Idit Harel, PhD

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- Entrepreneurial CEO with proven track record in launching and leading media technology enterprises that balance commercial imperatives and educational innovation
- 20 years of experience in raising money, recruiting and retaining best talent, building and managing effective teams, driving visibility, business partnerships, and revenues.
- Visionary innovator of numerous Internet EdTech applications and communities that put young people in charge of their learning through tinkering and game design—in school, afterschool, and home consumer environments
- 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
- Advisor to commercial enterprises, government agencies, institutions of higher education, media companies, technology and non-profit organizations worldwide on harnessing technology to transform education with new media practices
- Opinion leader and sought-after speaker, panelist, moderator, and mentor

PROFESSIONAL EXPERIENCE

GLOBALORIA, LLC, New York, NY   **2013-Present**

Founder, CEO, and Chair: Established this fast-growing education technology company as a leading provider of courses for teaching science, technology, engineering, and mathematics (STEM), computing, game design and coding to 5th-12th graders. Efficacy has been proven through deployments across 8 states during 2007-2013, backed by 55 research reports, with 95% course completion and 95% customer retention, serving customers in 14 states in the 2014-15 school year.

- Providing the organizational leadership and vision, and overall business roadmap
- Creating a culture of service, excellence, accountability, honesty, integrity, always-learning
- Raising necessary capital for growth
- Building a collaborative and productive executive management team to direct results-oriented operations; hiring and mentoring high-quality employees at all levels; managing budgets effectively; providing financial model, presentations and reports to investors as requested
- *Unusual Company History:* Shepherded the original idea from a concept on paper to R&D in a small non-profit context, to a successful grant-funded highly-recognized educational application, to a commercial education product. Then, transferred it into a new company to scale up as a competitive business. Prototyped and refined the intellectual property and business model over 7 years, through test trials and customer feedback from usability testing and impact research (via serving thousands of students and educators in multiple states nationwide). Recruited and managed top talent and raised repeated funding from prestigious grantors for developing, deploying, testing, researching, and improving the product approach and business strategy from early versions to full commercialization, and to structuring a spinout into Globaloria LLC.

WORLD WIDE WORKSHOP, New York, NY 2004-2013

Founder, President, and Chair: Created a global non-profit, ed-tech innovation incubator, dedicated to marrying the power of computers to the creative potential of youth through the invention of new learning models and practices using social networks, programmable technology, game mechanics, and Web 2.0 tools for learning.

- **Ed-Tech Innovation Incubator:** Built collaborative teams and raised $9M for an original incubator to invent and deploy learning programs to empower underserved-youth globally in a wide range of competencies (e.g., digital literacy, science, mathematics, civic engagement, climate, and music).
  - o Directed effective, results-oriented operations, built a productive management team, hired and mentored employees at all levels, managed budgets effectively.
  - o Cultivated and managed positive relationships with funders and partners; provided timely financial presentations and reports to funders, many of which were repeated funders.
  - o Created a platform for research-based collaborations with leading educational institutions, corporations, universities, research centers and laboratories, and foundations
- **Global Consulting:** Established reach and credibility to effectively provide expert consultation to organizations launching global educational ventures. For example:
  - o **Reforming Higher Education in China** (*"From Confucius to Papert in 120 Days"*)**:** Invited to create and implement a model graduate course for a Chinese university in Shanghai. Introduced 200 Chinese students at ECNU to MIT Media Lab philosophy of constructionist learning, project-based, through an open creative process, Internet-based, educational software application development, team work, and creative and collaborative thinking, and more.
  - o **Low-Cost Laptops for Kids in the Developing World:** Participated in the conception of the **Nicholas Negroponte's** One Laptop Per Child initiative (OLPC); collaborated with Nicholas Negroponte and Seymour Papert on the early-stage development of the OLPC China strategy; built and led an international team of developers of creative-learning software for OLPC operating system Sugar; engaging thousands of children and teachers in developing countries, who are first-time laptop users in constructionist learning.
  - o **Marvin Minsky Music Education Project:** Initiated by Dr. Margaret Minsky in 2010, the project captures the musical genius of the founder of Artificial Intelligence, **Marvin Minsky**, who is also a life-long pianist. He is one of only a handful of people in the world who can improvise fugues-- the polyphonic counterpoint that distinguished western classical music. The purpose of this project is to: 1) Document and understand the musical life of Marvin Minsky and the impact of his ideas about music and about minds on people's learning with technology (computers and pianos); 2) Produce a unique online learning experience based on Minsky's seminal paper *Music, Mind, and Meaning* (1981); 3) Produce conferences, learning spaces and international community that follows Minsky's philosophy of mind—as he strongly believes that thinking about music can help thinking about learning, globally.
  - o **Social Media Technology for Learning:** In collaboration with MIT Professor **Seymour Papert**, with grants from global organizations, created a suite of prototype networks--MyGlobalLife.org (Cisco-funded), MyScienceLife.org (Schlumberger-funded), and MyHealthLife.org (21-CenturyFund). Experimented with open-participation architecture for youth learning computational innovation and programming, designed to foster entrepreneurship and activism among youth. Initial international trials conducted in communities in Israel, Saudi Arabia, Trinidad, Russia, Malaysia, Nigeria, and Mexico; a New Orleans summer camp; and the American University in Washington, DC.

