Eileen McGivney

e.mcgivney@northeastern.edu
146 Meserve Hall, Northeastern University, Boston, MA 02115
(847) 208-3478
https://camd.northeastern.edu/people/eileen-mcgivney

EDUCATION

Harvard University Cambridge, MA
Ph.D., Education: Human Development, Learning, and Teaching 2023

> Dissertation: *Promoting Learning, Agency, and Motivation in STEM Classrooms with Virtual Reality Field Trips*

> Committee: Chris Dede (Chair), Tina Grotzer, Jeremy Bailenson

Sabancı University Istanbul, Turkey
MA in Public Policy 2012

> Thesis*: The returns to university education in Turkey by disciplines*

University of Illinois at Urbana-Champaign Urbana, IL
BS in Media Studies, Minor: English 2007

ACADEMIC APPOINTMENTS AND EMPLOYMENT

Northeastern University College of Art, Media and Design Boston, MA
Assistant Professor, Art + Design (Primary) and Communication Studies (Secondary) 2023-Present

Harvard Graduate School of Education Cambridge, MA
Visiting Scholar, Project Zero: Next Level Lab 2023-2024
Researcher / Research Assistant, Project Zero: Next Level Lab and EcoXPT 2017-2023
Instructor / Teaching Fellow 2019-2022

Brookings Institution Washington, DC
Research Associate, Center for Universal Education 2014-2017

Education Reform Initiative Istanbul, Turkey
Research Assistant and Data Analyst 2012-2014

RESEARCH AND TEACHING INTERESTS

Virtual Reality & Immersive Technologies	Motivation to Learn	Design-Based Research
Learning Sciences	Educational Psychology	Mixed Methods

PUBLICATIONS

*Mentored Student

PEER REVIEWED JOURNAL ARTICLES

Alper, M., Pak, E., **McGivney, E.**, Rubinzstain. (Under Review). "Someone Who Has ADHD or Someone Who Has Autism Should Make the Rules": Neurodivergent Child Perspectives on the Ethics of Extended Reality Technologies. *International Journal of Child-Computer Interaction.*

McGivney, E. (2025). Interactivity and Identity Impact Learners' Sense of Agency in Virtual Reality Field Trips. *British Journal of Educational Technology.* 56(1), 410-435 https://doi.org/10.1111/bjet.13513.

Tutwiler, S., Bressler, D., Reilly, J., **McGivney, E.**, Grotzer, T., Dede, C. (2024). Toward a Framework for Robust Design-Based Research. *Educational Innovations and Emerging Technologies.* 3(3), 1–7. https://doi.org/10.35745/eiet2023v03.03.0001.

McGivney, E., Forshaw, T., Medeiros, R., Sun, M., & Grotzer, T. (2023). Addressing emotions and beliefs for vulnerable jobseekers with virtual reality. *Education and Information Technologies.* https://doi.org/10.1007/s10639-023-11923-1

McGivney, E., Tribe, C., & Feng, T. (2022). Remote learning with virtual reality technologies: Student mastery, community, and agency. *Educational Innovations and Emerging Technologies*. 2(1), 56-73. https://doi.org/10.35745/eiet2022v02.01.0004

Gonzalez, E., Grotzer, T., **McGivney, E.** & Reilly, J. (2022). Details matter: How contrasting design features in two MUVEs impact learning outcomes. *Technology, Knowledge, and Learning.* 27, 801-821. https://link.springer.com/article/10.1007/s10758-021-09513-6

Reilly, J., **McGivney, E.,** Dede, C. & Grotzer, T. (2021). Assessing science identity exploration in immersive virtual environments: A mixed methods approach. *Journal of Experimental Education.* 89(3), 468-489. https://doi.org/10.1080/00220973.2020.1712313

PEER REVIEWED CONFERENCE PROCEEDINGS

Kleinman, E., Jahani, R., **McGivney, E.,** Cooper, S. & Harteveld, C. (2025). From Locked Rooms to Open Minds: Escape Room Best Practices to Enhance Reflection in Extended Reality Learning Environments. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI) 2025.* 26 April – 1 May, 2025. Yokohama, Japan.

