Claudia Urrea

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Research Interests	Design and promote new strategies to significantly transform formal development and appropriation of new digital technologies
	Study residential learning experience with online educational materials and blended learning models from theoretical, empirical, and policy perspectives
	Design and study new learning environments for teachers and students in developing countries
	Design of new mechanism and strategies to make learning visible, understandable, and actionable by different type of audiences

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Education

Massachusetts Institute of Technology, Cambridge, MA	Ph.D. (Media Arts and Sciences)	Sept. 2007
Boston University, Boston, MA	M.Ed. (Ed Media and Technology)	June 2005
EAFIT University, Medellín, Colombia	B.S. (Computer Science)	June 1993

Other Studies

Michelangelo Academy, Medellín, Colombia	Art History and Creativity	1977-1979
Rozo Arts Academy, Medellín, Colombia	Figure Drawing and Portrait	1980-1988

Research appointments

Visiting research scientist, Media Laboratory, MIT. USA	2007-present
Research assistant, Media Laboratory, MIT, USA.	1998-2004
Visiting scientist, Media Laboratory, MIT, USA.	1997-1998
Visiting research engineer, Center for Educational Computer Initiatives, MIT, USA.	1994-1998
Research scientist, EAFIT University, Colombia	1994-1998

Work experience

MIT Office of Digital Learning
Lecturer and researcher   (March 2014 – present)

- summer@ future, a program by the Institute-wide Task Force on the Future of MIT Education, in collaboration with the Office of Digital Learning. It represents another step in the exploration of opportunities to enhance the residential learning experience with online educational materials and blended learning models.
- MIT Online Education Policy Initiative to study the impacts of online learning on the higher education community from a policy perspective.

SEED Foundation
Educational technology expert   (September 2006 – present)

- Develop key educational strategies for SEED, which incorporate technologies, materials, and other educational resources.
- Design and develop online teacher development and certification using the Constructionist teaching methodology
- Supervise educational research projects overseas.
- Design and implement innovative technology projects.
- Support relationships with local governments and educational institutions.

OLPC
Director of Learning   (September 2008 – March 2013)

- Design, develop, and implement a learning vision for the organization.
- Build local capacity by working with national coordinators in countries to develop plans and to build local teams; to launch laptop initiatives; and to develop programs for teachers' professional development and certification, content development, localization and collaboration.
- Develop regional online network to support laptops for learning.
- Design, run and participate in learning workshops and seminars at OLPC and in regions.
- Develop and support new mechanism to assess and understand impact as children, teachers and other members of the community use technology.
- Help gain assistance from other institutions, NGOs, universities and volunteers groups in regions to support work in countries.

Inter-American Development Bank
Educational technology expert   (November 2007 – October 2008)
- Supported Bank specialists and country teams design pilot programs on 1-1 computing; prepared proposals for funding from Bank Trust Funds, and provided technical support to country teams for the implementation and evaluation of the pilot projects.
- Researched and wrote a paper on 1-1 computing in the Latin-American region.

