

Shamila Janakiraman

<https://shamila08.wixsite.com/shamilaportfolio2022>

sjanakir@purdue.edu; shamilajanki@gmail.com 

Ph. +1 765-607-3152

EDUCATION

Ph.D., Learning Design & Technology, Purdue University, West Lafayette, IN 9/2020

Department: Curriculum and Instruction

Area of Specialization: Learning Design & Technology

Advisor: Dr. Sunnie Watson, Ph.D.

M.S., Learning Design & Technology, Purdue University West Lafayette, IN 8/2016

M.B.A, Marketing Management, IGNOU, India 7/2001

B.E., Electronics & Communication Engineering, Madras University, India 5/1992

CURRENT POSITIONS

Postdoctoral Researcher, Purdue University 2021 - July 2023

Working on a multi-university National Science Foundation funded project to support systemic change in computing education by the development of a research-based competency-based education model.

-Project Manager

- Conducting a systematic literature review on competencies used by computing professionals

-Developing a competency-based education model (knowledge, skills, and dispositions)

-Redesigning curricula for computing-related degree programs

Lecturer, Learning Design & Technology, College of Education, Purdue University 2021 – May 2023

Teaching Graduate level courses at Purdue University

-Instructional Design Competencies (online) Fall 2021

-Advanced Practices in Learning Systems Design (online) Fall 2021

-Introduction to E-learning (Face-to-Face) Spring 2022

-Instructional Systems Design (Online) Summer 2022

-Instructional Systems Design (Face-to-Face) Fall 2022

-Instructional Design Competencies (online) Spring 2023

Teaching Excellence Advisory Committee, Purdue University

-Member 2021-Present

-Implement the Teaching Excellence framework at Purdue University

Purdue Post-Doctoral Association (PPDA)

-Elected Council Member 2022-2023

TEACHING EXPERIENCE

Visiting Faculty

Taught Graduate level courses at Purdue University (online)	
-Learning Theory and Instructional Design	Spring 2021
-Project Management in Learning Design and Technology	Spring 2021
-Introduction to E-Learning	Summer 2021

Teaching Assistant

EDCI 27000: Introduction to Educational Technology (undergraduate course): Course taught by Dr. Tim Newby, COE, Purdue University.	2017 - 2020
---	-------------

Co-instructor (Face-to-Face courses)

Taught following courses

Learning Theory and Instructional Design (Graduate level course): With Dr. Sunnie Lee Watson, Purdue University	2019
Advanced Practices in Learning Systems Design (Graduate level course): With Dr. Adrie Koehler Ph.D., Purdue University	2019

Co-instructor (online courses)

Taught following courses

Foundations of Learning Design and Technology(Grad level course): With Dr. Sunnie Lee Watson, Purdue University	2018, 2019, & 2020
Project Management in Learning Design and Technology (Grad level course): With Dr. Adrie Koehler Ph.D., Purdue University	2018 2017

Research Projects

Competency-Based Education Model - Computing Competencies	2021 - 2023
-Project Manager: Conducting a systematic literature review of 1000s of articles	
-Data collection from interviews, journals, and conference proceedings	
-Data Analysis Tools used: Rayyan & Dedoose	
-Creating a competency-based education model to depict computing competencies	
PoRTAL – Purdue online Repository for Teaching And Learning	2017 – 2021
- Conducted a Design-Based Research (DBR) study on this project	
- Multidisciplinary multi-grant project to develop Open Educational Resources (OERs)	
- Developed OERs to help faculty and graduate students transition to online teaching	
- Completed user needs analysis, design, development, and implementation	
- Implemented an international evaluation study	

Teaching Academy – Purdue University 2020-22

- Conducted a Qualitative case study
- Graduate administrative/professional assistantship with the Teaching academy
- Project initiated by the Provost and Executive Vice President for Academic Affairs and Diversity
- Project goals achieved:
 - Defined teaching excellence.
 - Determined how to document, evaluate, and recognize excellent teaching
 - Created an evaluation framework
- Developed a “Teaching Excellence Guide” to be used by all colleges at Purdue University
- A paper based on this research is under review

Research Tools used: Nivo, SPSS, Rayyan, PLS-SEM, Dedoose, Zotero, & Mendeley

Professional Experience**Teaching Excellence Committee** 2022-2023

- Advisory council member
- Guiding the design and delivery of sessions for faculty professional development

Explore! Interactive (Augmented Reality) 2018

Educational Content Developer and Instructional Design Lead.