Zhu, T.*, Cheerman, H. Cheng, M., Kiami, S., Chukoskie, L., & **McGivney, E.** (2025). Designing VR Simulation System for Clinical Communication Training with LLMs-Based Embodied Conversational Agents. *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25).* Yokohama, Japan: CHI 2025. *https://doi.org/10.1145/3706599.3719693*

McGivney, E., Varma, M.*, & Pimentel, D. (2025). Work in Progress—The Impact of Guidance on Learning and Agency in a Virtual Reality Game for STEM Education. *Proceedings of the 11th International Conference.* Immersive Learning Research Network. [Anticipated Publication Fall 2025]

McGivney, E. (2024) Designing for playful learning in formal education: A case study of virtual reality field trips, in Gray, C., Ciliotta Chehade, E., Hekkert, P., Forlano, L., Ciuccarelli, P., Lloyd, P. (eds.), *DRS2024: Boston*, 23–28 June, Boston, USA. https://doi.org/10.21606/drs.2024.945.

McGivney, E. (2024). Learners' Presence in VR Field Trips Depends on Design of the Media, Not Novelty. In Lindgren, R., Asino, T. I., Kyza, E. A., Looi, C. K., Keifert, D. T., & Suárez, E. (Eds.), *Proceedings of the 18th International Conference of the Learning Sciences - ICLS 2024* (pp. 67-74). Buffalo, USA: International Society of the Learning Sciences. https://doi.org/10.22318/icls2024.333889.

McGivney, E., Queiroz, A. C. M., Miller, M. R., Liu, S., Beams, B., Han, E., Woolsey, E. S., Frazier, K., Petersen, X., Hancock, J., & Bailenson, J. (2025). Complexity of Agency in VR Learning Environments: Exploring Associations with Interactivity, Learning Outcomes, and Affect. In J. M. Krüger, D. Pedrosa, D. Beck, M.-L. Bourguet, A. Dengel, R. Ghannam, A. Miller, A. Peña-Rios, & J. Richter (Eds*.), Immersive Learning Research Network* (Vol. 2271, pp. 65–79). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-80475-5_5

McGivney, E., Forshaw, T., Medeiros, R., Sun, M., & Grotzer, T. (2023). Opening the "black box" of VR for workforce development: Investigating learners' device, usage, and identities. *Proceedings of the 9th International Conference.* (439-452) Immersive Learning Research Network. https://doi.org/10.1007/978-3-031-47328-9

McGivney, E. (2023). Improving technology-enhanced immersive learning with design-based implementation research. In Blikstein, P., Van Aalst, J., Kizito, R., & Brennan, K. (Eds.). *Proceedings of the 17th International*

Conference of the Learning Sciences - ICLS 2023. (1030-1033). Montreal, Canada: International Society of the Learning Sciences.

Queiroz, A., **McGivney, E.,** Liu, S., Anderson, C., Beams, B., DeVeaux, C. … Bailenson, J. (2023). Collaborative tasks in immersive virtual reality increase learning. In Damșa, C., Borge, M., Koh, E., & Worsley, M. (Eds.). *Proceedings of the 16th International Conference on Computer-Supported Collaborative Learning - CSCL 2023.* (27-34). Montreal, Canada: International Society of the Learning Sciences

McGivney, E. (2021). "You get to see for yourself": Immersive media to facilitate observation and engagement in remote schooling. Poster Abstract. *Proceedings of the 2021 International Society of the Learning Sciences*.

McGivney, E. (2021). Immersive media in remote schooling: "I was surprised how engaged I was." Doctoral Colloquium Paper. *Proceedings of the 2021 Immersive Learning Research Network Conference*.

McGivney, E. & Schneider, B. (2020). 'This is how I can fit': Barriers and facilitating factors to gender inclusion in makerspace education. *Proceedings of the 2020 Connected Learning Summit.* J. Kalir & D. Filipiak (Eds). Carnegie Mellon University: ETC Press.

BOOKS

Winthrop, R., **McGivney, E**. & Barton, A. (2018). *Leapfrogging inequality: Remaking education to help young people thrive.* Washington, D.C.: Brookings Institution Press.

BOOK CHAPTERS

Grotzer, T.A., Gonzalez, E., & **McGivney, E.** (2022). Teaching students to grasp complexity in biology education using a "Body of Evidence" approach. In *Fostering understanding of complex systems in biology education: Pedagogies, guidelines, and insights from classroom-based research.* O.B.Z Assaraf & M.C.P.J. Knippels (Eds.). NY: Springer Nature

Dede, C. & **McGivney, E.** (2021). Lifelong learning for careers that don't yet exist. In *Educational technologies for sustainable development: Fostering lifelong learning and global transformation.* S. Jagannathan (Ed.)*.* Oxford: Routledge.