MIT – Media Laboratory
Visiting research scientist, Media Fabrics group, Lifelong kindergarten group   (October 2007 – present)
Research assistant, Future of Learning group   (1998 – 2004)
Visiting scientist, Epistemology & Learning group   (1997 – 1998)
- Designed and implemented a model for rural education in Latin-America. This model extended existing models of rural education in Latin America by bringing 1:1 computer infrastructure and by rethinking some of its components, such as the content and methodology of work, and teacher and family involvement.
- Con-science program - Argentina and USA.
  Co-designed and co-implemented the Con-science program. The goal was to integrate learning about technology and values in a hands-on way, by involving families, as well as teachers, in the design and programming of robotic creations that represent children's most cherished values
- Learning for rural community program – Colombia, and Costa Rica – LINCOS project.
  Designed and implemented workshops with teachers, parents and children in different rural communities. The goal was to study how digital technologies (mainly robotics) could enhance student learning while also improving community life by strengthening relationships between rural schools and communities
- Project Lighthouse – Thailand.
  Designed and run workshops for teachers and students on the use of robotics technologies.
- Beyond Black Boxes project (BBB) - USA
  Participated with a team of people in the design and implementation of BBB learning workshops using robotics technologies. The goal was to engage children in scientific inquiry through designing and building.
- Computer Clubhouse project – USA and Colombia
  Participated as a mentor of several Clubhouses, and continue to support the use of Constructionist toolkits and methodologies with several Clubhouses in the Boston area. The goal of the Clubhouse is to help children from low-income communities express themselves creatively with new technologies.
  Helped opened the Computer Clubhouse at the Children Museum in Bogotá.
- Scratch
  Participate in the design of Scratch and promote its use among user in developing communities and countries. Scratch is a programming language that makes it easy to create your own interactive stories, animations, games, music, and art -- and share your creations on the web.

FAN Foundation, Medellín, Colombia
Educational technology expert   (2005 – 2008)
- Proyecto Computadores para la Paz - (Computers for Peace Project)
  Designed and implemented a model for preschool learning environments at the FAN foundation. The main components of the model are: computers in the classroom, teacher training and support, and curriculum development.

Trained the teachers and the support team at the FAN foundation to use of technologies in the teaching and learning process.
Advised the support team at the foundation on the integration and appropriation of technological tools

Center for Educational Computer Initiatives
Visiting research engineer   (1994 - 1998)
- Project Athena Muse 2
  Participated in the development of Athena Muse 2, a multi-platform multimedia authoring system.
  Developed multimedia applications using Athena Muse 2

Center for Education Computing, EAFIT University, Colombia
Research scientist   (1994 – 1998)
- Conexiones Project
  Coordinated and advised a group of undergraduate students during the development of multimedia applications using Athena Muse
  Run workshops for teachers and students on the use of new computational technologies

Teaching experience
- Harvard University, Harvard Summer School
  - Study Abroad, An Anthropological Perspective on Media in Education: Montevideo, Uruguay (Summer 2010) and San José, Costa Rica (Summer 2008).
- Tufts University, Department of Child Development, (fall, 2002)
  - Technologies of The Self (graduate course)
  - Technological Learning Environments: Math, Science, Technology (graduate course)
- University of Costa Rica, Faculty of Education (fall, 2002)
  - "Seminar in advanced educational technologies" in collaboration with Bakhtiar Mikhak and Eleonora Badilla-Saxe.
- INCAE (Spring, 2002)
  - "A Model for Constructionist Development" In collaboration with Bakhtiar Mikhak and Eleonora Badilla-Saxe.
- The Built-It-Yourself Lab (1996 - 1998)
  - Build your own scientific instrument
- Museum Explora, Colombia (Summer, 1999)
  - Robotics workshop (rural community children)
- EAFIT University
  - Constructing Knowledge workshop (Summer, 1997)
  - ADL programming language for undergraduate students, TA (1995-1996)

