

- Entrepreneurial CEO with proven track record in launching and leading media technology enterprises that balance commercial imperatives and educational innovation.
- Learning technologist and social-impact entrepreneur.
- Academic pioneer, award-winning learning scientist, researcher and author, fieldwork leader in innovative learning technology to transform education systems.
- Internationally recognized expert on how people learn to innovate and gain thinking power through self-directed, design-based, play-oriented uses of computers, games, and Internet media technology.
- Visionary innovator of numerous Internet applications and communities that put young people in charge of their learning through tinkering and game design—in school, afterschool, and home environments.
- Adviser to commercial enterprises, government agencies, institutions of higher education, media technology and non-profit organizations worldwide on developing and harnessing technology to transform education with new media practices. Opinion leader and sought-after speaker, panelist, moderator, and mentor.

## PROFESSIONAL EXPERIENCE

**WORLD WIDE WORKSHOP**, New York, NY

**2004-Present**

A global non-profit organization dedicated to marrying the power of computers to youth's creative potential through the invention of new learning models and practices using social media technology and Web 2.0 tools.

### **Founder, President, and Chair**

Established a non-profit entrepreneurial organization to develop Internet learning networks and projects that engage and empower underserved youth globally in a wide range of competencies and subjects (e.g., social networking technology, new-media digital literacy, science, mathematics, health, civics, social issues, climate change, and energy).

- Built a platform for grant-based and project-based collaborations with leading educational institutions, corporations, universities, research centers and laboratories, and other foundations.
- Established the reach and credibility to effectively provide expert consultation to organizations launching Internet educational ventures, developing new online applications, or radically transforming those already in existence.
- Created and implemented a **model graduate course** for a Chinese university in Shanghai (ECNU's Software Engineering Institute), introducing a constructionist, project-based curriculum in Internet software application development (*"From Confucius to Papert in 120 Days"*).
- Participated in the conception of the **One Laptop Per Child** initiative (OLPC); collaborated with Negroponte and Papert on the development of the OLPC China strategy; built and led an international team to develop **creative learning** software for OLPC children and teachers in developing countries and to develop MaMaMedia.org, an educational global network for empowering young children and educators who are first-time laptop users.
- Conceived and developed **Globaloria**, a set of networked platforms with tools and curricula that offer participants from diverse social, economic, and cultural backgrounds open access to educational social networks—along with guidance and support on using current Web2.0 applications and game-making technologies.
- Created and tested **MyGlobalLife.org**, **MyScienceLife.org**, and **MyHealthLife.org**, scalable prototype networks, with open-participation architecture for learning game production and programming; designed to foster entrepreneurship and social activism among youth. Participating communities received a turnkey solution with admin-tools, open content, programmable wikis and blogs for collaborative learning; successful tests conducted in a New Orleans summer camp; the American University in Washington, DC; and school communities in Israel, Saudi Arabia, Trinidad, Russia, Malaysia, Nigeria, China, and Mexico.
- Implemented the **Globaloria Learning Network** with over 5000 youth and educators in numerous locations in the USA: West Virginia public schools; a charter school in Austin, Texas; a middle school in Brooklyn, New York; the National Jazz Museum in Harlem; and most recently in selected public schools in Florida and California.

**MAMAMEDIA, INC.**, New York, NY

**1995-2004**

Founded this pioneering Internet media company for kids, anchored by a dynamic website offering children, youth, parents, and educators applications and communities for self-learning digital media design, programming, publishing, and communication. (Since 2001, the company also operates a consulting business.)

**COO and Executive Producer, MaMaMedia Consulting Group, MCG (2001-2007)**

Grew a small consulting division into a profitable venture in less than two years. Services to clients encompass children's learning websites, educational publishing, Internet media, and online kids' channel programming.

- Assembled a professional team experienced in creating online communities, developing dynamic software, and creating multidimensional websites for enriching children's learning and development.
- Successfully handled engagements including the development of online activities to teach science to students in developing countries, and a model website for Childhood Obsessive Compulsive Disorder.
- Built consulting and advisory relationships with MSN-TV, AOL, Schlumberger Corporation-SEED, in2books, PBSkids, GoKNow, European Union SchoolNetworks, Czech Ministry of Education, National Telemedia Council, Aspen Institute, OLPC Association, as well as the University of Colorado-ATLAS, City University of NY-CUNY, MIT Media Lab, Harvard Graduate School of Education, Hanban-China Ministry of Education, East China Normal University (ECNU), and Beijing Normal University (BNU).

