Contributor Biographies

Dimitris Alimisis, PhD
EDUMOTIVA

Dimitris Alimisis is co-founder & scientific leader at EDUMOTIVA (European Lab for Educational Technology), Greece, activated in EU research & education projects. In the past he has served as professor of educational technology in higher education of Greece. His main interests include: educational robotics and STEAM education with a focus on the integration of constructionism and maker movement in education.

Yvonne Marie Andrés, EdD
GlobalSchoolNet.org

Dr. Yvonne Marie Andrés, an e-learning visionary, founder of (non-profit) Global SchoolNet and creator of the Global Schoolhouse, designs innovative programs that demonstrate the power of collaboration to engage youth in activities that improve their academic performance and help communities, while connecting them globally to benefit humanity. Andrés was named one of 25 most influential people worldwide in education technology, received the Soroptimist International "Making a Difference Award" for advancing the status of women and children, and was inducted into the Internet Hall of Fame.

Eleonora Badilla-Saxe, EdD
Rector at the Universidad Castro Carazo

Eleonora has been committed for more than 35 years to collaborating to improve education in her country of Costa Rica and the Latin American region. She publishes regularly in specialized peer-reviewed journals and in op-ed pages in major newspapers in her country. She is a retired Full Professor and Researcher at the University of Costa Rica (1982-2017), Visiting Researcher at the MIT Media Lab (2001-2004), Advisor to the Minister of Education (1994-1998), and Director of the Computers in Education Program by the Ministry of Public Education and the Omar Dengo Foundation (1989-1994). She holds a master's degree from the University of Hartford and EdD from the University De La Salle in San José. Her research interests are the constructionist use of digital technology in education, innovation in education, learning, and complex thinking.

Walter Bender
Sorcero, Sugar Labs, ReMake Music

Walter Bender is the CTO of Sorcero, Inc., which couples learning by people and machines. He is founder of Sugar Labs, which develops and maintains educational software for children and along with Negroponte and Papert, he co-founded One Laptop per Child. He is also co-founder of ReMake Music, which provides pedagogical support for Music Blocks, a programming language used to explore mathematical and musical concepts. Bender is former executive director of the MIT Media Lab.

Miles Berry
University of Roehampton

Miles is principal lecturer in Computing Education at the University of Roehampton. Prior to joining Roehampton, he spent 18 years in four schools, much of the time as an ICT coordinator and most recently as a head teacher. Over the years he has contributed to a number of computing related projects including England's national curriculum computing programmes of study, Switched on Computing, Barefoot Computing, Project Quantum, Hello World and the National Centre for Computing Education.

Karen J. Billings, EdD
Principal, BillingsConnects

Dr. Karen Billings is Principal at BillingsConnects, a consulting agency that helps companies find potential partners. She serves on boards for education companies and non-profit organizations. Previously, she led SIIA's Education Technology Division, where she drove strategic direction, programs, and initiatives for member companies. In her 50 years of experience within industry and classrooms, she authored books and articles, spoke at many education conferences, and received numerous awards.

Paulo Blikstein, PhD
Associate Professor, Columbia University

Paulo Blikstein is an Associate Professor of Education at Teachers College and an Affiliate Associate Professor of Computer Science at Columbia University, where he directs the Transformative Learning Technologies Lab and the FabLearn Program. A recipient of the National Science Foundation Early Career Award and the AERA Jan Hawkins Early Career Award, Paulo earned his Ph.D. from Northwestern University, following an MSc. from the Media Lab at the Massachusetts Institute of Technology and an M.Eng. and B.Eng. from the University of São Paulo, Brazil. He is a former student of Madalena Freire's lab school in São Paulo.

Giulio Bonanome
Unicorni Team

Giulio is a freelance learning designer and facilitator of STEAM related summer camps, afterschools and workshops for young and adults, both in person and online. He has founded and is a volunteer in a CoderDojo club and is adjunct teacher of "Computational Thinking" course at the University of Bologna. Since 2019 is part of the Unicorni Team collective, committed to spread a playful, creative and experimental approach to learning (and teaching) in Italy.

Ron Canuel
Independent Education Strategist

Ron is an award-winning, innovative Canadian educator, with over 45 years of experience in education. He serves as coach, consultant, guide, and mentor to a wide range of organizations, including extensive work with indigenous populations across North America. Ron is one of the few individuals in education who has "done" it, managed system-wide innovative change (1:1 laptop deployment for all students in 2003, second in North America), and brought about significant improvement in the classroom while closely relating to the issues and challenges that

face educators, parents, policy makers, and special interest groups. Ron is proud of the achieve-ments of the people that he has worked with, especially in the context of introducing change in education provincially, nationally, and internationally. He is still very active during these days of the pandemic providing online conferences and sessions to participants across the globe.

