TED M. KAHN, PH.D.

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RESUME & CURRICULUM VITAE

EDUCATION

Ph.D. Psychology, University of California, Berkeley (1981)
Areas of concentration: creativity; human cognition & learning, personality, and social psychology. Dissertation: *An analysis of strategic thinking using a computer-based game* (Chair: Professor Martin V. Covington).

M.A Psychology, University of California, Berkeley (1973)

B.A. Computer Science, University of California, Berkeley (1971)
(Distinction in General Scholarship).

HIGHER EDUCATION AFFILIATIONS & COURSES TAUGHT

2023 – Present: Senior Visiting Scholar, Center for Digital Curricula, College of Engineering, University of Michigan (Ann Arbor): https://cdc.engin.umich.edu/people/ and cdc.engin.umich.edu/sample-page/ and

2007 – 2010: **Distinguished Visiting Scholar, Media X, Stanford University, Stanford, CA.**_https://cdc.engin.umich.edu/people/

"Media X at Stanford University is a collaboration of Stanford and industry that brings together Stanford's leading interactive technology research with companies committed to technical advancement and innovation….The Media X research network sponsors Stanford faculty and researchers studying basic issues about the design and use of interactive technologies. The multidisciplinary projects that result are influencing the next generation of commerce, learning and entertainment.
Media X research focuses on people and technology - how people use technology, how to better design technology to make it more usable (and more competitive in the marketplace), how technology affects people's lives, and the innovative use of advanced communication technologies in research, education, art, business, commerce, entertainment, communication, national security, and other walks of life"

2005 – 2009: CSTS Fellow, Center for Science, Technology and Society (CSTS), Santa Clara University, Santa Clara, CA_(now the Miller Center for Social Entrepreneurship: https://www.millersocent.org/)

The Center for Science, Technology, and Society at Santa Clara University promotes the common good of an increasingly technological society by providing an independent forum for public dialogue and interdisciplinary inquiry into the social and cultural dimensions of scientific and technological change. Honored as one of four CSTS Fellows, "…who are

temporary or off-campus colleagues actively engaged in projects or research collaborations in alignment of the Center's mission and goals…"

2003 – 2017 First NMC Fellow, NMC: New Media Consortium (no longer in existence).

The NMC: New Media Consortium was an international non-profit organization with over 300 higher education, museum, and corporate members, dedicated to promoting the development and effective use of digital media, interactive online and distance learning technologies for teaching, learning and creative expression. (non-salary affiliation). "The designation of "NMC Fellow" is the NMC's highest individual honor. In addition to recognizing significant lifelong accomplishment, the NMC Fellowship Program provides an avenue for collaboration and the pursuit of mutual goals between the fellowship recipient and the NMC.

2002 – 2013: Part-Time Faculty, Computer, Technology and Information Sciences (CTIS) & Krause Center for Innovation, Foothill College, Los Altos Hills, CA http://www.foothill.edu/kci/linc/
Courses Taught: Online/Hybrid Courses: LINC 58 (Jan., 2002 – Present): "Global Project-Based Learning," LINC 90C (April, 2003 – Present), "Online Social Media/Web Tools for Collaboration" and LINC 52D (April, 2003 – Present): "Science Teaching Using web-based Bay Area Science Museum resources." "Earn While You Learn Institute" in science-technology-literacy (with San Jose USD).

January 2001 - May 2001 Adjunct Part-Time Faculty in Education, University of San Francisco, School of Education—Center for Teaching Excellence and Social Justice. www.soe.usfca.edu

Course designed and taught: TED-613 "Mathematics, Science and Technology Curriculum & Instructional Methods for K-8 Teachers" (Jan. – May, 2001): Graduate course integrating Project-Based Learning in K-8 mathematics and science curriculum & instruction for M.A. program for working urban schoolteachers on emergency credential, seeking full CA teaching credentials.

