

# Veena Vasudevan, Ph.D.

## EDUCATION

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- 2017                    **University of Pennsylvania, Graduate School of Education**  
Ph.D., Teaching, Learning, and Teacher Education  
Dissertation: *Connected Learning in School: Making Identities in Youth-Led Spaces*
- 2008                    **Columbia University, School of International and Public Affairs (SIPA)**  
Master of Public Administration  
Concentration: Economic & Political Development, Education Policy
- 2004                    **Carnegie Mellon University, College of Humanities and Social Sciences**  
Bachelor of Science  
Information Systems and International Relations, *Honors Graduate*

## RESEARCH EXPERIENCE

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- 2017- 2019            Postdoctoral Fellow, American Museum of Natural History, Children and Family Learning, Center for Lifelong Learning  
Project: Supporting Teachers' use of Active STEM Learning with PreK Students and their Families at School, Museum, and Home, 100KIN10 funded project.  
Principal Investigator: Jenny Ingber
- 2014-2017            Graduate Research Assistant, University of Pennsylvania, Graduate School of Education  
Project: Multimodal Composing in High School Makerspaces: Understanding Relationships between 21st Century Standards, Literacy, and Media Production  
Principal Investigator: Amy Stornaiuolo
- 2012-2015            Graduate Research Assistant, University of Pennsylvania, Graduate School of Education  
Project: Preparing the Next Generation of Computational Thinkers: Transforming Learning and Education Through Cooperation in Decentralized Networks, National Science Foundation (NSF) funded project.  
Principal Investigators: Yasmin Kafai, Mitch Resnick

## UNIVERSITY TEACHING EXPERIENCE

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- 2018- *present*            Instructor, Introduction to Computational Thinking, Experiences in Applied Computational Thinking (EXACT) Online Certificate Program, University of Pennsylvania
- 2016                    Instructor, Digital Literacies Online Course, University of Pennsylvania Graduate School of Education Virtual Online Learning Teaching (VOLT) certificate program

2016	Teaching Assistant, Digital Literacies in a Networked World, University of Pennsylvania Graduate School of Education
2015	Teaching Assistant, Foundations of Teaching and Learning, University of Pennsylvania Graduate School of Education
2014 –2015	Teaching Assistant, Visual Ethnography, University of Pennsylvania Graduate School of Education
2014	Teaching Assistant, Urban Ethnography, University of Pennsylvania Annenberg School for Communication

## **PROFESSIONAL EXPERIENCE**

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2017- <i>present</i>	Learning Designer & Professional Developer, Experiences in Applied Computational Thinking, Graduate School of Education, University of Pennsylvania
2016-2017	Coordinator, Ethnography in Education Research Forum, Graduate School of Education, University of Pennsylvania
2014-2015	Director, Screening Scholarship Media Festival, <i>CAMRA</i> , University of Pennsylvania
2011-2012	Educational Technology Consultant, New York State Department of Education and New York City Department of Education
2008-2011	Director, Knowledge Sharing Team - Division of Performance Academics and Support, New York City Department of Education (NYCDOE)
2008	Education Pioneers Research Fellow, Center for Educational Innovation - Public Education Association (CEI-PEA)
2007-2008	Project Manager, International Institute of Rural Reconstruction (IIRR) and School of International and Public Affairs (SIPA)
2007-2008	Graduate Research Fellow, New Visions for Public Schools
2006-2008	Graduate Assistant, Columbia Center for New Media Teaching and Learning (CCNMTL)
2007	Research Fellow, Institute for Financial Management and Research (IFMR)
2004-2006	Systems Integration Consultant – Global Business Solutions, Accenture

## PUBLICATIONS

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### Articles

**Vasudevan, V.** (Under Review). Designing Their Own Curriculum: How Youth Co-Constructed a Dance Team that Opposed Traditional Student-School Relationships.

Stornaiuolo, A., Nichols, T.P., and **Vasudevan, V.** (2018). Building Spaces for Literacy in School: Mapping the Emergence of a Literacy Makerspace. *English Teaching: Practice and Critique*. DOI: 10.1108/ETPC-03-2018-0033

Fields, D., **Vasudevan, V.** & Kafai, Y.B. (2015). The programmers' collective: fostering participatory culture by making music videos in a high school Scratch coding workshop. *Interactive Learning Environments*. DOI: 10.1080/10494820.2015.1065892

### Chapters

**Vasudevan, V.** & Kafai, Y.B. (2016). Bridging Crafting and Coding in Making: Designing Interactive Touchpads and Gameboards with MaKey MaKey in Peppler, K., Halverson, E. & Kafai, Y.B. (2016) *Makeology: Makers as Learners*. Boston: MIT Press.