McGivney, E. (2017). Scaling impact: A focus on flexible adaptation—not replication. In *Empowering all students at scale*. F. Reimers (Ed.), CreateSpace Independent Publishing Platform.

Winthrop, R. & **McGivney, E**. (2015). Raising the global ambition for girls' education*.*
In *Women and girls rising: Progress and resistance around the world*. E. Chesler & T. McGovern (Eds.). New York: Routledge.

SELECTED ADDITIONAL PUBLICATIONS (8 of 17)

Pimentel, D., Fauville, G., Frazier, K., **McGivney, E.**, Rosas, S., & Woolsey, E. (2022). *An introduction to learning in the metaverse*. Washington, D.C.: Meridian Treehouse.

McGivney, E., Gonzalez, E., & Medeiros, R. (2021) *Next level learning environments for next level work: Applying the learning sciences to technology-enabled training.* Research Brief for the Next Level Lab. Cambridge, MA: Project Zero.

Winthrop, R. & **McGivney, E**. (2017). *Can we leapfrog? The potential for education innovations to rapidly accelerate progress.* Washington, D.C.: Brookings Institution.

Winthrop, R. & **McGivney, E**. (2016). *Skills for a changing world: Advancing quality learning for vibrant societies*. Washington, D.C.: Brookings Institution.

Perlman-Robinson, J., Winthrop, R. & **McGivney, E.** (2016). *Millions learning: Scaling up quality learning in developing countries.* Washington, D.C.: Brookings Institution.

Winthrop, R. & **McGivney, E**. (2015). *Why wait 100 years? Bridging the gap in global education*. Washington, D.C.: Brookings Institution.

Oral, I. & **McGivney, E**. (2014). *Türkiye PISA 2012: Matematikte öğrenci motivasyonu, özyeterlik, kaygı ve başarsızlık algısı* (*PISA 2012 Turkey: Student motivation, self-efficacy, anxiety, and perceptions of failure in mathematics*.) Education Reform Initiative Research Note. Istanbul: Education Reform Initiative.

McGivney, E. (2014). *Türkiye'de cinsiyet ve bölge ayrımında eğitimsel kazanımlar* (*Equality of educational attainment across genders and regions in Turkey*). Education Reform Initiative Supplementary Note. Istanbul: Education Reform Initiative.

GRANTS AND AWARDS

EXTERNAL GRANTS

Co-PI. *AI-Empowered Reflective Learning Across the Virtuality Spectrum*. NSF 23-624, Research on Innovative Technologies for Enhanced Learning (RITEL). PI: Harteveld, C., Co-PIs: Cooper, S., Kleinman, E. $900,000.	2024-2027
Lead Researcher & Grantee. *Virtual Reality in Workforce Development: Context, Identity, and Learning*. Goodwill Industries International, $50,000. Faculty Sponsor: Tina Grotzer.	2022

INTERNAL GRANTS

Lead PI. *Mentored Award—Improving Health Sciences Education with Virtual Reality: Investigating Interactivity and Learning*. TIER 1. Co-PIs: Chukoskie, L. (Mentor), Cheerman, H. $50,000.	2024-2025

FELLOWSHIPS AND AWARDS

Graduate Student Research Excellence Award, AERA Division C	2023
Dissertation Completion Fellowship, Harvard University Graduate School of Arts and Sciences	2022-2023
Best Research Application, Games for Change XR Brain Jam	2022
Honorable Mention: Ford Foundation Dissertation Completion Fellowship	2022
Research Grant, Harvard Graduate School of Education	2022
Engaged Student Grant, Radcliffe Institute for Advanced Study	2021-2022
VR Headset Recycling Pilot Recipient, Facebook Reality Labs	2020-2022
Top 10 Student Poster Finalist, APA Division 15 (Educational Psychology)	2021
Best Doctoral Colloquium Paper, Immersive Learning Research Network	2021
Summer Research Grant, Harvard Graduate Student Council	2021
Wallace Student Scholarship, International Society of the Learning Sciences Annual Meeting	2021
Emergency Research Grant, Harvard Graduate School of Arts and Sciences	2020
Summer Research Grant, David Rockefeller Center for Latin American Studies	2019
Conference Travel Grant, David Rockefeller Center for Latin American Studies	2018
Open Education Resources Research Fellowship, William and Flora Hewlett Foundation	2017-2018

TEACHING AND ADVISING

NORTHEASTERN UNIVERISTY

New Course Design

Immersive Media: Extended Realities (XR) History, Theory, and Impact [Graduate Level, Spring 2024: 10 Students, Fall 2024: 10 Students, Spring 2025: 5 Students].	Spring & Fall 2024 Spring 2025

Instructor

Seminar in Communications: Emerging Technologies.[Undergraduate Level, 10 Students].	Spring 2025
Mixed Research Methods for Games [Graduate Level, 13 Students].	Fall 2024 & 2023

Advising

PhD Students: Primary Advisor: Xiuqi Tommy Zhu. Secondary Advisor: Madison Landry, Mustafa Feyyaz Sonbudak.

