



Richard Culatta

Richard Culatta is a leader in the field of educational innovation. He has experience in K-12, higher education, and workplace learning environments. As the Chief Innovation Officer, Richard works with government and private sector to improve opportunities for Rhode Islanders and sharing innovations from Rhode Island with the rest of the country. Previously he served as Director of the Office of Educational Technology for the US Department of Education where his work focused on leveraging technology to create personalized learning experiences for all students and promoting increased connectivity to improve access to education and make college more affordable. Richard served as an education policy advisor to U.S. Senator Patty Murray and as Chief Technology Officer for CIA University.

Before his work with the federal government, Culatta was an advisor to the Dean of the David O. McKay School of Education at Brigham Young University and the Director of Operations for the Rose Education Foundation. He began working with instructional technology at the University of Rhode Island where he co-taught the university's first technology integration workshops for faculty. He taught [EdStartup 101](#), a massive open online course (MOOC) to support new educational entrepreneurs in developing the next generations of apps and services for teachers and learners. As a former Spanish, he remains an advocate for bilingual education in public schools."

Recent Articles and Publications by Richard Culatta

- Culatta, R., Chase, Z. (Ed.). (2015). Learning Powered by Technology: 2016 National Educational Technology Plan. Washington, DC: U.S. Department of Education
- Culatta, R., Spicer, S. (2015) Medium. Where does Innovation come from?
- Culatta, R. Stevens, K. (Ed.). (2015). Education Developers Toolkit: A Guide for Developing Impactful Educational Software. Washington, DC: U.S. Department of Education
- Culatta, R. & Garcia, A. (2014). Wolf sharks, Energy Drinks, and Learning Standards: Reflections from White House Education Game Jam. Digital Media and Learning Central. <http://www.dmlcentral.net>
- Culatta, R., Chase, Z. (Ed.). (2014). Connected Schools Guide: A Practical Guide to Connecting America's Learning & Teaching through High-Speed Internet. Washington, DC: U.S. Department of Education
- Culatta, R., Adams, B. (Ed.). (2013). Promoting Grit, Resilience and Motivation. Washington, DC: U.S. Department of Education
- Culatta, R. (2012). From Innovation Clusters to Datapalooza: Accelerating Innovation in Educational Technology. EDUCAUSE Review. Nov 2012. 25-27.
- Culatta, R., & Rodes A. (2010). A Case Study in Using Web 2.0 Tools to Improve Organizational Collaboration. In N. Van Dame (Ed.), Workplace Learning: e-Learning 2.0 Solutions That Produce Business Results. McGraw-Hill.