David Cavallo, PhD
Director, Centro de Innovación y Diseño Avanzado (Cinnda, Chile) & Researcher at the Inst. of Adv. Studies, USP
Cavallo focuses on learning and computation particularly for improving learning for just, equitable societies. He was Distinguished Visiting Professor at UFSB. He was the Chief Learning Architect and Vice-President for Education of One Laptop Per Child. He was a Research Scientist and co-director with Seymour Papert of the Future of Learning Group at the MIT Media Laboratory, where Papert advised his doctorate. He hates writing bios and addressing himself in the third person.

Angi Chau, PhD
The Nueva School
Angi Chau is an educator, maker, engineer, and creative coder. She loves to infuse play into learning and has particular interest in creative coding, equity-driven design frameworks, and the intersection of technology and justice. Currently, she is the Director of the Innovation Lab program at The Nueva School and teaches required middle school computer science classes. She is a Teaching Fellow at Processing Foundation and on the advisory board for Agency by Design Oakland.

Donna Collins
St. John Regional School, Concord NH and University of New Hampshire
Donna Collins lives in New Hampshire and has been an educator for over 25 years, most recently as a middle school science teacher where she incorporates her own curiosity for learning into all that she presents to her students. Donna earned an Associate of Applied Science in Forest Technology from the University of New Hampshire. She also holds a Bachelor of Science degree in Computer Programming from Southern New Hampshire University and a Master's Degree in Education from the University of New Hampshire. Donna has been nominated twice for the New Hampshire Catholic Schools Teacher of the Year. When not teaching, Donna enjoys hiking and traveling with her husband and two greyhound dogs.

Dale Dougherty
Make: Community
Dale Dougherty is the leading advocate of the Maker Movement. He founded Make: Magazine in 2005, which first used the term "makers" to describe people who enjoyed "hands-on" work and play. He started Maker Faire in the San Francisco Bay Area in 2006, and this event has spread to nearly 200 locations in 40 countries, with over 1.5M attendees annually up until COVID-19 hit. He is President of Make: Community, which seeks to nurture and grow the worldwide community of makers through publications, events and online resources. Dougherty is the author of *Free to Make: How the Maker Movement Is Changing our Jobs, Schools and Minds* with Adriane Conrad.

Carolyn Foote
Library Consultant and free range librarian
Carolyn Foote is a former district librarian in Austin, Texas, and now a consultant on library design, advocacy, technology, and research. A White House Champion of Change in 2013 and AASL Library Collaboration Award winner and Lilead Fellow, she is focused on the intersection between students, technology, and libraries. She mentors new librarians in the Project RUSL grant at Wayne State, and blogs at www.futura.edublogs.org.

Nettrice Gaskins, PhD
Lesley University
Dr. Gaskins earned a BFA in Computer Graphics from Pratt Institute in 1992 and an MFA in Art and Technology from the School of the Art Institute of Chicago in 1994. She received a doctorate in Digital Media from Georgia Tech in 2014. She is the assistant director of the Lesley STEAM Learning Lab at Lesley University. Her first full-length book, Techno-Vernacular Creativity and Innovation through MIT Press will be available in 2021.

Geraldine (Gerry) Kozberg
Deputy Superintendent, St. Paul, Minnesota Public Schools; Director, Logo Foundation
Gerry Kozberg was a leader in the Logo community and the founder of the Saint Paul Logo Project. For 18 years the Saint Paul Logo Project provided teacher education in Logo practice and philosophy to teachers in Saint Paul schools and beyond. She worked in Saint Paul public schools as a teacher and administrator from 1962-1996 with the exception of a leave of absence (1974-1979) to work in Boston with a court-ordered team of educators charged with the desegregation of South Boston High School. She was a life-long activist for social justice who also worked in Cambodian refugee camps. Following her retirement she was a docent at the Minneapolis Institute of Arts.