- Invented early versions of the **Globaloria Learning Network**, including testing early systems, processes, and software prototypes with thousands of students and educators in diverse locations:
  - o Worked with: 40 West Virginia public schools in 23 counties; charter and public schools in Austin, Texas; selected public schools in Florida and Wyoming; middle schools and high schools in New York City including the National Jazz Museum in Harlem; public and charter schools and Boys & Girls Clubs in San Jose, California.
  - o Forged over 50 affiliations and partnerships: www.WorldWideWorkshop.org/partners
  - o Achieved over 100 Press Articles, stories, videos: www.WorldWideWorkshop.org/press
  - o Achieved 15 Awards: www.WorldWideWorkshop.org/awards
  - o Board decided to spinout Globaloria to allow faster scaling and commercialization.

MaMaMedia Consulting Group (MCG)   **2002-2004**

Founder and President: 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.
- Developed ad built consulting and advisory relationships with MSN-TV, AOLKids, Schlumberger Corporation-SEED, in2books, PBSkids, GoKNow, European Union School Networks, Czech Ministry of Education, among other clients.
- Successfully generated and managed revenue-generating consulting engagements, including the development of online games and activities to teach science to students in developing countries, and a model for a health-related website for Childhood Obsessive Compulsive Disorder.

MaMaMedia, Inc., New York, NY   **1995-2004**

Founder, CEO, and Chair: Conceived and built a pioneering consumer-based, Internet media company and interactive brand for kids, designed to reach children worldwide via web/browser technology, anchored by a first-of-its-kind dynamic website for children, parents, and educators. Launched an original suite of creative apps, games and communities for self-learning digital media design, programming, publishing, and peer2peer communication. Established the first-ever advertising-based web-based educational brand and services to promote creative learning and technological fluency. Became the first leading brand in children's Internet to go public in 2000 as a benchmark kids website with more than five million registered members and tens of millions of unique monthly visitors

- Raised $61 million, enabling the company's dramatic growth over less than 5 years; managed relationship with 180 investors
- Built and led an organization that was award-winning and top-rated by its employees, growing it from 2 to 200 employees and consultants over 5 years; recruited and managed top talent for executive management, marketing and sales, technology leadership and creative teams
- Implemented intellectual property strategy and content development roadmaps; led and executed brand-building and advertising campaigns on TV and in Print. Known for naming the new kids market "Clickerati Kids" and preparing them for "21st-Century Learning." Coined original branded online activities and games, trademarked MaMaMedia, Clickerati, Buzz, Zap, Romp, WebTalkers,

DigSigs, Flipsticks, BotBlox, YouDoIt!, KidsPower, Clickelodeon, CardZapper, WebSandwiches, M-Gang, Kids Internet Stories from the Heart, KidsDrive (Your Parents), Kids PeaceHQ. Developed popular taglines such as: "MaMaMedia Kids' Guide to the Net;" "MaMaMedia-Where Learning Clicks with Kids;" "MaMaMedia-The Place for Kids on the Net;" "MaMaMedia-Where everything you can dream you can do!"