1997 - 1998 Senior Fellow, UCLA Graduate School of Education & Information Studies, Los Angeles (50% time) www.gseis.ucla.edu
Course designed and taught: LIS 208: "Developing cultural resources for learning communities using digital multimedia." (Dept. of Library & Information Sciences, March – June, 1998). Graduate course for M.A. and Ph.D. students in Education and/or Library & Information Studies.

1978 Graduate Teaching Associate, Psychology Dept., University of California, Berkeley (50% time)
Course Designed & Taught: Psychology 1: "Introduction to Psychology." (March-June, 1978). Part of a special Dept. of Psychology program for a small select number of graduate students who took full responsibility for teaching sections of the largest undergraduate course in the Psychology Department.

EMPLOYMENT HISTORY

1997 - Present **Co-Founder, President & CEO, DesignWorlds for Learning, Inc. www.designworlds.com and Chief Learning & Future Careers Paths Coach, DesignWorlds for College & Careers**
www.designworldscollege.com

DesignWorlds for Learning provides consulting services and social-technical systems integration for the development and use of digital media and online technologies for building new kinds of virtual learning communities. The specific focus is in helping define collaborative online projects and educational outreach activities in which community participants are the primary creative content creators (e.g., multimedia, sites, digital storytelling and living multimedia documentaries). Our clients include K12 schools, colleges/universities, museums, corporations, foundations and other non-profit education organizations, such as: Apple Computer, California Science Center, Cal Poly Pomona, The Galef Institute, the Getty Center (Education Institute for the Arts), Jewish Museum San Francisco, National Academy of Sciences (Center for Education), the Oak Grove and San Jose Unified school districts (San Jose), PBS, SETI Institute, SRI International, and WestEd.

Since 2001, in collaboration with Rockman, *et cetera*, Foothill College—Krause Center for Innovation, the San Jose Unified Educational Foundation, and A Schmahl Science Workshop, DesignWorlds has been awarded $292,000 in grants from the William and Flora Hewlett Foundation and the S. D. Bechtel, Jr. Foundation (as well as over $50,000 in related contracts and teacher professional development support), to develop the Bay Area Science Education Collaboratory http://www.designworlds.com/collab/ .

The Collaboratory is an action research and participatory design project with San Francisco Bay Area science-technology and youth museums and middle grade science teachers to better align and use museum resources to improve science teaching and student learning.

DesignWorlds' DesignWorlds for College & Careers program and business, http://www.designworldscollege.com has provided college and graduate school admission advisory and educational strategy services to over 1,100 student clients from all over the world, as well as interest/career and learning styles inventories and analysis, and life/work planning activities in preparation for college, graduate school and early careers.

2015- 2017 **Chief Learning Architect and Senior Research Consultant, Vivo Technologies Inc.: www.vivoinspire.com**

Co-designed latest online experiential learning and volunteer/service learning platform focused on 21st c. learning, knowledge, character development and emotional/social intelligence and health/wellness.

2004– 2005 National Director of Online Learning and Senior Learning Scientist
The Galef Institute. Santa Monica, CA

The Galef Institute was founded in 1989 as a non-profit education organization to use and integrate the arts to help accelerate learning of all students in under-served and under-performing schools. Its Different Ways of Knowing philosophy, curriculum, and professional development activities have been used in over 700 K-12 schools across the U.S. Responsible for creating and implementing a strategy of both technology and media/electronic arts integration, as well as online learning and professional development for staff, coaches, and teachers in client schools.

Worked closely as Institute project manager and local liaison with San Jose USD in its Ford Foundation-supported planning grant to help students learn with and through the arts. Created and directed Silicon Valley office of the Institute.

1998 – 2002 Co-Founder and Principal , CapitalWorks, LLC

CapitalWorks, LLC, was a company dedicated to optimizing human capital performance in corporations through consultancy, information and advisory services related to assessing and leveraging individual and organizational learning as drivers of value creation. Dr. Kahn was a member of a Research Panel for a major national multi-client study to develop and apply a dynamic "Learning Effectiveness Index." Clients included: Cisco Systems, IBM (Global Services), Nortel Networks, Anexsys, Siemens (Business Communications), and the U.S. Department of Veteran's Affairs.

