

THE NATIONAL ACADEMIES OF SCIENCES, ENGINEERING, AND MEDICINE

Division of Behavioral and Social Sciences and Education
Board on Science Education (BOSE)

Engaging Out-of-School Time Leaders in Cultivating Interest and Competencies in Computing Bios

Moderator: Mega Subramaniam, Associate Professor, University of Maryland College Park

Panelists:

- Jack Martin, Executive Director, Providence Public Library
- Christopher Neitzey, Director of STEM Initiatives, Afterschool Alliance
- Lesa Sexton, Director of Youth Development, Boys & Girls Clubs of America
- Prinda Wanakule, Director of Experience Development & Prototyping at Tech Interactive

MEGA SUBRAMANIAM is an associate professor and the Co-Director of the Youth Experience (YX) Lab at the College of Information Studies (known as the iSchool) at the University of Maryland. Subramaniam's research focuses on enhancing the role of libraries in fostering the mastery of emerging digital literacies that are essential for STEM learning among underserved young people. Subramaniam is currently the lead PI for the IMLS-funded Graduate Certificate of Professional Studies in Youth Experience (YX), co-leads two other funded projects, ConnectedLib and Safe Data Safe Families, all intended to bring research and practice together to enhance the pedagogical skills of in-service and pre-service youth librarians. She also currently serves as the fellow and chair of the Task Force for the Libraries Ready to Code initiative, spearheaded by the American Library Association. She is a recipient of the *Library Journal's* Movers and Shakers award. She currently serves as a board member for Young Adults Library Services Association (YALSA) and as a co-editor of the *School Library Research Journal*. Subramaniam received her master's degree in instructional systems technology from Indiana University, Bloomington, and her Ph.D. in information studies from Florida State University.

H. JACK MARTIN has worked in public libraries since his mom volunteered him to work at his local public library in Cornelia, Georgia. Since then he's worked his way up the east coast from The New York Public Library to his current role as Executive Director of the Providence Public Library. Throughout his tenure in public library service, Jack has focused on educational design, alternate accreditation, digital badging, strategic planning, leadership and fundraising. He lives in Providence, Rhode Island with his husband and two cats.

CHRISTOPHER NEITZEY joined the Afterschool Alliance in August 2018 as the Director of STEM Initiatives. In this role, Chris works to advance federal, state, and local policy to expand access to high-quality afterschool and summer STEM programming. Prior to joining the

Afterschool Alliance, Chris led the policy and advocacy work of the New York State Network for Youth Success, New York's statewide afterschool network. Chris also worked for the Maryland Science Center prior to his work in New York, delivering STEM programs to students in-school and in afterschool programs across the mid-Atlantic region. Chris holds a bachelor's degree in Geography from Towson University and a master's in Nonprofit Management from Northeastern University.

LESA SEXTON has over 10 years of experience as an educator working with youth in a variety of formal and informal settings both within the US and abroad. She joined Boys & Girls Clubs of America (BGCA) in 2018 as a Director of Youth Development where she works to develop engaging programming that ignites youths' curiosity and encourages them to fall in love with learning. She leads BGCA's computer science programming and summer learning programming and is heavily involved in BGCA's work related to school partnerships and caregiver engagement. She has a BA from the University of North Carolina at Chapel Hill and an MS from North Carolina State University.

PRINDA WANAKULE is the Director of Experience Development & Prototyping at The Tech Interactive, a science and technology center in San Jose, CA. She leads a creative, multidisciplinary team of experience developers, experimenting with new modes of community-focused museum engagement in the areas of making, engineering design, biotinkering, and computational thinking. Dr. Wanakule's team focuses on the creation of inclusive experiential learning experiences that build creative confidence, perseverance and empathy, empowering our community to discover their creative problem solving abilities. Prinda received her PhD in Biomedical Engineering and has more than 10 years of experience in inclusive design for informal STEM experiences.