CONTACT INFORMATION

Department of Informatics
Donald Bren School of Information and Computer Sciences
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EDUCATION

2011	Honorary Doctorate of Humane Letters (L.H.D.) Bank Street College of Education
1990–1992	Master of Fine Arts Rhode Island School of Design
1985-1990	Bachelor of Fine Arts University of Texas at Austin

PROFESSIONAL EXPERIENCE: ACADEMIC

2017-present	Professor, Informatics Department School of Information and Computer Science University of California, Irvine
2011-2015	Professor, School of Design College of Computing and Digital Media DePaul University Chicago, IL
2001-2011	Professor, Design and Technology School of Art, Media and Technology Parsons the New School for Design New York, NY *2008-2011: Director, Center for Transformative Media* *2001-2006: Director, Graduate Studies, Design and Technology*
1996-2001	Associate Professor, Design Program School of Art and Art History University of Texas at Austin
1992-1996	Assistant Professor, Design Program School of Communication Arts and Design Virginia Commonwealth University

PROFESSIONAL EXPERIENCE: NON-ACADEMIC

Non-profit
2015-present   Connected Camps
                    Co-Founder and Chief Design Officer
                    Non-profit offering interest-driven, hands-on online learning for youth
                    Dana Point, CA

2014-2016   Institute of Play
                    Chief Design and Research Officer
                    Non-profit focused on games and transformative modes of play
                    New York, NY

2007-2014   Institute of Play
                    Founding Executive Director
                    Non-profit focused on the intersections between games, design, and learning
                    New York, NY

Consulting
2015-2017   Journalism + Design Program
                    Design consultant, New School University
                    New York, NY

2008-2011   Freemantle Media
                    Design consultant, New Media Division
                    London, England

2001-07   GameLab
                    Senior Game Designer
                    New York, NY

2004-2005   Microsoft, MSN Division
                    Consultant
                    New York, NY

2003-2006   RES Magazine
                    Contributing writer
                    New York, NY

2003-04   Microsoft Research, XBox Division
                    Consultant
                    New York, NY

2002-2003   Ghostrobot Films
                    Animator
                    New York, NY

2001   Fox Searchlight
                        Animator, Waking Life (Richard Linklater, Director)
                        Austin, TX

PUBLICATIONS: BOOKS

B.5   Ito, M., Martin, C., Cody Pfister, R., Rafalow, M. H., **Salen, K.,** Wortman, A. *Affinity Online: How Connection and Shared Interest Fuel Learning.* NYU Press, Connect Youth and Digital Futures series. December 2018, 220 pages.

B.4   *Interconnections*, MIT Press, 2014. (series of 4 books)
        B.4a   Salen Tekinbaş, K., Gresalfi, M., Peppler, K., Santo, R. *Gaming the System. Designing with Gamestar Mechanic.* MIT Press: Cambridge, 2014.

        B.4b   Peppler, K., Gresalfi, M., Salen Tekinbaş, K., Santo, R. *Short Circuits. Crafting e-Puppets with DIY Electronics.* MIT Press: Cambridge, 2014.

        B.4c   Peppler, K., Gresalfi, M., Salen Tekinbaş, K., Santo, R. *Soft Circuits. Crafting e-Fashion with DIY Electronics*. MIT Press: Cambridge, 2014.

        B.4d   Peppler, K., Santo, R**.,** Gresalfi, M., Salen Tekinbaş, K., *Script Changers. Digital Storytelling with Scratch.* MIT Press: Cambridge, 2014.

B.3   Salen, K., Torres, R., Shapiro, A., Rufo-Tepper, R., Wolozin, L. *Quest to Learn: Growing the School for Digital Kids.* MIT Press: Cambridge, September 2010.

B.2   Salen, K., Frank, Z., Bucher, S., Rodenbeck, E. *Designing Audiences.* Fresh Dialogue 8 / New Voices in Graphic Design. Princeton Architectural Press: May 2008.

B.1   Salen, K., Zimmerman, E. *Rules of Play: Game Design Fundamentals.* MIT Press: Cambridge, October 2003.

PUBLICATIONS: EDITED BOOKS

        In Development
        Salen Tekinbaş, K., Ito, M., Sefton-Green, J., Wortman, A., editors. *The Connected Learning Reader*.

        Published
E.2   Salen, K., editor. *The Ecology of Games. Connecting Youth, Games and Learning.* MIT Press: Cambridge, November 2007.

E.1   Salen, K., Zimmerman, E., editors. *The Game Design Reader: A Rules of Play Anthology.* MIT Press: Cambridge, November 2005.

REFEREED JOURNAL PUBLICATIONS

In Review
Salen Tekinbaş, K., Slovak, P., Jagannath, K., Lyngs, U. "But Don't Kill Too Many Cows: Developing Online Social Competence Interventions for Youth in Minecraft." ACM Transactions on Computer-Human Interaction.

Published
J.6   Salen, K. "Designing a Place Called School," in Transforming Design Matters. *She Ji: The Journal of Design, Economics, and Innovation*. Carlos Teixiera, Guest Editor. Tongji University Press. Volume 3, Issue 1, August 2017, p. 51-64.

J.5   Salen, K. "Afraid to roam: The unlevel playing field of Pokémon Go," in *Mobile Media & Communication*. Larissa Hjorth, editor. Sage Journals. December 2016, p. 34-47.

J.4   Salen, K. "Pokewalkers, Mafia Dons, and Machinima: Play Mobile for Me." *Second Nature: International Journal of Creative Media,* issue 1. 2009, p. 9-21.

J.3   Salen, K. "Gaming Literacies: What Kids Learn Through Design." *Educational Gaming, a Special Edition for Journal of Educational Multimedia and Hypermedia* (JEMH), 2007, p. 301-322.

J.2   Salen, K. "Typography in the Age of the Invisible Other." *Visible Language.* S. Poggenpohl (ed.) Providence, RI. 2001.

J.1   Salen, K., O'Mara, S. "Dis[appearances]: Operational Strategies and Representational Needs in Codexspace and Cyberspace." *Visible Language.* D. Winkler (ed.) 1998. Providence, RI. p. 260–285.

REFEREED CONFERENCE PUBLICATIONS

In progress
Jagannath, K., Salen Tekinbaş, K., P. Slovak. "Designing for Social Competence in Online Spaces: Connected Learning Experiences for Social and Emotional Learning (SEL)." Paper will be submitted to the the ACM conference on Designing Interactive Systems *(*DIS 2020*)*.

In Review
Du, Y., Salen, K., L. Sheng. "I Can't Resist Helping You:" An Analysis of Parent-Administered Online Bilingual Language Assessment " MECO-LAB. Full Paper submitted to the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2020).

Published

C.1   Slovak, P., Salen, K., Ta, S., Fitzpatrick, G. "Mediating Conflicts in Minecraft: Empowering Learning in Online Multiplayer Games," ACM Conference on Human Factors in Computing Systems, 2018. Paper 595, p. 1-17.

BOOK CHAPTERS

In progress

Salen, K. "Playing Minecraft Afterschool." Seelow, D., Editor. *Eye on Education series,* Routledge.

Salen, K. "Raising Good Gamers." In *Reflections on a Decade of Well-Played.* Davidson, D., Editor. ETC Press.

Published

BC.19   Salen Tekinbaş, K. "Quest to Learn: Play and the Design of Learning." S. Ferhman, Editor. Schools of Tomorrow. Matthes & Seitz, Berlin, 2019, p. 85-89.

BC.18   Ito, M., Martin, C., Rafalow, M., Salen Tekinbaş, K., Wortman, A., Cody Pfister, R. "Online Affinity Networks as Contexts for Connected Learning," *The Cambridge Handbook of Motivation and Learning.* K. Ann Renninger and Suzanne E. Hidi, editors. Cambridge University Press, 2019, p. 291-311.

BC.17   Salen, K. "Game Development." In *Debugging Game History: A Critical Lexicon*. Edited by Henry Lowood and Raiford Guins. Cambridge, MA: MIT Press, 2016.