1997 - 1998 Senior Fellow, UCLA Graduate School of Education & Information Studies, Los Angeles, CA www.gseis.ucla.edu

Catalyzed the initial design and development of the endowed Sudikoff Family Institute for New Media and Learning at UCLA GSE&IS. Taught graduate course in Library & Information Sciences in "Developing cultural resources for learning communities using digital multimedia."

1992 - 1997 Sr. Research Scientist & Learning Technologies Strategist
Institute for Research on Learning (IRL), Menlo Park, CA
https://en.wikipedia.org/wiki/Institute_for_Research_on_Learning

Research Interests: Participant in NSF-funded Middle School Mathematics through Applications Project (MMAP); Co-designer and Creative Director, Curriculum Development, for "Challenge 2000 Multimedia Project" (award-winning U.S. Dept. of Education Technology & Education Challenge Grant). Project Director and recipient of Project Leadership Award from Pacific Bell's California Research and Education Network (CalREN) for the IRL, CalREN and Broad Alliance for Multimedia Technologies and Applications (BAMTA)-sponsored "DesignNet/Multimedia Makers" project, a virtual collaborative design and learning studio for

student-created educational multimedia content. Technology development and commercialization strategist for IRL-developed technology and curriculum materials.

1989 - 1991 Manager, User Education and Market Development
Digital F/X, Inc., Mountain View, CA

Responsible for development of strategy, development and production of all user education materials for Video F/X, a Macintosh-based desktop video production and offline/online video editing systems. Co-author of three users manuals and executive producer of interactive video tutorial and system configuration stack (SuperCard).

1983 - 1988 Executive Vice President & Director of Education
Picoydne Corporation, Portola Valley, CA

Managed and co-designed commercial educational software and multimedia products, including three national award winning products for National Geographic Society. Managed development of major hypermedia & personal computer-based training (CBT) system for Fortune 500 pharmaceuticals firm; contractor for *Power On!* (pioneering educational technology policy study by U.S. Congress Office of Technology Assessment (OTA)). Co-designed PicoNet, a telecommunications network for clients, as well as one of the first home-school computer networks (Mountain View-Los Altos USD). Won contracts totaling over $1.2 million.

1979 - 1983 Educational Marketing Consultant and Founder & Executive Director, Atari Institute for Educational Action Research
Atari, Inc. (Warner Communications Inc.), Sunnyvale, CA.

Founded and developed corporate action research department to support innovative uses of Atari personal computers and related products for lifelong learning. Managed annual budget of $1.3 million and staff of 7. Educational liaison to Corporate Affairs & Office of the President at Warner Communications and Atari management.. The Atari Institute was responsible for identifying and bringing early personal computes to some of the most creative, gifted and innovative people, informal and formal education projects (both K-12 schools, museums and colletes/universities) and non-profit organizations all over the U.S.

1976-1979 Research Intern/Consultant, Learning Research Group, Xerox Palo Alto Research Center (PARC); National Institutes of Health (NIMH) Pre-Doctoral Fellow

Research and development on early object-oriented programming systems and languages (Smalltalk, Smalltalk-76) applied to educational simulation and game design systems for use in K-12 schools; doctoral research on using interactive simulation/gaming systems for developing strategic thinking in high school students.

1973-1975 Visiting Scholar, Centre for Educational Technology (Herzlia) and Research Associate, School of Education, Hebrew University, Jerusalem, Israel

Developed curriculum and teacher professional development programs in computer-based learning, computer programming and game design for students, and creativity and technology for teachers and educators.

1975 - 1976 Research Assistant, **Lawrence Hall of Science, University of**
1970 - 1973 California, Berkeley www.lhs.berkeley.edu

Co-founder and teacher, Math and Computer Education Project (MCEP); Project evaluation specialist and curriculum developer, Emeryville Program for the Academically Talented (winner of national award for youth programs).

