

KYLIE PEPPLER
Curriculum Vitae, January 2014

Learning Sciences Program
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EDUCATION

Ph.D., Education
B.A., Psychology, French, and Studio Art

University of California, Los Angeles, 2007
Indiana University, Bloomington, 2002

CURRENT APPOINTMENT

Assistant Professor, Learning Sciences, School of Education, Indiana University, 2008 – present.

PRIOR APPOINTMENTS

Postdoctoral Research Associate, “Uncovering Literacies, Disrupting Stereotypes: Media Arts Practices of Youth with (Dis)Abilities.” Mark Warschauer, University of California, Irvine, 2007.

Postdoctoral Research Associate, “Investigating Media Arts as a Platform for Technology Fluency.” Yasmin B. Kafai, UCLA, 2007.

Postdoctoral Research Associate, “Arts in the Middle (AIM): Arts in Education Model Development and Dissemination (AEMDD)”. Principal Investigator: James Catterall, UCLA, 2007.

Senior Graduate Research Assistant, “ITR: A Networked, Media-Rich Programming Environment to Enhance Technological Fluency at After-School Centers in Economically-Disadvantaged Communities.” Principal Investigators: Yasmin B. Kafai, UCLA and Mitchel Resnick, MIT Media Lab, 2004 – 2007.

Graduate Research Assistant, “Investigating Science-Based Immersive Online Environments”. Principal Investigator: Yasmin B. Kafai, 2005-2007.

Graduate Research Assistant, “Evaluating Learning in the Arts during LA’s BEST After-School Arts Program (ASAP).” Principal Investigator: James Catterall, UCLA, 2005 – 2006.

Graduate Research Assistant, “Computer Mentoring Partnerships: A Research Collaboration between Youth Opportunities Unlimited (Y.O.U.), Inc. and UCLA Undergraduates to Promote Technology Fluency.” Principal Investigator: Yasmin Kafai, UCLA, 2004-2005.

Graduate Research Assistant, “Project HOOP, Honoring Our Origins and People Through Native Theater, Education, and Community Development.” Principal Investigators: James Catterall and Hanay Geigomah, UCLA, 2003-2005.

Graduate Research Assistant, “Visual Arts Education and The Worldviews of Inner-City Children.” Principal Investigator: James Catterall, UCLA, 2002-2003.

Undergraduate Research Assistant, “Behavioral Neuroscience investigations of Rats Bred for High and Low Alcohol Drinking Preferences.” Principal Investigator: Joseph Steinmetz, Indiana University, 1998-2002.

COURSES TAUGHT

Graduate Topical Seminar: Designing for Change (ED P674), Indiana University
Online Graduate Topical Seminar: Learning in New Media (ED P574), Indiana University
Graduate Topical Seminar: Learning in New Media (ED P650/P674), Indiana University
Apprenticeship in the Learning Sciences (ED P573), Indiana University
Educational Psychology for All Grades (ED P254), Indiana University
Culture, Technology, and Human Development (ED 194B), UCLA
Culture, Communications, and Human Development (ED 194C), UCLA
Quantitative Statistics (PSYCH P211), Indiana University
Neural Bases of Human Behavior (PSYCH E105), Indiana University
Introductory Psychology (PSYCH P101), Indiana University

CURRENT FUNDED RESEARCH

- Peppler, K., Danish, J., & Moczek, A. (\$1,000,000; August 2013-July 2017). BioSim: Developing a Wearable Toolkit for Teaching Complex Science Through Embodied Play. Grant from The National Science Foundation.
- Maker Education Initiative & Peppler K. (\$260,000 with a sub-contract of \$69,500; September 2013 – December 2014). Open Portfolio Project. Grant from The Gordon and Betty Moore Foundation.
- Peppler, K., Hoadley, C., Santo, R. & Ching, D. (\$350,000; June 2013-May 2015). Hive Research Lab: Researching Hive NYC as a Regional Learning Ecosystem. Grant from The New York City Trust.
- Peppler, K. (\$60,000; August 2012-July 2014). Consultant on the Visually Integrated Cyber Exploratorium for Design (V-ICED) at Purdue University. Sub-Contract on a grant from the National Science Foundation to Karthik Ramani.
- Peppler, K. (\$40,000; December 2012-May 2014). Consultant to Mimi Ito at the Digital Media and Learning Hub at the University of Irvine, CA.
- Peppler, K. (\$1,900,000 with a subcontract of \$102,503; September 2010 – September 2014). Arts Education Model Development and Dissemination Grant: Inner-City Arts/LAUSD. Grant from the U.S. Department of Education.

FUNDING UNDER REVIEW

- Peppler, K. (\$3,200,000) The Design Research Center. Proposal under review at the John D. and Catherine T. MacArthur Foundation's Digital Media and Learning Program.
- Peppler, K. (\$900,000) Scaling the Grinding New Lenses Project. Proposal under review at the John D. and Catherine T. MacArthur Foundation's Digital Media and Learning Program.
- Peppler, K. & Klopfer, E. (under review, \$200,000). RAPID: Studying Transfer in a Community of Computational Designers. The National Science Foundation.
- Dragnea, B. and IU colleagues (under review, \$15,862,490, 08/01/14-07/31/2020). IU Materials Science Research Center. The National Science Foundation.
- Peppler, K. & Gresalfi, M. (under review, \$1,500,000). COLLABORATIVE: Re-Crafting Mathematics Education: Designing Tangible Manipulatives Rooted in Traditional Female Crafts. The National Science Foundation.
- Gresalfi, M., Peppler, K., & Yoon, S. (under review, \$1,500,000). COLLABORATIVE: Designing to Learn: The Potential of Design Based Activity to Support Systems Thinking. The National Science Foundation.

PRIOR FUNDED RESEARCH

- Peppler, K., Gresalfi, M., Salen, K., & Pinkard, N. (\$727,000; January 2010 – December 2013). Grinding New Lenses: A Systems Approach to Curriculum for Schools and After-School Spaces. Grant from the John D. and Catherine T. MacArthur Foundation's Digital Media and Learning Program.
- Peppler, K. (\$66,017; May – August, 2013). Understanding Systems: Digital Design for a Complex World. Grant from The Chicago Community Trust.
- Kafai, Y., Peppler, K., & Buechley, L. (\$896,000; August 2009 – July 2013). Creative IT – COLLABORATIVE – MAJOR: Computational Textiles as Materials for Creativity: Participatory Design Communities in Afterschool and Classroom Programs for Economically-Disadvantaged Youth (IIS-0855886). Grant from the National Science Foundation.
- Peppler, K., Barab, S., & Klopfer, E. (\$899,000; August 2009 – July 2013). Major: Transactive Art: An Inclusive Game-Based Programming Context. Grant from the National Science Foundation.
- Peppler, K. (\$20,000; June 2010 - June 2013). Research Experience for Undergraduates (REU) – NSF Supplement to Computational Textiles - IIS-0855886. Grant from the National Science Foundation.
- Peppler, K. (\$200,000 with a subcontract of \$25,000; May 2012 – August 2013). Systems Thinking: Seeking Coherence to the Digital Age. Grant from the Indiana Department of Education.

Peppler, K. (\$70,000; January 2011-January 2012). New Opportunities for Self-Directed Arts Learning in a Digital Age. Grant from the Wallace Foundation.

Danish, J. & Peppler, K. (\$59,000; August 2010 - July 2012). Communicating Across the Curriculum: Studying Students' Use of Drawings, Graphs, and Text in Diverse Disciplines. Grant from the Indiana University Faculty Research Support Program (FRSP).

Peppler, K. (\$42,000; August 2009 – July 2011). Creativity Labs: Exploring Textiles as Materials for Digital Learning and Creativity in Economically Disadvantaged, Afterschool Communities. Maris M. and Mary Higgins Proffitt Fund.

Hickey, D., Peppler, K., & Danish, J. (\$75,000; August 2009 – July 2011). Proposal for Development and Implementation of a New Online Certificate Program in Learning Sciences, Media and Technology. IDEA Grant.

Barab, S., Gresalfi, M.S., Peppler, K.A., & Hickey, D. (\$1,839,000; January 2008-December, 2010). Scaling out virtual worlds: Growing a 21st century curriculum. Grant from the John D. and Catherine T. MacArthur Foundation's Digital Media and Learning Program.

Kafai, Y., Peppler, K., Buechley, L. & Eisenberg, M. (\$50,000; November 2009 – December 2010). Beyond the Screen: Examining the Participatory Challenges of Computational Crafts for DIY Youth Communities. Grant from the University of California's Humanities Research Institute and the MacArthur Foundation's Digital Media and Learning Program.

Peppler, K. (\$2,500; September 2010). Visiting Fellowship to bring Jeanne Bamberger to Indiana University, Bloomington campus. Indiana University Institute for Advanced Study.

Peppler, K. (\$19,000; August 2009 – July 2010). In Harmony: Connecting children in the US and Israel to foster musical learning and cross-cultural understanding. Fund for the Advancement of Peace and Education.

Peppler, K. (\$42,500; July 2007 - December 2007). Uncovering Literacies, Disrupting Stereotypes: Media Arts Practices of Youth with (Dis)Abilities. Postdoctoral Fellowship from the Office of the President, University of California.

Peppler, K. (\$20,000; August 2006 – July 2007). Creative Bytes: Literacy and Learning in the Media Arts Practices of Urban Youth. Dissertation Research Award from the Spencer Foundation.

Peppler, K. (\$10,000; January 2006 – December 2006). Retrospective and Portfolio Analyses. Grant from the Ryman Arts Foundation.

Kirsch, J. (Subcontract to Peppler, K.) (\$85,000 with a subcontract of \$6,000; 2006 - 2007). Impacts of the Teacher Institute. Grant from the Heller Foundation.

Catterall, J. & Peppler, K. (\$885,000 with a subcontract to UCLA of \$184,000; 2006 - 2008). Arts in the Middle (AIM): Arts in Education Model Development and Dissemination (AEMDD). Grant from the U.S. Department of Education to LAUSD District Four.