**Founder, CEO, and Chair, MaMaMedia, Inc. (1995-2004)**

Conceived, founded, and led Internet company designed to reach children worldwide—in and outside the classroom—by creating web-based products and services to promote creative learning and technological fluency.

- Established the first leading brand in children's Internet, creating a benchmark website with more than five million registered members and tens of millions of visitors, serving the entirely new market of "Clickerati Kids."
- Raised \$61 million, enabling the company's dramatic growth; recruited top management, marketing and sales, technology and creative teams; implemented intellectual property and content development; executed brand-building and advertising campaigns—all to achieve the highest-quality online educational experience.
- Earned the coveted Computerworld Award for Technology Innovation in 1999 and 2002, and *Yahoo! Internet Life's* "Best of the Net" award in both 1999 and 2000.
- Established important business partnerships with AOL, Disney, Earthlink, General Mills, Intel, Kraft, Microsoft's Web-TV, Minute-Maid, Nintendo, Scholastic, and Time Warner.
- Responded quickly and decisively to the dramatic market downturn of 2000. Restructured the company and achieved refinancing, saving the business and positioning it for future partnerships.

**MIT MEDIA LABORATORY**, Cambridge, MA

**1988-1994**

The seminal center for innovation, R&D, and creative uses of advanced digital technologies to enhance how people live, think, learn, design, express, and communicate ideas.

**Research Scientist and Lecturer, Epistemology & Learning Group**

- Developed and directed innovative education research technology projects in Boston's inner-city schools.
- Co-led fundraising efforts targeting, among others, the National Science Foundation, IBM, Lego, and Nintendo.
- Wrote, edited, and published three books, several academic journal articles, and a Group publication series.
- Co-led workshops and participated in conferences in the U.S., Europe, Costa Rica, Japan, and Australia.
- Advised graduate students on their research and theses and taught learning research seminars.

**HARVARD GRADUATE SCHOOL OF EDUCATION**, Cambridge, MA

**1984-1988**

**Researcher, Education Technology Center (ETC)**

Participated in first U.S. government-funded initiative to study and explore applications of interactive technology in education, designed to enhance science learning, cognition, and creativity among school children—including the first interactive videodisc projects with WGBH-Boston and Children's Television Workshop.

## EDUCATION

Certificate, **Stanford University, Graduate School of Business, Center for Social Innovation**, Executive Program for Philanthropy Leaders (2008)

Ph.D., **Massachusetts Institute of Technology, Media Laboratory**, Media Technology, Arts & Sciences Program, Epistemology and Learning Research (1988)

C.A.G.S., **Harvard University, Graduate School of Education**, Human Development, (1985)

Ed.M., **Harvard University, Graduate School of Education**, Technology in Education (1984)

B.A., **Tel Aviv University**, General Studies in the Humanities Program, Psychology & Philosophy (1982)

## ADVISORY BOARDS

- Harvard University Visiting Committee for the Harvard Graduate School of Education.
- Massachusetts Institute of Technology Corporation Visiting Committee for the Media Laboratory.
- City University of NY (CUNY) Macaulay Honors College Advisory Board.
- PBS-Kids, Next Generation Media Advisory Board.
- Digital Learning Now! National Advisory Board, Initiative of Governor Jeb Bush and Governor Bob Wise to advance policies that will create a high-quality digital learning environment in all the nation's schools.
- Unleashing Education Innovation, National Leadership Advisory, Harvard University Graduate School of Education and Center for Public Leadership at Kennedy School.
- Alliance for Excellence in Education's Digital Learning and Technology Advisory Council.
- Tribeca Film Institute, New Media Fund, Advisory Council.
- TIG, Taking It Global (Internet Youth Network) Advisory Board
- ATLAS, Advisory Board for the University of Colorado Alliance for Technology Learning and Society and National Center for Women and IT (NCWIT). (*service concluded*)
- MEET, MIT Middle East Education with Technology (*service concluded*)
- CBP-STEM, Corporation for Public Broadcasting Advisory Board (*service concluded*)
- CAMP (Kyoto-based technology and learning research foundation) (*service concluded*)
- Liberty Science Center, New Jersey (advisor on exhibit on Communication) (*service concluded*)
- OLPC, One Laptop Per Child Association (*service concluded*)
- Saybot LLC, Shanghai, China (*service concluded*)
- East China Normal University (ECNU), Shanghai, China (*service concluded*)
- Beijing Normal University (BNU), Beijing, China (*service concluded*)