AFFILIATIONS

- **American Association for the Advancement of Science (AAAS) www.aaas.org**
- **American Psychological Association (APA) www.apa.org**
- **Association for Computing Machinery (ACM): www.acm.org**
- **Association for Supervision & Curriculum Development** www.ascd.org
- **Bay Area Science Education Collaboratory,** Founding Director, www.designworlds.com/collab/
- **Computer-Using Educators (co-founder, 1978),** www.cue.org
- **The George Lucas Educational Foundation (GLEF Fellow & Featured Speaker, 1998-2000) www.edutopia.org**
- **International Educational Consultants Association (IECA) : Associate Member** www.educationalconsulting.org
- **Lifeboat Foundation** http://lifeboat.com, Education and Futurist Advisory Boards lifeboat.com/ex/bios.ted.m.kahn
- **Millennium Project, Silicon Valley Node: http://www.millennium-project.org**
- **Mindseum: Founder and Chief Curator, www.mindseum.org** and **http://mindseum-next.herokuapp.com**
- **NMC: New Media Consortium,** NMC Fellow, 2003-2017
- **National Association for College Admissions Counselors** (NACAC): http://www.nacacnet.org
- **Psychologists Against Antisemitism**: 2022- Present: PsychAAS.com

HONORS, AWARDS & PUBLIC SERVICE

•Member of Steering Committee and National Advisory Council, Campaign for Free College Tuition (2014-Present) www.FreeCollegeNow.org

• Peer Review Panelist for National Science Foundation: Transforming Undergradaduate Education in Science and Mathematics (TUES): https://www.nsf.gov/pubs/2010/nsf10544/nsf10544.htm

• Juror for 2012 Brock International Prize in Education: www.brockinstitute.org/brock-prize-2/ www.brockinstitute.org/brock-international-prize/who-we-are/jurors/2012-jurors/

• Nominee & finalist for 2010 World Technology Award in Education: www.wtn.net/about

• Selected as a Distinguished Visiting Scholar, Media X, Stanford University (2007-10) http://mediax.stanford.edu

• Invited participant at National Science Foundation (NSF)-funded and sponsored workshop on the "Cyberlearning Infrastructure and Online Learning Communities," organized and facilitated by the Computing Research Association (http://www.cra.org) and the International Society of the Learning Sciences (http://www.isls.org), March 24-25, 2005.

• First NMC Fellow, NMC: New Media Consortium (2003):
"In recognition of his lifelong contributions to the use of interactive media and telecommunications technologies for the advancement of teaching, learning and creative expression… The designation of 'NMC Fellow' is the NMC's highest individual honor."

• Recipient of over $290,000 in grants from the William & Flora Hewlett Foundation www.hewlett.org and the S. D. Bechtel, Jr. Foundation (in collaboration with Rockman, *et cetera*, Foothill College—Krause Center for Innovation, the San Jose Unified Educational Foundation and A Schmahl Science Workshop for the Bay Area Science Education Collaboratory. (See http://www.designworlds.com/Hewlett/BA_ScienceCollab/index.html).

• Featured as one of 18 national leaders and innovators in education and technology, "Shapers of our Future 2000," *Converge* Magazine, v. **3**, 8, August, 2000, pp. 30-66 (pp. 52, 54).

• Member of Curriculum and School Design Advisory Group, Riverside School for the Arts (now Riverside Arts Academy); consultant to the late Professor James Catterall, UCLA Graduate School of Education & Information Studies), 1998 – 2001.

• Invited participant, *Using Information Technology to Transform the Way We Learn,* President's Information TechnologyAdvisory Committee (PITAC), University of California, San Diego, July 17, 2000.

• Invited presenter, Workshop on the Role of Information Technology in Improving Teaching and Learning for Undergraduate Education in Science, Mathematics, Engineering and Technology Education." National Academy of Sciences, Center for Education, Washington, D.C. June 20-21, 2000. www.nap.edu/catalog/10270.html

• Co-Chair, "The Art, Science and Technology of Learning: Designing Learning Environments for the 21st Century." Invitational international workshop/conference for 42 teachers and educators from 14 developing and developed countries, Israel, November 16-20, 1997 (co-funded by UNDP and UNESCO).

