

Tech and the Future and All That Stuff

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Agenda

- 1. Setting the Scene
- 2. Students Audience Customers
- 3. Technology Infrastructure Environment
- 4. Implications
- 5. Questions & Discussion

Setting the Scene

Setting the Scene

- Technology is not the answer.
- Change.



"Technology is the answer, of course"



"Technology is the answer, of course"



"Now...what was the question?"

Consider - all the technologies (systems, software, devices) that you currently use on a regular basis (professionally and personally)

- ✓ Which would you give up first?
- ✓ Why?

- ✓ Which would you give up last?
- ✓ Why?

DIGITAL IMMIGRANTS

- \checkmark
- **√** _____
- **✓**

DIGITAL NATIVES

- \checkmark
- **√**
- \checkmark

DIGITAL IMMIGRANTS

- **✓**
- **✓**
- **✓**

DIGITAL NATIVES

- ✓ Cell Phone
- ✓ TXT______
- √ Facebook

Change

Calvin thrives on making other people change!

Has education changed?

Not much

Not really



Has the world changed?

• Much!

• Really!





In less than 30 years...

- 1981 the personal computer
- 1985 the Internet
- 1995 the Web
- 1999 Google
- 1999 Wireless
- 2001 iPod
- 2005 YouTube
- 2006 Twitter
- 2010 iPad



Students – Audience – Customers

Changing Students

Digital natives vs. Digital immigrants

- Experiences
- Expectations
- Pace

Experiences

Xbox, Wii, Playstation

Computer

Wifi



playlists

Facebook

mobile

100s of channels

Expectations

Now! **Anywhere** William Silling On demand 24/7 **Practical**

Pace

Speed of light

Get in, get out.

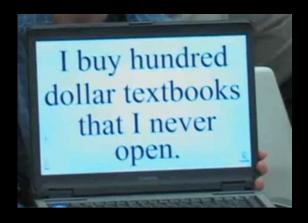
A to crastination

Multiprocessing

Last minute

A Vision of Students Today

- Michael Wesch, Kansas State University
- Cultural Anthropologist
- www.youtube.com/user/mwesch#p/u/7/dGCJ46vyR9o



Project Information Literacy

National, large-scale study in the University of Washington's iSchool



What is it like to be a student in the Digital Age?

Meet Christopher

- ✓ Curious and engaged—in the beginning.
- ✓ Looking for that "perfect source."
- ✓ Need a summary more than anything else.
- ✓ Need something to get me started.
- ✓ I can do this on my own—self-taught.



"Want it just in time, find it just in the right place."

Christopher's Expectations

- ✓ It exists somewhere, just have to find it.
- ✓ On first page of results? Awesome.
- ✓ Up-to-date and current, absolutely essential.
- ✓ Findable, free, and full text = "good stuff"
- √ Wikipedia = just fine.



"Leveraging my functional anxiety."

- Harvard Student, 2008 Discussion Sessions

Wikipedia

• Wikipedia - www.youtube.com/user/ProjInfoLit#p/u/2/9nOe26xY1zM

Seven out of 10 college students interviewed went to Wikipedia first for course-related research.

Findings that keep us talking at PIL

- √ #1 source = Google 96%
- Student strategy = efficiency vs. a librarian strategy based on thoroughness.
- ✓ Pedagogical goals of deep learning appear at risk students' research is highly contextual with the goal of passing classes.
- ✓ Procrastination ~80%



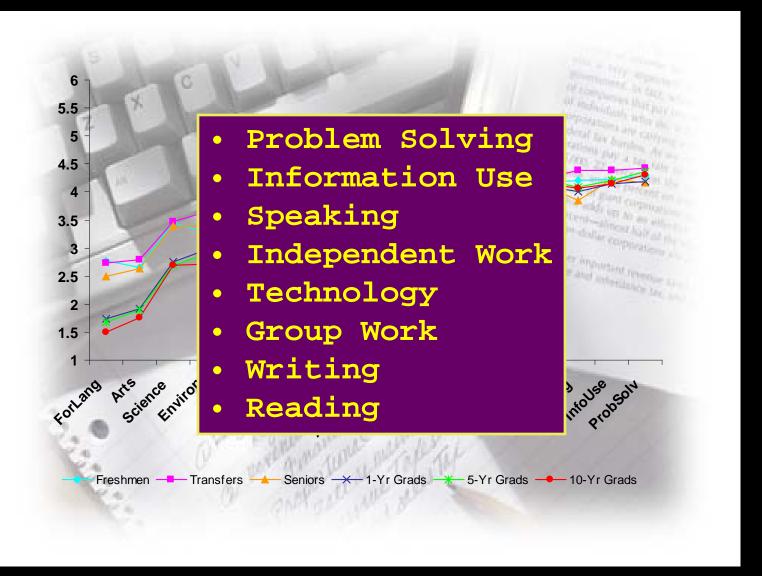
Time

- Procrastination –
- http://www.youtube.com/user/ProjInfoLit#p/u/3/OBMVU qnPank





Survey of Valued Skills



Students – Audience – Customers Summary

- Wide range: from immigrants to natives
- Overloaded
- Goals-oriented
- Use Google and Wikipedia
- Value problem-solving, critical thinking

Technology – Infrastructure – Environment

Computers today are one million times more powerful than those 20 years ago.



