

daniel noh

designer, researcher, educator

thinking about equity, learning,
technology, and creativity

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education

Harvard University
Graduate School of Education

Master of Education

Learning Design, Innovation, and
Technology

Carnegie Mellon University
School of Architecture

Bachelor of Architecture, Honors

Minor in Human-Computer Interaction

Minor in Design for Learning

software

Adobe CC
Figma, XD
Rhino/Grasshopper
Fusion 360
HTML/CSS
Processing
Javascript (p5)
Python
R (Statistics)
Tableau

process

Prototyping Methods
Fabrication Methods
Simple Circuitry
Data Visualization
Qualitative User Research
Quantitative Research
Design-based Research
Learning Design
Spatial Design
Game Design

languages

Korean
Japanese (Beginner)

experience

MIT Museum — Cambridge, MA

Museum Educator | 2022 - Present

- Designed and facilitated hands-on STEAM learning experiences to foster visitor engagement and build meaningful connections to scientific inquiry and design exploration.
- Developed novel science-based maker activities for adults including thermochromic coasters, electromagnetic sculptures, and nitinol wire art.
- Established and facilitated 3-week long digital fabrication and design courses on the use of 3D printers and laser cutters for novice makers.
- Mentored museum education interns and MIT undergraduate research assistants on the development and facilitation of design-based, hands-on learning experiences.

Harvard University, Graduate School of Education — Cambridge, MA

Research Assistant, Project Zero | 2021 - 2022

- Co-authored a white paper linking key learning practices of noticing, wondering, and help-seeking to qualities and affordances of objects, spaces, and materials in the Learning Spaces Lab, with Dr. Daniel Wilson.

Carnegie Mellon University, HCI Institute — Pittsburgh, PA

Research Associate, ClassInSight | 2021

- Conducted and drafted focus group protocols, including co-design prompts, interview questions, and scripts for the ClassInSight project, with Prof. Amy Ogan, advised by Dr. Angela Stewart.

Research Assistant, ClassInSight | 2020 - 2021

- Designed the preliminary lo-fi, mid-fi, and hi-fi user interfaces for the teacher-facing ClassInSight app and created onboarding decks for future designers on the team.

Carnegie Museum of Natural History — Pittsburgh, PA

Museum Education Intern | 2020

- Produced, illustrated, and voiced two educational videos under the Center for Anthropocene Studies about water in the Anthropocene, presented at ALCOSAN's 2020 and 2021 open house.
- Published corresponding educational blog posts published in CMNH's monthly newsletters and website.

teaching

Harvard University, Graduate School of Education — Cambridge, MA

Course Development and Teaching Fellow | 2023

- EDU T428M, Designing Learning Spaces, with Dr. Daniel Wilson (S2023).

Teaching Fellow | 2022 - Present

- EDU T514, Multi-Modal Learning Analytics, with Prof. Bertrand Schneider (S2023).
- EDU T519, Digital Fabrication and Making in Education, with Prof. Bertrand Schneider (S2022 & F2022).