BC.16   Salen, K. "Creating a School for Digital Kids." *Designing Gamified Systems: Meaningful Play in Interactive Entertainment, Marketing, and Education.* Gilbert, Sari. New York: Focal Press, 2015. Pages 122-131.

BC.15   Salen, K. "Game-like Learning: Leveraging the Qualities of Game Design and Play." *Postsecondary Play: The Role of Games and Social Media in Higher Education.* Edited by William G. Tierney, Zoë B. Corwin, Tracy Fullerton, and Gisele Ragusa. Baltimore, Maryland: Johns Hopkins University Press, 2014.

BC.14   Salen, K. "Learning to Pivot: A Play on Possibility." *The Gameful World.* Edited by Steffen P. Walz and Sebastian Deterding. MIT Press; Cambridge, 2015. Pages 625-35.

BC.13   Salen, K. "Arrested Development: Why Machinima Can't (or Shouldn't) Grow Up." *The Machinima Reader,* Henry Lowood and Michael Nitsche, eds. MIT Press, 2009.

BC.12   Salen, K. "Tetris." *Space, Time, and Play. Computer Games, Architecture and Urbanism: the Next Level*. Friedrich von Borries, Steffen P. Walz, Matthias Böttger, eds., Birkhäuser Basel, 2007.

BC.11   Salen, K. "Game Design." *Design Dictionary (Wörterbuch Design)*. Michael Erlhoff and Tim Marshall, eds., Birkhäuser Verlag, 2008. Pages 190-214.

BC.10   Salen, K. "Telefragging Monster Movies." Yvette Brackman & Marie Rømer Westh (red.): *Digitale forbindelser, Kbh: Det Kongelige Danske Kunstakademi,* 2006.

BC.9   **Salen, K.**, Zimmerman, E. "Game Design and Meaningful Play." *Handbook of Computer Game Studies.* Joost Raessens and Jeffrey Goldstein (ed.). MIT Press, October 2005.

BC.8   Salen, K. "They Must First Be Imagined." *Game Set and Match II. On Computer Games, Advanced Geometries and "Digital Technologies.* Kas Oosterhuis and Lukas Feireiss (ed.) Episode Publishers, March 2006.

BC.7   Salen, K. "Legozeit: Creating User Experiences." *The Education of an E-Designer.* S. Heller (ed.). Allworth Press. Spring, 2001.

BC.6   Salen, K. "Games and Play in the Design Desert." *The Education of an E-Designer.* S. Heller (ed.). Allworth Press. Spring, 2001.

BC.5   Salen, K. "Surrogate Multiplicities: Subverting the Visual Voice-Over." *Graphic Design and Reading,* G. Swanson (ed.). Allworth Press. Summer, 2000, p189–203.

BC.4   Salen, K. "Lock, Stock and Barrel: Sexing the Digital Siren." *Sex Appeal: Graphic Design and Representations of Sex,* S. Heller (ed.). Allworth Press. Summer, 2000. p148–151.

BC.3   Salen, K. "Girl Games." *Sex Appeal: Graphic Design and Representations of Sex,* S. Heller (ed.). Allworth Press. Summer, 2000. p84–89.

BC.2   Salen, K. "Traversing Edge and Center: A Spatial Approach to Design Research." *The Education of a Graphic Designer,* edited by Steve Heller. Allworth Press: New York. Fall 1998. p91–94.

BC.1   Salen, K. "Hyperarchitexture: Marked Typography and the Hypertextual Landscape." *The Education of a Graphic Designer,* edited by Steve Heller. Allworth Press: New York. Fall 1998. p221–225.

WHITE PAPERS AND REPORTS

Forthcoming
Ito, M., Gutierrez, K., Livingstone, S., Penuel, B., Rhodes, J., Salen Tekinbaş, K., Schor, J., Sefton-Green, J., Watkins, S. C. "The Connected Learning Research Network: Reflections on a Decade of Engaged Scholarship." Irvine, CA: Connected Learning Alliance.

Published
WP.5   Rafalow, M. H., Salen Tekinbaş, K. "Welcome to Sackboy Planet: Connected Learning Among LittleBigPlanet 2 Players." Connected Learning Research Network series, Digital Media and Learning Research Hub, 2014.

WP.4   Kow, Y. M., Salen Tekinbaş, K. "Crafting the Metagame: Connected Learning in the Starcraft II Community." Connected Learning Research Network series, Digital Media and Learning Research Hub, 2014.

WP.3   Ito, M., Gutierrez, K., Livingstone, S., Penuel, B., Rhodes, J., Salen, K., Schor, J., Sefton-Green, J., Watkins, S. C. "Connected Learning: An Agenda for Research and Design." Digital Media and Learning Research Hub, 1 edition, January 14, 2013.

WP.2   "Fostering Learning in the Networked World: Challenges and Opportunities for Cyberlearning." Report of the NSF Taskforce on Cyberlearning. National Science Foundation, Christine Borgman, chair. Summer 2008.

WP.1   Klopfer, E., Osterweil, S., Salen, K. "Moving Games Forward. Obstacles, Opportunities and Openness." The Education Arcade, MIT. Fall 2008.

CATALOG ESSAYS, POSTERS, MAGAZINE, AND OTHER WRITING

In Progress
Salen, K. "Girls Own This Playground." In *Infinite Playgrounds*, DeKoven, B. MIT Press, forthcoming.

Published
O.40   Salen, K. "Tuning Game-based Learning for Adolescents." Filament Games, August 21, 2019. https://www.filamentgames.com/blog/gbl-luminary-guest-post-tuning-game-based-learning-for-adolescents/ (Blog post)

O.39   Salen, K. "How an Esports League is Changing Learning Afterschool." Connected Parenting, April 16, 2018. https://blog.connectedcamps.com/esports-league-changing-learning-after-school/ (Blog post)

O.38   Salen, K. "Can Minecraft Help Raise a Generation of Good Gamers?" Connected Parenting, March 12, 2018. https://blog.connectedcamps.com/can-minecraft-help-raise-good-gamers/ (Blog post)

O.37   Salen, K. "10 Easy Offline Minecraft Activities for Family Fun." Connected Parenting, November 27, 2018. https://blog.connectedcamps.com/10-easy-offline-minecraft-activities-for-family-fun/ (Blog post)

O.36   Salen, K. "10 Life Skills Parents Can Nurture through Minecraft." Connected Parenting, September 16, 2017. https://blog.connectedcamps.com/10-life-skills-parents-nurture-in-minecraft/ (Blog post)

O.35   Salen, K. "Are All Minecraft YouTube Videos a Waste of Time?" Connected Parenting, July 28, 2017. https://blog.connectedcamps.com/are-minecraft-youtube-videos-waste-of-time/ (Blog post)

O.34   Salen, K. "5 Ways Online Tech Camp Can Boost Your Child's Summer Learning." Connected
        Parenting, April 10, 2017. https://blog.connectedcamps.com/5-ways-online-tech-camp-can-
        boost-your-childs-summer-learning/ (Blog post)

O.33   Salen, K. "Top 10 Kid-Friendly Minecraft Mods for Powering Learning." Connected Parenting,
        March 21, 2017. https://blog.connectedcamps.com/what-minecraft-moms-dads-need-to-
        know/ (Blog post)

O.32   Salen, K. "10 Best Minecraft Servers for Kids and Why." Connected Parenting, January 18,
        2017. https://blog.connectedcamps.com/10-best-kid-friendly-minecraft-servers/ (Blog post)

O.31   Salen, K. "The Secret to Well-Rounded Kids: Playing Games with Friends!" Connected
        Parenting, December 23, 2016. https://blog.connectedcamps.com/secret-well-rounded-kids-
        playing-games-friends/ (Blog post)

O.30   **Salen, K.** "Connected Parenting for a Connected World." Connected Parenting, December 1,
        2016. https://blog.connectedcamps.com/connected-parenting-connected-world/ (Blog post)

O.29   Salen, K. "Public education: A space of possibility." Education News Colorado. September 27,
        2011. http://www.ednewscolorado.org/2011/09/27/25058-public-education-a-space-of-
        possibility (Blog post)

