# **Elisabeth Sylvan, PhD** – Curriculum Vitae

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## Education

2007 **Massachusetts Institute of Technology: MIT Media Laboratory**
*Ph.D. Media Arts & Sciences*
Dissertation: The Sharing of Wonderful Ideas: Influence and Interaction in Online Communities of Creators
Advisor: Mitch Resnick

2003 **Massachusetts Institute of Technology: MIT Media Laboratory**
*M.S. Media Arts & Sciences*
Thesis: Analyzing and Designing for Task Switching at Work
Advisor: Dan Ariely

1996 **Carnegie Mellon University**
*B.S. Psychology*

## Experience and Leadership

**OLIN COLLEGE OF ENGINEERING, August 2025- present**

*Visiting Associate Professor of Sociotechnical Systems*

I teach "Designing with Emerging Technologies: Generative AI", "Human Computer Interaction," and "Experimenting with Generative AI" and co-teach "Quantitative Engineering Analysis," "Products and Markets", "Collaborative Design," and "New AI Tools: A Hands-On Exploration of the Tools and the Societal Impacts." I conduct research on AI policy and AI's impact on learning and critical thinking, am a member of the AI Steering Committee, and served as chair of the AY 2025-26 First Year Committee. I am a team member and mentor for AI, social science, and ethics of Olin's support of the innovative Delta Engineering program at Kiev School of Economics, Ukraine. I submit grants with international university and Olin colleagues to fund research on AI's social and educational impacts.

**BROWN UNIVERSITY SCHOOL OF ENGINEERING, Providence, 2024 - present**

*Adjunct Faculty*

For the Master of Science in Innovation Management and Entrepreneurship (PRIME) program, I co-taught Technology Entrepreneurship & Commercialization II and Business Fundamental II and Business Fundamentals II. Previously as part of the Masters of Arts in Design Engineering (MADE) program, which is offered jointly between Brown University's School of Engineering and the Rhode Island School of Design (RISD), I (1) engaged in the design and development of the MADE program including program development, incoming student application review, and studio critiques and (2) developed new public tech education projects and associated grant proposals. I participated in and presented at Brown Libraries' Critical AI Learning Community. I engage weekly in the Creative Scholars Project organized by Professor Ian Gonsher. Our group has published our efforts informally in Brown Faculty Bulletin and are developing a manuscript for journal publication, "The Creative Dialectics of Critical Flow."

**RHODE ISLAND SCHOOL OF DESIGN Providence, January - May 2025**

*Critic*

In Spring 2025 I cotaught "Designing with Emerging Technologies: Generative AI" in the Industrial Design department.

**TECHNICAL UNIVERSITY OF MUNICH SCHOOL OF POLITICS AND PUBLIC POLICY Munich, 2024 - present**

*Visiting Lecturer*

I taught 'Critical Thinking in the Time of Generative AI', co-teaching the Global Tech Policy Practice and I serve as an advisor to the AIEdtech Ethics project and an expert in the Frontiers in Digital Child Safety Working Group.

**ITS RIO, Rio de Janeiro, 2024 - 2025**

*Senior Fellow*

I developed AI global governance efforts.

**BERKMAN KLEIN CENTER FOR INTERNET & SOCIETY (BKC) AT HARVARD UNIVERSITY, Cambridge, 2019- 2024**

*Senior Director for Strategy and Programming (April 2023 – June 2024)*

*Interim Executive Director (July 2023 – October 2023)*

*Managing Director (July 2019-March 2023)*

As Senior Director for Strategy and Programming, I led all educational projects and programs, engaged in senior level network building and leadership, and ran multiple research and policy projects. As Interim Executive Director I led all aspects of the center's work, both internal and external. As Managing Director, I was the sole senior report into the Executive Director, led multiple strategy and all operational efforts at BKC, outside of faculty's independent projects, and was the direct manager of all senior staff leaders. Overall my work included:

- Organizational leadership: I provided diplomatic leadership in a complex multi-stakeholder academic setting with a highly networked and engaged staff and community. I collaborated with the Faculty and Executive Directors to set priorities and turn priorities into goals. I collaborated with board members on center initiatives and for board of directors meetings, I developed agendas and led discussions;
- Team leader: I served as the direct manager of all senior core staff with a total staff of up to 35;
- Project leadership: I ran research, educational and policy projects including a new Summer Institute, a new international educational program –the BKC Research Sprints, the Digital Self-Determination research and policy project, the AI Policy Practice, and many AI, data and tech strategy, ethics, and education programs;
- Fundraising and budget: I supported fundraising with high networth donors, family and other foundations and grant writing for government and foundation calls. I helped to conceive, develop, and manage grants and projects, overseeing more than 6M USD in project funding. I oversaw budget and budget planning with Faculty Director, BKC Finance Director, HLS Finance and HR;
- Organizational Representation: I represented the center with international colleagues, project collaborators, funders, university faculty, officials in governments, and nonprofits and for-profits leaders;
- Domain expertise: I contributed substantive expertise on AI, data and other technology ethics, online communities, digital governance, youth and digital technologies, and technology in education and learning. I wrote articles, speak to the press and at events, and facilitate discussion on expert panels;
- Mentoring students and early career colleagues: I supported 45 summer interns; trained over 15 research assistants; and directly supervised 5 Project Coordinators and 10 Fellows; &
- Diversity, inclusion, and belonging: BKC served an international and diverse community including scholars. Enabling and highlighting their work was a core and valued element of my daily work.

