Lui, D., Walker, J.T., Hanna, S., Hogan, K., Kafai, Y.B., Telhan, O. (2017, October). *Making with Biology: How to Grow Socially Responsive and Creative Designs with bioMAKERlab.* Presented at the 2017 Digital Media and Learning Conference, Irvine, CA.

Fields, D. A. (2017, October). Stitching the loop: E-textiles in Exploring Computer Science. Presented at the 2017 Digital Media and Learning Conference, Irvine, CA.

Lui, D. & Jayathirtha, G. (2017, October). *DeBug-It! An Electronic Textiles Mat for Iterative Design.* Tech showcase presented at the Digital Media and Learning conference, Irvine, CA.

Kafai, Y.B., Walker, J.T., Lui, D., Hogan, K., Telhan, O. (2017, September). *Kids as Biodesigners.* Presented at the 2017 Global Community Biosummit, Cambridge, MA.

Kafai, Y. B. & Fields, D. A. (2017, June). *Can Cheating be Learning? Ethics of Play and Participation in a Tween Virtual World.* Symposium presentation at the Annual Meeting of the Jean Piaget Society, San Francisco, CA.

Fields, D. A., Kafai, Y. B., & Nakajima, T. (2017, April). *Promoting equity through a making curriculum for high school students: E-textiles come to Exploring Computer Science.* Poster presentation at the annual meeting of the American Educational Research Association, San Antonio, TX.

Litts, B.K., Lui, D., Walker, J.T., Widman, S., Kafai, Y.B. (2017, April). *Computational Circuitry: High School Student Code Circuits in Electronic Textile Designs.* Paper presented at the American Education Research Association, San Antonio, TX.

Litts, B.K., Kafai, Y.B., Lui, D., Widman, S., & Walker, J.T. (2017, April). *Collaborative E-Crafting: Adopting Collectivistic Orientations Toward E-Textiles Maker Projects.* Paper presented at the American Education Research Association, San Antonio, TX.

Litts, B.K., Lui, D., Widman, S., Walker, J.T., & Kafai, Y.B., (2017, April). *Science Lab as Maker Studio: Creating and Critiquing Electronic Textiles in a High School Class.* Paper to be presented at the American Education Research Association, San Antonio, TX.

2016

Fields, D. A., Landa, J., Nakajima, T., Margolis, J., Chapman, G., Kafai, Y. B., & Goode, J. (2016, October). Putting making in computer science classrooms: An electronic textiles high school curriculum for Exploring Computer Science. Demonstration presented at the annual FabLearn conference, Palo Alto, CA.

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.

2014

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.

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.

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.

2012

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 Whypox: A virtual epidemic as a community event.* Paper presentation at the 3rd International Conference on Communities and Technologies, East Lansing, MI.

Kafai, Y., Peppler, 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., Peppler, 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., Peppler, 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., Peppler, 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., Peppler, 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., Peppler, 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.

Peppler, 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., Peppler, 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., Peppler, 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.

Peppler, 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.

Battey, 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.

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.

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., & Battey, 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., & Battey, 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., & Battey, 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.

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 system 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.

PRESENTATIONS *University of Pennsylvania*

Catalyst@Penn GSE (2018, April 9). *Research to Practice in the Education Market*. Panel Presentation. Graduate School of Education, Philadelphia, PA.

Annenberg School for Communication (2018, March 20). *Cheating in Virtual Worlds*. Class Presentation. Philadelphia, PA.

Women in Computer Science (WICS) (2018, March 17). *Gender and Computing*. Panel Presentation. Kings Court English College House, Philadelphia, PA.

Board of Overseers Penn GSE (2018, January 18). *Learning with Etextiles*. New York, NY.

WORKSHOPS *Organization*

NSF workshop (2020, February). *Learn.design.compute with bio.* Philadelphia, PA

NSF workshop (2019, April). *Learn.design.compute with bio.* Philadelphia, PA

Computing Community Consortium (2015, November). *CAPE: Computer-Aided Personalized Education Workshop*. Washington DC.

CS4ALL (2017, April). *Finding a Home for CS Education in Schools of Education*. New York, NY.

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

NSF Workshop (2019, December). *Artificial Intelligence in K-12 Education*. Los Angeles, CA.

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 Organization

learn.design.bio, Philadelphia PA	2019
learn.design.bio, Philadelphia PA	2018
Makers-Learners-Teachers, Philadelphia PA	2018
Computer Supported Collaborative Learning, Philadelphia PA	2017
GenderIT, Philadelphia PA	2015
Textile Messages, Philadelphia PA	2011
Girls 'N' Games Symposium, 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 75th Anniversary Celebration, The Future of Children's Interactive Media	1995

Conference Program Committees

International Computing Education Research, Omaha, NE	2021
CTE, Hong Kong, China	2020
Thirteenth International Conference of the Learning Sciences, Nashville KY	2020
Fablearn, New York, NY	2019
CTE, Hong Kong, China	2018
GenderIT, Heilbronn, Germany	2018
Designing Interactive Technologies for Children, Trondheim, Norway	2018
Thirteenth International Conference of the Learning Sciences, London, UK	2018
International Computing Education Research, Seattle, WA	2017

WiPSCE, Muenster, Germany	2016
Twelfth International Conference of the Learning Sciences, Singapore	2016
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 – *present*
International Conference Computers in Education	1999

Junior Faculty Mentoring

Cleveland State University	2016– 2018
Faculty Mentoring	
CSCL Conference, Philadelphia PA	2017
Doctoral Consortium	
Gordon Fellows ETS, Princeton	2015
Follow-Up Meeting	
International Conference on Computers in Education	
Doctoral Consortium	2012
International Conference of the Learning Sciences, Sydney, Australia	2012
Doctoral Consortium	
Designing Interactive Technologies for Children, Bremen Germany	2012