O.28   Salen, K. "Why a School Designed by Game Designers Works for Kids," NBC EducationNation.
        August 2, 2011. http://tinyurl.com/3s7kc96 (Blog post)

O.27   Salen, K. "Computer Games Don't Rot the Brain: They Help Us Learn." theAtlantic.com. Mar 24
        2011. http://tinyurl.com/7s5xo6e (Blog post)

O.26   Salen, K. "Beyond 100,000 Sprites: Game Design and Technology." *Think Tank. Adobe Design
        Center. Essays on Design, Culture, and Technology.* Alice Twemlow and David Womack (series
        editors). January 2006. http://www.adobe.com/designcenter/thinktank/sprites/index.html
        (Magazine article)

O.25   Salen, K. "An Animation and SFX Guide to the Galaxy." *RES Magazine*, October/November,
        2005. (Magazine article)

O.24   Salen, K. "Games Take it to the Street." *RES Magazine,* April/May, 2005. (Magazine article)

O.23   Salen, K. "Computer Vision Motion Capture: Fake it Like a Pro." *RES Magazine,* April/May,
        2005. (Magazine article)

O.22   Salen, K. "Evaporate into Surround Sound Air." *RES Magazine*, February/March issue. 2005.
        (Magazine article)

O.21   Salen, K. "The Tulse Luper Suitcases: Peter Greenaway's Newest Adventure." *RES Magazine,*
        September issue. 2003. (Magazine article)

O.20   Salen, K. Play | Monitor. *RES Magazine,* July/August issue. 2003. (Magazine column)

O.19   Salen, K. Play | Monitor. *RES Magazine,* May/June issue. 2003. (Magazine column)

O.18   Salen, K. Play | Monitor. *RES Magazine,* March/April issue. 2003. (Magazine column)

O.17   Salen, K. *RES Magazine,* January/February issue. 2003. (Magazine column)

O.16   Salen, K. "Monitor: In the Waiting Line." *RES Magazine,* January/February issue. 2003. (Magazine column)

O.15   Salen, K. "The Player: Warcraft III goes Cinematic." *RES Magazine,* November/December issue. 2002. (Magazine article)

O.14   Salen, K. "Hack It. "*RES Magazine,* November/December issue. 2002. (Magazine article)

O.13   Salen, K. "The Art of Machinima." *Future Cinema* exhibition catalog. ZKM New Media Institute. Karlsruhe, Germany. October, 2002. (Exhibition catalog essay)

O.12   Salen, K. "Shoot First: Filmmaking with Gaming Engine." *RES Magazine,* J. Wells (ed.). Vol.3, No. 2, 2000. p48–53. (Unrefereed journal article)

O.11   Salen, K. Graduate Design Education at the Edge of the Millennium. *Zed.6*, K. Salen (ed.). The Center for Design Studies. Fall, 1999. p76–80. (Unrefereed journal article)

O.10   Salen, K. "Design at the Edge of Pop." *AIGA Journal,* S. Heller (ed.) Fall 1999. p20–21. (Article)

O.9   Salen, K. "Conduit: An Experiment in Three Acts." program notes for Conduit Digital Film and Gaming Festival, Austin, TX. March 14, 1999. (pages unnumbered) (Article)

O.8   Salen, K. "Sneakers." *Zed.5 Beyond the Object: The Implications Project,* editor Katie Salen, Center for Design Studies. 1998. p2–3. (Unrefereed journal article)

O.7   Salen, K. "28 Minutes of Fury!." *AIGA Journal*, S. Heller (ed.) Winter, 1998. p8–9. (Article)

O.6   Salen, K. "Whirligigs: The Semantics of Southern Culture." *Zed.4 Semiotics: Pedagogy and Practice.* S. Skaggs and K. Salen (eds.), Center for Design Studies, VA. 1997. p. 114–115. (Unrefereed journal article)

O.5   Salen, K. "Grrl Style: Post-Femininity in Women's Snowboard Graphics." *Eye Magazine*, 24 Vol.6. R. Poynor (ed.) 1997, 64–67. (Magazine article)

O.4   Salen, K. "Flesh, Blood, and Bone: The Moral Body." editor's note, *Zed.3, Design + Morality.* G. Swanson and K. Salen (eds.) Center for Design Studies, VA, 1997, 8–16. (Unrefereed journal article)

O.3   Salen, K. "Green is for Heroes." *Zed.3, Design + Morality.* G. Swanson and K. Salen (eds.) Center for Design Studies, VA, 1997, 87–93. (Unrefereed journal article)

O.2   Salen, K. "A Contemplation of Stasis: Strategies for Making." *GDEA Bulletin.* K. White (ed.) May, 1996. (Article)

O.1   Salen, K. "Notes From the Fog: Thoughts on Navigating the Graduate Thesis." *GDEA Bulletin.* K. White (ed.) September, 1995. (Article)

RESEARCH FUNDING

Grant Proposals Under Review
The Good Gamer Project: Cultivating Intellectual Humility Through Play. (Co-PIs Katie Salen and Stephanie Reich), submitted to the Templeton Foundation Funding Initiative "Intellectual Humility." Requested amount: $234,800.

Grant Funding Received

G.28   *Game Plan: Building the Capacity of Museum Education Programs with Game Design. (*PI Susanna Pollack, Games for Change), funded by the Institute of Museum and Library Services, with a budget of $500,000 + a matching grant for $500,000 from General Motors. Salen, K. receiving $89,220 as a sub-grantee to do formative evaluation on the project.

G.27   *E-Games for Active Training in Engineering Design.* (PI Angelique Louie), funded by the California's Government Office of Planning and Research. Salen, K. receiving $3,240 as a subgrantee to provide advising on the project.

G.26   *Challenge of the Hall.* (PI Alan Arkatov), funded by the Templeton Foundation Funding Initiative "Improving Character Strengths of Adolescents Through Technology Innovation," with a budget of $78,600, November 2019-November 2020. Salen, K. receiving $40,000 as a subgrantee. Organization, USC Center Edge.

G.25   *National Scholastic Esports Federation, Coaching.* (PI K. Salen), funded by Samueli Foundation, with a budget of $405,661, August 2019-August 2020. Organization, Connected Camps.

G.24   *Healthy Gaming: Family Dynamics, Adolescent Development and Equity.* (PI K. Salen), ICS Research Award—Exploration, funded through the School of Information and Computer Science, UCI, with a budget of $75,000, February 2019-February 2020.

G.23   *Raising Good Gamers: Envisioning an Agenda for Diversity, Inclusion, and Fair Play.* (PI K. Salen), ICS Research Award—Inspiration, funded through the School of Information and Computer Science, UCI., with a budget of $10,000, February 2019-February 2020.

G.22   *National Scholastic Esports Federation, Coaching.* (PI K. Salen), funded by Samueli Foundation, with a budget of $397,130, August 2018-August 2019. Organization, Connected Camps.

G. 21 *National Scholastic Esports Federation, Research.* (PI C. Steinkuehler), funded by Samueli Foundation, with a budget of $281,500, June 27, 2019. Salen K. receiving $5,267.01 in summer salary as a subgrantee.

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G. 20   *National Scholastic Esports Federation, Research.* (PI C. Steinkuehler), funded by Samueli Foundation, with a budget of $205,000, August 24, 2018. Salen K. receiving $25,229.73 in summer salary as a subgrantee.

G. 19   *National Scholastic Esports Federation, Research.* (PI C. Steinkuehler), funded by Samueli Foundation, with a budget of $194,000, May 9, 2018. Salen K. receiving $11,603.63 in summer salary as a subgrantee.

G.18   *Playing Minecraft Afterschool.* (PI K. Salen), funded by Committee for Children, with a budget of $236,000, June 2017-December 2018. Organization, Connected Camps.

G.17   *Scaling Game-based Learning.* (PI K. Salen), funded by the Margulf Foundation, with a budget of $2,000,000. July 2014-June 2016. Organization, Institute of Play.

G.16   *GlassLab: Games, Learning, and Assessment Lab.* (PI K. Salen, in collaboration with Electronic Arts, Electronic Software Association, ETS, and SRI), funded by the MacArthur Foundation and Gates Foundation, with a budget of $10,300,000, May 2012-April 2015. Organization, Institute of Play.