Catterall J., Peppler, K. & Feilen, K. (\$42,600; 2005 – 2006). Year Two Evaluation of Standards-based Arts Learning. Grant from LA's BEST After-School Arts Program/Office of Mayor.

AWARDS RECEIVED

"Be Great!" Award Recipient from the Boys and Girls Clubs of Bloomington in recognition for volunteer work technology lab work (2012).

AERA Jan Hawkins Award (2011, 2012 Nomination).

AERA Highest Ranked Paper Submission Award in the Peace Education Special Interest Group (SIG).

AERA Best Emerging Media Paper in the Media, Culture & Curriculum (MCC) Special Interest Group (SIG).

National Science Foundation's Alan T. Waltermann Award (2011 Nomination).

Nominated for the Excellence in Mentoring Award (2009, 2010, 2011). Student nominated award for top faculty mentor in the IU School of Education.

Indiana Governor's Award for Tomorrow's Leaders (2009). Top Award given to outstanding young leaders in the state of Indiana that have shown exemplary leadership under the age of 30.

Honorable Mention in Prixars Electronica in Community Art for work on the Scratch Online Community (www.scratch.mit.edu) (2008). One of the highest international awards in the digital arts community.

Group Volunteer of the Year (2008) at the Boys and Girls Clubs of Bloomington for outstanding service to the organization.

Selected for the International Conference of the Learning Sciences (ICLS) Early Career Workshop (2008) for promising young scholars in the field of Learning Sciences.

Top Paper at the Special Interest Group on Computer Science Education (SIGCSE) Conference (2008).

UC Presidential Postdoctoral Fellowship (2007-2008).

Spencer Dissertation Fellowship for Research Related to Education (2006-2007).

Selected for the International Conference of the Learning Sciences (ICLS) Doctoral Consortium (2006).

Hoyt Foundation Fellowship (2004 – 2005). Graduate Fellowship awarded to recipients within the University of California schools.

BOOKS, PAPERS AND PRESENTATIONS

- Barab, S., Dodge, T., Ingram-Goble, A., Pettyjohn, P., Peppler, K., Volk, C., Solomou, M. (2010). *Mind, Culture, and Activity* 17(3), 1-30.
- Barab, S., Dodge, T., Ingram-Goble, A., Volk, C., Peppler, K., Pettyjohn, & Solomou, M. (2009). Pedagogical Dramas and Transformational Play: Narratively-Rich Games for Education. I.A. Iurgel, N. Zagalo, and Petta (Eds.), *International Conference on Interactive Digital Storytelling*. (ICIDS) 2009, LNCS 5915. Springer-Verlag: Berlin, Germany, 332–335.
- Barron, B., Kafai, Y., Josephs, D., Pinkard, N., Resnick, M., Martin, C., Schatz, C., Shapiro, B., Millner, A., Peppler, K., Chiu, G. & Desai, S. (2006). Clubs, Homes, and Online Communities as Contexts for Engaging Youth in Technology Fluency Building Activities. Symposium and proceedings published in the 2006 International Conference of the Learning Sciences, Bloomington, IN.
- Buechley, L., Peppler, K., Eisenberg, M., & Kafai, Y. (Eds.) (2013). *Textile Messages: Dispatches from the World for e-Textiles and Education*. New York, NY: Peter Lang Publishing.
- Catterall, J.S. & Peppler, K. (2004). Arts Education and the Worldviews of Inner-City Children. (Deliverable to the Ford Foundation). Los Angeles: University of California.
- Catterall, J.S. & Peppler, K. (2007). Learning in the Visual Arts and Worldviews and Young Children. *Cambridge Journal of Education*, 37(4), 543-560.
- Catterall, J.S. & Peppler, K. (2007). *Learning in the Visual Arts and Worldviews of Young Children: Lessons from Skid Row*. Evaluating the Impact of Arts Education: A European and International Research Symposium, Centre Pompidou, Paris.
- French translation:* Catterall, J.S., & Peppler, K. (2007). *Initiation aux arts visuels et vision du monde chez les jeunes enfants: quand confiance en son efficacité et originalité se rencontrent*. In Symposium européen et international de recherche: Évaluer les effets de l'éducation artistique et culturelle (283-293). Paris: La documentation Française.
- Catterall, J.S., Peppler, K. & Feilen, K. (2004). LA's BEST After School Arts Program: Exploratory Program Evaluation (Deliverable to the LA's BEST After-School Arts Program). Los Angeles: University of California.
- Danish, J., Peppler, K., & Phelps, D. (2010). *BeeSign: Designing to Support Mediated Group Inquiry of Complex Science by Early Elementary Students*. Published in the proceedings of the 9th International Conference on Interaction Design and Children, Barcelona, Spain.
- Danish, J., Peppler, K. & Phelps, D. (2012). *The Impact of Disciplinary Framing Upon Early Elementary Students' Representational Critiques*. Paper published in the proceedings at the 2012 International Conference of the Learning Sciences (ICLS), Sidney, Australia.
- Danish, J., Peppler, K., Phelps, D. & Washington, D. (2011). Life in the Hive: Supporting Inquiry into Complexity within the Zone of Proximal Development. *Journal of Science and Educational Technology*, 20(5), 454–467.

- Davis, H., Peppler, K. & Hickey, D. (2011). Assessment Assemblage: Advancing Portfolio Practice Through the Assessment Stage Theory. *Studies in Arts Education*, 52(3), 213-224.
- Downton, M., Peppler, K., & Bamberger, J. (2011). *Talking Like a Composer: Negotiating shared musical compositions using Impromptu*. Published In the proceedings of the 2011 Computer-Supported Collaborative Learning (CSCL) Conference. Hong Kong, China.
- Downton, M., Peppler, K. & Portowitz, A. (2010). *Building tunes block by block: Constructing musical and cross-cultural understanding through Impromptu*. Published in the proceedings of the 2010 Constructionism Conference, Paris, France.
- Downton, M. P., Peppler, K. A., Portowitz, A., Bamberger, J. & Lindsay, E. (2012). Composing pieces for peace: Using Impromptu to build cross-cultural awareness. *Visions of Research in Music Education*, 20, 1-37. Retrieved from <http://www-usr.rider.edu/~vrme/v20n1/index.htm>.
- Hayes, E., Peppler, K., Kafai, Y., Games, I., Torres, R., Pinkard, N., Hooper, P., Klopfer, E., Scheintaub, H., Eugene, W., Daily, S., Ancholou, U., Barron, B., Forssell, K., Kennedy, C., Rogers, M., Takeuchi, L., Walter, S. & Zimmerman, E. (2008). *New Perspectives on Learning Through (Game) Design*. Published in the proceedings of the 2008 International Conference of the Learning Sciences (ICLS), Utrecht, Netherlands.
- Horcher, A. M., Peppler, K., & Glosson, D. (2010). *E-Textiles: the Softer Side of Computing*. Published in the proceedings from the 2010 Grace Hopper Celebration of Women in Computing, Atlanta, GA.
- Kafai, Y. & Peppler, K. (2011). *Beyond Small Groups: New Opportunities for Research in Computer-Supported Collective Learning*. Published in the proceedings of the 2011 Computer-Supported Collaborative Learning (CSCL) Conference. Hong Kong, China.
- Kafai, Y. B. & Peppler, K. A. (2012). Developing Gaming Fluencies with Scratch: Realizing Game Design as an Artistic Process. In C. Steinkuehler, K. Squire and S. Barab (Eds.), *Games, Learning, and Society: Learning and Meaning in the Digital Age*. New York, NY: Cambridge University Press.
- Kafai, Y. & Peppler, K. (2014). Rethinking transparency in critical making with e-textiles. In M. Boler & M. Ratto (Eds.), *DIY Citizenship*. MIT Press: Cambridge, MA.
- Kafai, Y. & Peppler, K. (2011). Youth, Technology, and DIY: Developing Participatory Competencies in Creative Media Production. In V. L. Gadsden, S. Wortham, and R. Lukose (Eds.), *Youth Cultures, Language and Literacy. Review of Research in Education*, 35(1), 89-119.
- Kafai, Y., Peppler, K., Alavez, M. & Ruvalcaba, O. (2006). *Seeds of a Computer Culture: An Archival Analysis of Programming Artifacts from a Community Technology Center*. Proceedings Published in the 2006 International Conference of the Learning Sciences, Bloomington, IN.
- Kafai, Y., Peppler, K., Burke, Q., Moore, M., & Glosson, D. (2010). *Fröbel's Forgotten Gift: Textile Construction Kits as Pathways into Play, Design and Computation*. Published in the proceedings of the 9th International Conference on Interaction Design and Children, Barcelona, Spain.
- Kafai, Y.B., Peppler, K., & Chapman, R. (Eds.) (2009). *The Computer Clubhouse: Creativity and Constructionism in Youth Communities*. New York, NY: Teachers College Press.
- Kafai, Y., Peppler, K. & Chiu, G. (2007). High Tech Programmers in Low-Income Communities: Seeding Reform in a Community Technology Center. In C. Steinfield, B. Pentland, M. Ackerman, & N. Contractor (Eds.), *Communities and Technologies 2007* (545-564). New York: Springer.
- Kafai, Y. B., Desai, S., Peppler, K., Chiu, G. & Moya, J. (2008). Mentoring Partnerships in a Community Technology Center: A Constructionist Approach for Fostering Equitable Service Learning. *Mentoring & Tutoring*, 16(2), 194-201.
- Maloney, J., Peppler, K., Kafai, Y.B., Resnick, M. & Rusk, N. (2008b). *Media Designs with Scratch: What Urban Youth Can Learn about Programming in a Computer Clubhouse*. Published in the proceedings of the 2008 International Conference of the Learning Sciences (ICLS), Utrecht, Netherlands.