A sampling of key contributions included:

- Leading BKC's Research Sprint program, an educational initiative that gathered experts and emerging scholars to address current social, ethical, and policy concerns in digital technology;
- Representing BKC in the Global Network of Internet & Society Centers;
- Developing international conferences and events with international colleagues including the Co-designing Generative Futures conference on generative AI's impacts on work and education; &
- Representing BKC with the International Network on Digital Self-Determination, a group that seeks to influence how policy-makers, laypeople and more think about data management and agency.

**ELISABETH SYLVAN CONSULTING LLC, Boston & San Francisco, 2011 – 2019**

*Principal*

I helped my clients to develop policies, strategies, research, and programs related to technology and/or education. My clients include Stanford University, Computer History Museum, the Bay Area Discovery Museum, Silicon Valley Education Foundation, Boston College, Foothill College, and the MIT Media Lab.

**MANYLABS, San Francisco, 2014 – 2017**

*Director of Learning and Community & Scientist in Residence*

Based on the nonprofit's sensors for science and science education, I developed programs for advocacy groups, K12 educators, and laypeople, conducted teacher training, wrote grants, and built relationships with partners.

**THE TECH INTERACTIVE, San Jose, 2013 – 2014**

*Vice President of Education*

I developed a new vision and strategy for education based on the museum's mission and goals. The team I built across five educational areas –Gallery Programming, Labs, Field Trips, School and After-school Programs, and The Tech Challenge– executed a cohesive set of initiatives with defined goals for revenue, programming, and staffing.

**TERC, Cambridge, 2008 – 2013**

*Project Director & Research Scientist*

As Project Director I ran a 3-year multi-million-dollar NSF-funded curriculum and technology R&D project. As Research Scientist I analyzed educational games on knowledge building, co-developed workshops, co-developed the company's e-publishing plan, and conducted external evaluations for clients.

**MIT MEDIA LAB, Cambridge, 2000 – 2007**

*Graduate Student Research Assistant*

My dissertation examined influence and interaction in sociotechnical systems that support sharing creative content, specifically the Scratch online community and the Computer Clubhouse Village. My general exams addressed the support community-enabled group learning and creativity within physical, social, and technological context. I studied creative and learning communities from a network perspective using research from learning sciences, social network analysis, creativity research, and judgment and decision-making. For my master's I designed and analyzed controlled and naturalistic studies on self-monitoring during interruptions and studied decision-making and rationality in electronic environments. I taught a graduate Research Methods class and co-founded Mediawomen, a social and advocacy group for women in technology.

**VARIOUS, Pittsburgh, PA and Boston, MA, 1996 – 2000**

*Early roles in technology*

I was a project manager and web designer at dot.com startups and a web designer/webmaster for a department at MIT.

## Memberships, Committee Work, And Other Activities

- AI Steering Committee, Olin College of Engineering, 2025-present
- Expert Advisor for "AI Policy Observatory," developed by the University of Zurich and the University of Kyoto, 2024-present
- Associate Editor of the journal "Critical AI", 2024 – present
- Advisor to the Technical University of Munich (TUM) AI Ethics Literacy in EdTech project, 2022 – present
- Ethical AI University Collaborative, 2023 - 2024.
- Working group founding member of the Digital Self-Determination initiative hosted by the Swiss Federal Department of Foreign Affairs, 2022 – 2024.
- Coleader of the BKC Tech through Spec Group, 2021 – 2023 and member from October 2020-2024.
- Representative of the Berkman Klein Center in the Global Network of Internet & Society Centers (a network of over 100 academic centers globally), 2022 – 2024
- World Economic Forum Digital Identity Initiative Impact Working Group, December 2022 - 2024.
- OECD Expert Stakeholders on Digital Identity Group, November 2022 - present
- Colead of the BKC Future+Learning Working Group, September 2022 – May 2023
- MacArthur's Technology for the Public Purpose Group, 2020 - 2024
- Youth and Media Team Member at the Berkman Klein Center, 2019 - 2024
- Reviewer for Interaction Design for Children (IDC), 2018.
- Reviewer for International Conference on the Learning Sciences (ICLS), 2006, 2018
- Reviewer for Computer-Supported Collaborative Learning (CSCL), 2011, 2013, 2017
- Reviewer for Creativity & Cognition, 2017
- Reviewer for Internet Research (IR) conference, 2011 –2012
- Program committee member for the International Conference on Computer Supported Education (CSEDU), 2012
- Program Committee member for Social Applications, Networks, and Systems (SNAS), 2009.
- Reviewer for Computer Human Interaction (CHI), 2010, 2012 - 2013, 2015
- Reviewer for Computer-Supported Collaborative Work (CSCW), 2012-2013
- NSF peer reviewer, 2009 – 2010
- Advisory Board Member of zSpace, 2014-2016
- Advisory Board Member of the Stanford d-school Build Lab, 2014
- Silicon Valley Education Foundation STEM Advisory Board, 2013-2014
- Advisory Board Member of the Krause Center for Innovation, 2013-2014
- Proposal Reviewer for Next General Learning Challenges (NGLC) Wave 1 and 2, 2010 – 2011
- Institutional Review Board member, TERC, 2011 – 2013
- Institutional Review Board member, Massachusetts Institute of Technology, 2004 – 2007
- International Society for Design and Development in Education (ISDDE) Fellow, 2011
- 2011 Emerging Scholar Award for the AERA Applied Research in Virtual Environments for Learning (ARVEL) SIG.
- MIT Media Lab Highlands and Islands Fellow, 2005 – 2006
- Media Lab Europe Fellow, 2003-2004
- MIT Media Lab scholarship, 2000-2003, 2004-2005, 2006-2007

## Teaching

**Higher Ed Classroom Teaching**

New AI Tools: A Hands-On Exploration of the Tools and the Societal Impacts. Olin College of Engineering. Fall 2026.