G.15   *Embodied STEM Learning Across Technology- Based Learning Environments.* (PI's: Arthur Glenberg; Co-PI's :M. Johnson-Glenberg, C. Megowan-Romanowicz, K. Salen), funded by the National Science Foundation (NSF), with a budget of $2,500,000. Award Number:102036, June 2010-May 2015. Organization, Arizona State University.

G.14   *Digital Incubator at Quest to Learn.* (PI K. Salen), funded by the Margulf Foundation, with a budget of $36,000, October 2011. Organization, Institute of Play.

G.13   *Playforce.* (PI K. Salen), funded by the ESA Foundation, with a budget of $50,000, September 2011. Organization, Institute of Play.

G.12   *Systems Thinking Games.* (PI K. Salen), funded by the MacArthur Foundation, with a budget of $400,000, December 2011-November 2013. Organization, Institute of Play.

G.11   *Game-like Learning Toolkits.* (PI K. Salen), funded by the MacArthur Foundation, with a budget of $1,800,000, June 2011-May 2013. Organization, Institute of Play.

G.10   *Embodied Play.* (Co-PI 's K. Salen and D. Birchfield), funded by Intel Research, with a budget of $125,000, September 2011-August 2012. Organization, Institute of Play.

G.9   *Connected Learning Research Network.* (PI M. Ito; Co-PI's C. Watkins, S. Livingstone, K. Gutierrez, J. Rhodes, K. Salen), funded by the MacArthur Foundation, with a budget of $4,500,000, June 2010-May 2013. Organization, UCI.

G.8   *Game-based Learning Materials.* (PI K. Salen), funded by the Gates Foundation, with a budget of $2,600,000, June 2010-September 2012. Organization, Institute of Play.

G.7   *Developing Quest to Learn.* (PI K. Salen), funded by the MacArthur Foundation, with a budget of $1,000,000, June 2009-May 2011. Organization, Institute of Play.

G.6   *Testing Online Social Networking Tools Within a Game-based School Curriculum to Help Children Actively Design How They Learn About Health and Wellness*. (PI K. Salen), funded by the Robert Wood Johnson Foundation, with a budget of $285,000, January 2009-June2010. Organization, Institute of Play.

G.5   *Embodied Learning and Play*. (Co-PI 's K. Salen and D. Birchfield), funded by Intel Research, with a budget of $225,000, September 2008-August 2011. Organization, Institute of Play.

G.4   *Grinding New Lenses*. (Co-PI 's K. Salen, M. Gresalfi, K. Peppler, N. Pinkard), funded by the MacArthur Foundation, with a budget of $785,000, December 2008-May 2010. Organization, Institute of Play.

G.3   *Game-based Assessment in SMALLab*. (Co-PI 's K. Salen and D. Birchfield), funded by the MacArthur Foundation, with a budget of $585,000, July 2008-June 2009. Organization, Institute of Play.

G.2   *Gamestar Mechanic*. (PI K. Salen), funded by the MacArthur Foundation, with a budget of $500,000, July 2008-June 2009. Organization, Institute of Play.

G.1   *Designing Quest to Learn*. (PI K. Salen), funded by the MacArthur Foundation, with a budget of $1,000,000, July 2007-June 2009. Organization, Institute of Play.

PRESENTATIONS: INVITED KEYNOTE LECTURES

K.34   Salen, K. *Minecraft's Role in Raising a Generation of "Good" Gamers*. Serious Play Conference. July 10, 2019, Montreal, Canada.

K.33   Salen, K. *A Vision of Connected Learning*. Delta Kappa Gamma: Key Women educators International Conference. July 17, 2019, Costa Mesa, CA.

K.32   Salen, K. *Good Play*. Games for Change Conference, June 28, 2018. New York, NY.

K.31   Salen, K. *Quest to Learn: Play and the Design of Learning*. Schools of Tomorrow, Haus der Kulturen der Welt. May 8, 2017. Berlin, Germany.

K.30   Salen, K. *Why Parents Should Care About Games*. Gen Next. San Diego, CA January 19, 2017.

K.29   Salen, K. *Power Play: Connecting Game Design and Learning*. Onassis Cultural Centre. October 2014. Athens, Greece.

K.28   Salen, K. *Playing With Sharing*. Working Transmedia Conference, X-Media Lab. March 2014. Lausanne, Switzerland.

K.27   Salen, K. *Playing With the Future*. Art Directors Club of Germany. May 8, 2013. Frankfurt, Germany.

K.26   Salen, K. *Ecomedia + Games.* Ecomedia Conference. De Waag. January 30, 2012. Amsterdam, The Netherlands.

K.25   Salen, K. *Game Design for Learning.* Cisco Public Services Summit. December 10, 2011. Oslo, Norway.

K.24   Salen, K. *What We Learn from Games.* Chicago Humanities Festival. November 12, 2011. Chicago, IL.

K.23   Salen, K. *Designers for Learning.* Nueva School. October 21, 2011. Palo Alto, CA.

K.22   Salen, K. *Designers for Learning.* Mobility Shifts Conference. New School University. October 15, 2011. New York, NY.

K.21   Salen, K. *Offensive Play: The Art of the Pick and Roll.* AIGA Pivot Conference. October 13, 2011. Phoenix, AZ.

K.20   Salen, K. *This Is Me.* Girlstart. October 12, 2011. Austin, TX.

K.19   Salen, K. *Designing Quest to Learn.* Margulf Foundation. September 27, 2011. Denver, CO.

K.18   Salen, K. *Institute of Play.* Future of Learning Conference. August 3, 2011. Harvard University. Boston, MA.

K.17   Salen, K. TASC Google Forum on Afterschool. July 27, 2011. New York, NY.

K.16   Salen, K. *What is the Work of Play?* Games, Learning and Society Conference. June 15, 2011. Madison, WI.

K.15   Salen, K. Quest to Learn and Chicago Quest: New School Design, FutureTech Conference. May 12, 2011. Sao Paulo, Brazil.

K.14   Salen, K. *What is the Work of Play?* 2010 Intelligent Environments Conference, Wellington, New Zealand.

K.13   Salen, K. *Together We Try: Games and the Future of Play.* FROG conference. Vienna, Austria, September 25, 2010.

K.12   Salen, K. *The Future of School.* New School Venture Fund Communities of Practice Conference, Washington, D.C., May 12, 2010.

K.11   Salen, K. *Play Mobile for Me.* University of Potsdam, Potsdam, Germany, January 14, 2010.

K.10   Salen, K. *Creating Intercultural Dialogue.* PICNIC, Amsterdam, The Netherlands, September 22, 2009.

K.9   Salen, K. *Future Forward: Games and the Way We Play.* FuturePlay. Toronto, Canada. December 3, 2008.

K.8   Salen, K. *A Revolution in Waiting*. SIGGRAPH Sandbox. Los Angeles, CA. August 10, 2008.

K.7   Salen, K. *Design Challenges for a Digital Age*. Pearson Young Guns Meeting. Jersey City, NJ. May 4, 2008.

K.6   Salen, K. *Beyond Technology: Games for Learning*. Education Summit. Northeastern University. Cambridge, MA. April 29, 2008.

K.5   Salen, K. *Beyond Game: Permission Slips for Everyday Play*. Emerging Terrain in Games and Simulation conference. Rennesselaer Polytechnic, April 13, 2007.

K.4   Salen, K. *The Trouble with Designing the Real*. Living Worlds III, Georgia Tech, March 29, 2007.

K.3   Salen, K. *When Media Get Game*. JumpStart Conference, Prague. November 12, 2007.

K.2   Salen, K. *They Must First Be Imagined: Contesting the Space of Games*. Game, Set, Match II: On Computer Games, Advanced Geometries, and Digital Technologies. Delft University of Technology, Delft, The Netherlands. March 29, 2006.

K.1   Salen, K. *Games as Cultural Environment*. 1st Annual Conference. Digital Games Research Association (DIGRA). Utrecht, Netherlands. November 4, 2003.

