CURRICULUM VITAE

TED M. KAHN, Ph.D.

ted@designworlds.com

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). (with Distinction)

EXPERTISE AND TRAINING

Dr. Kahn has decades of experience at the intersection of informal STEM education, interactive digital and media technologies, and psychology. His work has involved multidisciplinary teams of faculty and staff at (1) university centers and advanced research institutes; (2) staff, and students at science and children's museums and other informal STEM learning centers; (3) as a board member and advisor to not-for-profit educational institutions, and (4) a variety of high-profile government agencies and foundations, including consulting for the NSF, the National Academies and the former US Congress Office of Technology Assessment (OTA). Early work focused on the use of personal computers, gaming, and educational software platforms for STEM learning and development of creative, critical and collaborative critical thinking skills in the K-16 environment. More recent work focusses on user centered co-design and digital curation of transdisciplinary online, open education collaboratories in STEM for, and with, students and teachers. His most recent focus includes the role of generative AI as a tool for augmenting creative exploration, learning and teaching environments, and the important role of sound in learning about the environment. Has served in various leadership roles in entrepreneurial organizations that concentrate on educational technology, futures thinking, and 21st century STEM workforce development, most notably as a Senior Fellow/Distinguished Visiting Scholar with UCLA Graduate School of Education & Information Studies, the George Lucas Educational Foundation, the NMC: New Media Consortium, Stanford's Media X project and the Center for Digital Curricula at the University of Michigan (School of Engineering). As co-founder and CEO of DesignWorlds for Learning, Inc. and DesignWorlds for College & Careers, he has taught hundreds of K-12 teachers and has served as mentor and coach for over 1,200 high achieving K-12 students in the area of college admissions application support and STEM career planning. He is currently working with Purdue's Center for Global Soundscapes, Voiijer Inc., and the TREE Foundation on proposals to a variety of STEM educational foundations regarding engaging students and teachers globally in actively combatting climate change and protecting biodiversity.

ACADEMIC APPPOINTMENTS AND ROLES

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

2007 – 2010: Distinguished Visiting Scholar, Media X, Stanford University: mediax.stanford.edu.

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

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

2002 – 2013: Part-Time Faculty, Computer, Technology and Information Sciences (CTIS) & Krause Center for Innovation, Foothill College, Los Altos Hills, CA krauseinnovationcenter.org/about/.

January 2001 - May 2001: Part-Time Adjunct Faculty in Education, University of San Francisco, School of

Education—Center for Teaching Excellence and Social Justice. 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 credentials, 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 departmental program for a small select number of graduate students who took full responsibility for teaching sections of the largest undergraduate course in the department.

EMPLOYMENT HISTORY WITH RESPONSIBILITIES

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.

Between 2002-2008, in collaboration with Rockman, et cetera, Foothill College—Krause Center for Innovation, the San Jose Unified Educational Foundation, and A Schmahl Science Workshop, DesignWorlds was awarded $292,000 in grants from the William and Flora Hewlett Foundation and the S. D. Bechtel, Jr. Family Foundation (as well as over $50,000 in related contracts and teacher professional development support), to develop the Bay Area Science Education Collaboratory 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, .designworldscollege.com has provided college and graduate school admission advisory and educational strategy services to over 1,200 high school and college student clients from all over the world, as well as interest/career and learning style 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.

Co-designed latest online experiential learning and volunteer/service-learning platform focused on 21st century 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, seis.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, the first 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 Corp., Portola Valley, CA
Managed and co-designed commercial educational software and multimedia products, including three national award winning products for the 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.

1970 – 1976 Research Assistant, Lawrence Hall of Science, University of California, Berkeley lawrencehallofscience.org/
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).

PROFESSIONAL SOCIETIES

Member, American Association for the Advancement of Science (AAAS) www.aaas.org
Member, Association for Computing Machinery (ACM) www.acm.org
Member, Association for Supervision & Curriculum Development www.ascd.org
Fellow, The George Lucas Educational Foundation (GLEF Fellow & Featured Speaker, 1998-2000) www.edutopia.org
Member, International Educational Consultants Association (IECA) : Associate Member www.educationalconsulting.org
Member, National Association for College Admissions Counselors (NACAC): www.nacacnet.org
Member, Psychologists Against Antisemitism: 2022-Present: PsychAAS.com