- Designed educational content to be implemented in an Augmented Reality (AR) platform.
- Designed a lesson on Electrical Circuits for the Physics curriculum.
- Implemented an inquiry-based learning model for middle school students.

Journal of Cleaner Production

- Peer reviewer for instructional design related articles 2020 - Present

Journal of Research on Technology in Education 2019 - Present

- Peer reviewer
- Participated in the doctoral mentoring peer-review program.

Journal of Computing in Higher Education

- Peer reviewer 2021-Present

Professional Development Certificates

Teaching Certificates awarded by the Center for Instructional Excellence, Purdue University

- Graduate Instructional Development Certificate 2018
- Graduate Teacher Certificate 2018

Qualitative Research Certificate awarded by the Department of Curriculum & Instruction, Purdue University. 2020

Quality Matters certificate 2018

- Independent Applying the QM Rubric (APPQMR) Fifth Edition
- Instructional Design consultant, reviewed 15 online courses using the **QM rubric sixth edition** 2022

RESEARCH PUBLICATIONS

Published Research Papers:

- Janakiraman, S.,** Watson, S. L., & Watson, W. R. (2022). Pre-Service Teachers' Perceptions About Using Digital Games to Change Environment Related Attitudes and Behaviors: A Case Study. *Learning, Design, and Technology. An International Compendium of Theory, Research, Practice, and Policy.* Springer Nature.
- Richardson, J. C., Castellanos Reyes, D., **Janakiraman, S.,** & Duha, M. S. U. (2022). The Process of Developing a Digital Repository for Online Teaching Using Design-Based Research. *TechTrends*, 1-14. <https://doi.org/10.1007/s11528-022-00795-w>
- Koehler, A., Cheng, Z., Fiock, H., Wang, H., **Janakiraman, S.,** & Chartier, K. (2022). Examining students' use of online case-based discussions to support problem solving: Considering individual and collaborative experiences. *Computers & Education.* <https://doi.org/10.1016/j.compedu.2021.104407>
- Janakiraman, S.** (2021). Using digital games in virtual classrooms to make attitudinal learning motivating and engaging. In *Handbook of Research on Transforming Teachers' Online Pedagogical Reasoning for Engaging K-12 Students in Virtual Learning* (pp. 236-258). IGI Global.
- Janakiraman, S.,** Watson, S.L., Watson, W.R., & Newby, T. (2021). Exploring the Effectiveness of Digital Games in Producing Attitudinal Learning in Environmental Sustainability Education: A Mixed Methods Study. *Computers and Education.* <https://doi.org/10.1016/j.compedu.2020.104043>
- Janakiraman, S.,** Watson, S.L., & Watson, W.R., (2021). Effectiveness of digital games in converting eco-awareness to pro-environmental behaviors when played collaboratively and individually: A mixed methods study in India. *TechTrends*, 1-17. <https://doi.org/10.1007/s11528-020-00571-8>
- Janakiraman, S.,** Watson, S.L., Watson, W.R., & Cheng, Z. (2021). Creating environmentally conscious engineering professionals through attitudinal instruction: A mixed methods study. *Journal of Cleaner Production*, 125957. <https://doi.org/10.1016/j.jclepro.2021.125957>
- Janakiraman, S.,** Watson, S.L., Watson, W.R., & Shepardson, D. (2021). Influence of digital games on pro-environmental attitudes and behaviors: A mixed methods study in India using the new ecological paradigm scale. *Journal of Education for Sustainable Development.* <https://doi.org/10.1177/0973408221997844>
- Koehler, A., Cheng, Z., Fiock, H., **Janakiraman, S.** & Wang, H. (2020). Asynchronous online discussions during case-based learning: A problem-solving process. *Online Learning Journal.* DOI: <http://dx.doi.org/10.24059/olj.v24i4.2332>
- Caskurlu, S., Richardson, J., Alamri, H., Chartier, K., & Farmer, T., **Janakiraman, S.,** Strait, M., Yang, M. (2020). Cognitive Load and Online Course Quality: Insights from Instructional Designers in a Higher Education Context. *British Journal of Educational Technology.* <https://doi.org/10.1111/bjet.13043>