PRESENTATIONS: INVITED INDIVIDUAL PRESENTATIONS AND JURIED PANELS

P.132   Salen, K., Dyson, S., Larson, K., Santo, R., Ching, D. *Designing Connected Learning: From Research to Resource*. Connected Learning Summit. UC Irvine, California, October 5, 2019.

P.131   Salen, K., Fernando, C., Gershenfeld, A., Hanes, L., Johnson, G., Levy, A. *Scaled Platforms for Kids' Creativity*. Connected Learning Summit. UC Irvine, California, October 5, 2019.

P.130   Salen, K., Steinkuehler, C., Turner, T., Acebes, J. *Developing a Youth Esports Federation: A Case Study of Connected Learning in Action*. Connected Learning Summit. UC Irvine, California, October 4, 2019.

P129   Salen, K., Dyson, S., Larson, K., Santo, R., Ching, D. *Designing Connected Learning: From Research to Resource*. Connected Learning Summit. UC Irvine, California, October 4, 2019.

P128   Salen, K., Ito, M., Watkins, C., Jenkins, H. *Digital Diversity: How Social, Cultural and Real Life Circumstances Shape Youth Digital Media Practices*. Connected Learning Summit. UC Irvine, California, October 4, 2019.

P127   Salen, K., Thatcher, S., Speakman, D., Carvao, S. *Playing in Public*. Augmenting Cities Conference, Oakland, CA September 23, 2019.

P126   Salen, K. *Translating Research into Practice*. Filament Games. Madison, WI, September 11, 2019.

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P125   Salen, K., Collins, J., Kim, R., Kim, Y., Aviles, C., Hafkin, J. *Esports in Education.* Games for Change Conference. Panel participant. June 19, 2019. New York, NY.

P124   Salen, K., Shapiro, A., Rufo-Tepper, R., Zimmerman, E. *Institute of Play: Takeaways from A Decade in the Trenches.* Games for Change Conference. Panel participant. June 19, 2019. New York, NY.

P123   Salen, K., Solomon, G., Anton, S., Turner, T. *Distraction? Education! Esports as a Learning Tool.* SXSW Edu Conference. Panel participant. March 5, 2019. Austin, TX.

P122   Salen, K., Solomon, G., Anton, S., Turner, T. *Esports is the STEM Trojan Horse.* CISC Symposium. Panel participant. February 22, 2019.

P121   Du, Y., Salen, K. *Connected Learning from Assessment to Treatment: How Clinical Decision-Making and Practices in Speech Therapy Can Inform Game Design.* Poster presentation at the Connected Learning Summit 2018, Cambridge, Massachusetts.

P120   Salen, K., Ito, M., Steinkuehler, C., Turner, T. *How Esports Can Shape Student Success.* IGEC: Inven Global Sports Deep Dive. Panel participant. UCI, October 12, 2018.

P119   *Designing With (Not Just For) Learners.* Digital Media and Learning Conference. Panel Moderation: UCI, October 6, 2017.

P118   Salen, K. *Lessons from Quest to Learn.* WISE Education Summit. Qatar. November 2013.

P117   Salen, K. Aspen Ideas Festival. Featured Lecture, June 28, 2011. Aspen, CO.

P116   Salen, K. Secretary of Education's Office. Presentation. April 20, 2011. Washington, D.C.

P115   The Atlantic Festival. Panel, March 28, 2011. Washington, D.C.

P114   Salen, K. *Game Design 101.* Lecture, Mediadesign-Hochschule, Berlin, Germany, January 15, 2010.

P113   Salen, K. *Growing a School for Digital Kids.* Lecture. IMAGINE! Exploring radical visions for tomorrow's schools ...and how to make them work. Vienna, Austria, September 20, 2010.

P112   Salen, K. *Sea Change: Digital Media Gets Real.* Lecture, Games for Change, May 23, 2010.

P111   Salen, K. *Design and Social Play.* Seminar, University of Potsdam, Potsdam, Germany, January 15, 2010.

P110   Salen, K. *Data Visualization for Learning.* Lecture, DML Conference, UC Irvine, California, February 20, 2010.

P109   Salen, K. *Assessing Games.* Lecture, Games for Change Conference, New York, NY, June 1, 2009.

P108   Salen, K. *Spaces of Possibility: Design for Learning.* Lecture, Stanford School of Education, June 5, 2009

P107   Salen, K. *Gaming SMALLab.* Lecture, Intel, Portland, Oregon, October 16, 2009.

P106   Salen, K. *Being Me.* Lecture. Robert Wood Johnson Games and Health Conference, October 14, 2009.

P105   Salen, K. *Quest to Learn.* Lecture, Google, Palo Alto, CA October 27, 2009.

P104   Salen, K. *Growing a School for Digital Kids.* Lecture, TEDx, Pittsburgh, PA, November 14, 2009.

P103   Salen, K. *Games and Assessment.* Lecture, ASU, Tempe, AZ, November 20, 2009.

P102   Salen, K. *Digital Media and Learning.* Lecture, Futurelab, London, England, December 3, 2009.

P101   Salen, K. *The International Journal of Learning and Media.* Lecture, Games, Learning, and Society. Madison, WI. July 11, 2008.

P100   Salen, K. *Is Digital Media the Future of Learning?* Lecture, Aspen Ideas Festival, panel. Aspen, CO. July 5, 2008.

P99   *Digital Media and Learning.* Panel, AERA. New York, NY. March 23, 2008.

P98   Salen, K. *Quest to Learn.* Lecture, Harvard School of Education. Cambridge, MA. March 3, 2008.

P97   Salen, K. *The Classroom of the Future.* Lecture, National Association of Independent Schools, national conference. New York, NY. February 28, 2008.

P96   Salen, K. *Gamestar Mechanic: Learning to Design.* Lecture, Serious Games Summit, Game Developers Conference. San Francisco, CA. February 18, 2008.

P.95   Salen, K. *Beyond Casual Games.* Lecture, Jumpstart Conference, Fremantle Media. Dublin, Ireland. November 12, 2007.

P.94   Salen, K. *Gaming Literacies: Changing the Way Kids Learn.* Lecture, Pearson Editors Meeting. Palo Alto, CA. November 2, 2007.

P.93   Salen, K. *What Can Games Teach Us About Learning and Assessment?* Lecture, Microsoft World Education Summit. Helsinki, Finland. October 30, 2007.

P.92   Salen, K. *The Game School: The Future of Learning.* Lecture, Comparative Media Program lecture series, MIT. October 25, 2007.

P.91   Salen, K. *What Games Want.* Lecture, PICNIC Conference. Amsterdam, The Netherlands. September 28, 2007.

P.90   Salen, K. *Five Key Moments: A Litmus Test for Game Design.* Lecture, Games, Learning, Society. Madison, Wisconsin. July 11-12, 2007. http://glsconference.org/2007/

P.89   Salen, K. *Strategies for an Ecology of Change.* Lecture, Games for Change Conference. New York, June 11-12, 2007. http://www.gamesforchange.org/conference/2007/program.php

P.88   Salen, K. *Designing Audiences.* Lecture, Fresh Dialogue Series, AIGA New York. May 29, 2007.

P.87   Salen, K. *The Space Between.* Lecture, New Game Forms. Carnegie Mellon, Entertainment Technologies Program. April 6, 2007.

P.86   Salen, K. *Instruction Sets for Game Engines: What Happens When the Squirrel Can't Speak?* Lecture, Extreme Contemporary, Stanford. January 12, 2007.

P.85   Salen, K. *Adobe: Future of Games.* Online dialogue with Tracy Fullerton. February 20, 2007.

P.84   Salen, K. *Learning from Games.* Lecture, Professional Day Conference, November 26, 2006. International Master Class XMedia Lab. Singapore, Singapore, November 27-30, 2006.

P.83   Salen, K. *Gaming Literacies. Designing Gamestar Mechanic.* Lecture, Serious Games Summit, D.C. November 4, 2006.

P.82   Salen, K. *Gamasutra Game Design Education.* Podcast, Tom Kim, moderator. October 10, 2006.