Dennis O. Harper, PhD
CEO of Generation YES Corporation
Dennis O. Harper has been an educator for 53 years. He began integrating technology into high schools starting in 1973. He received his Ph.D. in Education from the University of California in 1983 followed by faculty positions at UCSB, the National University of Malaysia, Singapore's Institute of Education, Helsinki University in Finland, and the University of the Virgin Islands. Along the way he pioneered distance learning and influenced educational technology in many nations. His books included Logo Theory and Practice. In 1996 Dr. Harper received a $3.8 million Technology Innovation Challenge Grant to research and develop strategies and curriculum to infuse K-12 students as key allies with educators to transform schools. This grant resulted in the Generation YES model that, to date, has been implemented in more than 2,300 K-12 schools. Dr. Harper is recognized as one of education technology's founding fathers.

Stephen Heppell
Professor, The Felipe Segovia Chair of Learning Innovation at Universidad Camilo José Cela, Madrid
Stephen's "eyes on the horizon, feet on the ground" approach, coupled with a vast portfolio of effective large scale projects over three decades, have established him internationally as a widely and fondly recognized leader in the fields of learning, new media and technology. A school teacher for more than a decade, and a professor since 1989, Stephen has worked, and is working,

with learner led projects, with governments around the world, with international agencies, with schools and communities, and with many influential trusts and organizations.

Cathy Hunt
Teacher, Author, International Speaker, and Creative Educational Design Specialist

Cathy Hunt is a prominent advocate for the creative integration of technology in education, best known as the founder of iPadArtRoom.com. She is the author of the bestselling e-books iPad Art: Lessons, apps and ideas for the iPad in Visual Art and More iPad Art. She has spent her career developing ground-breaking programs for students around the world that combine hands-on, tactile, and collaborative ways of working with mobile devices. As an award-winning educational consultant, presenter, author and experienced Visual & Media Art, STEAM, Design & Digital Technologies teacher on Australia's Gold Coast, Cathy has worked with thousands of educators globally to connect creative technology and cutting-edge pedagogical approaches with diverse learners.

Yasmin B. Kafai, EdD
University of Pennsylvania

Yasmin Kafai is Lori and Michael Milken President's Distinguished Professor at the University of Pennsylvania. She is a learning designer and researcher of online tools, activities and communities to promote computational making, crafting, and creativity. She worked with a team of biologists, designers, and engineers to develop 'biomakerlab', a portable grow and design tool for classrooms. Kafai earned a doctorate from Harvard University while working with Seymour Papert at the MIT Media Lab.

Ken Kahn, PhD
University of Oxford

Ken joined the MIT AI Lab as a graduate student in 1973. While studying AI, he joined the LOGO Group focussing on new programming programming languages for children and introducing them to AI. After more than a decade of research and teaching in AI and computer science, his interest in programming tools for children was rekindled. He designed and implemented ToonTalk, a programming by demonstration system with the look and feel of a video game.

Bill Kerr, EdD
St. Philips College, Alice Springs

My formative interests were chess and political activism arising from the anti-Vietnam war protests. I've been a classroom teacher in a variety of Australian schools, on and off, since 1983. Seymour Papert interested me for two reasons (1) He made mathematics more interesting and accessible for those who had missed out (2) The epistemological politics of school reform. His writings transformed the way I perceived the computer.

Susan Klimczak, EdD
Learn 2 Teach, Teach 2 Learn, Mel King Fab Lab, Madison Park Technical Vocational High School

For 20+ years, Susan has been the education organizer for a year-round Boston out-of-school time program that brings out the best in youth of color from families living with low incomes. Learn 2 Teach, Teach 2 Learn focuses on #MakingLiberation with art, engineering, coding and design. Teen youth teachers reach 400+ children each summer by offering free summer STEAM camps at community organizations located in neighborhoods most in need of education enrichment.

Tom Lauwers, PhD
BirdBrain Technologies LLC

Tom founded BirdBrain Technologies in 2010 after receiving his doctorate in robotics from Carnegie Mellon University. His research was founded on engaging all students, regardless of background, in robotics and engineering. Tom seeks to design educational tools that catalyze positive making, coding, and engineering learning experiences in the classroom. Tom resides in Pittsburgh's Squirrel Hill neighborhood with his wife, two kids, cat, and a small army of robots.

Martin Levins
Lecturer, University of New England, Australia

Martin has designed, taught, and evaluated courses in Digital Technologies, ICT, Computing, Science, Mathematics, and Design & Technology to ages 5 and up in schools, universities and technical colleges and has helped author the Australian Curriculum in Digital Technologies. He is a tinkerer and a thinkerer and sees play as essential to learning – at least that's his excuse.