- Watson, W. R., Watson, S. L., Fehrman, S. E., Yu, J. H., & **Janakiraman, S.** (2020). Examining international students' attitudinal learning in a higher education course on cultural and language learning. *Journal of International Students, 10*(3).
<https://www.ojed.org/index.php/jis/article/view/1083/1124>
- Janakiraman, S.**, Watson, W.R., & Watson, S.L., Bawa, P. (2019). Instructional strategies for producing attitude change in a multicultural education course: A qualitative case study. *Journal of Educational Research and Practice, 9*(1), 300-315. DOI:10.5590/JERAP.2019.09.1.21
- Cheng, Z., Watson, S.L., Watson, W.R., & **Janakiraman, S.** (2019). Attitudinal learning in large-enrollment classrooms: A case study. *TechTrends, 1*-14. Doi:10.1007/s11528-019-00462-7
- Janakiraman, S.**, Watson, S.L. & Watson, W.R. (2018). Adult learners use of self-directed learning strategies in a massive open online course. *Journal of Ethnographic & Qualitative Research, 13*(2), 122-133.
- Janakiraman, S.**, Watson, S.L. & Watson, W.R. (2018). Using game-based learning to facilitate attitude change for environmental sustainability. *Journal of Education for Sustainable Development, 12*(2), 176–185. <https://doi.org/10.1177/0973408218783286>
- Watson, S. L., Yu, J., Watson, W. R., Caskurla, S., **Janakiraman, S.**, & Fiock, H. S. (2018). Watson, S. L., Watson, W. R., Yu, J. H., Caskurlu, S., Janakiraman, S., & Fiock, H. (2018). Attitudinal learning and its relation to gender, age, ethnicity, enrolment purpose, and most impactful learning activity in a science of happiness MOOC. *International Journal of Learning Technology, 13*(4), 306-326.
<https://doi.org/10.1504/IJLT.2018.091632>
- Watson, S. L., Watson, W. R., **Janakiraman, S.** & Richardson, J. (2017). A team of instructors' use of social presence, teaching presence and attitudinal dissonance: An animal behavior and welfare MOOC. *The International Review of Research in Open and Distributed Learning, 18* (2), 69-90. DOI: <http://dx.doi.org/10.19173/irrodl.v18i2.2663>
- Watson, W. R., Watson, S. L., & **Janakiraman, S.** (2017). Instructional Quality of Massive Open Online Courses: A Review of Attitudinal Change MOOCs. *International Journal of Learning Technology, 12* (3). <https://doi.org/10.1504/IJLT.2017.088406>

Papers In Press and Review:

- Payne, L., & **Janakiraman, S.** (Under review). Defining and evaluating teaching excellence at a research-intensive university: Sharing the stage. *The Journal of Higher Education.*
- Watson, W. R., Watson, S. L., Wanju, H., **Janakiraman, S.** & Dufault, K. H. (Under review). Student Attitudes Toward Digital Badges for Instructional Design Competency-Based Education.

Work in Progress:

- Janakiraman, S.**, Exter, M., Duan, S., & Sabin, M. Preliminary results from a systematic literature review on computing competencies required in the workplace

Janakiraman, S. Making Learning Relevant in a Massive Open Online Course using an OER-enabled Pedagogy.

Richardson, J., Castellanos Reyes, D., **Janakiraman, S.**, Shams Duha, M. Design-based research on PoRTAL: Digital Repository for Online Teaching and Learning.

Conference Proceedings:

Janakiraman, S. (2021). Games in environmental sustainability education. Indiana STEM Educational Conference proceedings.

Janakiraman, S. (2020). Digital games for environmental sustainability education: Implications for Educators. Eighth International Conference on Technological Ecosystems for Enhancing Multiculturality (TEEM'20) Proceedings.