- Maloney, J., Peppler, K., Kafai, Y. B., Resnick, M. & Rusk, N. (2008a). *Programming by Choice: Urban Youth Learning Programming with Scratch*. Published in the proceedings by the ACM Special Interest Group on Computer Science Education (SIGCSE) conference, Portland, OR.
- McKay, C. & Peppler, K. (2013). *MakerCart: A Mobile Fab Lab for the Classroom*. Position Paper at the Interaction Design for Children Conference (IDC), New York, NY.
- Peppler, K. (2009). Evaluation of the Inner-City Arts Teachers' Institute. (Deliverable to the Heller Foundation). Los Angeles: University of California.
- Peppler, K. (2010). Media Arts: Arts Education for a Digital Age. *Teachers College Record*, 112(8), 2118–2153.
- Peppler, K. (2014). *New Creativity Paradigms: Arts Learning in the Digital Age*. New York, NY: Peter Lang Publishing.
- Peppler, K. (2010). The New Fundamentals: Introducing Computation into Arts Education. In E. Clapp & M. J. Bellino (Eds.) *20Under40: Reinventing the Arts and Arts Education for the 21st Century*, Bloomington, IN: AuthorHouse.
- Peppler, K. (2013). New Opportunities for Interest-Driven Arts Learning in a Digital Age. (Deliverable to the Wallace Foundation). Bloomington, Indiana: Indiana University.
- Peppler, K. (2013). On Screen and Onstage: Interest-Driven Arts for Teens. *Opera America*, Fall 2013, 30-31.
- Peppler, K. (2013). Social Media and Creativity. In D. Lemish (Ed.), *The Routledge International Handbook of Children, Adolescents and Media*. New York, NY, Routledge, 193-200.
- Peppler, K. (2006). Ryman Arts 2000-2006: An Overview of the Program and an Assessment of Student Portfolio Work (Deliverable to the Ryman Arts Program). Los Angeles: University of California.
- Peppler, K. (2012). Scratch: digital art making. *Child Art Magazine*, 12(1), Number 42. iv.
- Peppler, K. (2013). STEAM-Powered Computing Education: Using E-Textiles to Integrate the Arts and STEM. *IEEE Computer*, September 2013, 38–43.
- Peppler, K. & Alvarez, M. (2009). Evaluation of the Inner-City Arts Creativity in the Classroom Series. (Deliverable to the Heller Foundation). Los Angeles: University of California.
- Peppler, K. & Bender, S. (2013). Maker Movement spreads innovation one project at a time. *Phi Delta Kappan*, 95(3), 22-27.
- Peppler, K. & Catterall, J.S. (2006). Year Two Findings on the Arts Learning of Children enrolled in the LA's BEST After School Arts Program (Deliverable to the LA's BEST After-School Arts Program). Los Angeles: University of California.
- Peppler, K., Catterall, J. & Feilen, K. (2009). Arts in the Middle: A Collaborative Project of Inner-City Arts and Los Angeles Unified School District 4 (Deliverable to the U.S. Department of Education). Bloomington, IN: Indiana University.
- Peppler, K., Danish, J. & Phelps, D. (2013). Collaborative Gaming: Designing Board Games to Teach Young Children about Complex Systems and Collective Behavior. In *Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research*. September 18, 2013, 46(9), 38-43. doi: 10.1177/1046878113501462
- Peppler, K., Danish, J., Zaitlen, B., Glosson, D., Jacobs, A., & Phelps, D. (2010). *BeeSim: Leveraging Wearable Computers in Participatory Simulations with Young Children*. Published in the proceedings of the 9th International Conference on Interaction Design and Children, Barcelona, Spain.
- Peppler, K. & Davis, H. (2010). *Arts and Learning: A Review of the Impact of Arts and Aesthetics on Learning and Opportunities for Further Research*. Published in the proceedings of the 2010 International Conference of the Learning Sciences (ICLS), Chicago, IL.
- Peppler, K., Downton, M., Lindsay, E., & Hay, K. (2011). The Nirvana Effect: Tapping Video Games to Mediate Music Learning and Interest. *International Journal of Learning and Media*, 3(1), 41-59.
- Peppler, K., Fields, D., Kafai, Y., & Glosson, D. (2011). Articulating Creativity in a New Domain: Expert Insights from the Field of E-Textiles. Published in the ACM Cognition & Creativity Conference Proceedings. ACM: Atlanta, GA.

- Peppler, K. & Glosson, D. (2013). Learning about Circuitry with E-textiles in after-school settings. In M. Knobel & C. Lankshear (Eds.), *The New Literacies Reader*, New York, NY: Peter Lang Publishing.
- Peppler, K. & Glosson, D. (2013). Stitching Circuits: Learning About Circuitry Through E-Textile Materials. *Journal of Science and Educational Technology*. October 2013, 22(5), 751-763.
- Peppler, K., Gresalfi, M., Salen, K. & Santo, R. (2014). *Soft Circuits: Crafting E-Fashion with DIY Electronics*. Cambridge, MA: MIT Press.
- Peppler, K. & Kafai, Y.B. (2007b). *Collaboration, Computation, and Creativity: Media Arts Practices in Urban Youth Cultures*. Published in the proceedings of the 2007 Computer Supported Collaborative Learning (CSCL) Conference held at Rutgers University, New Brunswick, NJ.
- Peppler, K. & Kafai, Y. (2006). *Creative Codings: Personal, Epistemological, and Cultural Connections to Digital Art Production*. Proceedings published in the 2006 International Conference of the Learning Sciences (ICLS), Bloomington, IN.
- Peppler, K. & Kafai, Y.B. (2008c). *Developing a Design Culture at the Computer Clubhouse: The Role of Local Practices and Mediators*. Published in the proceedings of the 2008 International Conference of the Learning Sciences (ICLS), Utrecht, Netherlands.
- Peppler, K. & Kafai, Y. (2007). From SuperGoo to Scratch: exploring creative digital media production in informal learning. *Learning, Media, and Technology*, 32(2), 149-166.
- Peppler, K. & Kafai, Y. B. (2010). Gaming Fluencies: Pathways into a Participatory Culture in a Community Design Studio. *International Journal of Learning and Media*, 1(4), 1-14.
- Peppler, K. & Kafai, Y. B. (2008b). *Learning from Krumping: Collective Agency in Dance Performance Cultures*. Published in the proceedings of the 2008 International Conference of the Learning Sciences (ICLS), Utrecht, Netherlands.
- Peppler, K. & Kafai, Y.B. (2008d). *New Literacies and the Learning Sciences: A Framework for Understanding Youths' Media Arts Practices*. Proceedings in the published of the 2008 International Conference of the Learning Sciences (ICLS), Utrecht, Netherlands.
- Peppler, K. & Kafai, Y. B. (2007a). What video game making can teach us about learning and literacy: Alternative pathways into participatory culture. In Akira Baba (Ed.), *Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association (DiGRA)* (369-376). Tokyo, Japan: The University of Tokyo.
- Peppler, K. & Kafai, Y. (2008a). *Youth as Media Art Designers: Workshops for Creative Codings*. Published in the proceedings of the 2008 Interaction Design for Children (IDC) Conference held at Northwestern University, Chicago, IL.
- Peppler, K. & McKay, C. (2013). *Broadening Participation and Issues of Inclusion and Accessibility in Making*. Paper at the Interaction Design for Children Conference (IDC), New York, NY.
- Peppler, K., Salen, K., Gresalfi, M. & Santo, R. (2014). *Short Circuits: Crafting E-Puppets with DIY Electronics*. Cambridge, MA: MIT Press.
- Peppler, K., Santo, R., Salen, K., & Gresalfi, M. (2014). *Script Changers: Digital Storytelling with Scratch*. Cambridge, MA: MIT Press.
- Peppler, K. & Solomou, M. (2010). *Building Creativity: Collaborative Learning and Creativity in a Virtual Gaming Environment*. Published in the proceedings of the 2010 International Conference of the Learning Sciences, Chicago, IL.
- Peppler, K. & Solomou, M. (2011). Building Creativity: Collaborative Learning and Creativity in Social Media Environments. *On the Horizon*, 19(1), 13-23.
- Peppler, K. & Warschauer, M. (2012). Uncovering Literacies, Disrupting Stereotypes: Examining the (Dis)Abilities of a Child Learning to Computer Program and Read. *International Journal of Learning and Media*, 3(3), 15-41. doi:10.1162/IJLM_a_00073
- Peppler, K., Warschauer, M., & Diazgranados, A. (2010). Game Critics: Exploring the Role of Critique in Game-design Literacies. *E-Learning*, 7(1), 35-48.
- Salen, K., Gresalfi, M., Peppler, K., & Santo, R. (2014). *Gaming the System: Designing with Gamestar Mechanic*. Cambridge, MA: MIT Press.

Wohlwend, K. & Peppler, K. (2013). Making in Barbiegirls' Virtual World. In G. M. Boldt & McArdle, F. (Eds.) *Young Children, Pedagogy and the Arts: Ways of Seeing*. New York, NY, Routledge, 129-145.