David Loader OAM
Hon Assoc Professor, University of Melbourne

David Loader is a passionate advocate of innovative education in Australia: the first worldwide to introduce laptop computers at MLC school and creator of residential settings for learning. His ongoing commitment is to stimulate the education of the whole person. He was a school principal for 32 years and member of a University Board for 9 years. He has written two books and co-authored another. He received the Order of Australia for services to education.

Angela Sofia Lombardo
Unicorni Team

Angela Sofia Lombardo is a freelance learning experience designer and one of the 2016 FabLearn Fellows. She is an adjunct professor of I.T. and Learning Technologies laboratory at the University of Bologna, Graduate School of Education. Since 2013 she has been organizing CoderDojo Bologna coding club. She is part of the Unicorni Team collective, committed to spread a playful, creative and experimental approach to learning (and teaching) in Italy.

Tom Lough, PhD
Logo Exchange Founder

Tom Lough is the founder of Logo Exchange. He has taught science and mathematics at the high school and community college levels, as well as science methods and instructional technology at the university level. In 2004, he received the National Science Teachers Association award for Distinguished Science Teaching. He was a product developer for LEGO Education and is active in the maker movement. He is available for consultation on a variety of educational/technological topics.

Leo McElroy
Independent
Leo McElroy is a technologist who builds physical tools, digital applications, and social organizations to help people turn their thoughts into things. He has created and managed multiple makerspaces, developed open-source digital fabrication machines, invented programming languages for parametric design, travelled the world on a Watson Fellowship visiting makerspaces, and works at Hack Club where he directs a global network of creative technology/coding clubs by and for high schoolers.

Fred Martin, PhD
University of Massachusetts Lowell
Fred Martin is professor of computer science and associate dean for teaching, learning, and undergraduate studies in the Kennedy College of Sciences at the University of Massachusetts Lowell. He leads the Engaging Computing Group, which develops and studies innovative computational systems for young learners. Martin is an avid learner himself and deeply enjoys helping others be successful with their own endeavors.

Sugata Mitra, PhD
Retired Professor, Newcastle University, UK
A PhD in theoretical physics, Sugata Mitra retired in 2019 as Professor of Educational Technology at Newcastle University in England, after 13 years there including a year in 2012 as Visiting Professor at MIT MediaLab in Cambridge, Massachusetts, USA. He is Professor Emeritus at NIIT University, Rajasthan, India. His work on children's education include the 'hole in the wall' experiment where children access the internet in unsupervised groups, the idea of Self Organised Learning Environments (SOLEs) in schools, the role of experienced educators over the internet in a 'Granny Cloud' and the School in the Cloud where children take charge of their learning—anywhere. He received, among many global awards, the million-dollar TED Prize in 2013. Website: www.cevesm.com

Michele Moro
Dipartimento di Ingegneria dell'Informazione, University of Padua, Italy
Michele is an assistant professor in Computer Science Engineering, with teaching experiences in Computer science and related subjects. His research area includes real time control systems, concurrent and object-oriented programming languages and architectures. More recently he has been interested in new ICT-enhanced constructionist education, and more specifically in Educational Robotics. He was local responsible for the TERECoP (Teacher Education on Robotics-enhanced Constructivist Pedagogical Methods) European project (2006-2009) and chair of Workshops on Educational Robotics (2008-2020).

Jennifer Orr
Fort Belvoir Upper School, Fairfax County Public Schools
Jennifer Orr is a long-time elementary school teacher, having taught students from kindergarten through fifth grade. She is a National Board Certified Teacher and the 2012 winner of ISTE's Kay L. Bitter Award. In addition to teaching elementary students, she has taught literacy courses for undergraduate and graduate students.

Heather Allen Pang, PhD
Castilleja School

Heather Allen Pang teaches 8th grade US history at her alma mater, Castilleja School in Palo Alto, CA. When Castilleja built the Bourn Idea Lab in 2011, Heather was one of the early adopters, bringing history classes to the lab to build telegraph machines, cut silhouettes on the laser cutter, 3D print models of 18th century buildings, and prototype monuments to American women. She is part of the 2014 FabLearn Fellows cohort.