Research Presentations

American Educational Research Association (**AERA**) 2023 (Accepted presentations):

Topic: **Educational recommendations for improving computing education: Report from a systematic literature review**

Topic: **Impact of an Open Online Repository to Support Online Teaching and Learning: The Users' Perspective**

Association for Educational Communications and Technology (AECT) 2022: Paper Presentation

Topic: **Exploring the competencies required by computing professionals in the workplace: A systematic literature review**

Round Table: **Effectiveness of team building activities on student learning experiences in online courses**

Association for Educational Communications and Technology (AECT) 2021: Paper Presentation

Topic: **Influence of digital games on pro-environmental attitudes and behaviors: A mixed methods study in India using the new ecological paradigm scale. *Journal of Education for Sustainable Development.***

American Educational Research Association (AERA) 2021: Poster Presentation

Topic: **Influence of digital games on pro-environmental attitudes and behaviors: A mixed methods study in India using the new ecological paradigm scale.**

Association for Educational Communications and Technology (AECT) 2020: Paper Presentation

Topic: **Exploring the Effectiveness of Digital Games in Producing Attitudinal Learning in Environmental Sustainability Education: A Mixed Methods Study.**

American Educational Research Association (AERA) 2020: Paper Presentation

Topic: **The Role of Online Case-based Discussions in Supporting Individual Problem Solving**

TEEM 2020 Online Conference. Organized by the University of Salamanca, Spain on October 22, 2020
Topic: **Digital Games for Environmental Sustainability Education: Implications for Educators**
Received **Best Paper** award for the TEEM'20 Advances on Sustainable Development in Higher Education track.

AECT 2019: Presentations

Topics:

- **Developing a Digital Repository for Online Teaching and Learning Using Design-Based Research**
- **Examining Students' Use of Online Case-based Discussions to Support Problem Solving**
- **Instructional Designers Perceptions of Online Course Quality and Cognitive Load**
- **Attitudinal learning in large-enrollment classrooms: A case study**

AERA 2019: Round Table Session

Topic: **Instructional Strategies for Producing Attitude Change in a Multicultural Education Course: A Qualitative Case Study.**

AECT 2018: Poster Presentation

Topic: **Instructional Design for Adult Education: Autoethnographic Study in a Service-Learning MOOC.**

AERA 2018: Presentation

Topic: **What do we know about attitudinal learning in MOOCs?: Gender, age, ethnicity, enrollment purpose, and most impactful learning activity in a science of happiness MOOC.**

Mid-Western Educational Research Association (MWERA) 2017: Poster Presentation

Topic: **Gain Experience for Good: Autoethnographic Study in the Designers for Learning Service MOOC.**

AECT 2017: Poster Presentation

Topic: **How did adult learners use self-directed learning strategies in a science of happiness MOOC designed for attitudinal learning: A qualitative study.**

Research seminar arranged by Dr. James P. Greenan (January 2019) for Career and Technical Education, Purdue University. Case study methodology used to conduct a research study as a team.

Topic: **Cognitive Load in Online Course Quality**

INSTRUCTIONAL DESIGN PROJECTS

poRTAL Tier 2

2019-2021

- Designed and developed online workshops for Gamification and 21st Century Skills.
- Used Articulate Storyline 360 to create 10 interactive, self-paced modules.
- Audio narration was added with ON/OFF option to ensure accessibility.
- Included demo videos and interviews with experts to serve as exemplars.
- Incorporated gamified quizzes to provide opportunities for practice & self-assessment.
- Provided option to gain credit for course completion in the form of digital badges/certificates.

- Built the workshops on the D2L Brightspace learning management system
- We won the **2021 UPCEA Central Region Excellence** in Instructional Design Award for PoRTAL

PoRTAL Tier 1

2017 - 2019

Created instructional materials for building Purdue University's

PoRTAL (Purdue Repository for online Teaching and Learning):

- Developed learner-centered go-to resources to meet needs of online instructors.
- Each OER features: instructional strategies, course enhancement tips, pedagogy, sample tools, and policies to help make the role of an online instructor easier and build courses that are more engaging for online students.
- Conducted a user needs analysis, designed, developed, evaluated, and implemented PoRTAL.
- Our team won the **2019 AECT Division of Distance Learning Best Practice Award** for PoRTAL

Resources I created:

- [21st Century Skills](#)
- [Gamification in online teaching](#)
- [Teamwork](#)

Digital Badges – Purdue Passport

2020 – 2021

Working with Dr. Tim Newby, Professor, Learning Design & Technology to create new digital badges that will help highlight digital competencies earned by graduate students.

iLookout

2019

- Online course developed at Penn State College of Medicine that guides primary caregivers on how to identify and report cases of child abuse.
- Evaluated the gamification elements used to motivate learners to complete the course