In 20 years computers will be one million times more powerful than today!



UW Learning Systems

- Catalyst
- Adobe Connect
- DocuTek Eres

- Blackboard
- Moodle
- Facebook
- Wordpress
- PB Wiki
- Second Life
- And more...

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ExampleOn Campus Class

INFO 200

Intellectual Foundations of Informatics

https://courses.washington.edu/info200e/

Mike Eisenberg

Example Online Class

IMT 525

Information Management & Technology in Sports

https://courses.washington.edu/isports

Mike Eisenberg



Cutting Edge and Emerging Technologies

Wesch

Web 2.0 ... The Machine is Us/ing Us

http://www.youtube.com/watch?v=N LIGopyXT_g

Personal Publishing

Personal Publishing

- Blogs
- Flickr
- YouTube
- <u>Ustream.tv</u> live video streaming
- <u>Twitter</u> live, short blogging







http://econsultancy.com/blog/5324-20+-mind-blowing-social-media-statistics-revisited



 Wikipedia <u>currently</u> has in excess of 14m articles contributors have written nearly a million new

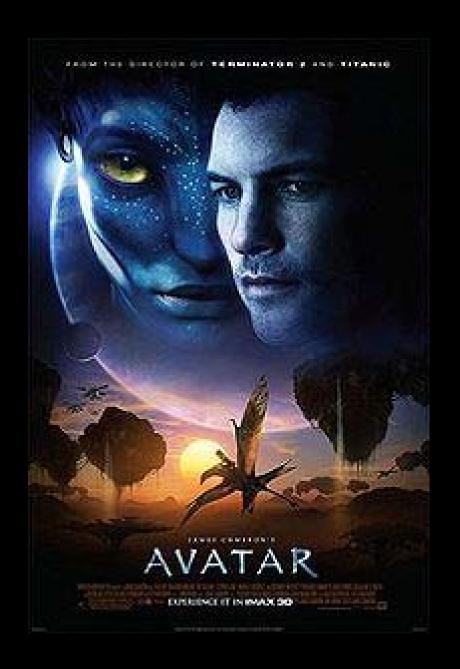


YouTube

- If YouTube were a country, it would be the third most-populated place in the • comScore recently announced that the site had surpassed 100m viewers in the • 20 hours-worth of video is uploaded to the site every single minute. USA alone. They also reported that this US audience consumed over 6bn videos
 - According to Youtube themselves, over half of users visit the site at least once a

 - - ___<u>year</u>, the average number of tweets per day was over week

Immersive Virtual Worlds

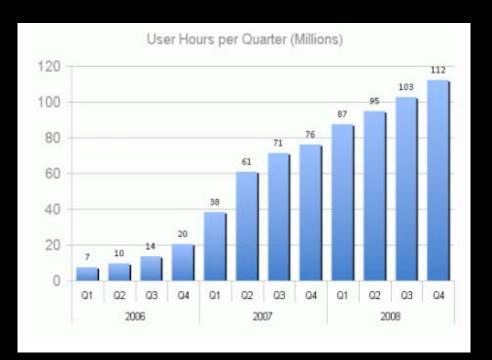




Your World. Your Imagination.

WHAT IS SECOND LIFE? SHOWCASE COMMUNITY LAND BLOG SUPPORT

Search Secondlife.com



http://blog.secondlife.com/category/economy/ 2/20/2009

In Q4, Residents spent more than \$100 million USD on virtual goods and services in Second Life.



Natal







www.youtube.com/xboxprojectnatal#p/u/0/nhQtbdmno7l

Social Networks



http://www.facebook.com/press/info.php?statistics

Facebook

According to Facebook's internal statistics:

Average User Figures

Average user has 130 friends on the site

Average user sends 8 friend requests per month

Average user spends more than 55 minutes per day on Facebook

Average user clicks the Like button on 9 pieces of content each month

Average user writes 25 comments on Facebook content each month

Average user becomes a fan of 4 Pages each month

Average user is invited to 3 events per month

Average user is a member of 13 groups

http://www.facebook.com/press/info.php?statistics

of active users log into the site each day. This would

MySpace

- Although now overtaken by Facebook, MySpace is the second largest social network, <u>experiencing</u> in excess of 60m unique users each month.
- MySpace <u>apparently</u> reaches 30% of UK adults aged 15-24 it's been <u>suggested</u> that its as common to have a MySpace account in the UK as it is to own a dog.
- According to Knol, MySpace has more than 115m active monthly users globally with, on average, 300,000 new people signing up to the site every day.

those who don't.