Human Computer Interaction. Olin College of Engineering. Fall 2026

Business Fundamental II. Brown University School of Engineering. Summer 2026.

Products and Markets. Olin College of Engineering. Spring 2026.

Collaborative Design. Olin College of Engineering. Spring 2026.

Designing with Emerging Technologies: Generative AI. Olin College of Engineering. Fall 2025.

Quantitative Engineering Analysis 1. Olin College of Engineering. Fall 2025.

Technology Entrepreneurship & Commercialization II. Brown University School of Engineering. Fall 2025.

Designing with Emerging Technologies: Generative AI. Rhode Island School of Design. Spring 2025.

Global Tech Policy Practice. School of Politics and Public Policy at Technical University of Munich. Fall 2024.

Critical Thinking in the Time of Generative AI. School of Politics and Public Policy at Technical University of Munich. Fall 2024.

Design Thinking Process. Krause Center for Innovation at Foothill College. Summer 2018.

Online Collaboration Tools. Krause Center for Innovation at Foothill College. Summer 2018.

Technology in the K12 Classroom. Krause Center for Innovation at Foothill College. Winter 2018.

Designing Learner Centered Instruction. Krause Center for Innovation at Foothill College. Fall 2017, Winter 2018, Summer 2018.

Human Computer Interaction. Northeastern University College of Computer & Information Science. Lecturer. Spring 2013.

Introduction to Teaching Math and Science. MIT Teacher Education Program. Teaching Assistant. 2006.

Introduction to Psychology. Carnegie Mellon University, Department of Psychology. Teaching Assistant. 1996.

General Psychology. Carnegie Mellon University, Department of Psychology. Teaching Assistant. 1993-1996.

**Educational Programs Developed and Taught at BKC**

*The Research Sprints were 8-10 week intensive educational programs with a new curriculum developed each time.*

Visualizing AI Data Tools in Boston's Urban Spaces Research Sprint with the Brown/RISD MADE program and Edgelands Institute, Spring 2024.

Digital Identity in Times of Crisis Research Sprint with metaLAB (at) Harvard, Edgelands Institute, and AccessNow, Fall 2022.

Alternative Data Futures: Cooperative Principles, Data Trusts, and the Digital Economy Research Sprint with The New School, Fall 2021.

AI Policy Research Clinic with the City of Helsinki Research Sprint with the city of Helsinki's Education Division and Saidot. Summer 2021.

Digital Self-Determination Research Sprint with the Digital Asia Hub, Spring 2021.

Digital Ethics in Times of Crisis: COVID-19 & Access to Education and Learning Spaces Research Sprint, Fall 2020.

Summer Institute. Summer 2020.

**Selected Workshops Developed and/or Taught**

Olin College of Engineering, Needham, MA, July 2026
Summer Studio: taught and mentored a higher education faculty team in this project-based professional development program for engineering and engineering design higher education faculty.

Olin College of Engineering, Needham, MA, July 2026
Learning by Design Summer Workshop: teaching an institute for educators in engineering programs to learn about interdisciplinary, student-centered project-based learning.

BI Norwegian School of Business, Oslo, Norway. June-July 2026.
Global Innovation Challenge: taught design thinking and innovation practices to an international cohort of graduate students.

Monterey Bay Aquarium, Monterey, CA, September 2017
"Open Data/Open Minds" developed and ran professional development workshop for a Monterey Bay Aquarium K12 teacher cohort.

Context Conference, CMU Robotics Institute's CREATE Lab at the Carnegie Museum of Art, Pittsburgh PA, September, 2017.
"Open Data/Open Minds" developed and ran professional development workshop for conference attendees including Fluency Project teacher cohort and other K12 and higher ed engineering and science educators.

University of Notre Dame, Notre Dame, Indiana, June 2017
"Open Data/Open Minds" developed and ran professional development for Notre Dame Center for STEM Education teacher cohort.

University of Pittsburgh Department of Education, Pittsburgh PA, July 2017
"Open Data/Open Minds" developed and ran professional development workshop for Western Pennsylvania Writing Project teacher cohort.

University of Pittsburgh Department of Education, Pittsburgh PA, July 2017
"Open Data/Open Minds" developed and ran professional development workshop for the CMU Robotics Institute's Create Lab Fluency Project cohort.

Manylabs, San Francisco, CA, February 2017
"Open Data/Open Minds" developed and ran professional development workshop for the CMU Robotics Institute's Create Lab Fluency Project cohort.

The Tech Museum, San Jose, CA, January 2017
"Open Data/Open Minds" developed and ran professional development workshop for Notre Dame Center for STEM Education teacher cohort.

Manylabs, San Francisco and National Writing Project, Berkeley CA, April 2016
"Open Data/Open Minds Design Conversation" workshop for project advisors.

Southeastern Center for Contemporary Art, Winston-Salem, North Carolina, August 2010
"Ejewels" developed and ran workshop for the inaugural Community Day.

Jonah Clarke Middle School, Lexington Massachusetts, September 2006 - June 2007
Year-long afterschool Scratch Programming Club.

SIGGRAPH 2006, Boston, Massachusetts, August 2006
“Educational Robotics: The Next Generation” for conference participants.

Computer Clubhouse Teen Summit, Cambridge, Massachusetts, June 2006
Week-long “Understanding Community” for international youth conference.

Interaction Design for Children (IDC) Conference, Boulder, Colorado, June 2005
“Creating Electronic Craft Experiences for Children” workshop.

