

# ICT is boring!



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European Children's Universities Network

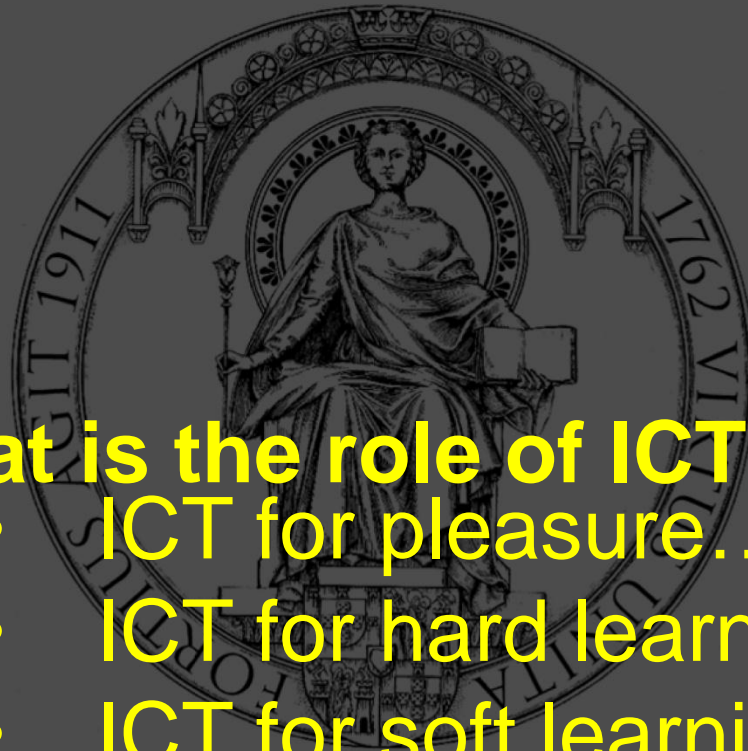


# ICT is boring!

**What is the role of ICT in learning?**

- ICT for pleasure...
- ICT for hard learning
- ICT for soft learning
- ICT and the school

and the university?





*And you honey, how was your day at the PlayStation?*



# ICT School โรงเรียน บูรณาการคอมพิวเตอร์



90 people like ICT School โรงเรียนบูรณาการ  
คอมพิวเตอร์.



หล่อ่อน



Almond



Tanya



Nuchine



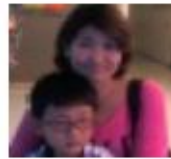
Maruey



Puthip



Nutchapon



Ann



Chaikarawa



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Dady



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Aui



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Arty



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# ICT at school is boring, children say

Children would rather learn to design games in school ICT lessons than do 'boring' stuff they know how to do already

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**Janet Murray**

The Guardian, Monday 9 January 2012 16.30 GMT



[Jump to comments \(31\)](#)

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## ICT at school is boring, children say

Children would rather learn to design games in school ICT lessons than do 'boring' stuff they know how to do already



**Janet Murray**

The Guardian, Monday 9 January 2012 16.30 GMT

 Jump to comments (31)

## David Whittaker, 12, Birkdale high school, Southport, Merseyside

ICT is boring. At school we go in, sit down, the teacher explains what we are going to do, and then we just get on with it. Every lesson we are learning how to use Microsoft and Excel and making documents. I'm not really good with computers so it's not fun. But I like using my laptop at home to go on Facebook and play games – I'm good at that. I've always wanted to design my own game, I really wish we could learn how to do that at school; I'd make a really good one and share it with all my friends.



**How games make kids smarter**

*Games are wired to produce pleasure*



**Violent video games make teenagers more aggressive, study finds**



That's the last time I take part in a Speed Texting event.



# Technology Changing How Students Learn, Teachers Say



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# Are You Distracted by Technology?

By MICHAEL GONCHAR and KATHERINE SCHULTEN



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## Sugata Mitra shows how kids teach themselves





A young boy in a white shirt is teaching a young girl in a yellow shirt how to browse on a smartphone. The boy is pointing at the screen of the phone, which the girl is holding. They are in a room with a window in the background.