Publications
- Bender, W., Solomon, C., & Urrea, C (2014). (More than) Twenty Things to Do in Turtle. In the Proceedings of Constructionism 2014. Vienna, Austria.
- Urrea, C. and Bender, W. (2012). Making Learning Visible. Mind, Brain, and Education Journal, Wiley Online Library 6: 227–241. doi: 10.1111/j.1751-228X.2012.01161.x
- Urrea C., Badilla-Saxe E., Miranda – Garnier X, Barrantes - Acuna D. (2012). Make To Think: Ideas, Spaces and Tools. Proceedings of Constructionism 2012. Athens, Greece.
- Urrea, C. (2012). Currículo e Tecnologia Digital: da teoria à prática. In P. Dias & A. J. Osório (Orgs.), TIC na educação: perspetivas de inovação (pp. 65-86). Braga: Centro de Competência da Universidade do Minho. ISBN: 978-989-97374-1-9
- Urrea, C.; Barragan, S.; Peréz, M.; Cuellar, P.; & Garcia, C. (2012). The Use of Scratch and its Impact in OLPC Learning Communities. Scratch conference at MIT.
- Mora, A.; Barragan, S.; and Urrea, C. (2012). "The One to One Model, One Laptop per Child, On the Strengthening of Education and Culture". Association for the Advancement of Computing Education (AACE) (Ed-Media 2012).
- Urrea, Claudia, Laserna, Catalina & Bianchi, Laura (2010). Cómo promover innovaciones de base con el XO: hacia una metodología que integra la etnografía con el diseño de intervenciones construccionistas. In the proceedings of the Ciudadanía Digital. Centro para la Inclusión Tecnológica y Social. Montevideo, Uruguay.
- Urrea, Claudia (2010). El Silencio: A Rural Community of Learners and Media creators. In New Directions for Youth Development ("Journal") published by Wiley Periodicals, Inc. 2011.

- Urrea, Claudia (2008). 1 to 1 Computing in Latin-American. IADB Internal paper.
- Urrea, Claudia (2007). "One to One Connections: Building a Community Learning Culture", Thesis (Ph. D.)--Massachusetts Institute of Technology, School of Architecture and Planning, Program in Media Arts and Sciences, 2007.
- Urrea, Claudia (2006). CREATE: Opportunities for Technology Appropriation. VIII Congreso Iberoamericano de Informática Educativa (RIBIE 2006), Costa Rica.
- Urrea, Claudia (Unpublished). "A holistic model for learning environments: technological saturation and school and community connections". Ph.D. Thesis Proposal, November 2004.
- Carrasquero, Jose; Welsch, Friedrich; Urrea, Claudia; Tso, Chen-Dong (eds.) (2003) Politics and Information Systems: Technologies and Applications, Proceedings of PISTA 2003. International Institute of Informatics and Systemics.
- Urrea, Claudia. (2003). Social Change. Published at Communications Initiative: News about communications and development. Issue No. 49 May, 2003.
- Urrea, Claudia. (2002). "Rethinking and Redefining the Development of Teachers as Generators of Change". VI Colombian Conference on Educational Technology - RIBIE (Iberoamerican Network on Educational Technology) EAFIT University Medellín, Colombia, July 10, 2002.
- Urrea, Claudia. (2002). "The Reflective Practice within a Constructionist Environment." Siglo Digital. No. 6 and 7. Mexico, Junio – Julio 2002.
- Urrea, Claudia. (2001). "Designing Robotic Artifacts: Rural School-Community Collaboration for Learning." Thinkcycle workshop. Boston, August 2001. A Spanish version of the same paper was published at the EDUTEKA http://www.eduteka.org/ Cali - Colombia, October 2001.
- Urrea, Claudia (2001) "Learning, Robotics and Culture: A proposal for rural development." International Conference in Technology and Education (ICTE) Tallahassee, 2001.
- Bers, M. & Urrea, C. (2000) "Technological Prayers: Parents and Children Working with Robotics and Values." In *Robots for Kids: Exploring New Technologies for Learning Experiences.* Edited by A. Druin & J. Hendler.
- Bers, M. &Urrea C. (1999) "Con-science: Parents and Children Exploring Robotics and Values". In Proceedings of EUROLOGO'99, Sofia, Bulgaria, pp. 356-366.
- Zea, C.M., Trujillo, J., Atuesta, M. del R., Urrea, C. M. and Sanin, S. M. (1996) "Conexiones: An interactive learning environment." ED-MEDIA 96--World Conference on Educational Multimedia and Hypermedia and ED-TELECOM 96--World Conference on Educational Telecommunications. Boston, June 1996.
- Urrea, Claudia. (1995) "ADL: A Scripting Language for the Development of Multimedia Applications." Educational Computing Memo, Universidad EAFIT. Medellín, Colombia. June 1995.
- Urrea, Claudia and Orrego, Jaime. (1993) "Design of an Information System to Help a Non-Profit Organization with the Primary Care of Homeless Children." In Revista Universidad EAFIT, No. 93. Medellín, Colombia. November 1993.
- Urrea, Claudia and Orrego, Jaime. (1993) "An Information System for PAN, a Non-Profit Organization." B.S. Computer Science Thesis, Universidad EAFIT, Medellín, Colombia. May 1993.