Highlands & Islands Enterprise "Digital Future" Conference, Aviemore, Scotland, May 2006
“AskMobi” workshop for youth invited to national conference.

The LEAD program, Hong Kong, May 2005
“Robotics with Crickets and RCX” workshop for national youth conference.

Cooper-Hewitt National Design Museum's Summer Design Institute, New York, August 2004
“Light, Color and Interaction: Designing Playful Inventions and Explorations with Crickets” for designers and educators.

Annual Conference of ACADIA at University of Waterloo, Ontario, Canada, October 2004
“Responsive Environments: Light, Color and Interaction” and “Fabrication Charrette.”

Haystack Mountain School of Crafts, Deer Isle, Maine, September 2002
“Playing with Light Workshop” for invited artists and technologists.

The Ark, Dublin, Ireland, August 2002
Two-week “Ejewels” workshop and one-week “Situated Journalism” workshop.

## Publications

**Journal Publications and Conference Presentations with Proceedings**

Eagle, B. & Sylvan, E. (2024). Leveraging Interactive Data Visualization Education for Climate Action and Sustainability: A Collaborative Exhibit at Boston’s Museum of Science. In the Proceedings of the IEEE VIS 2024 Workshop on Visualization for Climate Action and Sustainability.

Sylvan, E., McGee M., & Cortesi, S. (2023). Empowering Students in a Datafied World: Adult Stakeholders' Perspectives on Digital Self-Determination in the U.S. K12 Environment. In the International Conference on Computer-Supported Collaborative Learning (ISLS). Montreal, Canada.

Puttick, G., Strawhacker, A., Bernstein, D., & Sylvan, E. (2014). It's Not As Bad As Using the Toaster All The Time – Designing Trade Offs In A Scratch Game About Energy Use. In Proc. of the ICLS June 23 – 27, 2014, Boulder, CO.

Asbell-Clarke, J. Rowe, E. Sylvan, E., (2013). Dwelling and Indwelling: How Games Nurture, Reveal and Measure Tacit Knowledge. In Proc of CHI'13 April 27-May 2, Paris, France.

Sylvan, E., Asbell-Clarke, J., Fraser, J., Gupta, R. & Rowe, E. (2013). It's Not Who I Am, It's What I Do: How Youth Gamer Identity and Beliefs about Social Perception Relates to their Science Understanding. In Proc of Digital Games Research Association (DIGRA 2013) August 26-29, Atlanta, GA.

Asbell-Clarke, J. Rowe, E. Sylvan, E., (2013) Indwelling in Science: Measuring Tacit Learning in a Physics Game. In Proc of Digital Games Research Association (DIGRA 2013) August 26-29, Atlanta, GA.

Asbell-Clarke, J. Rowe, E., Sylvan, E., & Baker, R. (2013). Working through Impulse: Assessment of Emergent Learning in a Physics Game. Proc. of Games + Learning + Society (GLS 9.0.) Madison, Wisconsin.

Asbell-Clarke, J., Edwards, T., Larsen, J., Rowe, E., Sylvan, E., & Hewitt, J. (2012). Martian Boneyards: Scientific Inquiry in an MMO Game. International Journal of Game-Based Learning, 2(1), 52-76. doi:10.4018/ijgbl.2012010104.

Sylvan, E., Larsen, J., Asbell-Clarke, J. & Edwards, T. (2012). The Canary's Not Dead, It's Just Resting: The Productive Failure of a Science-Based Augmented-Reality Game. Proc. of Games + Learning + Society (GLS 8.0.) Madison, Wisconsin.

Asbell-Clarke, J & Sylvan, E. (2012) Martian Boneyards: Can a Community of Players be a Community of Practice? Proc. of CHI '12, May 05 - 10 2012, Austin, TX, USA. ACM New York, NY, 409-418.

Sylvan, E. (2010). Predicting influence in an online community of creators. In Proc. of CHI '10. April 10 - 15, 2010, Atlanta, Georgia, USA. ACM New York, NY, 1913-1916.

Sylvan, E. A. (2010). Predicting social influence and project influence in Online Communities of Creators. In Proc. of the ICLS '09 Vol.2 June 29 - July 02, 2009, Chicago, Illinois, 455-457.

Shneiderman, B., Fischer, G., Czerwinski, M. Resnick, M., Myers, B., Candy, L., Edmonds, E., Eisenberg, M., Giaccardi, E., Hewett, T., Jennings, P., Kules, B., Nakakoji, K., Nunamaker, J., Pausch, R., Selker, T., Sylvan, E., Terry, M. (2006). Creativity support tools: Report from a U. S. National Science Foundation Sponsored Workshop. International Journal of Human Computer Interaction, 20(2), 61-77.

Sylvan, E. (2006). Who knows whom in a virtual learning network?: applying social network analysis to communities of learners at the Computer Clubhouse. In Proc. of the 7th ICLS Bloomington, Indiana, June 27 - July 01, 2006, International Society of the Learning Sciences, 758-764.

Seitinger S, Sylvan E, Zuckerman Oren, Popovic M, & Zuckerman Orit. (2006). A New Playground Experience: Going Digital. In G. Olson & R. Jeffries (Eds), Proc. Of CHI 2006, ACM, New York, NY 303-308.

Sylvan E. (2005). Methodologies for Understanding Social Creativity During Collaborative Design Activities: A Proposal. In JS Gero and ML Maher. Computational and Cognitive Models of Creative Design VI, Key Centre of Design Computing and Cognition, University of Sydney, Australia, 365-374.