MS Thesis Reader:
Yichi Zhang (GSND 2024): *Player Experience in Task-Integrated VR Application: Situational Stress in Relation to User Engagement*.
Brandon Lyman (GSND 2024): *Exploring How Players' Immersion is Impacted by Player-AI Interaction*.

Faculty Sponsor: Graduate Student XR and Immersive Media Club	2025-Present
Co-op Supervisor: Catherine Azelby, Animation + Computer Science Major	January - June 2025

HARVARD GRADUATE SCHOOL OF EDUCATION

Course Designer and Instructor of Record

The Virtual Self: Identity, Culture, and Learning in Digital Worlds	Fall 2020

Advisor

Technology, Innovation and Education Master's in Education Program	2020-2022

Course Designer and Teaching Fellow

Effectively Implementing Learning Technologies to Address Global and Local Challenges, Professor Chris Dede	Fall 2020

Teaching Fellow

Motivation and Learning: Technologies that Invite and Immerse, Professor Chris Dede	Spring: 2022, 2020 and 2019
Research Experience in Prevention Science and Practice, Professor Nancy Hill	Yearlong 2020-2021
Intermediate and Advanced Statistical Methods for Applied Educational Research, Professor Andrew Ho	Spring 2020
Transforming Education through Emerging Technologies, Professor Chris Dede	Fall 2019

SERVICE AND PROFESSIONAL DEVELOPMENT

Service to Northeastern University:

XR Speaker Series Coordinator	2024-Present
Communication Studies Service Project: XR Across the Curriculum	Spring 2024
Admissions Committees: PhD in Interdisciplinary Media and Design and MS in Extended Realities	2023-Present
Faculty Affinity Group on Education	2023-Present
XR Research in the Network Working Group	2023-Present

Service to the Profession:

Virtual Experience Research Accelerator (VERA) Community Outreach and Engagement Committee	2024-Present

Reviewer:

Journals: *Virtual Reality, IEEE Transactions on Visualization and Computer Graphics, Mobile Media and Communication, Journal of Environmental Education, Review of Educational Research, Information and Learning Sciences, Comparative Education Review, IEEE Transactions on Learning Technologies.*
Conferences: Design of Interactive Systems (2025), International Conference on Learning Sciences (2020, 2021, 2023, 2024, 2025), SIGGRAPH Immersive Pavilion (2023), Immersive Learning Research Network (2023), Society for Research on Adolescence (2020), HGSE Student Research Symposium (2019, 2020, 2021), Comparative and International Education Society (2018, 2019), National Association for Research on Science Teaching (2019)

Memberships:
ACM SIGCHI
Design Research Society
International Society of the Learning Sciences
Immersive Learning Research Network
American Educational Research Association, Division C (Learning & Instruction)
American Psychological Association, Divisions 15 (Educational Psychology) and 46 (Media Psychology)

Service to the Community & Public:

Metavethics Institute, Scientific Advisor	2023-Present
Jobs For the Future, Metaverse for All Innovation Circle Member	2023-2024
MIT Reality Hack, Mentor	2020, 2023
Games for Change XR Brain Jam	July 9-11, 2022

Professional Development

International Society for the Learning Sciences Early Career Workshop	June 2025
Faculty Success Program, National Council for Faculty Development and Diversity	January-April 2024
Institute for Public Interest Technology	June 21-July 2, 2021

PRESENTATIONS

Conference Presentations

Work in Progress—The Impact of Guidance on Learning and Agency in a Virtual Reality Game for STEM Education. Chicago, IL: Immersive Learning Research Network (June 15-19, 2025).

Designing for playful learning in formal education: A case study of virtual reality field trips. DRS2024: Boston, (June 23-28, 2024).

Learners' Presence in VR Field Trips Depends on Design of the Media, Not Novelty. Buffalo, USA: International Society of the Learning Sciences Annual Meeting (June 10-14, 2024).