Selected Presentations/Invited Talks
- Urrea, Claudia. "Emprendimiento: oportunidades e implicaciones en el contexto de aprendizaje masivo". Medellìn, Colombia. February 2014.
- Bender, Walter and Urrea, Claudia. "Aprendiendo a Cambiar el Mundo", presentation at Exponegocios 2013. Asunción Paraguay. October 2013.
- Urrea, Claudia. "What kind of things are worthwhile learning?". Keynote presentation at the Buck Institute for Education · PBL World | Napa, California | June 18-22, 2012.
- Urrea, Claudia. "The potential of non-formal environments towards an engaging science learning". 6th Science Centre World Congress. Cape Town, South Africa. September, 2011
- Urrea, Claudia. "Making Learning Visible in the Context of 1:1 Learning". International School on Mind, Brain and Education: Education in the Digital Era. Erice, Sicily. August 2011.
- Urrea, Claudia. "Digital Curriculum in the context of one--to--one learning environments. VII International Conference on ICT in Education. University of Minho, Braga, Portugal. May 2011.
- Urrea, Claudia. "Una Revolucion Educativa". Webinar 2010. La integración de las TIC en la educación: modelos y perspectivas, IIPE-UNESCO, Sede Regional Buenos Aires y FLACSO. Buenos Aires, Argentina. Noviembre, 2010.
- Urrea, Claudia. "Un Aprendizaje por Niño". Edutec'2010. Bilbao, Spain. Noviembre, 2010
- Urrea, Claudia. "Enseñando en Entornos Digitaless". Congreso de Educación. Buenos Aires, Argentina. July 2010

- Urrea, Claudia. "Emerging New Models of Teaching and Learning." Maine, USA. June, 2010
- Urrea, Claudia. "Nuevas Formas de Aprender y Enseñar". Montevideo, Uruguay. December, 2009
- Urrea, Claudia. "Modelo Educativo para Escuelas Unidocentes".San Jose, Costa Rica. December 2007
- Urrea, Claudia. "Experiencia de Colombia e innovaciones Tecnológicas en la Educación rural". En la misión del BIRF. San Jose, Costa Rica. Febrero, 2003
- Urrea, Claudia. "Rethinking and Redefining Teacher's development as Generators of Change". VI Congreso de Informatica Educativa. Medellìn , Colombia. July 11, 2002
- Urrea, Claudia. "Design of Robotic Artifacts to Enhance Different Learning Environments." Technology Tools for Teaching and Learning Conference. Puerto Rico, December 2001
- Urrea, Claudia. "Robotics to support learning within Rural Communities."
  - Tecnoeduca – San Salvador - El Salvador, September 2000.
  - Tecnoeduca – Guatemala City – Guatemala, November 2000.
- Galinato, J., Urrea, C. and Resnick, M (1999). "Beyond Black Boxes". In MIT Wiring the Classroom Conference: Moving Beyond Access in K-12 Education. Cambridge, 1999.
- Urrea, Claudia. "Innovations in Educational Technology". Colciecias, Bogotá - Colombia, March 1999.

Volunteer Work
- The Computer Clubhouse at the Computer Museum. Massachusetts. (1996 – 1999)
- The Built-It-Yourself Lab. (1996 - 1998)
- Santa Ana Asylum. Medellín, Colombia. (1990-1992)

Awards
- LEGO Fellowship, MIT, 1999-2004