**Book Chapters**

Sylvan, E. & Johnston, S (accepted for 2026 publication) Breaking the Silos: Toward Decentralized Knowledge Commons in the US Education Ecosystem. Jones, K., Reynolds, R., & Shvartzshnaider, Y. eds. Governing Edtech in Schools and Universities. Cambridge University Press, to be published in 2026.

Sylvan, E. (2009). The Computer Clubhouse Village: An Intranet For Sharing and Connecting. Kafai, Y, Peppler, K, & Chapman, R., eds. The Computer Clubhouse: Creativity and Constructionism in Youth Communities. New York: Teachers College Press.

Hewett T, Czerwinski M, Terry M, Nunamaker J, Candy L, Kules B, and Sylvan E. (2005). Creativity Support Tool Evaluation Methods and Metrics. In the NSF Report of Workshop on Creativity Support Tools, September 2005.

Shneiderman B, Fischer G, Czerwinski M, Resnick M, Myers B, Candy L, Edmonds E, Eisenberg M, Giaccardi E, Hewett T, Jennings P, Kules B, Nakakoji K, Nunamaker J, Pausch R, Selker T, Sylvan E, Terry M. (2005). White Paper on Creativity Support Tools Workshop. In NSF Report of Workshop on Creativity Support Tools, September 2005.

**Selected Online Publications**

Gonsher, I., Sylvan, E. and Aizenman, C."Creative Scholars Project: No AI Was Used to Create This Document" (2026). Open Publications at Brown. Brown Digital Repository. Brown University Library. https://doi.org/10.26300/4bba-jf35

Written on behalf of the Network of Centers. (2026, May 29). NoC learning call on navigating uncertainty: Key insights and priorities for upcoming NoC. Medium. https://medium.com/@networkofcenters/noc-learning-call-on-navigating-uncertainty-key-insights-and-priorities-for-upcoming-noc-faebee2af2f6

Sylvan, E. & Vattikonda, N. (2024). Global AI Regulation: Protecting Rights; Leveraging Collaboration. Berkman Klein Center Medium Collection. https://medium.com/berkman-klein-center/global-ai-regulation-protecting-rights-leveraging-collaboration-b0da8e6a704d.

Sylvan, E. Co-Designing Shared Futures: Global Collaboration Creates Ethical Generative AI (2023). https://medium.com/berkman-klein-center/co-designing-shared-futures-3d15f9883773

Ha, Y., Hendrickson, S., Nagy, A., Sylvan, E, Zick, T. (2023). Exploring the Impacts of Generative AI on the Future of Teaching and Learning. Berkman Klein Center website. https://cyber.harvard.edu/story/2023-06/impacts-generative-ai-teaching-learning

Sylvan, E. & Guio Español, A. (2023). Generative AI: What should governments in Latin America do? Berkman Klein Center Medium Collection. https://medium.com/berkman-klein-center/generative-ai-what-should-governments-in-latin-america-do-9ca8a1f73051.

Sylvan, E. (2023). Foreword to Stories from (Un)Identified Worlds: A Speculative Anthology: An output of the BKC Digital Identity in the Time of Crisis Research Sprint. Berkman Klein Center website. https://cyber.harvard.edu/story/2023-03/digital-identity-during-times-crisis linking to a Google Drive document.

Sylvan, E. & Cortesi, S. (2021). What we learned about the future of education from COVID-19. Fast Company. https://www.fastcompany.com/90650121/what-we-learned-about-the-future-of-education-from-covid-19.

## Presentations and Expert Workshops

### (Co-)Hosted Conferences

"Co-Designing Generative Futures: A Global Conversation About AI." May 2023. Three days of teaching and learning co-hosted by the Berkman Klein Center for Internet & Society (BKC) at Harvard University, in collaboration with the NCIS at BI Norwegian Business School, ITS Rio, TUM, and the Global Network of Internet & Society Centers, https://cyber.harvard.edu/story/2023-05/co-designing-generative-futures

"Global Summit on Responsible AI." September 2023. A week of teaching and learning co-hosted by the Institute for Technology & Society of Rio de Janeiro (ITS Rio), the Berkman Klein Center for Internet & Society (BKC) at Harvard University and the Nordic Center for Internet and Society (BI) at Norwegian Business School. https://www.aiglobalsummit.com.br/en

### Conference Panels and Presentations and other Presentations without Proceedings

Sylvan, E. (2026). Teaching AI Ethics and Governance Education to the Next Generation of Engineers and Designers. Presented at the AAC&U Conference on AI and Higher Education, Atlanta, GA,, Scheduled October 28, 2026.

Sylvan, E., moderator. (2026). Navigating uncertainty in a technology-driven world: Comparative perspectives from across the globe [Panel presentation]. NoC Learning Call, Network of Centers Secretariat, April 2, 2026, virtual.

Sylvan, E. (2025). Creating with AI in Higher Ed: Teaching and Learning Practices for Student Designers and Technologists. Futures of Educational Design Symposium, November 25, 2025, Munich, Germany, virtual.

Sylvan, E. et al. (2025). Addressing the Challenge of Governing the US Educational Knowledge Commons When Stakeholders' Goals, Interests, and Resources are Misaligned. The International Association for the Study of the Commons (IASC) 2025, June 15-20, 2025, University of Massachusetts Amherst, Amherst, MA.

Sylvan, E. et al. (2022). Learnings from Research Sprints: a Global Educational Program on Ethics of Digitization. Connected Learning Summit 2022, virtual.

Adamczewski, P. & Sylvan, E. (2022). The use of AI in the public and private sectors - how do opportunities & challenges compare? White paper on the implementation of AI-engined systems enhancing effectiveness of a public authority. IGF 2022. Addis Ababa, Ethiopia.