MEMBERSHIP IN MULTI-INSTITUTIONAL PROJECTS

Lifeboat Foundation http://lifeboat.com, Education and Futurist Advisory Boards
lifeboat.com/ex/bios.ted.m.kahn
NMC: New Media Consortium, NMC Fellow, 2003-2017
Bay Area Science Education Collaboratory, Founding Director, www.designworlds.com/collab/
Computer-Using Educators (co-founder, 1978), www.cue.org
Millennium Project, Silicon Valley Node: http://www.millennium-project.org
Mindseum: Founder and Chief Curator, www.mindseum.org and http://mindseum-next.herokuapp.com
Symphony for the Earth: Global Citizen Music-Science Project: Co-Founder & Creative Director (2025-Present): https://designworlds.com/symphony-for-the-earth/ and https://treefoundation.org/projects/plantwave-symphony-for-the-earth-project/

HONORS, AWARDS, COMMITTEES, BOARDS, & 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 the 2010 *World Technology Award in Education*.

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

Invited presenter at the Third Global HR Forum, Seoul, S. Korea, November 4-6, 2008.
www.youtube.com/playlist?list=PL8EFCF68CDECF28AD

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. designworlds.com/collab/.

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

Symphony of the Earth (2025-present). Global Citizen Music-Science project to support colleborative crowd sourced composition of a Symphony of the Earth for Earth Day 2026; DesignWorlds for Learning, Inc. in ollaboration with Dr. Meg Lowman and the TREE Foundation (TreeFoundation.org); Dr. Bryan Pijanowski, Purdue U, Center for Global Soundscapes and PlantWave (DataGarden): https://treefoundation.org/projects/plantwave-symphony-for-the-earth-project/ and https://designworlds.com/symphony-for-the-earth/.

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. Involves various local middle schools and local/state informal STEM education institutions (e.g., Cal Academy of Sciences).

Taxonomize Resource Aid. (2004-2005). NSF SBIR-II Grant (Project Learning Scientist),

Pachyderm 2.0. (2003-2005). Open Source Multimedia Authoring & Publishing Project, NMC (New Media Consortium, www.nmc.org), Institute of Museum and Library Services (imls.gov), 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 Project 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.

SCHOLARLY PRODUCTS (PRESENATIONS, PAPERS AND SOFTWARE)

Kahn, T. M. & Brandt, A. K. (2026). AI as Muse: How humans can leverage Large Language Model AI for transdisciplinary dreative thinking and research. To appear in Kaufman, J. & Worwood, M.. Eds, *Generative AI and Creativity:* Elsevier, In Press

Kahn, T.M. (2025). Learning to Create: How "Kids of all Ages" Have Used Digital Technologies to Co-Create the Future. San Francisco BayCHI monthly program, July 8, 2025. https://baychi.org/calendar/20250708/ and video at https://youtu.be/vE_dHuYdndE?si=fnC_3buXZyQX_AHL (last accessed 08/05/25)

Kahn, T. M. (2025). Learning to Create: How "Kids of all Ages" Have Used Digital Technologies to Co-Create the Future. Invited webinar for 20th Anniversary of the International Seminar Series on Educational Technologies. Graduate Program of the School of Learning Sciences and Educational Leadership, University of Haifa, January 8, 2025. Zoom video archive: https://us02web.zoom.us/rec/share/2Bl7ngc7iYqQ34ABEAJDwaPmNVikj_opQcclJdIiwQ7svhykRmQcP3Ad4DWWrYtf.6PUP5MNynSMxx-50 and also on July 8, 2025, sponsored by MindCET.ac.il: https://us02web.zoom.us/rec/play/sUgHkFXjE5zqdLqmNJRNhYxgBNm3phxqgPTmECvqGH6_R9hooa01er39Vt2EYRIJqCFxEqlEUIYc1Q.NnhgHeHH5WBz3IMF?autoplay=true&startTime=1751984119000

Schrier, K. & Kahn, T.M. (2025). Games for Peacebuilding: A New Vision. Webinar presented at the annual Benjamin V. Cohen Peace Conference: Cultivating Paths to Sustainable Peace, Ball State University. April 5, 2025. https://www.bsu.edu/academics/centersandinstitutes/peace/peace-conference-2025

Kahn, T.M., Kahn A. K. & Lowman, M. & Pijanowski, B. (2025). Toward a Collaborative Co-Created Global Symphony for the Earth: Video of proposed global Citizen Music-Science Project for Earth Day 2026: https://treefoundation.org/projects/plantwave-symphony-for-the-earth-project/ and https://designworlds.com/symphony-for-the-earth/

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. (2023). In J. Diamond and S. Rosenfeld, Eds, *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). 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) Mindseums™: 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, Art & 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.,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 the 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.