Complexity of Agency in VR Learning Environments: Exploring Associations with Interactivity, Learning Outcomes, and Affect. Immersive Learning Research Network (June 3-5, 2024).

Symposium Chair: *Measuring the Impact of Extended Reality in Education: Challenges and Opportunities*. Division C Symposium. American Educational Research Association Annual Meeting (April 11-14, 2024).

Improving technology-enhanced immersive learning with design-based implementation research. International Society of the Learning Sciences Annual Meeting, (June 12-15, 2023).

Collaborative tasks in immersive virtual reality increase learning. International Society of the Learning Sciences Annual Meeting (June 12-15, 2023).

Opening the "black box" of VR for workforce development: Investigating learners' device, usage, and identities. Immersive Learning Research Network, (June 26-29, 2023).

Interactivity, presence, and agency in virtual reality learning environments. American Educational Research Association Annual Meeting, (April 13-16, 2023). (Division C Graduate Student Research Excellence Award)

Student agency and motivation in virtual reality learning, Psychology of Technology Conference, (2021, November 12).

Virtual reality as a tool for increasing student motivation in remote learning, Division 15 of the American Psychological Association Convention, (2021, August 12). (Best Student Poster Finalist)

'This is how I can fit': Barriers and facilitating factors to gender inclusion in makerspace education, Connected Learning Summit, (2021, July 1-31).

"You get to see for yourself": Immersive media to facilitate observation and engagement in remote schooling, International Society for the Learning Sciences Annual Meeting, (2021, June 7-11).

Complexity of measuring learning in a pandemic. Learning Sciences Graduate Student Research Conference, (2020, November 14-15).

Sociocultural learning in virtual worlds: 20th century approaches to 21st century EdTech, Graduate Student Research in Science, Technology, and Society, (2020, September 4-5).

Adolescents' science identity in an immersive virtual environment, Society for the Research on Adolescence Biennial Meeting. (Cancelled)

Female participation in open online courses in Latin America, Comparative and International Society, (2019, April 14-18).

Improving understanding of teaching practice for student learning: A holistic measure of fidelity of implementation, National Association for Research in Science Teaching Annual International Conference, (2019, March 31-April 3).

Predicting online open course attrition and certification: A cross-country survival analysis, Open Education Conference, (2018, October 10-12).

Invited Talks

Learning with Extended Reality. Guest Lecture at the Harvard Graduate School of Education. (February 27, 2025).

Designing for Meaningful Learning with Virtual Reality. Guest Lecture at the University of Miami. (February 20, 2025).

Science Identity and Immersive Technology. Guest Lecture in Journalism 1160 at Northeastern University. (January 23, 2025).

Virtual Reality for Affect and Motivation in Learning. Guest Presentation to the LEAP Group at MIT. (December 17, 2024).

Educational Technologies: Affordances, Limitations, and Controversies. Guest Lecture at University of Souther California. (June 6, 2024).

Immersive Technologies and Motivation to Learn. Guest Lecture at Harvard Graduate School of Education. (February 28, 2024).

Virtual Reality and Emotions. Guest Presentation to the Digital Emotions Lab at the Harvard Business School. (February 14, 2024).

Learning with Virtual Reality. CAMD Food for Thought Series. (February 9, 2024).

VR for Learning at Work: Lessons from Your Kids' Classrooms. Training Magazine Webinar Series. (January 31, 2024).

Engaging the Whole Learner with Virtual Reality Experiences. Next Level Lab at the Harvard Graduate School of Education Speaker Series. (November 8, 2023).

Is AR/VR Training for Workforce finally here? ASU + GSV, San Diego, CA, (April 17-19, 2023).

Innovation Lab: Leading-Edge Technologies Driving Future Excellence. Brandon Hall Excellence Conference on Human Capital Management, Palm Beach, Florida, (February 2, 2023).

Learning in the Metaverse: The promise and limitations of virtual reality for education, Research Doctoral Colloquium. Harvard Graduate School of Education, Cambridge, MA, (2022, October 3).

An introduction to learning in the metaverse, Presentation to the Harvard University Virtual and Augmented Reality Group. Online, (2022, May 25).

Immersive learning morning at FUTURES, Smithsonian Arts and Industries, Washington, DC. (2022, May 18).

Next level technologies for next level work, Presentation to the Next Level Lab and Accenture Corporate Citizenship Virtual Joint Session, (2021, February 22).

Developing powerful learning experiences given universal access: Uruguay's CEIBAL program, Silver Lining for Learning Webinar, (2020, April 30).