Designers for Learning

2016 to 2019

- Created STEM-based OERs to meet educator and learner needs in Adult Basic Education (ABE)
- Developed OERs using the Empathy Framework to facilitate the learning process for adults
- Made the OERs available on the OER Commons website to make them freely available
- Evaluated OERs that were developed by other instructional designers for ABE
- Facilitated a service-learning MOOC on instructional design as part of the instructional team

Explore! Interactive (Augmented Reality)

2018

- Educational Content Developer and Instructional Design Lead.
- Designed lessons for teaching about electric circuits
- Lessons were adapted for development in an Augmented Reality (AR) platform
- Energy and Circuits* interactive learning module available commercially on [Mindlabs](#)
- This game features male and female protagonists to attract girls to STEM fields

Technical Skills**Digital learning tools used**

- Authoring tools: Articulate Storyline 360, Articulate Rise 360
- Learning Management Systems: Blackboard, Canvas, Moodle, and Brightspace (D2L)
- Video editing: Camtasia, Adobe Premiere Pro, and OpenShot
- Audio editing: Audacity

FELLOWSHIPS, AWARDS & GRANTS

- Received a **sponsored registration** (2022) from the Systems Thinking SIG of the AERA for conference participation.
- Received a **Professional Development Conference Scholarship** (2021) from the AECT Foundation Board of Trustees towards conference participation.
- Recipient of the 2021 **UPCEA Central Region Excellence in Instructional Design Award** for "PoRTAL: Purdue Repository for Online Teaching and Learning – Tier 2."
- Recipient of the **2020-2021 Mary Kay Sommers Dissertation Award** from the College of Education, Purdue University.
- Recipient of the **2020-2021 Outstanding Dissertation Award** from the Department of Curriculum and Instruction, Purdue University.
- Received the **COVID Relief Fellowship** (Fall 2020) from the College of Education, Purdue University.
- Recipient of the **Best Paper Award** at the TEEM 2020 Advances on Sustainable Development in Higher Education track, University of Salamanca, Spain. Topic: Digital Games for Environmental Sustainability Education: Implications for Educators.
- Selected to participate in the **Early Career Symposium** at the 2019 AECT Convention in Las Vegas, Nevada organized by The Research & Theory Division.
- Recipient of the 2019 AECT Division of Distance Learning **Best Practice Award** for a team project titled, "PoRTAL: Purdue Repository for Online Teaching and Learning."
- Awarded the **Bilsland Dissertation Fellowship** (2019) by the College of Education, Purdue University for outstanding academic record and to devote full-time effort to the completion of all doctoral degree requirements. The award is worth \$ 8,538 and will be paid on a monthly basis.
- Awarded the **Frank B. De Bruicker Graduate Award** in Educational Technology (2018) by the Learning Design & Technology program at Purdue University. The award is worth \$3000.
- Recipient of the **David Ross Fellowship** (2016). This competitive and prestigious fellowship was awarded by the Graduate School, Purdue University. The total award package is worth **\$54, 849** approximately per year for 4 years.
- Awarded \$800 **Dissertation Research Grant** from College of Education and Learning Design & Technology program.

- Recipient of the Honorary In-Progress **Poster Presentation Award** at the Annual Graduate Student Educational Research Symposium (AGSERS 2017). Awarded a plaque by GSEC, Purdue University.
- Awarded a certificate of recognition by **Scholastic India** in 2005, for an “Innovative Idea” to improve student reading habits in K-12.

OTHER GRANTS

- Awarded a \$680 Community Service-Learning Grant (November, 2022) by Purdue University’s Office of Engagement for STEM projects at Imagination Station, Lafayette.
- Awarded a \$500 **Community Service-Learning Grant** (2018) by Purdue University’s Office of Engagement for STEM projects at Imagination Station and Bauer Center, Lafayette.
- Awarded a \$350 Travel Grant (2019) by **Global Ambassadors** organization in Purdue Graduate School. Responsibilities included being a Purdue ambassador to India and to organize a presentation that addresses admission, residential, subject majors, and other details that are informative to prospective graduate students.
- Awarded several travel grants every semester from 2016 to 2022 for presenting at conferences.
Most Recent ones:
 - Received a \$700 **Postdoctoral Supplemental Travel Grant** for travel to the 2023 American Educational Research Association (AERA) Conference
 - Received \$1,800 travel grant from the postdoc project to travel to the 2022 AECT conference
 - Postdoc Association, Purdue University: \$400 grant to attend the AERA 2022 conference

GRANT WRITING EXPERIENCE

- Transdisciplinary (TD) Program Planning Grants, Innovation Hub, Purdue University. Proposal submitted after getting buy-in from faculty at Purdue Polytechnic and the College of Education.
- Spencer Foundation Special COVID-19 grant: PoRTAL+: A Design-Based Research Study on the Use of Open Educational Resources for Training Instructors to Teach at a Distance. (Not awarded).