Talks and Presentations

- Kisselburgh, L., Ramani, K. & Peppler, K. (2014). Visually-integrated collaborative ideation: Changing the dynamics of creativity in design teams. International Communication Association Annual Conference, Seattle, WA.
- Santo, R. & Peppler, K. (2013). Make-to-Learn. Presentation at the 2013 Games, Learning and Society Conference, Madison, WI.
- Peppler, K., Santo, R., Cloud, J., Rufo-Tepner, R., O'Keefe, D., Midolo, C. & Cantrill, C. (2013). Whole School Approaches to Systems Thinking. Symposium chair at the 2013 American Educational Research Association (AERA) Conference, San Francisco, CA.
- Shively, K. & Peppler, K. (2013). Judging Creativity in New Digital Art Domains. Paper at the 2013 American Educational Research Association (AERA) Conference, San Francisco, CA.
- Buccholz, B., Shively, K. & Peppler, K. (2013). The Art of Getting Unstuck: Tinkering to Support Creative Learning in Digital Art Practice. Paper at the 2013 American Educational Research Association (AERA) Conference, San Francisco, CA.
- Kafai, Y. & Peppler, K. (2013). DIY Beyond the Screen: Creative, Critical, and Connected Making with E-Textiles. Paper at the 2013 American Educational Research Association (AERA) Conference, San Francisco, CA.
- Peppler, K. (2013). E-Textiles, Physical Computing, and Arts Education "v2k". Paper at the 2013 American Educational Research Association (AERA) Conference, San Francisco, CA.
- Eidman-Aadahl, E., Peppler, K., Resnick, M., & Thomas, A. M. (2013). Broadening Participation in Maker Communities. Presentation at the Digital Media and Learning Conference, April 2013. Chicago, IL.
- Peppler, K. (2012). Computational Textiles as Materials for Creativity. Un-poster presentation at the Computing Education for the 21st Century (CE21) Conference. January 6, Washington DC.
- Peppler, K., Kafai, Y., Fields, D., Eisenberg, M., Buechley, L., Searle, K., & Hsi, S. (2012). *Tinkering with Tangibles: Electronic Textiles in Classrooms, Colleges, and Clubs*. Symposium at the 2012 Digital Media and Learning Conference, March 1-3 in San Francisco, CA.
- Peppler, K., Gresalfi, M., Shute, V., Salen, K., Pinkard, N., Siyahhan, S. & Santo, R. (2012). *Seeing the Bigger Picture: Supporting Systems Thinking through Designing Digital Systems*. Symposium at the 2012 American Educational Research Association (AERA) Conference, Vancouver, Canada.
- Peppler, K., Santo, R., Downton, M., Glosson, D., Shively, K., & Volk, C. (2012). *New Opportunities for Interest-Driven Arts Learning in a Digital Age*. Paper presented at the 2012 American Educational Research Association (AERA) Conference, Vancouver, Canada.
- Downton, M., Peppler, K. & Bamberger, J. (2012). *Emerging Musical Sense-Making: Constructionism and collaboration in computer-aided music composition*. Paper presented at the 2012 American Educational Research Association (AERA) Conference, Vancouver, Canada.
- Wohlwend, K. & Peppler, K. (2012). *Pink Technologies and Playful Pedagogies: Gender, Design, and Barbie Transmedia in Digital and Museum Spaces*. Paper presented at the 2012 American Educational Research Association (AERA) Conference, Vancouver, Canada.
- Peppler, K., Berland, M., Santo, R., Danish, J., Phelps, D., Gresalfi, M., & Barnes, J. (2012). *Fiddling on the Fly: Thinking, Learning, and Designing Using Board Games*. Symposium at the 2012 American Educational Research Association (AERA) Conference, Vancouver, Canada.
- Peppler, K. & Santo, R. (2012). *Informal Learning Environments as 21st Century Pre-Service Learning Spaces for Teachers*. Paper presented at the 2012 American Educational Research Association (AERA) Conference, Vancouver, Canada.

- Kafai, Y., Peppler, K., Buechley, L., Fields, D., Searle, K., Eisenberg, M., Eisenberg, A., Huang, Y., & Danish, J. (2012). *Textile Messages: Dispatches from the World of E-Textiles and Education*. Symposium at the 2012 American Educational Research Association (AERA) Conference, Vancouver, Canada.
- Downton, M. P., Peppler, K. A., and Bamberger, J. (2012). Collaborative Meaning Making in Music: Youths' Discourse During Computer Aided Composition. Paper presented at the 2012 Music Educators National Conference (MENC) Music Creativity Special Research Interest Group. St. Louis, MO.
- Danish, J., Peppler, K. & Phelps, D. (2011). *BeeSign: Designing to Support Mediated Group Inquiry of Complex Science by Early Elementary Students*. Paper presented at the 2011 American Educational Research Association (AERA) Conference.
- Downton, M. & Peppler, K. (2011). *Pieces for Peace: Using Impromptu to Build Musical and Cross-Cultural Understanding*. Paper presented at the 2011 American Educational Research Association (AERA) Conference.
- Kafai, Y. & Peppler, K. (2011). Interactivity as a Lens on Youths' Computational Thinking in an Urban Game Design Studio. Paper presented at the 2011 American Educational Research Association (AERA) Conference.
- Peppler K., Berland, M., Duncan, S., Games, A. and Gresalfi, M. (2011). Fostering Computational Thinking in Games and Gaming Communities. MacArthur Foundation's Digital Media and Learning Conference, Long Beach, CA.
- Peppler, K. & Solomou, M. (2011). *Building Creativity: Collaborative Learning and Creativity in a Virtual Gaming Environment*. Paper presented at the 2011 American Educational Research Association (AERA) Conference.
- Peppler, K. & Glosson, D. (2011). *Here, There and Everywear: Rhizomatic Activity Structures in an online DIY Community of E-Textile Producers*. Paper presented at the 2011 American Educational Research Association (AERA) Conference.
- Peppler, K., Lindsay, E., Downton, M. & Hay, K. (2010). *The Nirvana Effect: Tapping Rhythmic Videogames to Leverage Learning and Motivation*. Paper presentation at the 2010 American Educational Research Association (AERA) Conference, Denver, CO.
- Peppler, K., Kafai, Y., Buechley, L., Eisenberg, M. & Gershenfeld, A. (2010). *Computational Textiles as New Media Texts: Digital Media Learning in Youth and DIY Communities*. For the first Digital Media and Learning Conference in La Jolla, California.
- Peppler, K. & Warschauer, M. (2010). *Uncovering Literacies, Disrupting Stereotypes: Examining the (Dis)Abilities of a Child Learning to Computer Program and Read*. Paper presentation at the 2010 American Educational Research Association (AERA) Conference, Denver, CO.
- Lewin, C., Erstad, O., Peppler, K., Greenhow, C., Crook, C., Naylor, S., Facer, K., Sorensen, B. H., Manchester, H., & Kahr-Hojland, A. (2010). *At the interface – building new relations between formal and informal learning*. Symposium at the 2010 European Conference on Educational Research (ECER), Helsinki, Finland.
- Kafai, Y., Peppler, K., Resnick, M., Fields, D., Brennan, K. & Diazgranados, A. (2010). *Cultivating Creativity and Criticality in Schools and After-School Programs with Scratch*. For the first Digital Media and Learning Conference in La Jolla, California.
- Kafai, Y., Peppler, K., Resnick, M., & Brennan, K. (2010). *SCRATCH: Programming for Everyone*. Symposium at the Constructionism Conference, Paris, France.
- Davis, H., Peppler, K. & Hickey, D. (2010). *Assessment Assemblage: Advancing Portfolio Practice Through the Assessment Stage Theory*. Paper presentation at the 2010 American Educational Research Association (AERA) Conference, Denver, CO.
- Davis, H. & Peppler, K. (2010). *Voice Portfolios: Artistry in Assessment*. Paper presentation at the 2010 American Educational Research Association (AERA) Conference, Denver, CO.
- Peppler, K., Warschauer, M. & Diazgranados, A. (2009). *Creating a Culture of Game Designers in Elementary Classrooms and After-School Clubs*. Paper presentation at the 2009 American Educational Research Association (AERA) Conference, San Diego, CA.
- Peppler, K., Kafai, Y., Rusk, N., Beals, L., Bers, M., Breslow, G., Chapman, R., Martin, C., Barron, B., Wise, S., Millner, A., Rusk, N., Resnick, M., Cooke, S., Sylvan, E., & Cole, M. (2009). *The Computer Clubhouse Learning Model: Learning Inquiry, Collaboration, and*

- the Development of 21st Century Skills in Informal Learning Spaces*. Symposium at the 2009 American Educational Research Association (AERA) Conference, San Diego, CA.
- Peppler, K., Downton, M. & Hay, K. (2009). *Building musical intuitions through video games: A performance analysis of Rock Band in after-school communities*. Paper presentation at the 2009 American Educational Research Association (AERA) Conference, San Diego, CA.
- Peppler, K., Catterall, J., & Feilen, K. (2009). *Curtains Up! Revealing the Mechanisms of Transfer Between Drama and Academic English Language Development*. Paper presentation at the 2009 American Educational Research Association (AERA) Conference, San Diego, CA.
- Peppler, K. A., Downton, M. P., & Hay, K. (2009). *Turn That Noise Up: How Rock Band® Helps Youth Develop Rhythmic Intuitions*. Paper presented at the 2009 Society for Music Perception, Cognition, and Research Conference, Indianapolis, IN.
- Feilen, K., Peppler, K. & Catterall, J.S. (2009). *Models for Evaluating the Impact School-and Community-Based Arts Programs*. Paper presented at the 2009 American Evaluation Association (AEA) Conference, Portland, OR.
- Barab, S., Peppler, K., Ingram-Goble, A., Dodge, T., & Solomou, M. (2009). *Identity Experiments: Using Narrative-Rich Games to bring Together Personal, Student, and Disciplinary Lifeworlds*. Paper presentation at the 2009 American Educational Research Association (AERA) Conference, San Diego, CA.
- Peppler, K., Hay, K., & Downton, M. (2008). *The Nirvana Effect: Tapping the Power of Video Games to Leverage Musical Interest*. Presentation at the 2008 Games, Learning, and Society (GLS) Conference, Madison, WI.
- Peppler, K., Diazgranados, A., Kafai, Y., & Fields, D. (2008). *Creating a Culture of Critical Game Designers in Elementary Classrooms and Clubs*. Presentation at the 2008 Games, Learning, and Society (GLS) Conference, Madison, WI.
- Peppler, K. (2008). *Media Arts: Arts Education for the 21st Century*. Paper presentation at the 2008 American Educational Research Association (AERA) Conference, New York, NY.
- Peppler, K. & Solomou, M. (2008). *The Virtual Builder: Scaffolding Creative Production through Game Play*. Presentation at the 2008 Games, Learning, and Society (GLS) Conference, Madison, WI.
- Peppler, K. & Kafai, Y. (2008b). *Creative Bytes for the Learning Sciences: The Technical, Creative and Critical Practices of Media Arts Production*. Paper presentation at the 2008 American Educational Research Association (AERA) Conference, New York, NY.
- Peppler, K. & Kafai, Y. (2008a). *Creating A Culture of Design: A Closer Look at Role of Mediation and Local Practices in a Community Technology Center*. Paper presentation at the 2008 American Educational Research Association (AERA) Conference, New York, NY.
- Hayes, E., Peppler, K., Kafai, Y., Games, I., Torres, R., Pinkard, N., Hooper, P., Klopfer, E., Scheintaub, H., Eugene, W., Daily, S., Ancholou, U., Barron, B., Forssell, K., Kennedy, C., Rogers, M., Takeuchi, L., Walter, S. & Zimmerman, E. (2008). *New Perspectives on Learning Through Design*. Symposium at the 2008 American Educational Research Association (AERA) Conference, New York, NY.
- Yardi, S., Bruckman, A.S., Druin, A., Jeffries, R., Kafai, Y.B. & Peppler, K. (2007). *Broadening the Field of Computing through a Design-Based HCI Curriculum*. Position paper at the 2007 Grace Hopper Celebration of Women in Computing, Orlando, FL.
- Tishler, B., Kirsch, J. & Peppler, K. (2007). *Partnerships Serving up Arts as the Main Course! NETWORK's conference, Arts Education: Building Bridges through Arts Integration and Partnerships*, Oakland, CA.
- Peppler, K. (2007). *Videogames and Interactive Art: New Genres and a New Era in Media Education*. Paper presentation at the 2007 American Educational Research Association (AERA) Conference, Chicago, IL.
- Peppler, K. & Kafai, Y.B. (2007). *What Video Game Making Can Teach Us About Literacy and Learning: Alternative Pathways into the Participatory Culture*. Paper presented at the 2007 Games, Learning, & Society (GLS) Conference, Madison, WI.
- Peppler, K. & Catterall, J.S. (2007). *Unraveling the Impacts of the Arts: Measuring Learning in the Arts for Cognitive Research, Program Evaluation, and Policy Analysis*. Paper