## PUBLICATIONS (Abridged)

Published author and editor of academic books; Author of numerous articles for academic journals and commercial magazines; and Creator and publisher of print and online magazines. For example:

- **[Book author]:** *Children Designers: Interdisciplinary Constructions for Learning and Knowing Mathematics in a Computer-Rich School*. Ablex Publishing, 1991 (August). Winner of the 1991 Outstanding Book Award from the American Education Research Association (AERA).
- **[Book co-editor]:** *Constructionism* (co-editor, with Seymour Papert). Ablex Publishing, 1991 (September).
- **[Book editor]:** *Constructionist Learning*. MIT Media Lab Publication, 1990 (April).
- **[Academic journal co-author]:** Software Design as a Learning Environment. *Interactive Learning Environments*. Vol. 1 Number 1. Elliot Soloway (Ed.). Ablex Publishing, 1990. (Invited opening article for the launch of a new journal on the emerging science of learning in real learning situations, with technology).
- **[Academic journal author]:** The Instructional Software Design Project for Learning Mathematics in a Computer-Rich School. In the *Journal of Mathematical Behavior*. Ablex Publishing, 1989 (Special Annual Issue dedicated to Harel's outstanding dissertation research).
- **[Print magazine article author]:** *Learning About Learning*. Newsweek. 1989 (June).
- **[Print magazine publisher]:** *MaMaMedia – A Kids' Guide to the Net*. The 1st Children's Magazine about the Internet. Published Quarterly by MaMaMedia Inc. 1996-2000.