P.81   Salen, K. *The Smart Game Dilemma: Is There a Role for Design?* Lecture, Games for Change Conference, New York, NY. June 28, 2006.

P.80   Salen, K. *Transforming Play: Game Design and the Creative Process.* Lecture, Domestic Bliss: Styled Lives and Loves, PUSH Conference, Minneapolis, MN. June 13, 2006.

P.79   Salen, K. *Beyond the Console: Game Studies 101.* Lecture, Vassar College, Poughkeepsie, NY. April 24, 2006.

P.78   Salen, K. *Mobile Game Mosh: A Student Game Design Competition.* Lecture, Experimental Games Workshop, Game Developers Conference. San Jose, CA. March 24, 2006.

P.77   Salen, K. *So You Want to Be a Game Designer.* Lecture, Game Design Education Tutorial, Game Developers Conference. San Jose, CA. March 22, 2006.

P.76   Salen, K. *Game Design Education: Innovative Models.* Lecture, Game Design Education Tutorial, Game Developers Conference. San Jose, CA. March 22, 2006.

P.75   Salen, K. *Speak Your Mind: The Student Experience Uncensored.* Game Design Education Tutorial, panel moderator, Game Developers Conference. San Jose, CA. March 22, 2006.

P.74   Salen, K. *Educating from Left of Center.* Lecture, Serious Games Summit, Game Developers Conference. San Jose, CA. March 21, 2006.

P.73   Salen, K. *The Imaginary Culture of MMPOGs.* Lecture, Junior Seminar, Susan Yelavich faculty. Parsons the New School for Design. New York, NY. March 14, 2006.

P.72   Salen, K. *Everything She Does is Magic.* Lecture, Living Game Worlds Symposium. Georgia Institute of Technology, Atlanta, GA. February 15, 2006.

P.71   Salen, K. *Interactivity and the Play of Performance.* Lecture, PAL Texterritory Lab. 4 Bore Place, Sheffield, England. January 17-22, 2006.

P.70   Salen, K. *Making Games Matter: Mobile Games Get Serious.* International Master Class. Xmedia Lab, Singapore, Singapore. November 16-19, 2006.

P.69   Salen, K. *Big Games.* Lecture, Cinekid, Amsterdam, The Netherlands. October 27, 2005.

P.68   Salen, K. *From Left of Center: Radicalizing Game Design.* Lecture, Serious Games Conference, New York, NY. October 21, 2005.

P.67   Salen, K. *The Imaginary Culture of MMPOGs.* Lecture, Junior Seminar, Susan Yelavich faculty. Parsons the New School for Design. New York, NY. October 18, 2005.

P.66   Salen, K. *Radical Frontiers: New Territories in Game Design.* Lecture, AIGA National Conference, Boston, MA. September 16, 2005.

P.65   Salen, K. *Techno-Semantics.* Panel discussion, ICA Cinema. Moderated by Lizbeth Goodman, SmartLabs. Institute of Contemporary Arts, London. ICA Cinema, July 6, 2005.

P.64   Salen, K. *Ancient Technologies, Dramaturgy, and Game.* Lecture, The Kitchen's Seventh Annual Sidney Kahn Summer Institute, July 2005. New York, NY.

P.63   Salen, K. *A World of Authors: Creating Media for People with Keyboards.* Panel moderated by Douglas Rushkoff. Media Ecology Association convention (Fordham, Lincoln Center), June 22, 2005.

P.62   Salen, K. *In Search of the Holy Moment.* Keynote lecture, Professional Day Conference, Xmedia Lab. Singapore, Singapore. June 15, 2005.

P.61   Salen, K. *International Master Class.* Professional Day Conference, Xmedia Lab. Singapore, Singapore. June 16–17, 2005.

P.60   Salen, K. *Playspace: A Case for Game Studies in Action.* Lecture, DIGRA (Digital Games Research Association): Changing Views: World in Play. Vancouver, Canada. June 16-20, 2005.

P.59   Salen, K. *Multiplayer Play: Designing Social Interaction in Games.* Lecture, DIGRA (Digital Games Research Association): Changing Views: World in Play. Vancouver, Canada. June 16-20, 2005.

P.58   Salen, K. *The Flashback Game Jam*. Lecture, DIGRA (Digital Games Research Association):
        Changing Views: World in Play. Vancouver, Canada. June 16-20, 2005.

P.57   Salen, K. *Games and Film*. Panel moderated by Graham Leggat. MAKOR/Steinhardt Center,
        New York. June 9, 2005.

P.56   Salen, K. *The Goodlife*. Roundtable discussion. Van Allen Institute. June 4, 2005. New York, NY.

P.55   Salen, K. *Tripping the Game Fantastic*. Lecture, Mindstates: Technology and Transcendence.
        May 29, 2005. San Francisco, CA.

P.54   Salen, K. *My Machinima: Filmmaking with Game Engines*. Lecture, MOVE: Stories in Motion.
        AIGA Conference. April 29, 2005.

P.53   Salen, K. *Hi-res vs. Lo-res Graphics: A Game Design Debate*. Panel moderator,
        SIGGRAPH/IGDA. May 2, 2005.

P.52   Salen, K. *Games and Learning: Theory, New Technology, and Assessment*. Lecture, AERA
        National Conference: Demography and Democracy in the Era of Accountability. April 12, 2005.

P.51   Salen, K. *Trigger and Response: The Art of Contested Spaces*. Lecture, IDeas Lecture Series,
        The Department of Architecture, Interior Design and Lighting, Parsons School of Design.
        March 13, 2005.

P.50   Salen, K. *The Education of a Game Designer*. Lecture, Game Developers Conference. San
        Francisco, CA. March 7, 2005.

P.49   Salen, K. *Urban Games: Real Action in the World of Reality*. Lecture, Eyebeam. February 17,
        2005. New York, NY.

P.48   Salen, K. *Narrative and Dynamic Systems: Finding the Story in the Game*. Lecture, University of
        Art and Design. Helsinki, Finland, February 1, 2005.

P.47   Salen, K. *Games and Story*. Week-long workshop on game design and narrative. University of
        Tampere, Hypermedia Lab. Tampere, Finland, February 1-5, 2005.

P.46   Salen, K. *Making and Breaking Rules: Game Design as Critical Practice*. Lecture, co-presented
        with Eric Zimmerman. Art, Technology and Culture Lecture Series. University of California at
        Berkeley, Department of Art. Berkeley, CA, Jan. 24, 2005.

P.45   Salen, K. *Games, Cult, Space*. Lecture, Virginia Commonwealth University, Department of
        Kinetic Imaging. Richmond, VA, Nov. 8, 2004.

P.44   Salen, K. *Reactivate Resistance: Games and Urban Space*. Lecture, GameTime. Australian
        Center for the Moving Image. Melbourne, Australia. Oct.17, 2004.

P.43   Salen, K. *Game the Story*. Workshop, Australia Film and Television Academy. Melbourne, Australia. Oct. 10, 2004.

P.42   Salen, K. *Games, Gotta Get It*. Lecture, Games and Education, E-Learning Seminar. AIMIA. Melbourne, Australia. Oct. 9, 2004.

P.41   Salen, K. *Games and Interactivity*. Lecture, RGA lunchtime lecture series. New York, NY, July 24, 2004.

P.40   Salen, K. *Games to Learn*. Presentation, Hewlett Foundation, Palo Alto, Ca, July 8, 2004.

P.39   Salen, K. *Games as Cultural Resistance*. Lecture, Renssaeler Polytechnic. Troy, NY. April 8, 2004.

P.38   Salen, K. *Social Play*. Workshop. Game Developers Conference. San Jose, CA. March 24, 2004.

P.37   Salen, K. *Gaming the Game*. Lecture, University of Belgrade. Belgrade, Serbia. March 21, 2004.

P.36   Salen, K. *Rules of Play*. Lecture, Institute of Fine Arts. Volos, Greece. March 19, 2004.

P.35   Salen, K. *Playspaces: Games and Public Space*. Lecture, ACTO. Athens, Greece. March 17, 2004.

P.34   Salen, K. *Beyond the Metagame*. Lecture, XMedia Lab. Sydney, Australia, February 9, 2004.