Sylvan, E. (2018). Open Data/Open Minds: Tell Local Stories Using Maps, Paper Circuits and Illuminated Visualizations, PBL2018 International Conference, Santa Clara, CA.

Sylvan, E. (2017). Open Data/Open Minds: Explorations in Data, Literacy, Craft and Code. Mozfest, London, England.

Sylvan, E., Hutchins, M, Lanas, J & Roop, L. (2017) Open Data/Open Minds Panel: Our Experiences with Techniques and Tools for Data Literacy Learning. Context Conference, Carnegie Museum of Art, Pittsburgh, PA.

Sylvan, E., Dicus, E., McGary, K., & Sand, P. (2015). LivingData: An Open Source Environmental Monitoring Toolkit for Learners and Their Communities. FabLearn2015. Stanford University, Palo Alto, CA.

Sylvan, E. (2014) Online Tools to Support Computational Thinking. CUE eLearning Strategies Symposium, San Mateo, CA.

Sylvan, E. (2014) Computational Thinking: There's More to Coding Than Code. Fall Cue Conference Napa Valley, CA.

Asbell-Clarke, J. & Sylvan, E. (2012). The Influence of Players' Interactivity and Identity on Social Games Design for Learning. #Influence12 Symposium & Workshop. Dalhousie University, Halifax, Nova Scotia.

Sylvan, E. & Garrity, C. (2011). From Local and Offline to Networked and Online: The Evolution of One Middle-School Scratch Programming Club's Creative Constructions. Internet Research 12, Seattle, Washington.

Rowe, E., Zalles, D., Sylvan, E., & Hancock, C. (2011). Learning Data Literacy Skills and Concepts in Two Games: Question Detective and Space Chase. Children's Learning in Videogame and Academic Settings symposium at the Society for Research in Child Development biennial meeting. Montreal, Canada.

Asbell-Clarke, J., Edwards, T, Larsen, J., Rowe, E., Sylvan, E., & Hewitt, J. (2011). Collaborative Scientific Inquiry in Arcadia: An MMO gaming environment on Blue Mars. American Educational Research Association. New Orleans, Louisiana. Received the AERA ARVEL SIG Emerging Scholar Award.

Peppler, K., Kafai, Y., Rusk, N., Beals, L., Bers, M., Breslow, G., Chapman, R., Martin, C., Barron, B., Wise, S., Millner, A., Rusk, N., Resnick, M., Cooke, S., Sylvan, E., Cole, M. (2009). The Computer Clubhouse Learning Model: Learning Inquiry, Collaboration, and the Development of 21st Century Skills in Informal Learning Spaces. 2009 American Educational Research Association (AERA), San Diego, CA.

Forte, A., boyd, d., Brockette Reilly, E., Sylvan, E., & Raynes-Goldie, K. (2007). Under 18: Blogs, Wikis, and Online Social Networks for Youth. Panel at SXSW Interactive 2007, Austin, TX.

Sylvan, E. (2005). Social Network Analysis of Learning Networks. Boston Learning Technology Conference, Museum of Science, Boston, MA.

Sylvan E. (2005). Integrating Aesthetic, Engineering, and Scientific Understanding in a Hands-on Design Activity. Interaction Design for Children, Boulder, CO.

Fujimori Y, Sylvan E, & Alibali M. (1997). Gestures in the classroom in Japan and the United States. Twenty-seventh Annual Jean Piaget Symposium, Santa Monica, CA.

Sylvan E, Fujimori Y, & Kawanaka T. (1997). The functions of teachers' gestures: What's the point? Annual Meeting of the Midwestern Psychological Association. Chicago, IL.

**Selected Invited Talks and Panels**

“A Brief History of AI.” A guest lecture launching the first day of the first student cohort of Delta Engineering, at Kyiv School of Economics. September 11, 2026, virtual.

“US and Mexico Perspectives on AI," a panel at the inaugural symposium on "AI, U.S.-Mexico Relations, and the Future(s) of Work," organized by the Center for the U.S. and Mexico at Rice University's Baker Institute for Public Policy, Houston, TX. February 6, 2025.

“What’s Uniquely Human in the Age of AI: Building an Ethical Future for Social Good," a keynote panel at the AI-Powered Women Summit, MIT, Cambridge MA, January 28, 2025.

“Taxing AI: a Tool for AI Governance,” moderated an online panel with Xavier Oberson (University of Geneva) and Armando Guio (Global Network of Internet & Society Centers). November 26, 2024.

“Resources for Educational Ecosystems: Relearning Our Approach,” a talk at the second Frontiers in Digital Child Safety Working Meeting. October 25, 2024.

"Digital Self-Determination and Governing Knowledge Commons in Edtech," a talk at the Governing Edtech in Schools and Universities Meeting at Rutgers University's School of Communications. September 26, 2024.

"What's Old is New Again: Adaptive Learning and Educational Chatbots," a talk at Research in the Era of Generative AI: A Hybrid Symposium for Design Justice Thinkers at Rutgers University's School of Communications. September 12, 2024.

"Sandboxes in Municipalities," a panel at the Global Sandboxes Forum, organized by The Datasphere Initiative. With Carina Quirino, Marcelo Almeida, Rafael Fassio, Michael Hennessey, and Guilherme D. F. Dominguez, moderated by Maria Marinho. Rio de Janeiro, July 18, 2024.

"Strategies for research and economic development," a panel at #AI20: Artificial Intelligence in the Global Context hosted by ITS Rio in partnership with Alexander von Humboldt Institute for Internet and Society and DWIH São Paulo. With João Falcão (Museum of Tomorrow), Nina von Sartori (German Ministry of Education and Research), and Marconi Edson Ferreira Viana (BNDES), moderated by Vincent Hofmann (HIIG). Rio de Janeiro, July 22, 2024.