- **[Digital magazine publisher]:** *21st Century Learning: Exploring the Convergence of Children, Technology & Learning*. Article Series written by Idit Harel and by Seymour Papert. MaMaMedia.com, 1996-2003.
- **[Print magazine article author]:** *And a Child Shall Lead Them: Young Kids Show the Benefits of a New Affinity with Technology*. CONTEXT Magazine, Man & Machine, 1999 (January).
- **[Digital article author]:** *Learning Skills for the New Millennium: The Three X's*. 21<sup>st</sup>-Century Learning, 1996 (October).
- **[Digital article author]:** *Clickerati Kids, Who Are They?* 21<sup>st</sup> Century Learning, 1997 (March).
- **[Academic journal article author]:** *Learning New-Media Literacy*. Telemedium Journal of Media Literacy. National Telemedia Council, 2002 (May).
- **[Academic journal article author]:** *"Hard Fun:" The Essence of Good Games AND Good Education*. Telemedium Journal of Media Literacy. National Telemedia Council, 2005 (May).
- **[Report co-author]** *The Case for the Globaloria Network in West Virginia: Empowering youth to create and collaborate online with a 21st-century game-making curriculum*. World Wide Workshop, NY, 2008 (December).
- **[Report co-author]** *The emergence of 6 contemporary learning abilities in high school students as they develop and design interactive games and project-based social media in Globaloria-West Virginia*. (co-author Reynolds, R.) Presented at AERA; World Wide Workshop, NY, 2009 (April).
- **[Report co-author]** *Globaloria West Virginia: Empowering students and educators with 21<sup>st</sup>-literacy digital literacy through a game-making learning network*. World Wide Workshop, NY, 2009 (October).
- **[Academic journal article author]** *Toward a theory of game-media literacy: Playing and building as reading and writing*. International Journal of Gaming and Computer-Mediated Simulations, 2(1), 2010 (January).
- **[Digital article author]:** *Waiting for Cupid, Not Superman*. Huffington Post, 2010 (October). [http://www.huffingtonpost.com/udit-harel-caperton/waiting-for-cupid\\_b\\_763112.html](http://www.huffingtonpost.com/udit-harel-caperton/waiting-for-cupid_b_763112.html)
- **[Digital article author]:** *Dessert Before Spinach?! Yes. When Serving Digital Literacy, Start with Dessert*. Huffington Post, 2010 (November). [http://www.huffingtonpost.com/udit-harel-caperton/post\\_1281\\_b\\_784915.html](http://www.huffingtonpost.com/udit-harel-caperton/post_1281_b_784915.html)
- **[Digital article author]:** *Learning Environments that Crack Open Brains (and Souls)*. Huffington Post, 2010 (November). [http://www.huffingtonpost.com/udit-harel-caperton/learning-environments-tha\\_b\\_777971.html](http://www.huffingtonpost.com/udit-harel-caperton/learning-environments-tha_b_777971.html)
- **[Report co-author]:** *A Blueprint for Learning and Leadership in the 21<sup>st</sup> Century: Transforming Education Globally Through the Globaloria Learning Network*. World Wide Workshop, NY, 2010 (November).
- **[Digital article author]:** *A Rare Letter From a Gifted Ethnographer to Her Born-Digital Daughter*. Huffington Post, 2011 (January). [http://www.huffingtonpost.com/udit-harel-caperton/sherry-turkle-alone-together\\_b\\_815879.html](http://www.huffingtonpost.com/udit-harel-caperton/sherry-turkle-alone-together_b_815879.html)
- **[Print magazine article author]:** *Full STEAM Ahead on CS-STEM Learning*. SEED Magazine, 2011 (May). [http://seedmagazine.com/content/article/full\\_steam\\_ahead\\_on\\_cs-stem/](http://seedmagazine.com/content/article/full_steam_ahead_on_cs-stem/)
- **[Academic journal article co-author]:** *Contrasts in student engagement, meaning-making, dislikes, and challenges in a discovery-based program of game design learning*. (co-author Reynolds, R.) Journal of Educational Technology Research and Development, 59(2), pp. 267-289, 2011.
- **[Digital article author]:** *Ensuring STEM-Rich Digital Literacy Across the U.S. Digital Divide*. Huffington Post, 2011 (September). [http://www.huffingtonpost.com/udit-harel-caperton/ensuring-stemrich-digital\\_b\\_972690.html](http://www.huffingtonpost.com/udit-harel-caperton/ensuring-stemrich-digital_b_972690.html)
- **[Digital article author]:** *Where Will the Next Generation of Innovators Come From?* Huffington Post, 2011 (December). [http://www.huffingtonpost.com/udit-harel-caperton/where-will-the-next-gener\\_b\\_1152098.html](http://www.huffingtonpost.com/udit-harel-caperton/where-will-the-next-gener_b_1152098.html)
- **[Digital article author]:** *Memo to Mayor Bloomberg: Let Them Make Games!* Huffington Post, 2012 (January). [http://www.huffingtonpost.com/udit-harel-caperton/the-mayors-song-get-a-job\\_b\\_1202715.html](http://www.huffingtonpost.com/udit-harel-caperton/the-mayors-song-get-a-job_b_1202715.html)
- **[Digital article author]:** *Helping Teachers Move from Digital Learners to Digital Leaders*. Getting Smart, 2012 (February). <http://gettingsmart.com/blog/2012/02/helping-teachers-move-from-digital-learners-to-digital-leaders/>
- **[Digital Article author]:** *Learning to Make Games for Impact: Cultivating Innovative Manufacturing Skills for the Digital Economy*. Paper Published in the "National Conversation on Games for Impact," (James Paul Gee, Ed.) 2012 (February). <http://gamesandimpact.org/manuscripts/learning-to-make-games-for-impact-cultivating-innovative-manufacturing-skills-for-the-digital-economy/>
- **[Digital article author]:** *High-Quality STEM Education for All: It Takes a Village*. US News and World Report, 2012 (March). <http://www.usnews.com/news/blogs/stem-education/2012/03/19/high-quality-stem-education-for-all-it-takes-a-village>
- **[Digital article author]:** *In the Battle for Our Future, It's Time for Education Bonds*. Huffington Post, 2012 (March). [http://www.huffingtonpost.com/udit-harel-caperton/-in-the-battle-for-our-fu\\_b\\_1355018.html](http://www.huffingtonpost.com/udit-harel-caperton/-in-the-battle-for-our-fu_b_1355018.html)