• Project Leadership Award, "DesignNet & Multimedia Makers" (Education), Pacific Bell—California Research & Education Network (CalREN), 1996.

• Profiled in "It's Child's Play," by Rosie Mestel, *New Scientist* April 13, 1996, pp. 24-27.

• Institute for a New California, "A Conversation for Learning in the Information Age: A Conversation for California's Future." Invited participant, Nov., 1996 - June, 1997

• Founding member of the Board of Directors and Education Projects Lead, Broad Alliance for Multimedia Technology and Applications (BAMTA), NASA-sponsored public-private alliance, 1994-1996.

• Invited Attendee, Experts Meeting on Global Learning and Educational Technologies, Human Capacity Development Division, U.S. Agency for International Development (USAID) and World Learning, Rosslyn, VA, August 9-10, 1995.

• Invited Chair, Workshop on "Education and Technology: Future Visions." U.S. Congress Office of Technology Assessment (OTA), Washington, D.C., June 9, 1995. https://www.princeton.edu/~ota/disk1/1995/9522/9522.PDF

• Invited Co-Chair, K-12 Education, U.S. Dept. of Defense DARPA-sponsored Information Sciences and Technology (ISAT) Study Group—Uses of the NII for Education and Training, Woods Hole, MA, August, 1993.

• Founding Member of Board of Directors, Children's Discovery Museum of San Jose (1983-1989). www.cdm.org

• Board of Directors, Industry Education Council of California, Silicon Valley (1983-1985)

• Advisory Board, Cupertino-Fremont Model Technology Schools Project (1987-1989).

PARTICIPATION IN MAJOR GOVERNMENT, FOUNDATION OR INTERNATIONAL AGENCY-FUNDED TECHNOLOGY & LEARNING GRANTS OR PROJECTS

Mindseum: Founder and Creative Director (2011- present). Self-funded and open source, In collaboration with TopicQuests Foundation (TopicQuests.org) and DesignWorlds for Learning/ DesignWorlds for College & Careers:
http://mindseum-next.herokuapp.com
See 2021 webinar presentation archived here:
https://www.youtube.com/watch?v=L8pkgUFbx2Y

Bay Area Science Education Collaboratory (2001-2008). William and Flora Hewlett Foundation and S. D. Bechtel, Jr. Foundation, Founder and Director.
http://www.designworlds.com/collab/ and **http://www.designworlds.com/collab/project.html**

Taxonomize Resource Aid, NSF SBIR-II Grant (Project Learning Scientist), 2004-2005.
http://taxonomize.dyndns.biz/taxonomize/

Pachyderm 2.0 Open Source Multimedia Authoring & Publishing Project, NMC (New Media Consortium, www.nmc.org), Institute of Museum and Library Services (imls.gov), 2003-2005.
https://sourceforge.net/projects/pachyderm/files/version-2.x/pachyderm-2.0/

Educational Software Components for Tomorrow (ESCOT), (1999-2001). NSF: SRI International (contract member of project evaluation team).
https://www.sri.com/work/publications/reusability-and-interoperability-tools-mathematics-learning-lessons-escot-project

U.S. Dept. of Education, Regional Technology in Education Center, Contracted to WestEd: Project-Based Learning Using Technology Exemplary Projects Web Site for Middle School Teachers.

Silicon Valley Challenge 2000 Multimedia Project (1995 – 1997). U.S. Dept. of Education Technology Innovation Challenge Grant (co-founder. One of only two "Exemplary" rated projects ((rated by external review panel) funded by U.S. DOE Technology Innovation Challenge grants program.
https://www2.ed.gov/programs/techinnov/1995awards.pdf

Middle School Mathematics Through Applications Project (MMAP: 1992-1997**).** NSF, Institute for Research on Learning. https://scil.stanford.edu/research/projects/mmap.html

BOOKS, SOFTWARE& WEB SITES DEVELOPED & STEM-RELATED PUBLICATIONS & CONFERENCE PRESENTATIONS

Kahn, T. M. (2023). A brief history of antisemitism and related early psychological and social science research. Panel presentation with Dr. Beth Rom-Rymer, Dr. Lenore Walker and Dr. Elena Eisman at annual 2023 conference of the American Psychological Association (APA.org), August 4, 2023, Washington, D.C.

