Darrell M. Porcello, Ph.D.

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Key Achievements

- Led and supported multidisciplinary teams in creating high-impact public engagement activities, interactive exhibits, websites, apps, and professional learning to enhance access, improve discoverability, and engage communities in the U.S. and internationally.
- Helped secure and lead innovative STEM public engagement grant projects as PI or Co-PI from NSF, NASA, NIH, IMLS, and NOAA, totaling over $25 million in funding.

Professional Experience

Chief Engagement Consultant
Institute of Neuroethics (IoNx), Atlanta, GA (2024 - Present)

Integrated public engagement practices into IoNx's neuroethics initiatives and international partnerships.

- Led the design and launch of Neu Opinion Bank, a scenario-based public engagement app co-developed with the Internet of Brains Science Communication team through Japan's Moonshot program to help audiences examine neurotechnology futures through their values and choices. Following its launch at Expo 2025 Osaka, Kansai, Japan, the app continues to expand dialogue at events in Japan and the U.S.
- Co-developed international Neuro Futures Cards workshops with Japan's Moonshot program (2025) and the Center for Future Generations in the EU (2024), adapting and localizing card-based future scenarios and provocations to convene neuroscientists, ethicists, and policymakers, surface conceptual gray areas, and generate anticipatory governance strategies beyond safety and regulatory compliance.

Director, Learning Networks / Director of National STEM Networks
Children's Creativity Museum, San Francisco, CA (2018 - Present)

Oversee the development and execution of STEM education partnerships, significantly enhancing the museum's national presence and launching new broad-reaching initiatives across the field.

- Led the development of Step Into the Mural, an AR-enhanced walking tour integrating emerging technologies with San Francisco's cultural heritage. Partnered with local artists, community groups, and industry leaders to create an interactive public experience that promotes digital accessibility and community-driven storytelling. Served as the primary liaison between the museum and Verizon Innovative Learning HQ, collaborating on strategies to expand access to immersive learning programs for K-12 educators and learners.
- Directed the creation of educator kits integrating hands-on learning with apps, pairing the step-by-step guides and AR experiences of DIY Solar System with NASA-inspired human space exploration activities, as well as Whispers in the Wind alongside data collection apps with radio technology activities. Managed distribution through the NISE Network, with both physical and digital kits reaching 300+ museums via the National Informal STEM Education (NISE) Network.
- Directed the formation of a new network in collaboration with the Lawrence Hall of Science and ten museum partners to modernize, enhance, and reconfigure the Howtosmile.org digital library, improving discoverability and metadata integration for hands-on STEM activities. Led the development of the At-Home Activities Collection to meet the growing demand for accessible, at-home STEM educational programming, resulting in an expanded digital collection, a structured framework for developers, and digital management professional learning for participating educators.
- Co-led international initiatives focused on neuroscience and neuroethics public engagement, collaborating with the Franklin Institute, the Institute of Neuroethics, the Dana Foundation, and the Kavli Foundation. The Changing Brains initiative created a diverse strategy for engaging public audiences around neurotechnologies, underpinned by anticipatory governance and best practices in neuroethics.
- Played a pivotal role in the NISE Network's core management team, co-leading the 7-year, NASA-funded Space and Earth Informal STEM Education project. Led and contributed to key initiatives, including the development of interactive digital and physical exhibitions (Sun, Earth, Universe at 52 U.S. museums and Mission Future: Arizona 2045 at the Arizona Science Center); the creation and national distribution of the

Explore Science: Earth & Space kits to 300+ museums; the implementation of online workshops and professional learning programs for museum educators; and the enhancement of nisenet.org to expand public access to digital STEM learning resources.

Chief Technology Officer / Creative Technologies Director / Senior Project Manager
University of California, Berkeley's Lawrence Hall of Science, Berkeley, CA (2003 - 2018)

Provided strong leadership to a cross-functional team of up to 25 IT professionals, building high-performing products, services, and infrastructure. Held full accountability for supporting onsite and remote museum staff and a broad range of business system products to maintain seamless operations. Administered an annual operating budget up to $2 million, securing buy-in for new digital initiatives and stakeholder-driven technology solutions.

- Founded and led a national network to develop Howtosmile.org, a digital library connecting thousands of educators to open-access, high-quality STEM learning materials. Implemented metadata-driven search tools to enhance discoverability and digital resource management.
- Served as executive producer for innovative apps, including DIY Sun Science, DIY Human Body, Monster Heart Medic, and I Got This: An Interactive Story. Established the museum as an independent app studio, generating over 2 million downloads and expanding access to interactive STEM learning.
- Led the design and deployment of metadata-driven STEM education websites, including NASAWavelength.org and Informalscience.org (archived), improving accessibility for the museum field.
- Led the development of nanoZone, one of the first full-scale nanotechnology exhibitions, integrating novel multimedia and interactive digital experiences. Played an instrumental role in the installation, maintenance, vendor relations, and upgrades for the Science On a Sphere, 3D theater, and planetarium.
- Cultivated strategic partnerships with educational, scientific, and technology organizations to advance the museum's mission of making STEM research on campus more accessible.
- Directed large-scale digital transformation, modernizing IT infrastructure by implementing new business systems for cloud computing platforms, e-commerce solutions, and virtual and onsite content management systems to expand usability and access.
- Led strategic planning for all educational technology and IT initiatives within the museum, including consultant-led, multi-year forecasting, campus initiatives, and future vendor relationships.
- Recruited and managed all professional IT staff charged with developing and supporting educational technology and IT products.

Education

Postdoc in Museum Education, 2004
University of California, Berkeley | *Berkeley, CA*

Ph.D. in Neuroscience (Electrophysiology, Pharmacology, and Epilepsy Focus), 2003
Stanford University | *Stanford, CA*

Bachelor of Arts in Neuroscience and Computer Science (Physiology & Neural Networks Focus), 1996
Bowdoin College | *Brunswick, ME*

Significant Publications

Rommelfanger, K. S., Porcello, D., Salles, A., & Tournas, L. N. (2024). Neuroethics hackathons bridge theory to practice. *Neuron*, 112(24), 3994-3998.

Salles, A., Mahieu, V., Rommelfanger, K., Porcello, D., Tournas, L., & Swieboda, P. (2024). *Towards inclusive EU governance of neurotechnologies.* Institute of Neuroethics and International Center for Future Generations.

Das, J., Forlini, C., Porcello, D. M., Rommelfanger, K. S., Salles, A., Delegates, G. N. S., ... & Yin, J. (2022). Neuroscience is ready for neuroethics engagement. *Frontiers in Communication*, 7, 909964.

Porcello, D., & Hsi, S. (2013). Crowdsourcing and curating online education resources. *Science*, 341:240-241.

Huntsman, M.M. and Porcello, D.M., Homanics, G.E., DeLorey, T.M. & Huguenard, J.R. (1999) Reciprocal inhibitory connections and network synchrony in the mammalian thalamus. *Science,* 283:541-543.