PROFESSIONAL MEMBERSHIPS & ACADEMIC SERVICE

- | | |
|--|--------------------------------|
| Purdue Post-Doctoral Association (PPDA): Council member | October 2022- July 2023 |
| Webinar: Conducting a Systematic Literature Review , AECT International Division PD committee | October 2022 |
| Postdoc Association, Purdue University: Ask a postdoc panel | September 2022 |

Guest Lecture: Augmented Reality, Game-based Learning & Gamification **December 2021**

- In the Learning Systems Design course

The Aronson family Science & Society Honors Lecture. Making it Public: **March 2020**
Communicating Scientific Research and the Bioethical Implications of Designer Biology.

- Panelist with scholars from Biology and Serious Gaming, and Dr. David Baker from the University of Washington who has developed a game called **Foldit** for biochemistry education.

American Educational Research Association (AERA): **2016-present**

- Elected as Secretary/Treasurer of the Systems Thinking in Education SIG 2020-2022
- Peer reviewer for Special Interest Groups (SIG) 2020 -Present
 - Systems Thinking in Education
 - Technology-Based Environments Special Interest Groups (SIGs)
 - Design & Technology

Association for Educational Communications & Technology (AECT): **2016-present**

- Coordinator-Professional Development Committee of the International Division 2020 - 23
- Peer reviewer for conference proposals 2018-20
- Panelist for a Graduate Student Assembly (GSA) session on community service projects 2018
- Volunteer technology assistant 2017

Mid-Western Education Research Association (MWERA): **2016-2017****Curriculum and Instruction Graduate Student Association (CIGSA), Purdue University:** **2018-19****Graduate Student Education Council (GSEC), Purdue University:** **2015-2018****SERVICE PROJECTS**

Purdue Under-Graduate Research Council: As council member made students aware of research opportunities and mentored under-graduate students in research (2019-20).

USKids4Water.org: Teaching spoken English to children living in a rural region in India via WhatsApp. Conducting Spell Bee contests to improve English skills.

Designers for Learning: Instructional design of Open Educational Resources (OERs) for Adult Basic Education (ABE), evaluating OERs, and facilitating MOOCs. (2016-2020).

Bauer Center: Demonstrate Science experiments to elementary school students. (2018-19)

Imagination Station: Demonstrate Science experiments to elementary school students and design websites of lesson modules. (2016-present)

Purdue Graduate Office: Global ambassador for India (2017-20). Conducting webinars and presentations about admissions, funding, and other elements that impact life in campus.

Indian Women's Association Academy: Educational service projects in the Greater Lafayette Community (2018-present)

K-12 Schools in India: Providing consultations on how to implement educational technology tools in K-12 classrooms to promote 21st century skills development among students.

Graduate Student Assembly (AECT): Panelist in a discussion on how graduate students can contribute effectively in community service and service-learning projects (2018).

INTERNATIONAL EXPERIENCE

Teaching Experience:

CMS Computers Ltd., Chennai, India 1994 - 1996
Faculty: Computer hardware, Basic Electronics

Delhi Public School (DPS), Lucknow, India May 2004 - April 2006
Faculty: STEM Subjects, Environmental Science

Lucknow University, Lucknow, India, 2007
Lecturer: Business Organization for B. Com (Hons)

Research and Writing Experience

Freelance writer 2001 – 2004
Educational content and short stories for children

Technology Marketing Corporation, Norwalk, CT, USA Nov 2007 - Nov 2014
Contributing Editor (Online):
Writing articles on technology and technology-based business corporations.

Asia-Pacific Business and Technology Report, Seoul, Korea June 2009 - August 2015
Content Contributor on business and technology topics of global interest
<http://www.biztechreport.com/source/shamila-janakiraman>

Fun and Focus Published by Knowledge Base, Chennai, India 2007 - 2010
Educational Content Writer: Writing articles on science and technology, places of interest and short stories for K-12 students.