- presentation at the 2007 American Educational Research Association (AERA) Conference, Chicago, IL.
- Kafai, Y., Peppler, K. & Chiu, G. (2007). Technology Fluency in Community Technology Centers: Challenges to Creating a Culture of Programming. Paper presented at the 2007 International Conference on Communities and Technologies, Michigan State University, East Lansing, MI.
- Kafai, Y., Feldon, D., Giang, M., Quintero, M., Fields, D. & Peppler, K. (2007). Where in the World is the Science in Whyville? Informal Science in a Multi-User Virtual Community. Symposium at the 2007 American Educational Research Association (AERA) Conference, Chicago, IL.
- Kafai, Y., Desai, S., Peppler, K., Chiu G. & Moya, J. (2007) Mentoring Partnerships in a Community Technology Center: A Constructionist Approach for Fostering Equitable Service Learning. Presentation at the 5th Annual CAFÉ Conference sponsored by the Paulo Freire Institute, University of California, Los Angeles, CA.
- Goode, J., Margolis, J., Kafai, Y., Peppler, K. & Chiu, G. (2007) "Beyond Point and Click": Opportunities and Challenges in Broadening the Participation in Computer Science in Inner-city High Schools and After-school Programs. Symposium at the 2007 American Educational Research Association (AERA) Conference, Chicago, IL.
- Ching, C., Kafai, Y., Barron, B., Davis, A., Peppler, K., Martin, C., Lewis, S., Yardi, S., Perkel, D., Leander, K., Wang, C., Hoadley, C., Honwad, S., & Tamminga, K. (2007). Technobiographies: Researching Life Stories with Technology. Interactive Symposium at the 2007 American Educational Research Association (AERA) Conference, Chicago, IL.
- Peppler, K., Catterall J.S. & Feilen, K. (2006). Towards a Unified Framework: A Model for Evaluating Arts Learning in Music, Drama, Visual Arts, and Dance. Paper presentation at the 2006 American Evaluation Association (AEA) Conference, Portland, OR.
- Peppler, K. & Kafai Y. (2006). Programming with a Purpose: Opening the Back Door to Technology Literacy. Presentation at the 2006 "Thinking Gender" Conference, Los Angeles, CA.
- Kafai Y., Peppler, K., Chiu, G. & Desai, S. (2006). Programming Partnerships: A Constructionist Approach to Teaching Computer Programming Through Service Learning. Paper presented at the 2006 Conference on Service Learning in Engineering, Washington D.C.
- Desai, S., Kafai, Y., Peppler, K., & Chiu, G. (2006). What is a Mentizo? A Contructionist Approach to Mentoring. Paper Presentation and abstract published in the 2006 American Educational Research Association (AERA) Conference, San Francisco, CA.
- Catterall, J.S. & Peppler, K. (2006). Measuring Learning in the Arts: Lessons learned from Survey, Observation, and Videotape Methodologies. Paper presented as part of a symposium, Measuring the Arts: Quantifying, Evaluating, and Understanding, Symposium presentation at the 2006 American Evaluation Association (AEA) Conference, Portland, OR.

List of invited workshops, presentations and talks

- Peppler, K. (2013). Cultivating Computational Thinking in Youth Communities. Invited presentation at the Korea Foundation for the Advancement of Science and Creativity Conference, Seoul, South Korea.
- Peppler, K. & Gresalfi, M. (2013). Understanding Systems through eTextile (Puppet) Design. Invited workshop at the National Writing Project Annual Meeting, Boston, MA.
- Peppler, K. (2013). STEAM-Powered Computing: Arts, crafts, and new media. Invited presentation at CODING AND CREATIVITY: programming, computational thinking and the arts in schools. A policy and practice summit presented by the London Knowledge Lab and D|A|R|E (Institute of Education); the Observer; the RSA; and Creativeworks London. London, UK.
- Peppler, K. (2013). Broadening Participation through E-Textile Creation. Invited presentation for the Learning Labs convening, Pittsburgh, PA.
- Peppler, K. (2013). Make-to-Learn in Libraries. Invited Keynote for the 2013 American Library Association's Virtual Conference.

- Peppler, K. (2013). Make-to-Learn in Afterschool Spaces. Build, Create and Innovate: Strategies for Engaging Youth Through Making – Afterschool Alliance webinar.
- Resnick, M., Brennan, K. & Peppler, K. (2013). Host and participant on “Coding is for Everybody: Learning Through Creating, Personalizing, Sharing, and Reflecting” a month-long webinar on the Connected Learning Network, sponsored by the DML Research Hub.
- Peppler, K. (2013). The Grinding New Lenses Project: Short Circuits designing with and for educators. Presentation at the NSF Intersections Summer Designs Institute, hosted by the National Writing Project and the Association of Science-Technology Centers, Denver, CO.
- Peppler, K. (2013). Textile Messages: Dispatches from the World of E-Textiles and Education. Invited Presentation at the 2013 Mini University, Indiana University, Bloomington, IN.
- Peppler, K. (2013). New Opportunities for Interest-Driven Arts Learning in a Digital Age. Invited Presentation at the National Guild for Community Arts Education. Chicago, IL.
- Peppler, K. (2013). Evidence of Interest-Driven Learning in a Digital Age. Invited Keynote presentation at the Cyberlearning Synthesis and Envisioning Meeting, June 26-27, 2013. Washington, DC.
- Peppler, K. (2013). Broadening Participation with E-Textiles. Invited Presentation at the Maker Faire Bay Area on May 18, 2013.
- Peppler, K. (2013). New Opportunities for Design Research: The Hive Networks and Broader DML Community. Invited presentation at the Connected Learning Research Network meeting, Boston, MA.
- Peppler, K. (2013). Learning by Making in a Digital Age. Presentation to IUMakes in March, 2013, Bloomington, IN.
- Peppler, K. & Bender, S. (2013). E-Textile Cuff Workshop for the Girl Scouts of America. November 2013 in Bloomington, IN.
- Peppler, K. & Bender, S. (2013). E-Textile Cuff Workshop for the Girl Scouts of America. October 2013 in Bloomington, IN.
- Peppler, K. & Bender, S. (2013). E-Textile Cuff Workshop for the Girl Scouts of America. September 2013 in Bloomington, IN.
- Peppler, K. & Bender, S. (2013). E-Textile Cuff Workshop for the Girl Scouts of America. May 2013 in Bloomington, IN.
- Peppler, K. & Bender, S. (2013). E-Textile Cuff Workshop for the Girl Scouts of America. March 2013 in Bloomington, IN.
- Peppler, K. (2013). Digital Media and Learning Communications Meeting. Held January 31-February 1, 2013 in Chicago, IL.
- Santo, R. & Peppler, K. (2012) *Grinding New Lenses: Seeking coherence in a digital age*. Invited workshop at the National Writing Project (NWP) Annual Meeting.
- Peppler, K. & Santo, R. (2012). *Grinding New Lenses Hands-On Workshop*. Invited presentation at the National Writing Project (NWP) Annual Meeting.
- Peppler, K. & Bender, S. (2012). Hacking and Making with E-textiles. Invited presentation at the Girls in STEM workshop at Indiana University, Bloomington.
- Peppler, K. (2012). Interest-Driven Learning. Invited workshop at the LDC Meeting hosted jointly by the John D. and Catherine T. MacArthur Foundation and the Gates Foundation in Chicago, IL.
- Peppler, K. & Santo, R. (2012). Short Circuits: Crafting with DIY Electronics. Invited Presentation at the Maker Faire in New York, NY on September 24, 2012.
- Peppler, K. (2012). *Learning and Doing by Making in High-Tech Textile Design*. Invited presentation on the MacArthur Foundation’s Connected Learning TV series. Available at <http://connectedlearning.tv/kylie-peppler-high-tech-textile-design-learning-doing-and-making>
- Peppler, K. (2012). *Learning and Achieving through the Arts (LATA) Evaluation*. Invited talk at Inner-City Arts, Los Angeles on August 28, 2012.
- Wolfenstein, M., Zimmerman, E., Malaby, T., Halverson, E., Simkins, D., Martin, C. & Peppler, K. (2012). *You put your right foot in...* Invited session at that Games, Learning, and Society (GLS) conference in Madison, WI on April 15, 2012.