Solution of the series of

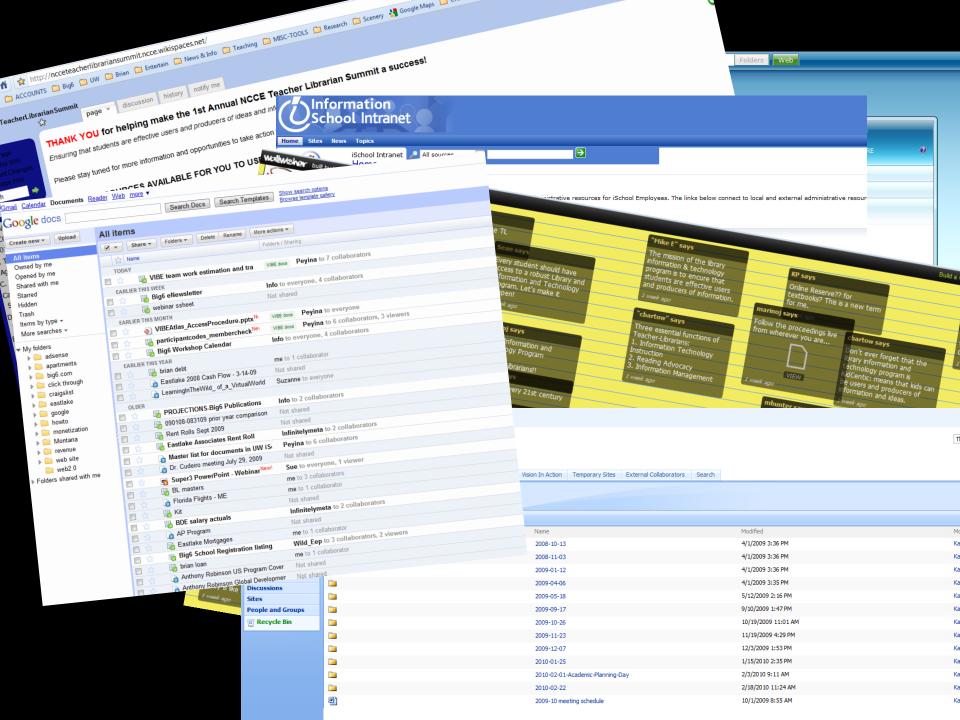


http://econsultancy.com/blog/4327-20-+-mind-blowing-social-media-statistics

Collaborative Spaces

Collaborative Spaces

- Googledocs
- Wiki
- Ning
- Wallwisher
- MS Live
- SharePoint



Personal Mobile Digital Devices























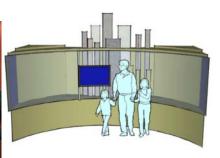


And beyond...

Intelligent Surfaces/Walls/Windows

- MS Surface
- iPad











Open innovation around intelligent walls, ceiling & floors in consumer homes!

Implications

Implications - Publishing

- Students are producers not just users of information and knowledge.
- Key skills beyond writing to presenting in all forms.
- New challenges in terms of credibility, authority, trust, intellectual property.

Implications – Virtual Worlds

- Immersive interaction
- Sense of "place"
- Well beyond webinar, video-, audioconferencing
- No mouse or keyboard!

Implications - Social Networks

- This is where they are.
- For younger students, much more important than e-mail.
- Community.
- Information.
- Communication.

Implications – Mobile Devices

- Any place.
- Always connected.
- Cyborgs?

and more generally...



Life in the 21st Century

- Anyone
- Anywhere
- Anytime
- Any Form

- Anyone
- Anywhere
- Anytime
- Any Form

A Parallel Information Universe

Implications

- From factory to individual
- Physical and virtual
- On demand
- At point of sale/use
- Flexible customized individualized
- Long tail products and services
- From teaching to learning
 - Content
 - Methods
 - Resources
 - Assessments

Implications - Institutionally

- Open marketplace
- Global competition
- Courses programs degrees
- Accreditation?
- Reputation/review systems
- Brand matters!

Brand



























To Stay on Top

- Focus on customers users in context
- Collaborate
- Be willing to change
- Be able to change
- Embrace the entrepreneurial spirit
- Keep looking ahead
- View problems are opportunities





Calvin and Hobbes by Bill Watterson

Thanks for listening!



Questions Discussion Comments