Kahn, T.M. (2023). Antisemitism in media, social media and cybermedia. Panel presentation with Dr. Frank Farley, Dr. Julie Ancis and Dr. Joanne Broder presented at the annual 2023 conference of the American Psychological Association (APA.org), August 4, 2023, Washington, D.C.

Kahn, T. M. (2023). Digitally Mediated Learning Modalities for Computational Thinking: Promises and Challenges for Informal STEAM Learning. In J. Diamond and S. Rosenfeld, Eds, 2023. *Amplifying Informal Science Learning,* 241-253: London: Routledge.

Kahn, T. M. (2021). Mindseum: Magic Theater, Glass Bead Game…OR a New Kind of Global Crowd-Sourced and Networked Museum Collaboratory? August 21, 2021. https://www.youtube.com/watch?v=L8pkgUFbx2Y

Kahn, T.M. with Wenzowski, A. (2016). Co-designing and curating the Mindseum. 2016 NMC Summer Conference, New Media Consortium (NMC.org), Rochester, NY, June 15, 2016. www.nmc.org/2016-nmc-summer-conference-session-pathways/

Kahn, T.M., Kaufman, F., McCallum, K. & Rosenfeld, S. (2015). Journeys in Learning to Create. World Future 2015, annual conference of the World Future Society, San Francisco, CA, July 26, 2015.

Kahn, T.M., et al. (2014) Designing, Curating and Exploring the Mindseum. Chair and co-presenter of panel at World Future 2014, annual, conference of the World Future Society, Orlando, FL, July 12, 2014,

Kahn, T.M., (2013) T.M.: Mindseum: Toward a Global Virtual Museum of the Future. Invited presentation to colloquium of the MIT Media Lab, MIT, Cambridge, MA, March 13, 2013.

Kahn, T.M., et al. (2012) MindseumsTM: Neurofeedback for Virtual Museums of the Future. Chair and co-presenter of student/faculty/artist panel at World Future 2012, annual, conference of the World Future Society, July 10, 2012.

Kahn, T.M. (2011). Mindseums and a Virtual Museum of the Future. Invited lecture for Crossing the Boundaries Between Music, Arts. Science and Technology, Frost Art Museum, Florida International University, Miami, FL. November 16, 2011. http://news.fiu.edu/2011/11/crossing-the-boundaries-art-music-lecture-continues-nov-16/33561

Kahn, T.M. & Schneider, L., with D. Amendola, I Kamei, K. Miller & M. von Guggenberg. (2011). Future SCANN; Future STEAM (Science, Technology, Engineering, Arts & Math) Careers Navigator and Network to help students envision and co-design careers of the future. Presented at World Future 2011 Conference (annual conference of the World Future Society), Vancouver, B.C. July 10, 2011.

Kahn, T.M. (2011). The Central Role of "Kids of All Ages" in the Design, Development, and Growth of Interactive Computing and Digital Media Over the Past 50 Years: A Personal History of Using Computers for and in Education. San Jose State University: History of Computing Speaker Series, Nov 21, 2011. http://www.cs.sjsu.edu/~mak/SpeakerSeries/ and http://www.cs.sjsu.edu/~mak/SpeakerSeries/flyers/TedKahn.pdf

Kahn, T.M; with D. Adelberg, J.Y. Bae, J. Park, N. Malchin & R. Silver (2010). Toward Creating a Virtual Museum and STEM Careers Collaboratory of the Future. Panel presentation at World Future 2010, annual conference of the World Future Society, Boston, MA, July 10, 2010.

Kahn, T. M., with Leslie Schneider, Margaret Corbit and Ji Yeon Bae (2009): Towards the Global Collaborative Design of a STEM Virtual Museum of the Future. 2009 NMC Symposium for the Future, October 29, 2009.