Doctoral Consortium
American Educational Research Association
    Division C Mentoring Junior Faculty, Vancouver, Canada   2012
Designing Interactive Technologies for Children, Boulder, CO   2004
    Doctoral Consortium

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, Palmer O. Johnson Awards Committee   2017 – 2018
Member, Fellow Committee   2010 – 2012
Chair, Special Interest Group, Advanced Technologies for Learning   1994 – 1995

International Society of the Learning Sciences (ISLS)
ISLS Fellow Committee   2018 – *present*
JLS Best Paper Committee   2018 – *present*
Board Nomination Committee   2016 – *present*
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

Associate Editor
Transactions on Computing Education   2015 – 2019
Journal of the Learning Sciences   2004 – 2007

Editorial Board Member
International Journal of Learning and Media   2007 – *present*
Journal of Science Education and Technology   2007 – *present*
International Journal of Computers for Mathematical Learning   2007 – *present*
Games and Culture   2005 – *present*
The Journal of the Learning Sciences   1998 – *present*
ACM Computers in Entertainment   2004 – *2012*
Computers & Education   2003 – 2009
Journal of Interactive Learning Research   1997 – 2004

Managing Editor
Interactive Learning Environments   1990 – 1995

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
Learning Sciences: Past, Present & Future
Technologies for Language Learning and Teaching
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
Chief Learning Officer: Academic Co-Director, Learning Strand
Educational Leadership Mid Career: STEM – Technology

Executive Education, Master Level
Medical Education: Academic Co-Director, Learning & 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

Parking Office, Moving Violations	2018- present
GAPSA Provost Graduate Student Awards	2012
Committee, Year of Games Event	2010 – 2012
Weigel Information Commons Faculty Advisory Board	2008 – 2012

Penn GSE

Member, Faculty Personnel Committee	2016 – 2020
Member, Executive Committee	2013 – 2018
Member, Tuition Taskforce	2015
Member, PhD Admissions Taskforce	2015

UCLA

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

Interim Chair, Division	2020

Chair, Division	2013 – 2018
Chair, PhD Programs	2009 – 2013
Curriculum Committee	2008 – 2009
Students of Color	2008 – 2009

UCLA Office of Vice Chancellor for Research

Advanced Gaming/Interactive Media Initiative	2007 – 2008

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

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 *with* Youth Opportunities Unlimited $25,000	2006
City Council of Los Angeles Commendation for Mentoring	2006

COMMUNITY SERVICE

CS4All Philadelphia
STEM: Computer Science Initiative, Philadelphia, PA	2017 – *present*

Maker Faire Philadelphia
Organization with Maker Meet-Up, Philadelphia, PA	2018 -2019

Free Library of Philadelphia
Youth Program "Connected Messages" Philadelphia, PA   2013

Second USA Science and Engineering Festival   2012
Exhibit American Educational Research Association Washington, DC

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

WIRED (2021, March 2). The 'Girl Games' of the '90s Were Fun and Feminist. Magazine. San Francisco, CA.

KNOWLEDGE@WHARTON (2017, December 12). *Biodesign in K-12 Education*. Radio. Philadelphia, PA.

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,

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

NSF "Careers in Play"   2020 – *present*
Phil Piety, PI, University of Maryland

NSF "Coding Science Internships"   2019 – *present*
Ari Krakowski, PI, Lawrence Hall of Science

NSF "From Tabletop to Screens"   2019 – *present*
Victor Lee, PI, Stanford University

NSF "Foregrounding Agency versus Structure as Models for Designing   2018 – *present*
Integrated Mathematics and Computational Thinking Curriculum"
Melissa Gresalfi, PI, Vanderbilt University

NSF "Code: SciGirls! Media to Engage Girls in Computing Pathways"   2016 – 2020
Rita Karl, PI, Twin Cities Public Television

NSF "Research on the Development of Computational and Systems Thinking   2016 – 2020
in Middle School Students through Explorations of Complex Earth Systems"
Gillian Puttick, PI, TERC

NSF Grant "BodyVis: Advancing New Science Learning and Inquiry Experiences   2016 – 2020

via Custom Designed Wearable On-Body Sensing and Visualization"
Tamara Clegg, PI, University of Maryland

NSF "STEM- Teaching Integrating Textiles and Computing Hollistically" Colby Tofel-Grehl, PI, Utah State University	2016 – 2020
NSF "Data Science Games" Bill Finzer, PI, Concord Consortium	2015 – 2017
ILMS "Bubbler Makerspaces" Erica Halverson, PI, University of Wisconsin-Madison	2015 – 2017
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 "Investigaming: 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 Colordo	2003 – 2007
NSF "Is Science Me?" Pam Aschbacher PI, Caltech Precollege Science Initiative	2003 – 2006

NSF "Designing Hypertext Materials for the Science Classroom"   2001 – 2004
Sadhana Putambekar PI, University of Connecticut

NSF "Gender Differences in Informal Science Learning Website"   2000 – 2003
Pam Aschbacher PI, Caltech Precollege Science Initiative

Spencer Foundation "The Learning and Design Underground"   1999 – 2003
Chris Hoadley PI, SRI International

Government

National Science Foundation   *1997 – present*
Social Sciences and Humanities Research Council of Canada (SSHRC)   2006

University

ExCiTE, Drexel University   2016 – 2018

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 – present*
American Educational Research Association (AERA)   *1990 – present*
International Society of the Learning Sciences (ISLS)   *2003 – present*

CONTACT INFORMATION

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