- Earned multiple top awards: e.g., Computerworld Award for Technology Innovation in 1999 and again in 2002, and Yahoo! Internet Life's "Best of the Net" award in both 1999 and 2000.
- Established largest in kids category business distribution partnerships with AOL, Disney, Earthlink, AT&T WorldNet, Intel, Microsoft's Web-TV, Scholastic.
- Established ground-breaking revenue-generating kids-advertising partnerships with General Mills, Kraft, Microsoft's Web-TV, Minute-Maid, Nintendo, Time Warner Movies, and more.
- While preparing to go public in April, 2000, the Internet market crashed; responded quickly and decisively by restructuring liabilities, downsizing and leading shoe-string operations, motivating a core team (post layoffs) with the aim to achieve M&A in a painfully-distressed market

MIT MEDIA LABORATORY, Cambridge, MA   **1988-1994**

Research Scientist and Lecturer, Epistemology & Learning Group: Hired immediately after PhD graduation to work at this 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.

- Co-led fundraising efforts targeting, the National Science Foundation, IBM, Lego, and Nintendo.
- Developed and directed innovative education research projects in Boston's inner-city schools.
- Wrote, edited, and published three books, academic journal articles, and a Group publication series.
- 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: Hired after graduating with EdM to participate in this first-ever U.S. government–funded initiative to study and explore new 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, Certificate of Advanced Graduate Studies in 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 (2000-2014)

- Massachusetts Institute of Technology Corporation Committee for the Media Laboratory (active)
- City University of NY (CUNY) Macaulay Honors College Advisory Board (active)
- PBS-Kids, Next Generation Media Advisory Board (active)
- Tribeca Film Institute, New Media Fund, Advisory Council (active)
- Tribeca Disruptive Innovation (active)
- Harvard University Visiting Committee for the Graduate School of Education (service concluded)
- ATLAS, Advisory Board for the University of Colorado Alliance for Technology Learning and Society and National Center for Women and IT (NCWIT) (service concluded)
- 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 (service concluded)
- Unleashing Education Innovation, National Leadership Advisory, Harvard University Graduate School of Education and Center for Public Leadership at Kennedy School (service concluded)
- Alliance for Excellence in Education Digital Learning and Technology Advisory Council (concluded)
- TIG, Taking It Global (Internet Youth Network) Advisory Board (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, Founding Advisory Board (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:

- [Digital article author] Coding is the New Writing for Developing Self Expression, Communication, Imagination and Solving Hard Problems. Huffington Post, 2014 (May) http://www.huffingtonpost.com/idit-harel-caperton/putting-coding-on-a-par-w_b_5360503.html

- [Digital article author] 'Basic Skills' or 'Soft Skills' – What Should be Taught and Tested? Huffington Post, 2014 (March) http://www.huffingtonpost.com/idit-harel-caperton/basic-skills-or-soft-skil_b_5000684.html

- [Digital article author] It's CSEdWeek – Jump In and Try Doing Computer Science! Huffington Post, 2013 (December) http://www.huffingtonpost.com/idit-harel-caperton/its-americas-computer-sci_b_4418435.html

- [Digital article author] Don't Give Up on MOOCs. Huffington Post, 2013 (November) http://www.huffingtonpost.com/idit-harel-caperton/dont-give-up-on-moocs_b_4297975.html?utm_hp_ref=tw