Kahn, T.M.; with Linda D'Acqustio, Max Marmer, Koki Moribe, Sherman Rosenfeld, and Ayushi Roy (2009). "Youth can change the world." Chair of panel presentation to be made at the World Future 2009 conference of the World Future Society, Chicago, IL, July 18, 2009.

Kahn, T.M. (2008). Live Talk n'Issue. Television interview, Educational Broadcasting System (EBS), Seoul, South Korea, November 7, 2008.

Kahn, T.M. (2008). Creative talent development, community knowledge gardens and collective intelligence in an age of global collaboration. Invited presentation to members of the Korea Human Development Institute (KHDI), Seoul, South Korea, November 6, 2008.

Kahn, T.M. (2008): Creating a global dynamic community knowledge garden and collaboratory to support collaborative talent development , career exploration and innovative. Invited panel presentation ("Innovative Global Collaborations and Collective Intelligence), 2008 Global Human Resources Forum, Seoul, South Korea. Nov. 6, 2008. http://www.ghrforum.org/main/main.php

Kahn, T. M. (2008). "Kids Co-Inventing the Future" and "Towards a Virtual Museum of the Future". Presentations to the UN Future Forum, Millenium Project (South Korean node). Invited presentation and webcast. November 5, 2008.

Kahn, T.M.,(chair), with : Tiffany Chan, Russell Coniff, Aaron Kahn, Neerja Raman, & Max Marmer (2008). Global Online Learning Pioneers. Student panel presentation at the Education Summit at WorldFuture 2008, annual conference of the World Future Society, July 26, 2008. *WFS Learning Section Bulletin* (October, 2008), World Future Society.

Kahn, T.M. & Kahn, Frona (2008). DesignWorlds for College: Television Interview with Jack Hanson on Comcast Newmakers. Broadcast on local (San Francisco Bay Area) CNN Headline News channel in May, 2008; and available on YouTube at: www.designworlds.com/college/comcast-newsmakers.html

Kahn, T.M. (2008). "Journeys in Inventing the Future: The Central Role of "Kids of All Ages" in the Design, Development and Growth of Interactive Computing and Digital Media. Stanford University, Media X Forum presentation, May 12, 2008

Kahn, T.M., with M. Russell, S. Chaudhuri and C. Porter (2007). Towards a Creative Thinking and Innovation Pavilion for a Virtual Museum of the Future: Synectics, "Everwhere" and ….?. NMC Virtual Creativity Symposium in Second Life, August 17, 2007.http://www.slideshare.net/nmc/synectics-creativity-ted-kahn/.

Kahn. T.M. (2007). Bay Area Science Education Collaboratory. Science Foo Camp, O'Reilly & Google, August 4, 2007. Google, Inc. (Mountain View, CA).

Kahn, T. M., D'Acquisto, L, & Park, J., (with I. Kamei, I. and S, Chaudhuri(. (2007). Towards a Virtual Museum and Collaboratory of the Future. Panel presentation at World Futures 2007, annual conference of the World Future Society, Minneapolis, MN, July 30, 2007.

Kahn, T. M. (2007). Science Museum Learning Collaboratories: Helping to Bridge the Gap Between Museums' Informal Learning Resources and Science Education in K-12 Schools. In J. Trant and D. Bearman (eds.), *Museums and the Web* 2007: *Proceedings* Toronto, Ontario (Canada): Archives and Museum Informatics, published March 31, 2007 at http://www.archimuse.com/mw2007/papers/kahn/kahn.html.

Kahn, T. M., Rockman, S., Kelley, L. & Commisso, S. (2006); with Rosenfeld, R.; Storksdiek, M; et al. The Bay Area Science Education Collaboratory. Related Paper Presentation "Bridging the Gap Between Informal and Formal Science Education" to be published in the Proceedings of the 2006 Conference of the National Association for Research on Science Teaching (NARST), April, 2006, San Francisco.