Lee, E., Kafai, Y.B., **Vasudevan, V.**, Davis, R.L., (2014). Playing in the Arcade: Making Tangible Interfaces with MaKey MaKey for Scratch Games. In A. Niholt (Ed.), *Playful User Interfaces*. New York, NY: Springer.

### Public Writing

**Vasudevan, V.** (2016, December 8). What Do I Tell My Students?. Dialogues, *Cultural Anthropology* website. Retrieved from: <https://culanth.org/fieldsights/1002-what-do-i-tell-my-students>

### Curriculum Materials

**Vasudevan, V.**, Kafai, Y.B., & Widman, S. (2016). *Make Code Play: A Project Guide to Game Design Beyond the Screen*. Online publication. Philadelphia, PA: University of Pennsylvania. Available at: <http://www.yasminkafai.com/mcp/>

### Proceedings

Kafai, Y.B. & **Vasudevan, V.** (2015). Constructionist Gaming Beyond the Screen: Middle School Students' Crafting and Computing of Touchpads, Board Games, and Controllers. In Proceedings of the 10<sup>th</sup> Workshop in Primary and Secondary Computing Education (WiPSCE). London, UK: ACM.

Kafai, Y.B. & **Vasudevan, V.** (2015). Hi-Lo Tech Games: Crafting, Coding and Collaboration of Augmented Board Games by High School Youth. In Proceedings of the 14<sup>th</sup> International Conference on Interaction, Design and Children. (pp. 130-139). Medford, MA: ACM.

**Vasudevan, V.** & Kafai, Y. B., & Yang, L. (2015). Make, Wear, Play: Remix Designs of Wearable Controllers for Scratch Games by Middle School Youth. In Proceedings of the 15th International Conference on Interaction Design and Children (pp. 339-342). Medford, MA: ACM.

Fields, D., **Vasudevan, V.** & Kafai, Y.B. (2014). The Programmers' Collective: Connecting Collaboration and Computation in a High School Scratch Mashup Coding Workshop. In Proceedings of International Conference of the Learning Sciences. (pp. 855-862). Boulder, CO: ACM.

**Vasudevan, V.**, Davis, R., Lee, E., Kafai, Y.K. (2013). Joystick Designs: Middle School Youth Crafting Controllers with MaKey MaKey for Scratch Games. In Proceedings of 9th Annual Games, Learning, and Society Conference. Madison, Wisconsin.

Davis, R., Kafai, Y. B., **Vasudevan, V.**, Lee, E., (2013). The Education Arcade: Crafting, Remixing, and Playing with Controllers for Scratch Games. In Proceedings of the 12th International Conference on Interaction, Design and Children. (pp. 439-442). New York, NY: ACM.

## **SELECT PRESENTATIONS**

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**Vasudevan, V.**, (2019, April). Care-Based Research in Liminal Spaces: How Hallway Conversations With Youth of Color Create New Ways of Knowing in roundtable session, Caring and Being There: Complicating Qualitative Research With Youth of Color in School Settings , presented at the Annual Meeting of the American Educational Research Association (AERA). Toronto, Canada.

**Vasudevan, V.**, Ingber, J., Horgan, J. (2019, April). Partnering With a Museum: Expanding Conceptions of Pre-K Science Learning in Early Childhood in Museums and Teacher Professional Development in poster session, Illuminating the "Invisible Infrastructure" of Science Institutions in Teacher Learning, presented at the Annual Meeting of the American Educational Research Association (AERA). Toronto, Canada.

**Vasudevan, V.** (2019, February). Care-based research in liminal spaces: How Hallway Conversations With Youth of Color Created New Ways of Knowing. Ethnography Forum, paper presented at the Penn Ethnography in Education Forum, Philadelphia, PA.

**Vasudevan, V.** (2018, November). Organizing In School: How an Ethos of Youth Development Can Catalyze Social Change in session Imagining Social Change through Participatory Action Research with Students, presented at the American Anthropological Association Annual Meeting. San Francisco, CA.

**Vasudevan, V.** (2018, April). "Can't We Just Have Hulu & Conversation?: Black Girl Writers Use Poetry as Social Critique, paper presented at the American Educational Research Association Annual Meeting. New York, NY.

**Vasudevan, V.** (2017, November.) Improvising Identities: How Making Activities Created Opportunities For Students to Take Up New Roles and Shift their Social Positioning Within an Urban Public

High School in session Learning, Participation, and Identity Development of Children and Adolescents, presented at the American Anthropological Association Annual Meeting. Washington, DC.