**An 8 year old boy teaches  
how to browse to a 6 year girl**

**A 13 year old school dropout**



**Madantusi village,  
near Lucknow, India**

**30 June, 2000**



A group of students in a classroom are looking at a computer screen. The students are wearing school uniforms. The background is a red wall with a door. The text "We need a faster processor and a better mouse!" is overlaid on the bottom of the image.

**We need a faster processor  
and a better mouse!**



You want me to stop playing videogames and go outside to play?  
In all that air pollution?

### Growing plants

Click the Grow button. By watering the plant regularly, see if you can make it grow to full height.



Weeks 1 2 3 4

Help Reset Grow Labels Quiz

Full screen

What next?

# How games make kids smarter





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## EM DESTAQUE

03.10.2012



### Noite Europeia dos Investigadores, Porto 2012

Encontra-se online uma galeria de fotografias da Noite Europeia dos Investigadores 2012, na cidade do Porto. Cientistas e público em geral conviveram neste ambiente familiar que a noite proporcionou, com diversas experiências, exposições, música e museus de portas abertas. Em <http://galeriane12012.pt.to/> é possível consultar algumas fotografias que foram tiradas durante este evento.

## NOVIDADES

30.07.2012



### Curtinhas - o teu primeiro filme

Uma das atividades "clássicas" da U.Jr., a "Curtinhas" introduz os juniores à complexidade da realização de obras ficcionais em formato vídeo. Vejam aqui alguns dos resultados.

10.07.2012



### Reportagens de "Quem quer ser jornalista?"



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SEGUNDA-FEIRA, 26 DE NOVEMBRO DE 2012

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Compostagem doméstica

Gosto

Enviar

Casa Das Ciências e 65 outras pessoas gostam disto.

+1 6

Faça o *download* deste material [aqui](#)

Durante esta semana, vamos destacar o objeto "Compostagem".



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## OBJETO D SEGUNDA

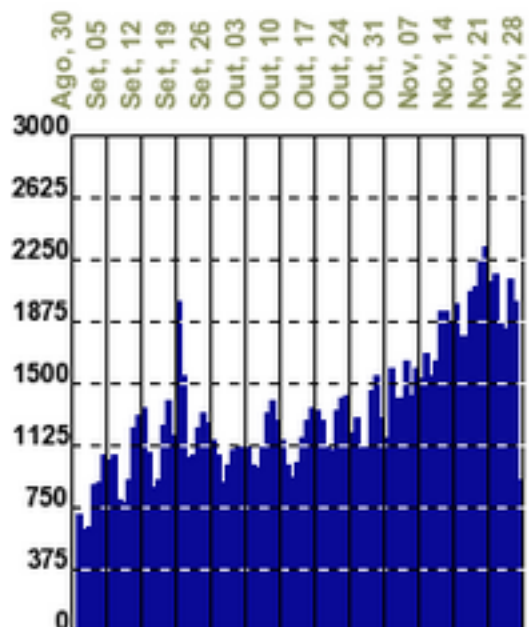
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**0050446** Este Mês



Campbell



# What about Higher education?

- Are conventional universities about to close down?
- Is open, free learning around the corner?



Laurentius, de  
volvolma. Dixit

# 1980 - PLATO, Programmed Logic for Automatic Teaching Operations

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1990 - CAL, Computer Aided Learning  
(Higher Education: *a New Framework*, 1991)

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## 2000 – Open CourseWare (MIT)

- 1999 - what should be the position of MIT in distance learning
- 2002 - pilot OCW offering 32 courses
- 2003 - 500th course (within 12 months)
- 2004 - 900th course (within 24 months)

1980 - PLATO, Programmed Logic for Automatic Teaching Operations

1990 - CAL, Computer Aided Learning  
(Higher Education: *a New Framework*, 1991)

2000 – Open Courseware (MIT)