Leveraging technology for education in uncertain times, Presentation to STiR Education India, (2020, March 16).

Fostering global citizenship with the support of digital tools, Presentation to Envoys educators. (2018, November 26).

Life skills development. Third International Congress of Escuela Nueva, Bogota, Colombia, (2016, November).

The effective use of analytical frameworks in scaling up development outcomes, Scaling Up Community of Practice Workshop. Management Systems International, Arlington, VA, (2016, October).

Barriers and supports for scaling 21st century learning, Panel Discussion at Harvard Global Education Innovation Initiative Think Tank Workshop, Cambridge, MA, (2016, October).

Global EdTech: Promise or peril? World Affairs Council Summer Institute on International Affairs. Washington, DC, (2016, August).

Millions learning: Scaling up quality education in developing countries, Keynote address at the Nigerian Education Innovation Summit, Abuja, Nigeria, (2016, July).

Creating a culture of R&D for innovation and scaling in global education, Presentation at Teach for All Research and Evaluation Workshop, Washington, DC, (2016, June).

Evaluating learning outcomes of a changemaker education, Panel Discussion at Ashoka U Exchange, New Orleans, LA, (2016, February).

Girls' education from the MDGs to the SDGs. Global Campaign for Education-US Youth Advocacy Training, Washington, DC, (2015, June).

BLOG POSTS AND MEDIA

Media Coverage
Hennick, C. "Spatial Computing Tech Gives Students Real-World Experience in Virtual Environments." EdTech Magazine. (2024, Nov 25). https://edtechmagazine.com/higher/article/2024/11/spatial-computing-tech-gives-students-real-world-experience-virtual-environments

Toczauer, C. "Designing for Playful Learning in Formal Education Through Virtual Reality Field Trips." *Online Education.* https://www.onlineeducation.com/features/virtual-reality-field-trips

Toczauer, C. "A map to the metaverse." *Online Education.* (2022, July 27). https://www.onlineeducation.com/features/metaverse-for-education

Metz, R. "Forget Zoom school. For some students, class is in session in VR." *CNN Business*. (2022, Jan 27). Retrieved from: https://amp.cnn.com/cnn/2022/01/27/tech/vr-classes/index.html

Bauld, A. "What will learning in the metaverse look like?" *Harvard Graduate School of Education Usable Knowledge.* (2022, June 9). Retrieved from: https://www.gse.harvard.edu/news/uk/22/06/what-will-learning-metaverse-look

Ofgang, E. "The metaverse: 5 things educators should know." *Tech & Learning.* (2022, May). Retrieved from: https://www.techlearning.com/news/the-metaverse-5-things-educators-should-know

Toczauer, C. "Learning in digital worlds: The future of virtual reality in education." *Online Education.* (2021, November). Retrieved from: https://www.onlineeducation.com/features/virtual-reality-and-student-learning

Bauld. A. **"**Learning in digital worlds: A doctoral student studies the benefits of immersive technology in the classroom" *Harvard Graduate School of Education News & Events.* (2021, May 19). Retrieved from: https://www.gse.harvard.edu/news/21/05/learning-digital-worlds

Selected Authored Posts (7 of 15)

"Science of learning: Why do we care?" [blog post]. *Education + Development.* (2017, March 28). Retrieved from: http://brook.gs/2ocV4ZN

"Using technology to teach the art of asking questions" [blog post]. *Stanford Social Innovation Review.* (2016, November 21). Retrieved from: https://ssir.org/articles/entry/using_technology_to_teach_the_art_of_asking_questions

"Rethinking education in a changing world" [blog post]. *Stanford Social Innovation Review*. (2016, September 12). Retrieved from: https://ssir.org/articles/entry/rethinking_education_in_a_changing_world

"Innovating to unburden teachers" [blog post]. *Education + Development.* (2016, July 22). Retrieved from: http://brook.gs/2bJhyfi

"Accelerating progress in education with hands-on, minds-on learning" [blog post]. *Education + Development.* (2016, July 14). Retrieved from: http://brook.gs/2bqyCc0

"Girls' education hotspots: A look at the data" [blog post]. *Education + Development.* (2014, September 22). Retrieved from: http://brook.gs/2bJYZdu

"Fundación Escuela Nueva: Changing the way children learn from Colombia to Southeast Asia" [blog post]. *Education + Development.* (2014, April 23). Retrieved from: http://brook.gs/2bpRAvL