- Peppler, K. (2012). Evidence of Interest-Driven Arts Learning in a Digital Age. Invited talk by the University of Illinois, Chicago (UIC). Chicago, IL.
- Peppler, K. (2012). *New Opportunities for Interest-Driven Arts Learning in a Digital Age*. Invited talk by the National Art Education Association Museum Division Preconference, Metropolitan Museum of Art, New York, NY.
- Peppler, K. & Eidman-Aadahl, E. (2012). Short Circuits: Scaling with and for teachers. Invited talk at the John D. and Catherine T. MacArthur Foundation in Chicago, IL.
- Catterall, J. & Peppler, K. (2011). *How Arts Rich Environments Impact Achievement*. Cleveland Metropolitan School District. Televised Public Broadcast, Cleveland, OH.
- Peppler, K. & Catterall J. (2011). Assessment Workshop for 20 Premier Arts Specialty Schools (PASS) Teachers. Cleveland, OH.
- Peppler, K. (2011). *Materializing Design Thinking with E-Textiles Education*. Invited Talk at the Stanford University REDlab's Forum on Design Thinking, Palo Alto, CA.
- Peppler, K. (2011). *E-Textiles for Interest-Driven Arts Learning in the Digital Age*. Invited Talk at the University of Pennsylvania, Philadelphia, PA.
- Peppler, K. (2011). *Learning and digital technology*. Invited session as part of The Wallace Foundation's Reimagining the School Day: A Forum on More Time for Learning, held May 16-17 in Washington, D.C.
- Peppler, K. (2011). *Art, Artifact, and Discourse*. Keynote at the keynote talk at the Indiana University Discourse Analysis in Educational Research Conference.
- Peppler, K. (2011). *New Opportunities for Self-Directed Arts Learning in a Digital Age*. Invited Talk at the Wallace Foundation, New York.
- Danish, J., Peppler, K. & Johnson, K. (2011). Invited Panel for the EC Moore Symposium, Indiana University, Indianapolis.
- Peppler, K. (2011). *IN|FORMAL learning: Reconceptualizing the divide between in and out-of-school learning practices*. Invited presentation at the Indiana University School of Education's "First Fridays" faculty research seminar.
- Baldwin, T., Haynes, R., Reigeluth, C., Peppler, K. & Stolterman, E. (2010). Invited *Key Panel Discussion* at the IST Conference on Design and Technology for Teaching, Learning, and Working, Bloomington, IN.
- Peppler, K. (2010a). E-textiles Workshop. Invited Workshop at the National Writing Project *NWP Makes!* event.
- Peppler, K. (2010b). *E-textiles: Moving Beyond the Screen*. Invited Workshop at the Purdue University SPIRIT Summer Camp for disadvantaged youth.
- Peppler, K. (2010c). *E-Textiles: Moving Beyond the Screen*. Invited Workshop at the Indiana Women in Computing Conference, Spencer, IN.
- Peppler, K. (2010d). *The Computer Clubhouse Model: Creativity and Constructionism in the After-School Hours*. Talk at the AERA Invited Session: Learning in Out of School Contexts: Opportunities for Research and Practice.
- Peppler, K. (2010e). Invited talk at the Kick-off Colloquium for the *20Under40* book release, Boston, MA.
- Peppler, K. (2010f). *Predicted Contributions of Scaling Learning in Music, Drama, Visual Arts, and Dance for Neuroimaging-Based Learning Studies*. Invited Presentation at the International School on Mind, Brain and Education (MBE), Ettore Majorana Foundation and Centre for Scientific Culture, Erice, Sicily, Italy.
- Peppler, K. (2010g). Grinding New Lenses. Invited presentation at the School of Education alumni board meeting presentation.
- Peppler, K., Babcock, E., Panganiban, R., & Erickson, I. (2010). Creating Connections and Promoting Networks. Panel at the 2010 Webwise Pre-Conference Events, Denver, CO.
- Peppler, K. (2009). *What exactly are kids learning in Scratch? Observations from the Clubhouse*. Invited Presentation, Irvine, CA.
- Peppler, K. (2008). *The Computer Clubhouse Model: Creativity and Constructionism in the After-School Hours*. Invited presentation to the Hennepin Library Association, Minneapolis, MN.
- Peppler, K. & Kafai, Y. (2008). *What exactly are kids learning in Scratch? Observations from the Clubhouse*. Invited Presentation at the 2008 Scratch@MIT Conference, Boston, MA.

- Kafai, Y.B., Raessens, J., Copier, M., von Mastrigt, J., Deterding, S., Dubbelman, T., Fields, D., Peppler, K., Renger, W.J., Millenaar, K., Hrehovcsik, M., Ritterfeld, U., Wang, H., & Ratan, R. (2008). *Serious Games in the Learning Sciences: Making International Connections*. Invited Workshop at the 2008 International Conference of the Learning Sciences (ICLS), Utrecht, Netherlands.
- Kafai, Y., Peppler, K. & Chapman, R. (2008). *The Computer Clubhouse Book: A Sneak Preview*. Invited Presentation at the 2008 Annual Computer Clubhouse Conference Celebrating the 15th Anniversary of the Computer Clubhouse Network, Miami, FL.
- Peppler, K. (2008). *In Dialogue: Links Between Drama and Academic English Language Development of At-Risk Youth*. Keynote at the 2008 International Conference Celebrating the 60th Anniversary of the State of Israel, Bar-Ilan University, Israel.
- Peppler, K. (2005). *Growing up Gifted*. Keynote at the 2005 Indiana Department of Education/Indiana Association for the Gifted Conference, Indianapolis, IN.

CREATIVE PRODUCTIONS

- 2012 - 2013 Make-to-Learn website: www.m2l.indiana.edu
- 2011 - 2014 Grinding New Lenses Curriculum Unit 3: Short Circuits
- 2011 – 2014 Grinding New Lenses Curriculum Unit 2: Digital Storytelling with Scratch
- 2011 - 2014 Design of personal website to highlight research and disseminate information to the field www.kpeppler.com
- 2011 Gamestar Mechanic and Scratch toolbox
- 2010 - present BeeSim: Interactive Bee Game (<http://www.instructables.com/id/Interactive-Bee-Game/>); (<http://www.youtube.com/watch?v=KxjAAmNGJS4>); (<http://www.instructables.com/id/Interactive-Bee-Game/>)
- 2010 - 2013 LilyPond <http://lilypond.media.mit.edu/>
- 2010 - 2014 Grinding New Lenses Curriculum Unit 1: Game Design with Gamestar Mechanic
- 2010 BeeSign Curriculum 2.0
- 2010 Tutorial for XBee Arduino API (<http://www.instructables.com/id/Configuring-XBees-for-API-Mode/step5/XBee-Arduino-API/>)
- 2010 Tutorial for Wireless Dance Costume (<http://www.instructables.com/id/Wireless-Dance-Costume/>)
- 2010 Tutorial for Simple Circuit Pillows with Conductive Velcro
- 2010 Simple Circuit Collaborative Quilt
- 2010 Tutorial for Simple Circuit Bracelet
- 2010 Tutorial for Programmable LilyPad EL-Wire Dress (<http://www.instructables.com/id/Programmable-LilyPad-EL-Wire-Dress/>)
- 2010 Tutorial for LilyPad Wrist Band POV (<http://www.instructables.com/id/LilyPad-Wrist-Band-POV/>); (http://blog.craftzine.com/archive/2010/03/lilypad_arduino_pov_wristband.html); (http://blogs.craftzine.com/archive/author/becky_stern/?limit=10&offset=456)
- 2010 Tutorial for Latch-Modified Turn-Signal Jacket (<http://www.instructables.com/id/Latch-Modified-Turn-Signal-Jacket/>)
- 2010 Tutorial for E-paper Airplane
- 2010 Tutorial for E-crane
- 2010 Tutorial for creating a Full Demonstration of all LilyPad Components (<http://www.instructables.com/id/Full-Demonstration-of-all-LilyPad-components/>)
- 2009 – present Computational Textiles as Materials for Creativity (Active Blog site: <http://computationaltextiles.blogspot.com/>)
- 2008 Media Village: Media literacy world within Quest Atlantis (<http://atlantis.crlt.indiana.edu>)
- 2004 – 2008 Scratch: A New Visual Programming Language for All (www.scratch.mit.edu)

MEDIA COVERAGE

- 2013 Peppler profiled on New Learning Times. Available at <https://newlearningtimes.com/cms/article/1157>