- **[Digital article author]:** "Self Learning" is the new "Schooling". Getting Smart, 2012 (April). <http://gettingsmart.com/edreformer/%E2%80%9Cself-learning%E2%80%9D-is-the-new-%E2%80%9Cschooling%E2%80%9D/>
- **[Digital article author]:** *Calling All Girls: The Video Gaming Industry Offers Exceptional Opportunities to Young Women*. Huffington Post, 2012 (April). [http://www.huffingtonpost.com/Idit-harel-caperton/calling-all-girls\\_b\\_1444526.html](http://www.huffingtonpost.com/Idit-harel-caperton/calling-all-girls_b_1444526.html)

**Recent Online Media** [Partial. Retrieved from <http://www.worldwideworkshop.org/press/>]

- **April 2, 2012.** [Student-Created Video Games Enter Science Fair](#) – *MindShift blog* by Jennifer Roland explores how teachers are using Globaloria to help students develop a deep understanding of critical concepts in science.
- **March 30, 2012.** [Gaming: Leveling Up Global Competence](#) – *Education Week blog* by Honor Moorman talks about how gaming and game design help students become culturally proficient and globally aware
- **March 15, 2012.** [Students Creating Their Own Digital Learning Tools in Preparation for Future Tech Jobs](#). Austin American-Statesman's Katie Gluek spoke to Globaloria students and educators about the impact of Globaloria on student achievement and engagement.
- **July 23, 2011.** [Globaloria brings new way to learn to Silicon Valley](#) – *Business News Story* by Mike Cassidy, a Journalist at *San Jose Mercury News*.
- **May 19, 2010.** [From Instruction to Construction: Rethinking the Classroom Model with Globaloria](#) - Schools in two states are piloting a game development program that weaves Web 2.0 skills, such as blogging, advanced social networking, and wiki contribution and use, with the full range of 21st-century skills, including collaboration, problem solving, decision making, and digital citizenship. By [Scott Aronowitz](#), for *T.H.E Journal*.
- **October 21, 2009:** [West Virginia Public Broadcasting interview](#) – Listen to Foundation president, Idit Harel Caperton and Globaloria Shepherd University educator, Monica Larson, discuss Globaloria and how it is preparing WV students for success in the 21st century.
- **May 15, 2009:** [WOWK-TV 13, Decision MakersWeb Xtra](#) – Watch Decision Makers' host, Bray Cary, in Charleston, WV, interview Idit Caperton about why Globaloria launched in West Virginia and how it is transforming education and learning across the state.
- **February 19, 2008:** [MediaSnackers podcast interview](#) – Idit Caperton discusses the Globaloria program, game design and transparent learning in global communities. MediaSnackers is a weblog project, a call to action for anyone interested in young peoples' consumption and creation of media across the globe.
- **January 29, 2008:** **Globaloria-WV Press Release: Verizon joins Globaloria-WV partners** – Click to read the national press release: [Globaloria education program preparing WV students for digital world](#)
- **January 22, 2008:** *Digital Learning and Design Conference, DLD YouTube Interview* – Watch World Wide Workshop Foundation President, Dr. Idit Caperton discussing Globaloria at the DLD Conference in Munich.
- **January 14, 2008:** **BBC World Radio** – Dr. Idit Caperton, introducing MyGLife to BBC World correspondent Philip Dodd. "Forget computer games for kids. What they really want – and what might also give them a chance to get a decent job - are computer games that they design themselves. Caperton's new Internet project MyGLife teaches kids from deprived backgrounds how to build web 2.0 games and the value of collaborating online with people from other countries...." [BBC News Website](#) (the BBC radio program [CULTURE SHOCK](#) Philip Dodd and Martin Raymond of the Future Laboratory discuss new ideas, inventions and trends.)

### **SPEAKING ENGAGEMENTS (Abridged - Last Decade)**

*Reconnecting McDowell, Strategic Planning Meeting.* Partners Meeting, Charleston, WV: April 16, 2012.  
<http://www.reconnectingmcdowell.org/>

*Building the Nation's First School-Wide Model for a Cross-Curricular Integration of Learning Computer Programming and Software Engineering through Game Design in Grades 6-12.* Talk given at EAPrep Charter School to 30 International Educators, Austin, Texas: March 7, 2012.