Artemis Papert
Independent artist

Artemis is an artist, botanist, nematologist, and shiatsu therapist. She is fascinated by the connection between body and psyche. Her enthusiasm for fairy tales and dream interpretation inspired her to become a Jungian analyst. Artemis' art spans the analog and the digital. She uses acrylic, pastel, and code. Her favorite coding environment is TurtleArt, a programming environment based on turtle geometry and the Logo language Not only an enthusiastic learner, Artemis is also an enthusiastic teacher. She has led TurtleArt workshops for a wide variety of groups in many countries.

Carmelo Presicce
Lifelong Kindergarten - MIT Media Lab

Carmelo is a PhD student in the Lifelong Kindergarten group at MIT Media Lab. His work focuses on the design and facilitation of creative learning experiences for children and educators, in person and online. Recent projects include the Learning Creative Learning (LCL) online course/community and the WeScratch online workshops for educators. Previously, he has been working as a software developer, organizing Coderdojo coding clubs for children, and teaching creative computing at University of Bologna.

Peter Rawitsch

Peter taught in public schools in New Hampshire and upstate New York for 42 years. He was a 1st grade teacher for 38 of those years. He is a National Board Certified Teacher (NBCT) in Early Childhood. Peter is now a public school activist working on educational justice and racial justice in Wilmington, NC. He is currently organizing the community to end school suspensions for 4, 5, 6, and 7-year-old children.

Marian B Rosen
Retired: St Louis City & Ladue Public Schools

In 1968, Marian Rosen left a PhD program in European History to become a first grade teacher; 15 years later discovered Logo; became a technology coordinator. Hooray!

Bryan P. Sanders, EdD
Loyola Marymount University

Bryan P. Sanders is a Doctor of Education and career classroom teacher working in Los Angeles who blends critical theory, social justice, technology, and constructivism. With 25 years of teaching experience, he is actively working on new projects with students to continue and expand the constructionist work of Dr. Seymour Papert. He is active in research, classrooms, discussion groups, publishing, inventing, and also on Twitter.

Evgenia (Jenny) Sendova, PhD
Institute of Mathematics and Informatics at the Bulgarian Academy of Sciences

Evgenia (Jenny) Sendova is a researcher in mathematics and informatics education. Her research includes the development of computer microworlds and models for integrating learning and creative processes. Jenny's main professional interest is in using informatics and information technology for teaching mathematics, languages, music, science, and arts, especially in the context of gifted education. She loves music, jokes and backgammon. She collects aphorisms and turtles, and can usually beat her gifted students in ping-pong.

Cynthia Solomon, EdD
Co-author, *Twenty Things to Do with a Computer*

Cynthia's focus has been on creating enjoyable, personally expressive, and aesthetically pleasing learning environments for children. She collaborated with Seymour Papert on developing Logo, the first programming language designed for children. She has continued creating and advocating for computer-based projects and ways for young people to design their own projects.. Recently, she edited a book, *Inventive Minds: Marvin Minsky on Education* that collects and contextualizes Minsky's essays on computers and children. Currently she is exploring Logo's turtle geometry through TurtleStitch and computerized embroidery machines. In 2016 she was awarded both the National Center for Women & Information Technology Pioneer Award and the Constructionism Lifetime Achievement Award. She is also the recipient of the 2019 FabLearn Lifetime Achievement Award.

Gary Stager, PhD
CEO, Constructing Modern Knowledge

Gary Stager is a recognized pioneer in 1:1 computing, online learning, and computer programming for all students. Since 1982, he has taught learners from preschool through the doctoral level and has helped teachers around the world embrace technology as way of amplifying the potential of each student. Stager collaborated with Seymour Papert on his last institutional research project, creating the Constructionist Learning Laboratory inside a troubled prison for teens. Gary is a popular keynote speaker respected internationally for his fearless advocacy on behalf of teachers, children, and progressive education. He is the founder of the Constructing Modern Knowledge institute for educators, co-author of *Invent to Learn: Making, Tinkering, and Engineering in the Classroom*, and maintains the Seymour Papert archives at The Daily Papert (dailypapert.com). Learn more at professorgarystager.com.

John Stetson
Southern Maine Community College

John Stetson has taught high school math, English, computer science (programming and robotics), college photography, and maintained a solar observatory available for at-risk youth in Southern Maine. After a complete 11 year solar cycle he left juvenile detention and started teaching at an alternative-education high school and at the local community college.