- 2013 Peppler's Interest-Driven Arts Learning Report among the top 10 downloaded at the Wallace Foundation. Available at <http://www.wallacefoundation.org/view-latest-news/InTheNews/Pages/The-Wallace-Foundations-10-Most-Popular-Publications-in-2013.aspx>
- 2013 IU Newsroom Press Release: Federal grant funding IU project to understand the best teaching to help children learn about complex systems. Available at <http://news.indiana.edu/releases/iu/university-wide/2013/09/education-complex-systems.shtml>
- 2013 IU Newsroom Press Release: School of Education faculty member, center heading up free Chicago 'Make-to-Learn' symposium. Available at <http://newsinfo.iu.edu/news/page/normal/23929.html>
- 2013 New Jersey (nj.com) article: Wallace Foundation finds new technology fuels young artists' creativity and artwork. Available at: http://www.nj.com/entertainment/arts/index.ssf/2013/07/digital_technologies_wallace_foundation_arts_education.html
- 2013 Digital Education Blog: Arts Education Moves Beyond the Classroom. Available at http://blogs.edweek.org/edweek/DigitalEducation/2013/07/arts_education_moves_beyond_th.html
- 2013 89.3 KPCC Southern California Radio: Where do we learn? New report finds arts education increasingly happens outside of school. Available at <http://www.scpr.org/blogs/education/2013/07/30/14385/where-do-we-learn-new-report-finds-arts-education/>
- 2013 The Almanac.net: Area teachers attend STEAM workshops. Available at <http://www.thealmanac.net/article/20130726/LIFESTYLES02/130729961/0/news#.UfaKkVPqBzq>
- 2013 Creativity Labs and Peppler highlighted in Bloomington Makevention advertisements: Available at <http://www.youtube.com/watch?v=BWbbChzkHt0&feature=youtu.be>
- 2013 Remake Learning: The Maker Movement Finds its Way into Pittsburgh Classrooms. Available at <http://remakelearning.org/blog/2013/08/26/the-maker-movement-finds-its-way-into-pittsburgh-classrooms/>
- 2013 Playground Magazine: The Maker Movement Finds its Way into Pittsburgh Classrooms. <http://www.pgpnnewscenter.com/play/maker-movement-finds-its-way-urban-classrooms>
- 2013 Blending High- and Low-Tech Worlds with a Maker-Driven Agenda. RiFFs: The expert interview series of the Digital Media and Learning Research Hub. Available at: <http://dmlhub.net/newsroom/expert-interviews/blending-high-and-low-tech-worlds-maker-driven-agenda> (last accessed August 28, 2013).
- 2012 60 minute Live Webinar with Julian Sefton-Green and the DML Hub on Learning in Out-of-School Contexts: Education in Non-Formal Settings. The webinar is page on connectedlearning.tv: <http://connectedlearning.tv/julian-sefton-green-learning-out-school-contexts-education-non-formal-settings>
- 2012 60 minute Live Webinar with Kylie Peppler and the DML Hub on High-Tech Textile Design: Learning by Doing and Making. The webinar page on connectedlearning.tv: <http://connectedlearning.tv/kylie-peppler-high-tech-textile-design-learning-doing-and-making#asked>
- 2012 60 minute Live Webinar with Mitchel Resnick and the DML Hub on Sowing Seeds for a more Creative Society: Available in the Livestream Channel's Video Library: <http://livestre.am/1kIHL>. The webinar page on connectedlearning.tv: <http://connectedlearning.tv/sowing-seeds-more-creative-society>
- 2012 Featured in an article in the Lafayette, IN Journal & Courier newspaper on the educational value of smart devices: iPlaytime: More children reaching for smartphones and tablets raises some concern from parents by Taya Flores. Also available online at <http://www.jconline.com/article/20120109/LIFE/201080323/Sunday-rewind->

- [iPlaytime-More-children-reaching-smartphones-tablets-raises-some-concern-from-parents](#) (Last Accessed January 14, 2012).
- 2011 BeeSim highlighted on fashioningtech blog by Syuzi Pakhychan: <http://www.fashioningtech.com/profiles/blogs/beesim-interactive-epuppet> (Last Accessed March 20, 2012).
- 2011 BeeSim highlighted on Makezine.com: <http://blog.makezine.com/2011/02/16/beesim-game-using-lilypad-and-xbee/> (Last Accessed March 20, 2012).
- 2011 Book Review of the 20Under40 Edited Volume: Funk, C. (2011). Things to come, things already done: a review of 20UNDER40: Reinventing the Arts and Arts Education for the 21st Century. *Visual Inquiry*, (1)1, p. 71-75(5): <http://www.ingentaconnect.com/content/intellect/viq/2011/00000001/00000001/art00009.jsessionid=ghwt4tu55qai.alice>
- 2011 90-minute interview on Public Television Broadcast in Cleveland, OH, interviewed on the program “How Arts Rich Environments Impact Achievement.” Community Forum event @ Westfield Insurance Studio Theater, Idea Stream at Playhouse Square.
- 2011 Featured in Make Magazine: Hayes, G. (2011). Hivemind for Kids. In Make Magazine’s Volume 28 on Toys and Games. Also available online at <http://makezine.com/28/beesim/>
- 2011 National Writing Project Podcast on Exploring “Systems Thinking” with Grinding New Lenses: <http://tinyurl.com/GrindingLensesSummerCamp>. This podcast features teachers as well as members of the Indiana University research team sharing and reflecting on the 2011 Chicago summer camp implementation.
- 2011 Grinding New Lenses Work Featured on the Institute of Play’s Website and National Writing Project: Zaman, R. (2011). Curriculum, Rewired: Teachers and Students Come Together Around Innovative New Pedagogy. <http://www.instituteofplay.org/2011/09/curriculum-rewired/> and <http://www.nwp.org/cs/public/print/resource/3653>
- 2011 Book Review on The Computer Clubhouse: Curran, C. (2011). Book Review of the Computer Clubhouse: Creativity and Constructionism in Youth Communities. *E-Learning and Digital Media*, (8)1, p. 86-89.
- 2011 Featured on the Ed Wenck show/WIBC radio in Indianapolis for work on Rhythmic Videogames producing the next prodigy.
- 2011 Feature Topic at the IU School of Education: A simulated bee creates quite a buzz about science: School of Education researchers find a fake bee is making science more real [.http://education.indiana.edu/Feature_Topic_Detail/tabid/11553/Default.aspx?xmld=6272](http://education.indiana.edu/Feature_Topic_Detail/tabid/11553/Default.aspx?xmld=6272)
- 2011 Feature on the University of Pennsylvania’s Graduate School I of Education News on *Programming from Scratch*: <http://www.gse.upenn.edu/programming-from-scratch>
- 2011 Indiana Daily Student (IDS) coverage: Assistant Professor connects games, art: <http://www.idsnews.com/news/NewStoryPrint.aspx?id=80466>
- 2011 School of Education researcher investigating how 'Guitar Hero' might produce the next prodigy: <http://newsinfo.iu.edu/news/page/normal/17692.html>
- 2011 Make Magazine coverage of BeeSim: <http://blog.makezine.com/archive/2011/02/beesim-game-using-lilypad-and-xbee.html>
- 2011 Make: Japan coverage of BeeSim: <http://jp.makezine.com/blog/2011/02/beesim-game-using-lilypad-and-xbee.html>
- 2010 Teachers College Record Interview highlighting “Arts Education for a Digital Age” article <http://www.tcrecord.org/content.asp?contentid=15945>
- 2010 Teachers College Record book review of The Computer Clubhouse: Guzzetti, B. (2010). Book Review of the Computer Clubhouse: Creativity and Constructionism in Youth Communities. *Teachers College Record*.

- 2010 *indiana education* (i.e.): Governor's Award Honors School of Education Faculty Member (January 2010)
- 2010 Bloomington Herald Times: Pepler receives Governor's Award (January 2, 2010)
- 2010 Chalkboard: Research Awards, Honors, Appointments for Faculty (Spring, 2010): <http://education.indiana.edu/Portals/205/chalkboard/CHALKBOARD%20SPRING%202010.pdf> (Last Accessed: Jan. 1, 2011)
- 2010 Featured in the Indiana University's School of Education Annual Report (2010): <http://education.indiana.edu/Portals/106/IU%20School%20of%20Education%20Annual%20report%2009-10.pdf> (Last Accessed: Jan. 1, 2011)
- 2010 Bloomington Herald Times: Pepler Donates Award to the Boys and Girls Club (February 2, 2010): <http://www.heraldtimesonline.com/stories/2010/02/02/news.082096.sto> (Last Accessed: Jan. 9, 2011)
- 2010 Bloomington Herald Times: Young leader's donation will help others grow (February 3, 2010)
- 2010 Interviewed in INDYSTAR.com—Wanted: Role Models <http://www.indystar.com/apps/pbcs.dll/article?AID=/201001030245/LOCAL/1030392>
- 2010 Four Projects FEATURED on Instructables.com: Full Demonstration of all LilyPad Components <http://www.instructables.com/id/Full-Demonstration-of-all-LilyPad-components/>; LilyPad Wrist Band POV <http://www.instructables.com/id/LilyPad-Wrist-Band-POV/>; Programmable LilyPad EL-Wire Dress <http://www.instructables.com/id/Programmable-LilyPad-EL-Wire-Dress/>; Wireless Dance Costume <http://www.instructables.com/id/Wireless-Dance-Costume/>.
- 2010 Webwise 2010: "Imagining the Digital Future" talk highlighted <http://www.tvworldwide.com/events/webwise/100303/default.cfm?id=12058&type=flv&test=0&tab=1&live=0>
- 2010 Springboard Media coverage of 20Under40 book release, highlighting "The New Fundamentals" <http://springboardmedia.blogspot.com/2010/11/new-thinking-on-arts-20-under-40.html>
- 2010 Pegasus Communications: Systems Thinking in Action Coverage of the MacArthur Grant <http://blog.pegasuscom.com/Leverage-Points-Blog/bid/30132/MacArthur-Foundation-Funds-Systems-Thinking-in-Education-Project> (Last Accessed: Oct. 6, 2010)
- 2010 Live Interview with Paul Allison on EdTechTalk <http://paulallison.posterous.com/please-join-kylie-pepler-and-several-other-t> (Last Accessed: Oct. 6, 2010)
- 2010 FEATURED on Craftzine.com: LilyPad Wrist Band POV (http://blog.craftzine.com/archive/2010/03/lilypad_arduino_pov_wristband.html); (http://blogs.craftzine.com/archive/author/becky_stern/?limit=10&offset=456)
- 2010 Interview with Pegasus Communications: Systems Thinking in Action (2010) <http://blog.pegasuscom.com/Leverage-Points-Blog/bid/30818/Not-Your-Old-School-Systems-Thinking-Using-New-Media-to-Learn-by-Play> (Last Accessed: Oct. 6, 2010)
- 2010 Indiana Women in Computing (InWIC) Coverage <http://www.cs.indiana.edu/inwic/fun.html> (Last Accessed: Jan 13, 2011)
- 2010 Indiana University Coverage of the MacArthur Grant on Systems Thinking <http://newsinfo.iu.edu/news/page/normal/13104.html> (Last Accessed: Oct. 6, 2010)
- 2010 Chalkboard (Winter, 2010): Faculty members publish, receive honors <http://education.indiana.edu/Portals/205/chalkboard/Winter10Chalkboard-Web.pdf>

