Keynote Speaker Bios

Matthew Nurse is the Vice President of the Nike Explore Team Sport Research Lab (NSRL) for NIKE, Inc. Nurse leads a multi-disciplinary team of researchers, scientists, and innovators focusing on biomechanics, human physiology, sensory perception and data science. The mission of the NSRL is to lead with science to make athletes better. The NSRL provides the knowledge and expertise to drive product and service innovations that improve performance, protection, and perception. Working with the broader teams in NXT Footwear and Apparel Innovation, the NSRL helps bring disruptive products, platforms, and capabilities to market. Nurse has been at Nike with the Research and Innovation team for over 13 years. In that time, he has previously worked as a Senior Researcher for the Basketball, Golf, and Equipment categories. He has also worked on numerous advanced product concepts that have lead to more than a dozen patents related to footwear, apparel, and digital product applications. Nurse earned his PhD in Biomechanics & Medical Science while working in the Human Performance Lab at the University of Calgary, Canada. His prior work focused on topics ranging from the role of afferent feedback on the control of locomotion, to researching the effects of footwear and shoe inserts on performance and mobility.

June Ahn is an Associate Professor who will be joining the UCI School of Education in summer 2018. He conducts research on the design, implementation, and evaluation of learning technologies. He is interested in designing and understanding sociotechnical systems - or how social, cultural, and institutional factors intersect with the affordances of new technologies - to create enhanced and equitable learning opportunities for all learners. His current research includes designing social media and public displays to facilitate the noticing of science learning across neighborhood settings; designing and studying the efficacy of alternate reality games for playful learning; and researcher-practitioner partnerships with school districts to use data and analytics to understand the impact of educational software and blended learning. His work has been supported by grants from the National Science Foundation, Institute of Education Sciences, Susan Crown Exchange, and James and Judith K. Dimon Foundation.

Ingrid Hu Dahl is the Director of Learning Experiences for the design organization at Capital One, activating a culture of persistent learning and engagement. Dahl was previously the Managing Director of KQED's Learning initiative where she oversaw the development of products, platforms and content. Dahl has partnered with multiple stakeholders to orchestrate opportunities and solutions. She built the vision for The Mix, a creative media lab for teens featured at the San Francisco Public Library, developed an all-girl game design program in partnership with Zynga.org, created a remix game and coding program for teens supported by the National Endowment for the Arts, and designed and led a STEM media and tech leadership program for underrepresented emerging adults with support from two 30-year National Science Foundation Advanced Technical Education grants. A musician of 15 years, Dahl has toured the nation and plays synth, bass and guitar. She is a founding member of the Willie Mae Rock Camp for Girls (Brooklyn, NY) where she taught girls empowerment through music, identity workshops and collaboration and has published articles on the youth media field, tech and education, leadership and case study results. Dahl lectures nationally and internationally, has taught courses at Rutgers University on imagery and culture, designed and facilitated leadership workshops, and created a public speaking Riot Grrrl course at the Barnard Center for Research on Women. Dahl participates in the diversity and tech movement and is a TEDx speaker.