**Vasudevan, V.** (2017, April). Bring It! Exploring How Youth's Mediascapes Shape Their Composition Practices, paper presented at the American Educational Research Association Annual Meeting. San Antonio, TX.

Stornaiuolo, A. **Vasudevan, V.** (2017, April). When Everyone Is a Writer: Social Composing in the Wattpad Online Writing Community, paper presented at the American Educational Research Association Annual Meeting. San Antonio, TX.

**Vasudevan, V.** (2016, April). Making Space: Youth as Cultural Producers, paper presented at the American Educational Research Association (AERA) Annual Meeting, Washington, DC.

**Vasudevan, V. & Kafai, Y.B.** (2015, June). Hi-Lo Tech Games: Crafting, Coding and Collaboration of Augmented Board Games by High School Youth at the annual Interaction Design and Children (IDC) conference, Boston, MA.

**Vasudevan, V. & Kafai, Y.B.** (2015, June). Make, Wear, Play: Remix Designs of Wearable Controllers for Scratch Games by Middle School Youth, poster presentation at the annual Interaction Design and Children (IDC) conference, Boston, MA.

**Vasudevan, V. & Kafai, Y.B.** (2015, April). Hi-Lo Tech Games: Crafting, Coding and Collaboration of Augmented Board Games by High School Youth, presentation at the American Educational Research Association, Chicago, IL.

**Vasudevan, V.** (2015, February). Making to Learn: The Opportunities of High School Makerspaces. Panel presentation with Amy Stornaiuolo, T. Phil Nichols, Jin K. Jung and Sam Reed at the Penn Ethnography in Education Forum, Philadelphia, PA.

Fields, D. & **Vasudevan, V.**, Kafai, Y.B. (2014, June). The Programmers' Collective: Connecting Collaboration and Computation in a High School Scratch Mashup Coding Workshop, presentation at the International Conference of the Learning Sciences (ICLS), Boulder, CO.

**Vasudevan, V.** and Kafai, Y. (2014, March). Connected Game Designs, presentation at Digital Media and Learning Conference (DML), Boston, MA.

**Vasudevan, V.** (2014, February). Multimodal Making: Middle School Youth Make Scratch Games and Controllers, presentation at the Penn Ethnography in Education Forum, Philadelphia, PA.

**Vasudevan, V., Davis, R., Lee, E., Kafai, Y.** (2013, June). Joystick Designs: Middle School Youth Crafting Controllers with MaKey MaKey for Scratch Games. Paper presented at the annual conference of Games + Learning + Society 9.0, Madison, WI.

## MEDIA AND PRESS COVERAGE

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*Multimodality takes center stage at Screening Scholarship Media Festival.* (2015, April 9). GSE News. Retrieved from: <http://www.gse.upenn.edu/news/multimodality-takes-center-stage-screening-scholarship-media-festival>

Abboud, R.E. (2015, January 22). *More than just a game.* Retrieved from: <http://www.upenn.edu/spotlights/more-just-game>

Zankey, M. (2015, January 22). *Coding at PAS.* Penn Current. Retrieved from: <http://www.upenn.edu/pennnews/current/2015-01-22/features/coding-pas>

McCorry. K. (2014, December 12). *Staying true to their code at Penn Alexander, students master programming.* Newsworks. Retrieved from: [http://www.newsworks.org/index.php/homepage-feature/item/76260-staying-true-to-their-code-at-penn-alexander-students-master-programming?linktype=hp\\_impact](http://www.newsworks.org/index.php/homepage-feature/item/76260-staying-true-to-their-code-at-penn-alexander-students-master-programming?linktype=hp_impact)

## PROFESSIONAL SERVICES, ACTIVITIES, AND, AFFILIATIONS

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2015 – 2017	Penn Ethnography in Education Research Forum
2014 – <i>present</i>	American Anthropological Association, Council on Anthropology of Education
2014 – <i>present</i>	American Educational Research Association
2012 – 2017	CAMRA at University of Pennsylvania
2008 – <i>present</i>	Education Pioneers Alumni
2004 – <i>present</i>	Carnegie Mellon Alumni Association

## HONORS & AWARDS

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2019	Curriculum Inquiry, Writing Fellowship
2012 – 2016	Dean's Scholar, University of Pennsylvania, Graduate School of Education
2008	Leous & Parry Award for Progressive Sustainability, Columbia University
2007	Recipient of A Stetton Scholarship Award and MPA Fellowship, SIPA
2002	My Heart is in the Work Award, Carnegie Mellon University

## SKILLS

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Technical Skills: HTML/CSS, SQL, Adobe Premier Pro  
Languages: Tamil, Spanish