

Ravi Purushotma
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PROFILE

Brings together an in-depth understanding of the potential roles for new and interactive media technologies with a background in human cognition and learning, foreign language teaching and acquisition, and web programming.

EDUCATION

M.S. Comparative Media Studies 2004 - 2006

Massachusetts Institute of Technology (MIT)

GPA: 4.9 (5.0 scale)

Affiliated Research

- Mac. Arthur Foundation New Media Literacies project, directed by Henry Jenkins
- Education Arcade, directed by Scot Osterweil, Eric Klopfer and Henry Jenkins
- Metamedia – transforming humanities education online, directed by Kurt Fendt

Academic transcript: <http://www.langwide.com/mittranscript>

B.A. Linguistics and Cognitive Psychology with minor in Teaching English as a Second or Foreign Language Winter 2003

University of California Los Angeles (UCLA)

GPA: 3.83 – Magna Cum Laude (4.0 scale)

Highlights

- College Honors Distinction
- Departmental Honors Distinction
- 20 units of graduate-level coursework with 3.9 GPA
- Taught in an ESL teaching practicum at UCLA-Extension

Academic transcript: <http://www.langwidge.com/dpr>

EMPLOYMENT

May 2008 – Present

Alexander von Humboldt Foundation

German Chancellors Fellow

August 2006 – May 2008

Massachusetts Institute of Technology, Education Arcade

Research Associate

- Developed the underlying theoretical frameworks for the Foreign Language Learning efforts in the lab.
- Designed initial levels for Foreign Language games.
- Designed and prototyped levels in *Labyrinth*, a game to teach mathematical and logical thinking to Jr. High students.

Feb. 2004 – May 2004 (+ ongoing consulting)

UCLA Phonetics Lab

Phonetics Database Developer

- Designed and implemented a [search engine](#) allowing users to find and listen to complex
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combinations of phonemes. (Supervised by Dr. Peter Ladefoged)

Sept. 2003 – Sept. 2004

PreciousDisplays

Partner – Technology Officer

- Developed e-commerce infrastructure for a self-initiated (with a friend) venture generating over \$50k in sales.

SUMMER JOBS

2003 Lee Yang English

Guangzhou, China

English Instructor

- Taught classes and gave on-stage presentations to thousands of students at a summer English camp in southern China.

2001 Pacific Rim Institute for Development and Education

Hong Xi, China

English Class Instructor & Designer

- Designed and taught English classes in southern China.

2000 Children’s Center of the Stanford Community

Stanford, California

Teacher (Preschool)

1999 Homewarehouse.com (now Walmart.com)

San Mateo, California

Java Programmer

- Assisted with numerous roles in the development of an e-commerce infrastructure.

1998 Prodex Technologies

Sunnyvale, California

Systems Administrator

1997 Reach Software (now Responsys.com)

Sunnyvale, California

Website Design and Creation

- Designed and developed corporate website. (now acquired by Responsys.com)

TECHNICAL SKILLS

Adobe: Flex, Fireworks, Dreamweaver, Photoshop, After Effects, Audition
AS3,PHP,Java,HTML,XML,XUL
Drupal

LANGUAGES

Second year university study in German and first year in Spanish.
Basic Swedish comprehension.

PUBLICATIONS

Purushotma, R., Thorne, S. & Wheatley, J. (In Press). *Language Learning and Video Games*. White Paper for the Hewlett Foundation.

Purushotma, R. (2007) When Microlearning meets Remix Culture. In: *Didactics of Microlearning. Concepts, Discourses, and Examples*, edited by T. Hug. Münster: Waxmann Verlag.

Purushotma, R. (2006). Wake up CALL. in: Svensson, P. (ed.) *Från vision till praktik: Språkutbildning och IT (From vision to practice: language learning and IT)*, Swedish Net University.

Purushotma, R. (2006). Language Learning and Video Games. <http://www.lingualgamers.com/thesis>

Jenkins, H., Purushotma, R., Clinton, K., Weigel, M. & Robison, A. J. (2006). *Confronting the Challenges of Participatory Culture: Media Education For the 21st Century*. Chicago: The MacArthur Foundation. Retrieval at: <http://www.projectnml.org/files/working/NMLWhitePaper.pdf>

Purushotma, R. (2005). You're not studying, you're just ... *Journal of Language Learning and Technology*. Jan 2005. Featured on [Slashdot.org](#), [BBC World Service](#) and numerous newspapers. Downloaded over 50,000 times. Retrieval at: <http://ilt.msu.edu/vol9num1/purushotma/default.html>

INVITED CONFERENCE PRESENTATIONS

- International Games and Learning Forum. Shanghai, China. January 2008.
 - Game Developers Conference. San Jose, March 2006.
 - Home INC media literacies conference. Cambridge, October 2005.
 - New Tools for Language Learning: Beyond the Basics Conference. Buffalo, New York. September 2005.
 - Education Arcade at E3. Los Angeles, May 2005.
 - Fran vision till pracktik. Umea, Sweden, May 2005.
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