*Empowering Educators and School Leaders to Accelerate Constructionist Learning of Mathematics with Globaloria.* Presenter, Why Algebra Matters and How Technology Helps Conference, Stanford University, Policy Analysis for California School of Education, Stanford, California: Feb 2, 2012.

*Leaping Fast Forward into Digital Teaching and Learning of STEM the Globaloria Way.* Invited Lecture to Herman MS Faculty and District Administrators in Honor of National Digital Learning Day, San Jose, California: Feb 1, 2012.

*Information is Power: Using Public Media to Educate.* Moderator, Summit Series, Squaw Valley, Nevada: January 28, 2012.

*Learning Learning.* Panelist, Boston Book Festival, Boston, MA: October 15, 2012.

*Education Innovation.* Speaker and Moderator, DLDwomen, Munich, Germany: June 30, 2011.

*Understanding the Landscape: An Overview of Approaches, Platforms and Intended Outcomes for Teaching Youth Game Design.* Panelist, Games for Change (G4C), New York, NY: June 20, 2009.

*Globaloria and the US National Education Technology Plan. Presentation to the US Department of Education, Office of Education Technology.* Washington, DC: June 2, 2011.

*Computer Science Education: Success Stories from the Field.* Panelist, Annual Summit of the National Center for Women & Information Technology (NCWIT), New York, NY: May 24, 2011.

*Coding at the Lunch Line: Next Generation Learning.* Panelist, Summit Series, Summit at Sea, Florida/Bahamas: April 9, 2011.

*Advancing Broadband Learning in Rural Communities Across the Nation.* Panelist and Moderator, with Bob Wise (Alliance for Excellence in Education), Blair Levin (Aspen Institute), Hugh Walkup (US DoE), Charleston, WV: March 24, 2011.

*Child's Play: Game Design as an Educational Gateway.* Panelist, South by South West (SXSW), Austin, Texas: March 12, 2011.

*Designing for Future Learning.* Invited Speaker, Education Communication & Technology at NYU Steinhardt, New York, NY: December 1, 2010.

*Dirty Dancing: My Projects with Seymour Papert in the Last Quarter of the 20th Century (and the first six years of the 21<sup>st</sup> century).* Paper presented at Constructionism 2010, Paris, France: August 19, 2010.

*Mindstorms Over Time: A Tribute to Seymour Papert's Contribution to Learning and Education Research.* Panelist, Constructionism 2010, Paris, France: August 20, 2010.

*So, You Think You Can Game? Actionable Ideas for Turning Learning into Perestroika.* Paper presented at Supernova 2010: A Forum for Change in the Network Age, The Wharton School, University of Pennsylvania: July 29, 2010.

*Women on a Mission.* Panel Moderator, DLDwomen, Munich, Germany: June 2010

*The Power of Design: Youth Making Social-Issue Games.* Speaker and Moderator with Globaloria Staff, Games for Change Festival (G4C). New York, NY: May 28, 2010.

*An Expanded Conception of Game Media Literacy.* Panelist; *Understanding and Fostering Online Communities for Game Design*, Panelist (with Duncan, S.); *When Are Games Good for Learning and Teaching? Examples and Explorations*, Panelist (with Hayes, E.). 3 papers presented at the Annual Meeting of American Education Research Association (AERA), Denver, CO: April 16-20, 2010.

*Rethinking Education: Cultivating Computational Creativity and Inventiveness among Students, Educators, and School Leaders with Globaloria.* Invited Speaker, University of Texas at Austin, School of Information, Austin, TX: March 11, 2010.

*Future of Education.* Panel Moderator, Annual Conference, Israel-American Chamber of Commerce, NY, NY: December 3, 2009 (hosting Joel Klein, NYC Superintendent of Schools; Dean Kamen, DeKa; and Yosi Ben-Dov, Time to Learn).

*Social Networks+Game-Making: Rethinking Education.* Keynote Speaker, Initiative in Innovative Computing (IIC) at Harvard, IIC Colloquium: September 30, 2009.

*The New Literacy is Game Literacy.* Speaker, TED-U, TEDGlobal, Oxford, UK: July 21, 2009.

*Students' Development of Contemporary Core Competencies through Making Educational Web-Games.* Panelist (with Shannon Sullivan), Games, Learning and Society (GLS 5.0), University of Wisconsin, Madison: June, 2009.