- 2010 Chalkboard (Spring 2010): Grants Fund New Research
<http://education.indiana.edu/Portals/205/chalkboard/CHALKBOARD%20SPRING%202010.pdf>
- 2009 Interview with Henry Jenkins featured on his blog (2009)
http://henryjenkins.org/2009/12/inside_the_computer_clubhouse.html;
http://henryjenkins.org/2009/12/inside_the_computer_clubhouse_1.html;
http://henryjenkins.org/2009/12/inside_the_computer_clubhouse_2.html
- 2009 Web coverage from the IU News Room: School of Education professor honored with Governor's Award for Tomorrow's Leaders (2009):
http://education.indiana.edu/news_detail/tabid/10308/Default.aspx?xmid=2665
 (Last Accessed: Jan. 1, 2011)
- 2009 Indiana Humanities Council coverage of the Governor's Award for Tomorrow's Leaders (2009):
http://www.indianahumanities.org/prog_big_ideas_gov_awards.aspx (Last Accessed: Jan. 15, 2011)
- 2009 Front page of Bloomington Herald Times: Education professor wins state award for innovation, inspiration (December 27, 2009):
<http://www.cs.indiana.edu/inwic/peppler.pdf> (Last Accessed: Jan. 1, 2011)
- 2008 Indiana University News Coverage of MacArthur Scale-Up Grant (2008)
<http://homepages.indiana.edu/web/page/normal/13260.html>
- 2007 Videogame Visionary: Video coverage of DiGRA conference presentation
<http://www.vgvisionary.com/?p=133> (Last Accessed: May 27, 2008)
- 2006 European broadcast of Les Effets de l'éducation aux Arts Visuels. Kylie Peppler and James Catterall present on learning in the visual arts and worldviews of young children: Lessons from skid row
<http://www.centrepompidou.fr/streaming/symposium/en/sessiona4.htm>.

PROFESSIONAL AFFILIATIONS

- 2007-present Member of the AERA Learning Sciences Special Interest Group (SIG)
- 2006-present Member International Society of the Learning Sciences (ISLS)
- 2004-present Member AERA Division C: Learning and Instruction
- 2004-present Member of the AERA Arts and Learning Special Interest Group (SIG)
- 2002-present Member American Education Research Association (AERA)

SERVICE ACTIVITIES

- 2014-present Advisor, Connected Learning Research Network (CLRN) of the MacArthur Foundation (<http://clrn.dmlhub.net/>)
- 2012-present Faculty Leader, Indiana University Center for Excellence for Women In Technology (CEWIT), <http://cewit.indiana.edu/faculty/leadership/index.shtml>
- 2013-present National ArtsEdSearch Review Panel Member
- 2013 Ad-hoc Reviewer, Psychology Press (Taylor & Francis Group), *Psychology of Popular Media* (APA), *Science Education*, and *Mind, Culture & Activity*
- 2013 Provided E-Textiles Workshops for the Chicago Public Libraries
- 2013 Provided E-Textiles Workshops for the Indiana University Diversity, Equity, and Multicultural Affairs (DEMA)
- 2013 Provided E-Textiles Workshops for the South Fayette School District, Pittsburgh PA
- 2013 Participant, Conference on Longitudinal Study of Out-of-School Time Science Programs June 17-19, 2013, Convened by National 4-H Council and Dr. Robert Tai at the Moore Foundation, Palo Alto, CA
- 2013 Participant, MacArthur DML Major Projects Meeting in Chicago, IL
- 2013 Participant, CSCL Workshop: From Data Sharing to Data Mining: A Collaborative Project to Create Cyber-Infrastructure to Support and Improve Design Based Research in the Learning Sciences. 2013 Computer-Supported Collaborative Learning Conference in Madison, WI

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| 2013 | Participant, US Department of Education/MacArthur Foundation Reimagining Education: Empowering Learners in a Connected World event. Knight Conference Center at the Newseum, Washington, DC. May 28-29, 2013 |
| 2013–present | Member, Indiana University School of Education Policy Council |
| 2013 | Chair, Make-to-Learn Symposium held on March 13, 2013 in Chicago, IL |
| 2012-2013 | Chair, Make-to-Learn (m2l.indiana.edu) thematic initiative for the MacArthur Foundation |
| 2012 | Member, Joint School of Education & School of Informatics Computer Science Education Search Committee |
| 2012 | National Science Foundation Review Panel, REESE Competition |
| 2012 | Judge, Instructables.com challenge competition for connecting making and learning in schools |
| 2012 | Chair, Recruitment Weekend, Learning Sciences Program, Indiana University |
| 2011–present | Co-Chair of New and Existing Undergraduate Programs, Learning Sciences Program, Indiana University |
| 2011 | Ad-hoc reviewer for Oxford University Press, <i>Journal of Creative Behavior</i> , <i>The Journal of the Learning Sciences</i> , <i>Journal of Children and Media</i> , and the Tangible Embedded and Embodied Interaction Conference |
| 2011 | Consultant for the Cleveland Metropolitan School District's Department of Arts Education's Premier Arts Specialty System (PASS), the district's four K-8 arts infused, and culturally responsive schools in Ohio. |
| 2011 | Consultant for the Jefferson County Public Schools in Louisville, KY Gheens Academy of Curriculum and Instruction, which designs and supports curriculum throughout a district of 150+ schools. |
| 2011-present | Co-Founder of IUMakes, Committee for the creation of a new FabLab at Indiana University/Bloomington community. (http://www.iub.edu/~iumakes/) |
| 2011 – 2012 | Member, Search Committee for Position in Computer Science and Education, Indiana University. |
| 2011 - 2013 | Alternate, Indiana University, School of Education Policy Council |
| 2011 | AERA Presidential Working Group Leader: Interest Driven Learning and Participatory Democracy: A 21st-Century Agenda for Technology and Education |
| 2011 | Wallace Foundation's Policy Panel on Reimagining the School Day |
| 2011 | National Science Foundation Review Panel, Cyberlearning Competition |
| 2010 - 2013 | Member of the ScratchEd Advisory Board |
| 2010 - 2012 | Chair, Indiana University School of Education Dissertation of the Year Committee |
| 2010 | Co-Chaired and organized the IUPartnershare Event for Indiana State Superintendents |
| 2010 | Provided a two-week Game Design Workshop at the Boys and Girls Clubs of Bloomington |
| 2010 | Provided ongoing Computational Textiles Workshop at the Boys and Girls Clubs of Bloomington |
| 2010 | Provided Computational Textile Workshops for the Indiana University Harris Science Camp for Underrepresented Youth |
| 2010 | Provided Computational Textile Workshops for the Purdue University SPIRIT Summer Camp |
| 2010 | Co-Chair, IUPartnershare event for Indiana State Superintendents |
| 2010 - 2013 | Member, Indiana University Graduate Studies Committee (GSC/RAFA) |
| 2009-present | Ad-Hoc reviewer for the <i>Journal of the Learning Sciences</i> , Oxford University Press, <i>Teachers College Record</i> , <i>Journal of Science Education and Technology</i> , <i>International Journal of Learning and Media</i> , <i>Science Education</i> , <i>the Psychology Aesthetics</i> , <i>Creativity</i> , and <i>the Arts</i> and other major journals/presses |
| 2009 – 2010 | Ad-Hoc presenter for P544, P600 and Learning Sciences Pro-Sem events |
| 2009 | Member, Dissertation Award Committee, Counseling and Educational Psychology, Indiana University |
| 2009-present | Co-Chair of the Recruitment Committee, Learning Sciences, Indiana University |

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| 2009 - 2012 | Co-Chair of the Learning Sciences, Media, Technology (LSMT) Certificate Program, Learning Sciences, Indiana University |
| 2008- <i>present</i> | Chair of the Masters of Learning and Developmental Sciences Committee, Indiana University |
| 2008- <i>present</i> | Partnership with Bloomington Boys and Girls Clubs: Responsible for sending a steady flow of 50 undergraduate and graduate mentors yearly, provide ongoing technology support, assist in creating a new vision for technology at the Club, and provide regular programming in computational textiles, computer programming, game design, and the arts |
| 2008–2010 | Advisory Board of the Institute of Museum and Library Services (IMLS) Nation of Leaders Research Grant Advisory Board (“Media MashUp”) for the Science Museum of Minnesota, Wilmette Public Library (IL), Public Library of Charlotte Mecklenburg County, Memphis Public Library, the Free Library of Philadelphia and the Seattle Public Library |
| 2008 | Reviewer, Session Chair, and Discussant for the American Educational Research Association (AERA) |
| 2008 | Chair of the Learning Sciences Recruitment Weekend Committee, Indiana University |
| 2008 | DIGITEL (Digital Game and Intelligent Toy Enhanced Learning) Conference Program Committee |
| 2008 | Reviewer for the Interaction Design for Children (IDC) Conference in Chicago, IL |
| 2006 – 2008 | Member of the International Society for the Learning Sciences (ISLS) Education Committee |
| 2004 - 2007 | Volunteer in South Los Angeles Computer Clubhouse funded by Intel |
| 2007 | Reviewer for the Journal of Science Education |
| 2005 – 2006 | Member of the UCLA, Principal Leadership Instruction (PLI) Faculty Search Committee |
| 2005 | Opportunities Unlimited Charter High School, Arts and Technology Curriculum Development Consultant: http://www.youincla.org/clubhouse/charterschool |
| 2000 – 2002 | President, Indiana University Circle-K |
| 2000 – 2002 | Member of the Indiana University Honors College Advisory Board |
| 1999 - 2001 | President, EIRENE AIDS awareness organization |
| 1998 | Member of the Indiana Board of Education’s Character Education Committee with Dr. Suellen Reed |