"The State of AI Regulation Across the Globe" Developed and moderated online panel with Carlos Affonso de Souza (Director of the Institute of Technology and Society of Rio de Janeiro), Mason Kortz (Clinical Instructor at the Cyberlaw Clinic at BKC), Gabriele Mazzini (European Commission), and Ridwan Oloyede (Certa Foundation). May 28, 2024.

"Regulating AI: A Sisyphean Task? A Breakfast Talk @ the Berkman Klein Center." With Caitlin Fennessy (Vice President and Chief Knowledge Officer; International Association of Privacy Professionals), Leonardo Cervera Navas (Secretary General; European Data Protection Supervisor), Aileen Nielsen (Visiting Assistant Professor, Harvard Law School), Theodore Christakis (Professor of International and European Law, AI Regulation Chair, Multidisciplinary Institute on AI, University Grenoble Alps, France), and Isabel Hahn (LL.M. Candidate, Harvard Law School). Cambridge, MA, November 2023.

"The Ethics and Governance of Generative AI." Keynote at the first Forum on the Ethics of Artificial Intelligence in Latin America and the Caribbean. Organized by UNESCO, CAF -banco de desarrollo de América Latina y el Caribe, and Ministerio de Ciencia, Tecnología, Conocimiento e Innovación of Chile. Santiago, Chile, October 2023.

"Empowering Our Digital Journey: Unleashing the Potential of Digital Self-Determination." Panel with Bishakha Datta, Executive Director at Point of View, Mumbai, India, Wenxi Zhang, Center for AI and Data Governance, Singapore Management University, Claude Kamau, Lecturer, Strathmore University, Kenya – Use Case: DSD and Mobile Banking, and Stefaan Verhulst, GovLab. Turin, Italy, July 2023.

Opening keynote. Co-Designing Generative Futures workshop and conference at the Berkman Klein Center, Cambridge, MA, May 2023.

Invited keynote at “Generative AI for Text: Tools for Creativity (or Conformity?).” Future(s) of Work and Play. Bangkok, Digital Asia Hub. December 2022.

Invited keynote speaker at the #GoodID conference hosted by Omidyar. June 2022.

Panel on Digital Self-Determination. Empowering People in their Digital Lives: A Conference on Digital Self-Determination. Hosted by the Directorate of International Law (DIL) of the Swiss Federal Department of Foreign Affairs (FDFA), in cooperation with the Federal Office of Communications (OFCOM), Musée Olympique, Lausanne, June 28, 2022.

“Novel Learning Spaces: Old and New Challenges,” Panel at LabGRIMM, Federal University of Ceará. June 2022.

“Digital Self-Determination: Human Centric Approaches to Trustworthy Data” Real Colegio Complutense (RCC) at Harvard’s Digital Transformation Seminar 2022.

“AI Goes Edu: A Blessing or a Curse? - A Fireside Chat with Dr. Elisabeth Sylvan.” Panel at the TUM Think Tank with Anna Keune, Matthias Grabmair and Urs Gasser. Munich Germany Dec 2022.

“Global Insights on AI Governance.” Panel at Institute for Ethics in Artificial Intelligence – TUM with Laeticia Onyejegbu, University of Port Harcourt and Armando Guio, Harvard University. Munich Germany Dec 2022.

“Digital Self-Determination in K12 Education: A Case Study.” Talk at the first Conference on Digital-Self Determination, Lausanne, Switzerland, June 2022.

“Participatory Methods to Engage AI Stakeholders.” Global Summit for Responsible AI in Rio De Janeiro. October 2022.

Welcome Panel. Global Summit for Responsible AI in Rio De Janeiro. October 2022.

Closing Panel. Global Summit for Responsible AI in Rio De Janeiro. October 2022.

“The Impact of Social Media on Kids’ Health.” Digital Wellness Lab at Children’s Hospital. July 2021.

“Paper Tangible Interfaces With and Without Data.” University of California at Berkeley, School of Information. November 2017.

“Getting the Work Done Together: How Sociotechnical Systems Support Group Collaboration and Creation.” FXPal. Palo Alto, CA October 2016.

Untitled talk. Yahoo. Palo Alto, CA, September 2016.

“SRI Open Data/Open Minds,” presented with David Cole. Menlo Park, CA 3/2016.

“Community Connections: Supporting Individual And Collective Knowledge and Creativity.” Rutgers University, School of Communication and Information, Department of Library and Information Science. New Brunswick, NJ. February 2013.

“Community Connections: Socio-Technological Systems To Support Individual And Collective Knowledge and Creativity.” Talk at Georgia Institute of Technology, School of Literature, Communication, and Culture. Atlanta, Georgia. January 2013.

“Community Connections: Socio-Technological Systems To Support Individual And Collective Knowledge and Creativity.” Talk at Massachusetts Institute of Technology Sloan School: Center for Collective Intelligence. Emerging Ideas Seminar. February 2013.

“Community Connections: Socio-Technological Systems To Support Individual And Collective.” Knowledge and Creativity. Talk at Clemson University. Clemson, SC. June 2012.

“Community connections: influence and interaction in social games and networked communities.” Disney Research. Pittsburgh, PA. March 2012.

“What Our Social Networks Say About Us.” Oracle Corporation. Cambridge, MA. January 2012.

“HCI Seminar.” Talk at Northeastern University College of Computer and Information Science. Boston, MA, November 2008.

“Lunchtime Luminary Series.” IBM Watson Research Center. Cambridge, MA, October 2008.

