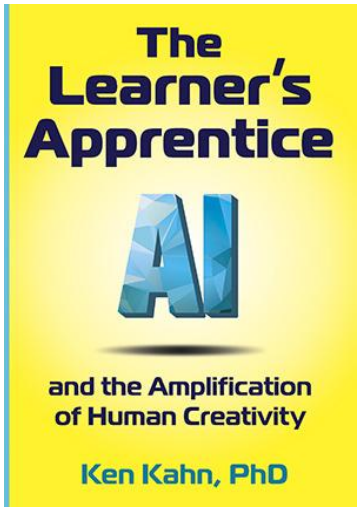
Ken Kahn



Ken keeps a list of his recent research with links to many blog posts. Here it is as a table.

Most recently he has been experimenting with creative uses of ChatGPT, Claude, and Gemini. Examples include creating apps, illustrated stories, text adventures, and simulated panels and debates. This led to his writing the book *The Learner's Apprentice: AI and the Amplification of Human Creativity*.

Here is a video interview about the ideas in the book:
Ken Kahn Speaks with Sylvia Martinez about his New AI Book for Ed…

Here are some podcasts Ken has done about the book:

- The Creative Potential For AI in Education - Make:Cast
- The Learner's Apprentice: AI and the Amplification of Human Creativity - No Such Thing | Acast
- New MindShareTV Podcast: Dr. Ken Kahn on AI & Creativity in Learning!
- Balancing the Shift podcast

- ShiftED Podcast #59 In Conversation with Ken Kahn: In Conversation with Ken Kahn: Infusing Creativity & Curiosity into AI Chatbots (blog post)
- Role of generative AI in education SugarLabs
- Generative AI Webinar by Clevered
- Chatbots, Constructionism, and AI in Education
- How AI Chat Bots Can Increase Student Creativity (Ken Kahn)

Ken worked on three machine learning projects at the University of Oxford. One added intelligent support to the medical training games developed by the Life-saving Instructions for Emergencies project. He worked on the Onyx project developing an app for analyzing finger and toe nails for indications of diseases. To support the training of community health workers he developed an app that can add category labels to spreadsheets of training communications. He retired from the University of Oxford in May 2021.

He taught a project-based course on machine learning to non-CS majors at the National University of Singapore (NUS) in 2021 and again at Yale-NUS in 2023. He taught a course on agent-based modeling at Yale-NUS College in 2019. He taught *Computational Thinking and Modelling* at NUS 2015, 2016, and 2017.

Between January 2017 and December 2018, Ken worked on the EU-funded eCraft2Learn project. As part of that project Ken created resources to enable beginners to create AI programs. He has continued to support and develop these machine learning resources in the Snap! programming language.

Ken Kahn was a senior researcher at the University of Oxford from 2006 until he retired in 2021. He led the Modelling4All project that combines ideas of accessible agent-based modeling within a web 2.0 community.

He did research in technology enhanced learning at the London Knowledge Lab and the Institute of Education from 1998 to 2014 where he participated in four large EU research projects, a BBC project, and two UK projects.

He is the designer and developer of ToonTalk, a programming system for children that provides concrete analogs of advanced computational abstractions with a video game look and feel. Many of his papers can be found here. He created ToonTalk Reborn, an open-source web-based rethinking of ToonTalk.

Ken piloted a One Laptop per Child Project in West Papua.

Ken did his doctoral research at the MIT AI Lab in the 1970s. His thesis Creation of computer animation from story descriptions was a very early example of generative AI.

During the 1980s at Swedish universities and the Xerox PARC lab, he did research in AI, visual, and concurrent programming languages before focusing on programming languages for children. In 1977 he published Three interactions between AI and education in Machine Intelligence 8.

Here is his resume.

You can follow him on LinkedIn, Facebook, Threads, or BlueSky.

Alias for this page: http://tinyurl.com/ken-kahn-home-page