*Toward a Comprehensive Definition of Game-Media Literacy: Playing and Building as Reading and Writing.* Co-session with James Paul Gee (Arizona State University), American Education Research Association (AERA), San Diego, CA: April 14, 2009.

*The Globaloria Social Media Networks for Learning Game Production. Interactive Symposium: In Search of the Forgotten Piece of the 'Gaming and Literacy Puzzle.* Panelist, AERA, Media, Culture, and Curriculum (MCC SIG). San Diego, CA: April 2009.

*Designing Learning Environments and Digital Tools for Children to Learn, Think, and Innovate.* Opening Keynote, The 5th Annual Design, Art and Technology Symposium (DATS). Center for Design Innovation at Piedmont Triad, High Point, North Carolina: March 2009.

*Hacking Education: Exploring the Intersection of Web2.0 and the Education Business.* Roundtable Panelist, HackEdu, Union Square Ventures. New York City, NY: March, 2009.

*Internet Safety in the Age of Social Networks: Can Our Students and Educators Use Social Media Technologies for Productive Learning in the Context of School?* Keynote Speaker, Educational Technology Leadership Conference (ETLC), Conference Center, Roanoke, Virginia: December 10, 2008.

*The New Digital Literacies and Didactic Web Production for Constructionist Learning in Web 2.0 Era.* Keynote Speaker, 2008 Annual Conference, Innov@ Instituto, Omar Dengo Fundación, San Jose, Costa Rica, November 1, 2008.

*Globaloria: Social Media Networks for Learning through Game Production with a Social Purpose.* Games Learning and Society, University of Wisconsin, Madison; July 10, 2008.

*The Transformational Power of Social Media Technology in Learning: Inspiring Stories from the Classroom and Beyond!* Keynote Speaker, National Education Computing Conference (NECC), San Antonio, Texas; July 2, 2008.

*Mindstorms Over Time: Reflections on Seymour Papert's Contribution to Education Research.* Special-Invitation Panel at the American Education Research Association (AERA) Annual Meeting, NYC, New York; March 25, 2008.

*Creative Entrepreneurship: Making a Creative Business in China and America. A Conversation between MIT and Chinese Entrepreneurs.* Invited Panellist, eArts Festival on Knowledge & Innovation, Shanghai, China; October 22-23, 2007.

*Rethinking Learning in the Digital Age: Empowering Youth to Program Games for Education and Social Change.* Center for Connected Learning (CCL) and Computer-Based Modeling. Northwestern University, Chicago. February 9, 2007.

*Designing Architectures of Participation: Global Social Networks for Transparent Collaborative Learning*. ATLAS Institute, University of Colorado: December 8, 2006.

*The Globaloria: Conducting Research on Global Social Networks for Game Designers*. Institute on Digital Empowerment. Syracuse University, Center for Digital Literacy: December 1, 2006.

*Our Sped-Up Youth: What kind of a generation will they be, and what world will they create?* Panel at Brainstorm-2006. Fortune Magazine and the Aspen Institute. Aspen, Colorado: June 28, 2006.

*The Computer as a Tool / The computer as a “Maobi” (Calligraphy Brush in Chinese): A Learning Approach for ALL Ages - Primary and Secondary Schools, and Higher Education Adults*. Invited Special Panel with Seymour Papert, ECNU, Shanghai, China: April 3, 2006.

*Children Designers: Are there “Hard” ideas that can become accessible to children because of computers?* Invited Forum with Seymour Papert. BNU, Beijing, China: March 29, 2006.

*Using New Media Technology to Lead the Implementation of Far-Reaching Changes in China’s Large and Complex Education System*. Speech on receiving Honorary Professorship at Beijing Normal University (BNU), Beijing, China: December 24, 2005.

*Raising Creative Digital Cultures: In Schools, Universities, Industry, and Society*. Forum on innovative software engineering and uses of digital technologies for transforming the ways people learn, work, communicate and explore new scientific frontiers. ECNU, Shanghai, China: December, 7, 2005.

*From Confucius to Papert in 120 Days: Internet Based Software Application Development (on the making of a model graduate course for advancing constructionist learning, creativity and entrepreneurship among Chinese students)*. East China Normal University (ECNU), Shanghai, China: Fall Semester, 2005.