- [Digital article author] Make Coding Mandatory in K-12, Not Optional. Huffington Post, 2013

(September) http://www.huffingtonpost.com/idit-harel-caperton/make-coding-mandatory-in-_b_3902152.html

- [Print magazine article author] What's the Big Idea? Make Coding Mandatory. Ed. The Magazine of the Harvard Graduate School of Education, 2013 (September) http://www.gse.harvard.edu/news-impact/2013/09/whats-the-big-idea/5/

- [Digital article author] Video Games: The Shoebox Diorama of the Future. EdSurge, 2013 (August) https://www.edsurge.com/n/2013-08-19-video-games-the-shoebox-diorama-of-the-future

- [Digital article author] Is Silicon Valley Beginning to Invest in Disrupting Education? Huffington Post, 2013 (August) http://www.huffingtonpost.com/idit-harel-caperton/globaloria_b_3750892.html

- [Digital article author] Taking Games for Good to a New Level. Stanford Social Innovation Review, 2013 (July) http://www.ssireview.org/blog/entry/taking_games_for_good_to_a_new_level

- [Digital article author] ConnectEd is a Great New Presidential Initiative But We are Already Behind. Huffington Post, 2013 (June) http://www.huffingtonpost.com/idit-harel-caperton/connected-is-a-great-new-presidential-initiative_b_3423007.html

- [Digital article author] Empowering America's Rising Workforce — Latina Girls — in Computing and Innovation. Huffington Post, 2013 (May) http://www.huffingtonpost.com/idit-harel-caperton/empowering-americas-risin_b_3321532.html

- [Digital article author] GlassLab and Beyond: Who's the Designer and Who's the Learner of the Next-Gen Game-Based Ed-Tech. Huffington Post, 2013 (March)

- http://www.huffingtonpost.com/idit-harel-caperton/gamification-of-learning_b_2902847.html[Digital article author] A Million-dollar Boost to 'Let Learning Happen'. Huffington Post, 2013 (March) http://www.huffingtonpost.com/idit-harel-caperton/great-2013-ted-prize_b_2789037.html

- [Digital article author] Let's Give Girls A Chance to Succeed in STEM. Huffington Post, 2013 (January)http://www.huffingtonpost.com/idit-harel-caperton/post_4347_b_2582013.html

- Academic journal co-author]: Globaloria: Students Making Game Media for Literacy and Learning. The Journal of Media Literacy. Vol 59 Number 1. Marieli Rowe (Ed.). National Telemedia Council, 2012. (Special Issue dedicated to Harel's Globaloria program).

- [Digital article author]: Building and Spreading Knowledge That Matters: Is Computing a Two-Edged Sword, or a Possible Solution? Huffington Post, 2012 (December). http://www.huffingtonpost.com/idit-harel-caperton/computer-coding_b_2273233.html

- [Digital article author]: Before We Flip Classrooms, Let's ReThink What We're Flipping To. Edutopia, 2012 (October). http://www.edutopia.org/blog/rethinking-the-flipped-classroom-idit-harel-caperton

- [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. 21st-Century Learning, 1996 (October).

- [Digital article author]: Clickerati Kids, Who Are They? 21st 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 21st-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/idit-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/idit-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/idit-harel-caperton/learning-environments-tha_b_777971.html

- [Report co-author]: A Blueprint for Learning and Leadership in the 21st 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/idit-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/

- [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/idit-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/idit-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/idit-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/idit-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

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

- September 3, 2013. Kids & Digital Games – MindCET Quarterly Snapshot Report – Idit reflect on her favorite digital games from over the years, rounding up the many entertainment and education games that have shaped her philosophies of today.

- February 13, 2013. Alumna Develops Educational Game-Changer – MIT Alumni News blog by Amy Marcott spotlights Globaloria and other accomplishments by Idit Harel Caperton.