Kahn, T.M.; Craney, C.; Moreno, N and: Thanakos, A. (2005), Invited Dissemination Panel HHMI Pre-College Science Education Directors Conference, Howard Hughes Medical Institute, Chevy Chase, MD, Oct. 24-25, 2005. www.hhmi.org

Kahn, T.M. (2005). "Cosmic Zoom and Powers of 10: Zooming Through Space-Time and Cyberspace: A Brief Tour of a Classic User Interface Design Metaphor for Powerful Learning" and "Towards a Virtual Bauhaus: Collaborative Virtual Learning and Design Communities for 21st Century Visual Literacy." Presentations at annual 2005 NMC Summer Conference, New Media Consortium, Honolulu, HI, June 22, 2005.

Kahn, T.M. (2004). Learning to Collaborate: Social & Informal Learning at Work—Online Knowledge Design Communities & Collaboratories (a "Communities of Practice" Perspective). Invited presentation, University of British Columbia, Vancouver, BC, Canada, March 25, 2004.

Kahn, T. M. (2004). Collaborative Learning and "Know-Who" Networks: Social and Situated Learning at Work in Online Learning and Design Communities (a "communities of practice" perspective). Virtual presentation at NMC Online Conference on Social Computing, Nov. 12-14, 2004. NMC: New Media Consortium.

Kahn, T.M., and Shope, R. (2004). The Bay Area Science Education Collaboratory. 2004 Annual Conference of the California Science Teachers Association (CSTA), San Jose, CA, October 17 2004.

Kahn, T.M.; with S. Rosenfeld; H. Thier and M. Thier; C. Youker; & S. Marvit (2004). The Bay Area Science Education Collaboratory. 2004 Annual Conference of the Association of Science Technology Centers (ASTC), San Jose, CA, Sept. 22, 2004.

Kahn, T.M. (2003) Toward a California Science Education Collaboratory. Invited keynote presentation (by vidoeconference) for full day science workshop, San Diego County Office of Education (broadcast from San Jose State University), December 1, 2003.

Kahn, T. M., Freedman, J. & Shewbridge, W. (2003). Collaboratories: Developing new kinds of collaborative learning, research, and artistic expression communities. NMC Annual Conference, Virginia Tech. University, June 14, 2003.

Kahn, T. M. (2003). 30+ Years of Computers and Learning: A Personal Historical Retrospective. NMC Annual Conference, Virginia Tech. University, June 12, 2003.

Norman, M. & Kahn, T.M. (2002). For the love of learning: A Profile of Dr. Heinz von Foerster Special "In Memorium" web feature for *Converge* Magazine (Sept., 2002).

Kahn, T.M. & Kelley, J.D. (2002). Action Research and Action Science: The Legacy of Kurt Lewin and Chris Argyris. Invited presentation for "The Future of R&D," Fall meeting of the San Francisco Bay Area Knowledge Management (KM) Cluster, San Francisco, CA (September 20, 2002).

Kahn, T. M. & Rockman, S., 2002. *Towards a Bay Area Science Learning Collaboratory: Leveraging San Francisco Bay Area Museums and Other Informal Science Education Programs as a Key Educational Resource for Student Learning and Teacher Professional Development*. Final report to the William and Flora Hewlett Foundation, Grant #2001-7331. San Francisco, CA: Rockman, Et Cetera, Inc. and DesignWorlds for Learning, Inc. http://www.designworlds.com/collab/project.html

Kahn, T.M. (2001). Developing knowledge capital through lifelong learning & design communities for a learning society. Invited keynote address, 19th International Magnet Schools Conference, St. Louis (April 24, 2001). Presentation made as a GLEF Fellow of The George Lucas Educational Foundation.

Kahn, T. M. (2000). Creating learning webs and virtual design studios for students as knowledge creators. Invited presentation for Workshop on Enhancing Undergraduate Learning with Information Technology. National Academy of Sciences, Center for Education, Washington, D.C., June 10, 2000. National Academies Press: http://www.nap.edu/catalog.php?record_id=10270

Kahn, T.M. (2000). Towards a Virtual Bauhaus: Integrating technology with the arts and lifelong learning. Invited presentation and panel, Americans for the Arts Conference http://www.artsusa.org, Los Angeles, June 12, 2000.

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