*Lessons Learned from MaMaMedia.com and the Clickerati Generation (i.e., first generation of kid Internet users)*. Lessons Learned from Serious Games for Education. SIGGRAPH-2005 Panel, LA, CA: August 5, 2005.

*Thinking about Girls Learning with Online Games – Past and Future*. The Education Arcade Annual Conference, Los Angeles, CA: May 16, 2005.

*Engaging Children in Networked Learning: The Role of New Media Technologies and the Internet in the 21st Century*. Beijing Language and Culture University (BLCU), Beijing, China: December 1, 2004.

*Discovery Learning on the Web*. Syracuse University, Center for Digital Literacy, 2<sup>nd</sup> Annual Distinguished Lecture: November 18, 2004.

*New Media Literacy: A Necessity for the New Generation*. International Media Literacy Forum (Telemedia 50<sup>th</sup> Anniversary). A simultaneous interactive broadcast in New York, London, Toronto, Seattle, Madison, San Francisco, Chicago: November 7, 2003.

*What Makes a Good Educational Website? Lessons Learned from MaMaMedia.com*. Keynote Address. Czech Republic’s 6th Ministry of Education Conference on Education Technology: August 24-26, 2003.

*Transforming Collaborative Teaching Using the Internet: What will it be like in 2010?* Opening Keynote Address. The First EUN European Schoolnetworks Conference. Brussels, Belgium: February 14-16, 2003.

*Producing Internet Media for the Clickerati Generation: ET vs. IT. (Expression Technology vs. Information Technology)*. BANFF Television Foundation 2002 Conference, Master Class. Canada: June 2002.

*IT, Girls, & Education: The New Equalizer*. The 8<sup>th</sup> Annual Conference on Entrepreneurship & Technology of “Dialogue on Diversity.” The National Press Club. Washington DC: May 2002.

*Initiatives for Quality Media; Ensuring and Facilitating Children's Participation in Children's Media Channels by Constructive Uses of New Technologies.* 3rd World Summit on Children's Media, Greece: March 2001.

*Symposium on Improving Learning with Information Technology.* The National Academy of Sciences and the U.S. Department of Education and the National Research Council, Washington, D.C: January 2001.

*The Next Stages of the Internet and Its Impact on the Economy.* The White House Conference on the New Economy, moderated by President Clinton, Washington, D.C: April 2000.

*Constructionism, a New Way of Learning for the Millennium.* Keynote Speaker CUE (Computer-Using Educators) one of the largest non-commercial technology conferences in the U.S: May 1999.

*The Challenge to 21<sup>st</sup> Century Educators.* 10<sup>th</sup> Annual Computerworld Smithsonian Awards Education Symposium, Washington, DC: June 1998.

### HONORS AND AWARDS (Abridged)

- 2011: Idit Harel Caperton Selected “**Digital Leader and Luminary**” by Digital Learning Now!
- 2010: Jessie McCause **Award for Individual Contribution to Media Literacy**, by the National Telemedia Council.
- 2005: Beijing Normal University Honorary Professor.
- 2005: MaMaMedia.com was selected as the **Best Websites for Elementary Teachers and Students** on the Internet by the International Society for Technology in Education (ISTE, a worldwide professional organization for leaders in educational technology).
- 2002: The Network of Educators in Science and Technology and MIT honored Dr. Idit Harel Caperton their “**Award for devotion, innovation, and imagination in science and technology on behalf of children and youth around the world.**”
- 2002: MaMaMedia **Peace Project** received the coveted **21st-Century Achievement Award** from the Computerworld Honors Program for visionary use of information technology in the category of Media, Arts & Entertainment.
- 1999: MaMaMedia.com website awarded Computerworld's **Award for Technology Innovation.**
- 1999 and 2000: MaMaMedia.com was twice awarded **Yahoo! Internet Life's Best of the Net Award**
- 1991: Book based on PhD thesis, **Children Designers**, won the 1991 **Outstanding Book Award** from the American Education Research Association (AERA).
- 1989: Journal of Mathematical Behavior - **Special Annual Issue on Outstanding Dissertation:** Interdisciplinary Constructions of Learning and Knowing Mathematics in a Computer-Rich School.