P.33   Salen, K. *Reprogram Through Play*. Keynote lecture, XMedia Lab. Sydney, Australia, February 8, 2004.

P.32   Salen, K. *Urban Playspaces: From Liberty City to the Big Urban Game*. Lecture, Digital Media Lecture Series. Carleton College. Minneapolis, MN. November 2, 2003.

P.31   Salen, K. *Storming the Playground*. Book launch event for Rules of Play. Tisch Auditorium. New York, NY. October 24, 2003.

P.30   Salen, K. *Gaming the Engine*. Lecture, Cinematexas Film Festival. University of Texas. Austin, TX. September 17, 2003.

P.29   Salen, K. *Collision: Culture, Art and New Media*. Lecture, Women Director Series. Florida Atlantic University. Ft. Lauderdale, FL. April 11, 2003.

P.28   Salen, K. *Breaking the Rules*. Lecture, Game Developers Conference. San Jose, CA. March 5, 2003. Co-presented with Eric Zimmerman.

P.27   Salen, K. *QuakeDoomSims!: Transforming Play*. Lecture, Dig.it Festival. Walker Art Center. October 19, 2002. Minneapolis, MN.

P.26   Salen, K. *Gaming the System*. Lecture, Electronic Arts. September 18, 2002. Vancouver, B.C.

P.25   Salen, K. *Games and Interactivity: Design for Social Play.* Lecture, University of Arizona. Tuscon, AZ. May 25, 2002.

P.24   Salen, K. *Creative Tech as Weaponry.* Lecture, Version 2.0 conference. Museum of Contemporary Art, Chicago, IL. April 20, 2002.

P.23   Salen, K. *Game Design and Game Culture.* Lecture, North Carolina State University. Raleigh, NC. September 19, 2001.

P.22   Salen, K. *Design and Usability.* Lecture, AIGA Risk and Rewards Conference. San Francisco, CA. October, 2000.

P.21   Salen, K. *Designing Experience.* Lecture, Icon Medialab. Stockholm, Sweden. October 22–25, 2000.

P.20   Salen, K. *Designing Experience.* Lecture, Icon Medialab. Paris, France. August 12, 2000.

P.19   Salen, K. *Designed Play.* Lecture, Department of Art, University of Arizona. Tuscon, AZ. May 24, 2000.

P.18   Salen, K. *Design at the Edge of Pop.* Lecture, Ringling School of Design. Sarasota, FL. April 3, 2000.

P.17   Salen, K. *Games + Design.* Lecture, Game Developers Conference, San Jose, CA. March 10, 2000.

P.16   Salen, K. *Game Engine Technology and the Films of Quakespace.* Lecture, Parsons School of Design. New York, NY. January 31, 2000.

P.15   Salen, K. *Eng1nes and Obsessi0ns.* Lecture, RE:PLAY: Game Design + Game Culture Conference, Parsons School of Design, New York City. November 11, 1999.

P.14   Salen, K. *CONDUIT: Gaming Cinematics.* Lecture, RE:PLAY: Game Design + Game Culture Conference, Parsons School of Design, New York City. November 11, 1999.

P.13   Salen, K. *Assimilation Race: Software Supported Stereotypes.* Lecture, 4th Annual Conference of the Americas, Université of the Americas, Puebla, Mexico. September 29, 1999.

P.12   Salen, K. *Assimilation Race: Software Supported Stereotypes.* Lecture, Converging Terrains: Gender, Environment, Technology, and the Body Symposium, North Carolina State University. March 24, 1999.

P.11   Salen, K. *Assimilation Race: Software Supported Stereotypes.* Lecture, Minds, Machine, and Electronic Culture. Seventh Biennial Arts and Technology Symposium, Connecticut College, New London, CT. March 5, 1999.

P.10   Salen, K. *Sex and the Dinette: The Role of Presumptions and Assumptions in Design.* Lecture, Co-presented with Professor Kate Catterall. Circa '99, Austin, TX. November 16, 1998.

P.9   Salen, K. *Gaming Codes and the Construction of Social Identity.* Lecture, Big Game Hunters
       and Digital Gaming Summit, Banff Center for the Arts. Banff, Canada. September 21, 1998.

P.8   Salen, K. *Quaking Sex: Overcoming Images to Feeding Game Desires.* Lecture, Big Game
       Hunters and Digital Gaming Summit, Banff Center for the Arts. Banff, Canada. September 21,
       1998.

P.7   Salen, K. *Grrl Codes: The Scripting of Race and Gender Stereotypes.* Lecture, ISEATerror (Inter-
       Society for the Electronic Arts), Manchester, England. September 3, 1998.

P.6   Salen, K. *X-Girl Meet Lara Kroft: Video Gaming Gets the Grrl?* Lecture, Department of Art and
       Design. University of Arizona, Tuscon, AZ. February 23, 1998.

P.5   Salen, K. *Sex, Skate, Snow: The Grrrls Step Up.* Lecture, Women Challenging the Arts
       Symposium. University of Texas, Austin, TX. October 17, 1997.

P.4   Salen, K. *CyberHuman Dance Series.* Lecture, ISEA 97 (Inter-Society for the Electronic Arts)
       Conference. The Art Institute of Chicago, Chicago, IL. September 25, 1997.

P.3   Salen, K. *Moving: Agency for Virtual Spaces.* Lecture, SIGGRAPH 97 Conference, Art and
       Design Sketch. Los Angeles Convention Center, Los Angeles, CA. August 6, 1997.

P.2   Salen, K. *Design for CyberHumans.* Lecture, FA 360: Cyberspace and the Arts, University of
       Texas. 1997.

P.1   Salen, K. *CyberHuman Dance Series: Design and Collaboration in Virtual Spaces.* Lecture, Co-
       presented with Yacov Sharir. The Sixth Biennial Arts and Technology Symposium, The Center
       for Arts and Technology at Connecticut College, New London, CT. March 1, 1997.

PRESENTATIONS: POSTERS AND TECHNICAL DEMOS, UCI

PTD.6   Y. Du, Salen, K. "'Help Me, Teach Me, and Play with Me:' Clinician and Parent Perspectives on
        Meaningful Use of Mobile Technology by Children with Communication Impairments." Poster,
        UCI 14th Annual Center for Hearing Research (CHR) Symposium, Irvine, California, 2019.

PTD.5   Y. Du, A.M. Soria, Salen, K. "Super Word: Accessible Voice Games for Children with
        Communication Impairments (CwCI)." Tech demo, Connected Learning Summit, UC Irvine,
        California, October 5, 2019.

PTD.4   K. Jagannath, Salen, K. "Designing Healthier Youth-led Online Communities: Towards a
        Conceptual Framework." Poster, Connected Learning Summit, UC Irvine, California, October 5,
        2019.

PTD.3   Salen, K., Slovak, P. "Playing Minecraft Afterschool: Developing Social Competence Through
        Online Game Play." Poster, The Collaborative for Academic, Social and Emotional Learning
        (CASEL), Chicago, October 2, 2019.

PTD.2   J. Vong, A. Ramirez, Y. Du, Salen, K. "Mobile Apps for Speech, Language, and Communication: Qualitative Interviews with Speech Language Pathologists." Poster, 2019 UCI Undergraduate Research Symposium, Irvine, CA.

PTD.1   N. Nazareno, K. Catapang, K. Hollman, Y. Du, & Salen, K. "Understanding Needs and Challenges for Children with Communication Impairments Who Use Assistive, Learning, and Game Apps During Speech Therapy: Qualitative Analysis of iOS App Reviews." Poster, 2019 UCI Undergraduate Research Symposium, Irvine, CA.

DESIGN COMMISSIONS AND COMPETITIONS

2018   Journalism + Design, The New School University
        Deck of cards and website
        Commissioned to produce an innovative deck of cards and website to support the dissemination of J+D's systems and design thinking learning model.

2006   Metropolis Magazine
        Slow Games
        Commissioned to produce a set of games for the magazine's 25th Anniversary Issue.
        Collaboration with N. Fortugno, F. Lantz, and K. Slavin.

