

**TEACHERS COLLEGE**  
COLUMBIA UNIVERSITY

*The Department of Human Development presents*  
**The Technology & Human Development Presentation Series**



**Karen Brennan, MIT Media Lab**  
*“Designing, Personalizing, Collaborating,  
Reflecting: Supporting Young People as  
Designers of Interactive Media”*

Scratch (<http://scratch.mit.edu>) is a programming environment that makes it easy to create interactive media, such as games, stories, and simulations – and share those creations online. The Scratch online community, launched in May 2007, has become very active, with more than 680,000 registered members sharing, discussing, and remixing one another’s Scratch projects.

But Scratch is more than a tool or a collection of projects. Following in the constructionist tradition, Scratch represents an approach to learning – design-based learning – that is defined by a commitment to learning through design, personalization, collaboration, and reflection. In my talk, I will share how young people in the Scratch online community have enacted this approach over the past three years. I will also share our approaches to supporting educators’ understandings of a design-based approach to learning.

---

**Karen Brennan** is a PhD candidate at the MIT Media Lab and a member of the Scratch Team. Her research is primarily concerned with the ways in which learning communities support computational creators. Karen is currently studying how participation in the Scratch online community and professional development for educators can support young people as creators of computational media.

**Date: Wednesday, April 27, 2011**

**Time: 6:00 to 7:30 pm**

**Place: 136 Thompson Hall**