Kahn, T. M. & Ullah, L. (1999). DesignWorlds for Learning: Adventures in Building Global Virtual Collaborative Learning Communities. San Jose: EOE Foundation Speaker Forum Series,November 2, 1999.

Kahn, T.M. (1999). Towards Collaborative Virtual Learning Communities: "The Learning is in the Making." Final report to the Getty Education Institute for the Arts. Los Angeles: The Getty Center, Aug., 1999.

Kahn, T, M. (1999). A New Model for Education: Kahn, T. M. (1999). A New Model for Education: Designing virtual communities for learning and creativity. *Edutopia* online, web site of The George Lucas Educational Foundation: https://www.edutopia.org/designing-virtual-communities-creativity-and-learning

Kahn, T. M. (1999). Learning a living: Virtual design and learning communities. Invited presentation, Virtual Worlds/Sim '99, Society for Computer Simulation, Western Multiconference, San Francisco, January 20, 1999.

Kahn, T. M.; with R. Berg & R. A. Kahn (1999). Building Successful Multimedia & Web-Related School-to-Careers Programs: A Report on Best Practices, Challenges and Opportunities. Final Report to the Multimedia Learning Collaborative, Bay Area School-to-Careers Action Network (BaySCAN), San Rafael: BaySCAN (c/o The Autodesk Foundation). March, 1999.

Kahn, T. M. (1998). Building virtual learning and knowledge design communities. Invited presentation and participant, "Genes, Teens and the World Wide Web." The Banbury Center, Cold Spring Harbor Laboratory (DNA Learning Center), New York, November 22-23, 1998.

Kahn, T. M. (1998) "Cybrarians for the future: Creating literacy, lifelong learning, & knowledge design communities for the 21st century." Invited keynote presentation, California School Library Association, November 11, 1998, Oakland, CA.

Kahn, T. M. (1998). Social "Know-Who" for Building Virtual Communities: It's both what you know and who you know that count! Educational Object Economy (EOE Foundation), "Feature of the Week."

Kahn, T. M. (1998). Media, Metaphors and a Knowledge-Creating Society: A Social Perspective and Initial Research Agenda for Institute for New Media &Learning. UCLA Graduate School of Education & Information Studies (Internal Report).

Kahn, T. M. (1998). Invited Panel Chair, "The role of research in the design of new media for kids," Center for Media Education, *Ensuring a Quality Children's Media Culture in the Digital Age*," October 21-23, 1998, Washington, D.C. www.cme.org

Kahn, T. M. (1998). "Learning a living: Designing knowledge, learning, and innovation communities for the 21st Century. " Invited keynote presenter at International Conference of the International Education and Resource Network (I*EARN), July 15, 1998, Chattanooga, TN. www.iearn.org.

Kahn, T. M. (1998). "Greenspace in Cyberspace." Invited panel participant, White House Internet Summit on Digital Media and Youth (EC2), Los Angeles, June 12, 1998.

Roschelle, J; J. Kaput, W. Stroup, and T. M. Kahn (1998). Scaleable Integration of Educational Software: Exploring The Promise of Component Architectures. *Journal of Interactive Multimedia in Education*, 98 (6).

Marchajm, U. , Rosenfeld, S. B., & Kahn, T.M. (1997). Co-Chairs, The Art, Science and Technology of Learning for the 21st Century"(ASTL), international conference and workshop for 45 educators from developed and developing contries, funded by UNDP, UNESCO, Feldman Family Foundation and the Jewish Agency of Israel, Nov., 1997.

Kahn. T. M. (1997). Creating Virtual Design and Learning Communities. Apple Computer, Educational Object Economy "Feature of the Week.

Kahn, T. M. (1997). From Bauhaus to Lehrhaus : Creating Design and Learning Communities for the 21st Century.

Computer Using Educators, *CUE Newsletter*, 19, 3,May-June, 1997, 1, 3-4, ff. Adapted from invited keynote address, Computer Using Educators (CUE) Fall Conference, Santa Clara, CA, Oct. 25, 1996.

Kahn, T.M. & Ullah, L. T. (1996). Learning by Design: Integrating Technology intothe Curriculum through Student Multimedia Design Projects. *MindShift Connection* (Tucson, AZ. Zephyr Press), Nov., 1996, 4-7.

Kahn, T. M. (1996). Towards a Virtual Bauhaus: Design for learning in the 21st Century.Invited presentation at EDUCADOR '96, Sao Paulo, Brazil, May 15, 1996.