- February 6, 2013. WNJU Telemundo - See Telemundo interview Idit Harel Caperton and Globaloria teacher Andrea Chaves on the impact of Globaloria at The Young Women's Leadership School of Astoria.

- November 28, 2012. Forget Romance: Teach Me Ruby! - Education Week blog by Tom Segal recognizes Globaloria as a leader of implementing computer programming in K-12 school curricula.

- June 13, 2012. Students Tackle Video Game Design – Education Week Digital Directions digital magazine article by Ian Quillen explores the academic and career advantages Globaloria provides to students in technologically underserved regions.

- May 18, 2012. Local Kids Play Make Games – Austin Chronical blog by James Renovitch covers the academic and personal achievements in game design by Globaloria students at East Austin College Prep.

- 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 Harel 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)

- EdTechWomen NY: Female Founders in EdTech, Panelist, June 2014
- Gender Inequality in Games: Beyond the Grim Statistics. Moderator and Panelist, 11th Annual Games for Change Festival, NYC, April, 2014.
- ASU+GSV Education Innovation Summit, Arizona, April, 2014. Presenter and Interviewee by Dr. Rod Berger, Host of the Core of Education, for American ED TV.
- Skoll World Forum for Social Entrepreneurship, England, April, 2014. Presenter/Interviewee by Skoll World Forum about Social Progress and how coding is the new writing, and how it will be a common language for future leaders of social development.
- When Does 'EdTech' Just Become Education? Moderator and Panelist, SXSWEdu, Texas, March, 2014.
- Preparing the Next Generation of High-Tech Innovators through Game Design. Panelist, Games for Change, NYC, June 17-19, 2013.
- NCWIT Summit on Women and IT: Practices and Ideas to Revolutionize Computing, at the Marriott Starr Pass Resort in Tucson, Arizona, May 21, 2013.
- SIIA EdTech Industry Summit, SF, May 5-7, 2013
- Reconnecting McDowell, Strategic Planning Meeting. Partners Meeting, Charleston, WV: April 22, 2013.
- Skoll Global Forum, Oxford, April 10-12, 2013
- Preparing the Next Generation of High-Tech Innovators Through Game Design. Panelist, SXSWedu, Austin, TX: March 5, 2013
- Technology as a Force Multiplier for Teachers and Administrators. Panelist, Education Industry Days Summit, Education Industry Association, DC: February 21, 2013.
- Summit @Eden, Utah, January 11-13, 2013
- Shifts that are Changing How Educational Products are Being Distributed/Sold. Panelist, EdTech Business Forum, Software Information Industry Association, New York, NY: November 27, 2012.
- EmTech Prism: Education and Learning. Panelist, EmTech, Technology Review, Cambridge, MA: October 25, 2012.
- 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 21st 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, 2nd Annual Distinguished Lecture: November 18, 2004.
- New Media Literacy: A Necessity for the New Generation. International Media Literacy Forum (Telemedia 50th 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 8th 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 21st Century Educators. 10th Annual Computerworld Smithsonian Awards Education Symposium, Washington, DC: June 1998.

HONORS AND AWARDS (Abridged)

2014:
- Emerging Private Sector Partner by SETDA
- SIIA CODiE Education Winner for Best Project-Centered Learning Solution
- REVERE Awards Innovation Finalist
- Google RISE Award

2013:
- Innovation Zone at TASA's Midwinter Conference
- CIO 20 Most Promising Education Technology Solution Providers
- District Administration Readers' Choice Top 100 Products
- The Tech Awards Microsoft Education Laureate
- Idi Harel named The Disruptor Foundation Fellow by Disruptor Foundation
- Top Educator Pick on EdSurge
- Silicon Valley Education Foundation STEM Innovation Award in Science
- SIIA Innovation Incubator Education Technology Piooneer
- NSBA Technology Innovation Showcase Award

2011: Idit Harel Caperton Selected "Digital Leader and Luminary" by Digital Learning Now!

2010: Jessie McCanse 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.