Carol Sperry Sużiedėlis, EdD
Millersville University of Pennsylvania

Carol Sperry was frustrated with traditional teaching when, in 1981, she took a two-week Logo Workshop with Seymour Papert and had her progressive ideas validated and energetically expanded. A subsequent consultancy with the Epistemology and Learning Group at M.I.T.'s Media Lab enabled her to create and facilitate Logo and learning workshops In NYC's District 3 and then throughout the United States. She also designed and led workshops in Lithuania, Moscow, the Czech Republic, and Thailand. Sperry collaborated on the launching of the NYC Computer School and was co-director for two years. As director of Project Mindstorm for the Technology Center of Silicon Valley, Sperry created and led a two-year series of diverse learning workshops. She enjoyed ten years as Educational Foundations professor at Pennsylvania's Millersville University.

Kate Tabor
Francis W. Parker School, Chicago

Kate is a classroom teacher, former English Department Co-Chair and 7th-Grade Team Leader. She is committed to interdisciplinary and student-centered learning and attends Constructing Modern Knowledge as often as possible. Kate considers herself a reading evangelist.

David D. Thornburg, PhD
Thornburg Center

David started his friendship with Professor Papert in the early 1970's and over the years conducted many presentations and workshops on Logo. He has also written several books on Logo and continues his quest in support of constructionist education.

John Umekubo
Educator, Maker, Founder LumenSparQ

John is the Director of Social Entrepreneurship at Westside Neighborhood School in Los Angeles, California. He works with students and teachers on topics involving design, coding, and making with a focus on interdisciplinary capstone projects at the middle school. John is also an education consultant to schools across the country, and is the founder of LumenSparQ Inc., a nonprofit whose mission is to spotlight and support local heroes in education.

José Armando Valente, PhD
State University of Campinas - UNICAMP

José Armando Valente. He is PhD from the Department of Mechanical Engineering and Division for Study and Research in Education at the Massachusetts Institute of Technology (MIT). Full Professor (retired) at the Department of Multimedia, Arts Institute, and Collaborating Researcher at the Nucleus of Informatics Applied to Education (NIED), at State University of Campinas - UNICAMP. Research topics include creating learning situations using digital information and communication technologies. Currently focused on the study of maker education.

Justice Toshiba Walker, PhD
The University of Texas at El Paso College of Education
Justice Toshiba Walker is an Assistant Professor of STEM Education who studies emerging technologies in biology and their use in pre-college education. Dr. Walker uses synthetic biology to explore how cells can be designed and genetically reprogrammed to behave usefully. His recent work involved developing a culturally relevant pre-college curriculum to examine educator argumentation practices around socioscientific issues involving synthetic biology. Dr. Walker holds a doctorate from the University of Pennsylvania Graduate School of Education.

Dan Lynn Watt, PhD
Harvard Institute for Learning in Retirement & Cambridge Co-housing
Dan Lynn Watt was a Senior Scientist at Education Development Center in Massachusetts. He was a teacher, researcher, and curriculum developer from elementary through graduate school, primarily in mathematics, science and technology education. During 1976–1981 he worked with the MIT Logo Group. He and Molly Lynn Watt created The Logo Institute, and the Logo Action Research Collaborative. His many publications include *Learning With Logo* (1983), 100,000+ copies, *Teaching With Logo* (1986) (with Molly) and *History Lessons: A Memoir of Growing Up in an American Communist Family* (2017).

Molly Lynn Watt
Harvard Institute for Learning in Retirement & Cambridge Co-housing
Molly Lynn Watt, educator of students from six months to graduate school, consults internationally to school systems in educational uses of computers for inquiry project-based learning of science, mathematics, language arts and authentic assessment. She works with participant leadership teams to make changes they identify using action research approaches. She was an early adaptor of the Logo Computer language and Banks Street Writer, a contributor to major educational magazines and anthologized in dozens of books. She retired to do literary writing: *Shadow People*, *On Wings of Song*, *Consider This* (forthcoming), and *George and Ruth: Songs and Letters of the Spanish Civil War*.

Audrey Watters
Hack Education
Audrey Watters is a writer and historian of education technology. Although she was two chapters into her Comparative Literature dissertation, she decided to abandon academia, and she now happily fulfills the one job recommended to her by a junior high aptitude test: freelance writer. She is the author of the *Teaching Machines* (MIT Press) and the *Monsters of Education Technology* series of books, but is probably best known for her website Hack Education.

Conrad Wolfram
Wolfram Research Europe
Conrad Wolfram is the CEO and cofounder of Wolfram Research Europe, the cofounder of ComputerBasedMath.org and the author of *The Math(s) Fix: An Education Blueprint for the AI Age*.