2005   ISEA2006 Symposium/ ZeroOne
        Karaoke Ice
        Won a competition to produce a social interface for the city of San Jose, CA.
        Collaboration with N. Nowacek and M. Zurkow

2002   Design Institute, University of Minnesota
        Big Urban Game
        Commissioned to design a massively multiplayer urban game for the cities of Minneapolis and St. Paul as part of an urban planning initiative. Collaboration with N. Fortugno and F. Lantz

UCI: UNDERGRADUATE COURSES TAUGHT

I&C Sci 61   Game Systems and Design
IN4MATX 199 Individual Study
IN4MATX H81 Ethics, Technology and Design
IN4MATX H198 Honors Research

UCI: GRADUATE COURSES TAUGHT

IN4MATX 284   Advanced Prototyping and Design
IN4MATX 295   Growing Up Digital
IN4MATX 298   Thesis Supervision
IN4MATX 299   Individual Study

UCI GRADUATE STUDENTS ADVISED

Primary Advisor, Informatics
Krithika Jagannath   AY 2018-present, Advanced to candidacy (Dissertation Committee, Chair)
Yao Du   AY 2017-present, Advanced to candidacy (Dissertation Committee, Chair)
Thomas Grace   AY 2019-present, pre-advancement
Christie Able   AY 2019-present, pre-advancement
Reginald Gardner   AY 2018-Spring 2019, pre-advancement

Dissertation Committee, Member
Craig Anderson, Informatics   PhD expected 2020
Robert Kalinowski, Education   PhD expected 2020
Rainforest Scully-Blaker, Informatics   PhD expected 2021

Committee Member
Sauyma Gupta, Informatics   AY 2018-present, pre-advancement
Ke Jing, Informatics   AY 2018-present, pre-advancement

SERVICE TO THE COMMUNITY: BOARD AND ADVISORY BOARD MEMBERSHIP

2019-current   Connected Learning Lab
                UC Irvine
                Steering Committee

2017-current   Journalism + Design Program
                Eugene Lang College, The New School University
                New York, NY
                Advisory Board

2017-current   Master of Human Computer Interaction and Design
                Donald Bren School of Information and Computer Sciences
                Department of Informatics, UC Irvine
                Advisory Board

2017-current   Global Game Jam Next
                Advisory Board
                New York, NY

2015-current   Connected Camps
                Board of Directors
                Culver City, CA

2007-2019   Institute of Play
                Board of Directors
                New York, NY

2010-current   Connected Learning Alliance
                Board of Directors
                Irvine, CA

2010-current   Eludamos Journal
                Editorial Board
                Melbourne, Australia

2007-current   International Journal of Learning and Media
                Editorial Board
                Los Angeles, CA

1997-current   Visible Language
                Editorial Board
                Providence, RI

SERVICE TO THE COMMUNITY: NETWORK MEMBERSHIP AND MENTORSHIP

2019-present   Filament Games
                Game-based Learning Luminary

2017-present   Higher Education Video Game Alliance
                Fellow

2010-2017   Connected Learning Research Network
                Network Member
                http://clrn.dmlhub.net/

2004-2013   XMedia Lab
                Mentor and consultant providing expertise in new media development
                Sydney, Australia; Singapore, Singapore; Jakarta, Indonesia; Lausanne, Switzerland

SERVICE TO THE COMMUNITY: JOURNAL EDITORSHIP

2007-2010   International Journal of Learning and Media
                Co-Editor
                MIT Press
                Co-editors David Buckingham and Tara McPherson

SERVICE TO THE COMMUNITY: AD HOC REVIEWING FOR JOURNALS AND BOOKS

Reviewer for Journals
    Computer Game Studies
    Eludamos
    Game Studies
    Games and Culture
    International Journal of Learning and Media
    International Journal of Game-based Learning
    Well Played Journal
    Performing Ecologies Journal

Reviewer for Books
    MIT Press
    Palgrave MacMillan
    Routledge

SERVICE TO THE COMMUNITY: PANELS AND PROGRAM COMMITTEES

Panelist for Proposals
    National Science Foundation
    Institute for Clinical and Translational Science (ICTS) Pilot Awards
    Small Business Innovation Research (SBIR)
    Small Business Technology Transfer (STTR)

Program Committee
    Society for Literature, Science, and the Arts
    International Conference on Game and Entertainment Technologies 2019, part of the IADIS
    Multi Conference on Computer Science and Information Systems

SERVICE TO THE UNIVERSITY

Campus-wide service to the University
    Council on Faculty Welfare, Diversity, and Academic Freedom (AY 2019-2020)
    W-Hub Advisory Board (AY 2019-2020)
    UCI Engage Committee (AY 2018-present)
    Inside UCI Summer Session talk. June, 2019.
    Inside UCI Summer Session talk. September, 2019.

School-wide service to the Donald Bren School of Information and Computer Sciences, UCI
    ICS Leadership Council Meeting presentation, May 30, 2019.
    Computer Game Science Steering Committee, Chair (AY 2017-present)
    HCI Faculty Recruiting Committee (member, AY 2018-19)
    Graduate Admissions Committee (member, AY 2018-19)
    Faculty mentor, Bonnie Ruberg (AY 2018-present)

Faculty mentor, Tess Tanenbaum (AY 2017-present)
Faculty mentor, Aaron Trammel (AY 2018-present)

RECENT HONORS AND AWARDS

2019   Game-based Learning Luminary, Filament Games
2019   Institute of Play archives acquired by The Strong Museum of Play
2019   YOUMedia Champion
2018   Games for Change Vanguard Award for significant contributions to the field
2017   Higher Education Videogame Alliance Fellow
2016   Higher Education Videogame Alliance awardee in the category "Building the Field"
2015   Named to Hot Topics Edtech 100, featuring the 100 most influential leaders in Edtech
2014   PSFK and Hewlett Packard Innovators Matter Award
2012   Game Changer award, *Metropolis Magazine*
2011   Honorary Doctorate of Humane Letters (L.H.D.) Bank Street College of Education.
2011   RISD Alumni Award, Rhode Island School of Design.

SELECT PRESS COVERAGE AND PROFILES

Women Making History
UCI, March 2018
https://specialreports.news.uci.edu/womens-history-month/

Curry Stone Design Prize, Social Design Circle Honoree
Institute of Play, 2017
http://currystonedesignprize.com/honorees/institute-of-play/

Hot Topics Edtech 100
August 2015
https://www.hottopics.ht/stories/education/the-100-most-influential-edtech-leaders/

PSFK PurpleList profile/HP Innovators Index
December 2014
http://www.purplelist.com/katie-salen-tekinbas/

Game Changers
Metropolis Magazine
Selected as one of 12 national design "game changers," January 1, 2011
http://www.metropolismag.com

Social Innovation Rockstars
Yoxi.tv
November 10, 2011
http://yoxi.tv/

Digital Media: New Learners of the 21st Century
PBS
December 1, 2010
Playing to Learn

XYZ
Rhode Island School of Design Magazine
http://www.risd.com/CFM/pdf/xyz/RISDXYZ_Fall2010.pdf

Sparks PopTech Innovators series
November 20, 2010
http://spark.poptech.org/

School Uses Video Games to Teach Thinking Skills
National Public Radio | All Things Considered
June 28, 2010
http://www.npr.org/templates/story/story.php?storyId=128081896

Moments of Genius: Teaching with Games
Big Think
May 20, 2010
http://bigthink.com/series/36#!selected_item=4515

Learning by Playing: Video Games in the Classroom
New York Times Magazine cover story
September 19, 2009
http://www.nytimes.com/2010/09/19/magazine/19video-t.html?_r=1

Game Theory: A City School Explores the Educational Power of Playing—and Designing—Games
The Village Voice
April 6, 2010|
http://www.villagevoice.com/2010-04-06/news/game-theory/

A New School Teaches Students Through Videogames
Popular Science
December 10, 2009
http://www.popsci.com/entertainment-amp-gaming/article/2009-12/new-school-teaches-students-through-videogames

Games Lessons
The Economist
September 3, 2009
http://www.economist.com/node/14350149?story_id=14350149