University of Massachusetts Lowell, Computer Science Colloquium, Lowell, MA, October 2008.

“Studying Youth Social Networks.” Harvard University Graduate School of Education: Culture, Technology, and Equity course. Cambridge, MA, 2006.

“Empirical Research Methods.” MIT Media Lab in the ‘Introduction to the Media Lab’ course, January 2006.

Annual Meeting of Highlands and Islands Enterprises, Nairn, Scotland, September 2005.

MIT Media Lab Center for Bits and Atoms to the NSF, Cambridge, MA, June 2004.

MIT Media Lab Things that Think consortium, Cambridge, MA, February 2003.

MIT Media Lab Digital Life consortium, Cambridge, MA April 2003.

MIT Media Lab Digital Life consortium, Cambridge, MA May 2002.

MasterCard Headquarters, White Plains, NY, December 2001.

**Selected Expert Workshops**

Future of Verification. Online, Meta TTC Labs, December 11, 2024.

Journalism and the Politics of Narrating African Suffering: An Expert Roundtable. Hosted by Harvard Law School and the Center for the Study of African Societies and Economies, Harvard Law School, April 25, 2024.

Global Network of Centers Workshop on Costa Rica's AI Draft Bill with Costa Rica regulators. Online, April 19, 2024.

AI & Education Inclusive Innovation for Student Success Convening. Harvard University and Massachusetts Institute of Technology, November 14-15, 2023.

Festival of Ideas Raitenhaslach. Raitenhaslach Monastery, hosted by the Technical University of Munich and the Triple Partnership for Socially Responsible AI, BI Norwegian Business School, November 27 - 28, 2023.

Ethical AI University Collaborative Workshop. University of Texas, Austin, December 7 - 8, 2023.

Harvard Law AI Summit. Library Innovation Lab at Harvard Law School, September 19, 2023.

Now and Next: Platform Accountability and Content Governance. Hosted by the Institute for Social Media, the Berkman Klein Center for Internet & Society and the Oversight Board, September 21-22, 2023.

International Network on Digital Self-Determination Workshop. Hosted by the Directorate of International Law (DIL) of the Swiss Federal Department of Foreign Affairs (FDFA), in cooperation with the Federal Office of Communications (OFCOM), Turin, June 18 - 21, 2023.

International Network Digital Self-Determination Workshop. Hosted by the Directorate of International Law (DIL) of the Swiss Federal Department of Foreign Affairs (FDFA), in cooperation with the Federal Office of Communications (OFCOM), Montreux, June 27 2022.

Future of Human Rights 2030 Workshop. JustLabs. Sedona, AZ, April 2022.

Beyond Bits & Atoms EDUC 236 Critique. Stanford Graduate School of Education, Palo Alto, January 30, 2019.

FUN: A Finland US Network for Engagement and STEM Learning in Games. Helsinki, Finland, May 2013.

Gaming and Virtual Training Development for First Responders Workshop at Rutgers University for Next-Generation Communication Interoperability, Jan 2013.

The Summer Institute of the Consortium of the Science of Sociotechnical Systems. Santa Fe, NM, July- August 2012.

Interdisciplinary Workshop on Information and Decision in Social Networks. Laboratory for Information and Decision Systems, Massachusetts Institute of Technology, May 23, 2011.

Creativity and Ingenuity Symposium. Haystack Mountain School of Crafts, Deer Isle, ME, September, 2011.

Workshop on Creativity Support Tools. NSF, Washington DC, June, 2005.

Digital Dialogues Symposium. Haystack Mountain School of Crafts, Deer Isle, ME, October, 2002.

Creative Computing Workshop. CHI conference, Minneapolis, MN, April 2002.

Summer Institute on Bounded Rationality in Psychology and Economics. Max Planck Institute for Human Development, Berlin, Germany, July 2001.

## Podcasts, Videos, and Media Coverage (Selection)

- Inteligencia artificial generativa: ¿Qué deben hacer los gobiernos de América Latina? Tekios Magazine. [article]
- Novel Learning Spaces: Old and New Challenges, LabGRIMM, July 2022. [video]
- Research Sprints: A Transdisciplinary Networked Learning Model, Berkman Klein Center, July 2022. [video]
- Your child's first smartphone: What you should consider before buying, USA Today, July 2021. [article]
- Is Instagram Bad for You? Invited panelist at UK's Tortoise's program, ThinkIn. December 2021. [video]
- Harmony Science Academy, Chambers Co. school districts close, Beaumont Enterprise, March 2020. [article]
- Maker Voices: Elisabeth, Stanford University Graduate School of Education, August 2019. [interview]

## Third-Party Funding

In various leadership roles at Harvard University's Berkman Klein Center, I have helped turn multiple projects into highly visible efforts of global relevance. In terms of both size and impact, the Berkman Klein Center at Harvard University is considered one of the most significant Internet and Society centers in the world. From 2019-2024, I helped to conceive, develop, and manage a significant number of grants and projects for the Center, overseeing more than six million dollars in project funding. Funding organizations include: International Telecommunications Union, MacArthur Foundation / DML, McCormick Foundation, Mercator Foundation, Meta, Miami Foundation, Omidyar Network, Research Council of Norway, US National Science Foundation, and Wikimedia Foundation. Similarly, at my previous organizations, I helped to conceive, develop, and manage grants from the Gordon and Betty Moore Foundation, the National Science Foundation, The Patrick J. McGovern Foundation, the House Family Foundation, the California Department of Education, the Noyce Foundation, Microsoft Corporation, Cisco Systems, Inc., Intel Foundation, Benesse Corporation, and others.