Kahn, T. M. (1996). Towards a Virtual Bauhaus: A learning and design studio for the 21st Century. Invited "Smart Talk," Smart Valley, Inc., Santa Clara, May 7, 1996.

Wild, H., Darrouzet, C.; Kahn, T.M. and Stucky, S. (1995). Rhythms of Collaboration. *Communications of the ACM*, 38, 9, Sept., 1995.

Darrouzet, C., Dirckinck-Holmfeld, L., Kahn, T.M., Stucky, S., Wild, H. (1995). Rethinking "Distance" in Distance Learning. IRL Report No. IRL 19.101, Menlo Park: Institute for Research on Learning, May, 1995.

Kahn, T. M. (1994). Rethinking the NII: Where is the learning we have lost in information? *ED Journal* (ED- Education at a Distance), USDLA, Feb., 1994, 8, 2, J1-J6.

Kahn, T.M. (organizer), with Dirckinck-Holmfeld, L, Hunter, B, Newman, D., & Riel, M. (1993). Electronic augmentation of communities of practice: the social side of telecollaboration. Highlight Panel Session and in *Conference Proceedings of Tel-Ed 93: Global Connections* , Dallas, TX.

Kahn, T. M. (1993). Towards a Virtual Bauhaus: An electronic design school and community without walls. *The Desginers' Forum*, , 1 , 2, 1, 8-9 ff (from invited presentation at NECC '93 Designers Forum). Eugene, OR: Visions for Learning.

Kahn, T. M. (1992). Learning to create: a theme and variations on self-education. In Kristina Hooper Woolsey (ed.), *Full Spectrum Learning*. Cupertino, CA: Apple Multimedia Lab, Apple Computer, Inc., Conference Report, 146-187.

Kahn, T. M. & Master, D. (1992). Multimedia literacy at Rowland: "A good story, well told" *T.H.E. Journal*, 19, 7, Feb., 1992, 77-83 .

Brown, D., Kahn, T. M., & Zauderer, M. (1988). Influences on development and innovation in educational technology. Contract report, Office of Technology Assessment (OTA), U.S. Congress. Washington: NTIS, Order #PB 88-194 642/AS.

BOOKS, SOFTWARE, MULTIMEDIA & WEB PROJECTS

Mindseum (2012 – Present): www.mindseum.org and Mindseum.wujitech.com and http://mindseum-next.herokuapp.com.

DesignWorlds for Learning (2003). Bay Area Science Museum Learning Collaboratory. http://www.designworlds.com/collab/ (supported by grants from the William and Flora Hewlett Foundation and the S. D. Bechtel, Jr. Foundation, in collaboration with Rockman, *et cetera* and the Schmahl Science Workshop. See also: http://www.designworlds.com/collab/project.html.

DesignWorlds for Learning (June, 2000). Desktop movie-making for K-12 education: Tips and exemplary desktop movie projects (using iMovie. Content designed for Apple's K-12 education web site (with Dave Master, John Ramirez, and others).

Kurshan, B., Kohl, H. & Kahn, T. M. (1994). *Exploring Creative Writer*. Reading, MA. Addison Wesley Publishing Co.

Myers, D. and Kahn, T. M. (1991). An introduction to desktop video production using Video F/X in Haukom, R., et al, *Introducing Video F/X* (video tutorial). Mountain View, CA: Digital F/X, Inc. (Digital F/X was the winner of an Emmy award for outstanding technical achievement in helping launch and integrate the digital video editing with the

special effects industries).

National Geographic Society (1988-89). *The Golden Spike: Building America's First Transcontinental Railroad* and *Project Classify* series (taxonomy in botany, zoology and dinosaurs). Apple IIe/IIgs software. Developed by Picodyne Corporation under contract to National Geographic Society. Winners of California and national awards for exemplary educational software.

Kohl, H., Kahn, T. M. & Disharoon, D. (1982). *Atari PILOT Games and Recreations.* Reston, VA: Reston Publishing Co. (Prentice-Hall) 1982.

Kohl, H., Kahn, T.M, Lindsay, L & Cleland, P. (1981). *Atari Games and Recreations.* Reston,VA: Reston Publishing Co. (Prentice-Hall), 1981. Best seller (over 50,000 copies in print).

PARTIAL CLIENT LIST & GRANT FUNDERS

For DesignWorlds for Learning, Inc. (1997-2008) & CapitalWorks, LLC (1999 – 2001)
Apple Inc.
Aquarium of the Pacific (Long Beach, CA)
Art Center College of Design
Cal Poly Pomona
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