2010 - MOOC, Massive open online course

- ~~2009 – what should be the position of MIT in distance learning~~
- 2011 – 160 000 people signed up for a course
- 2012 – [www.udacity.com](http://www.udacity.com) with more than \$30 million venture capital
- 2012 – [www.coursera.org](http://www.coursera.org) **1,825,438** Courserians; 34 univ; \$22 000 mill
- 2012 – eDX: MIT and Harvard University

Accreditation

Open Courseware (OCW)

Learning objects

Assessment

Learning Repositories

Massive Open Online Courses (MOOC)

Podcasts

Open Teaching

Music

Games

Open Textbooks

Open Source Software

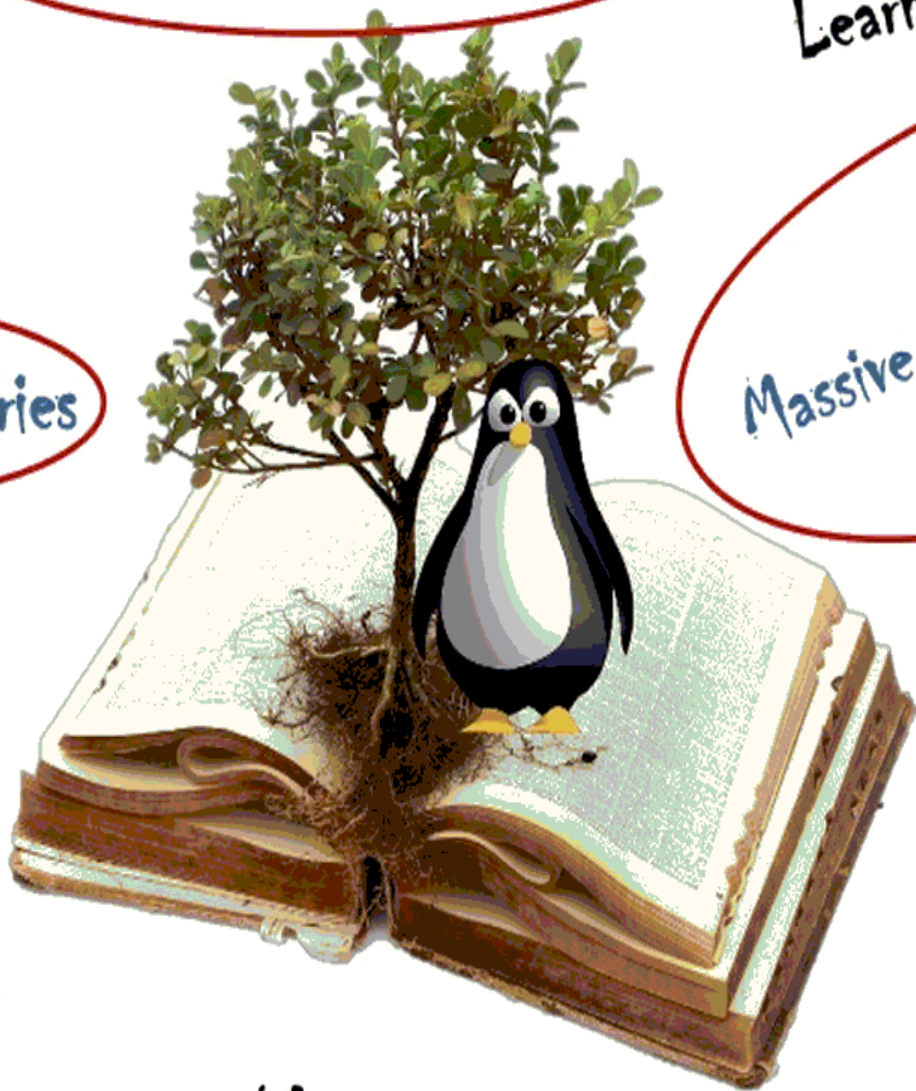
Credits

Videos

Images

Libraries

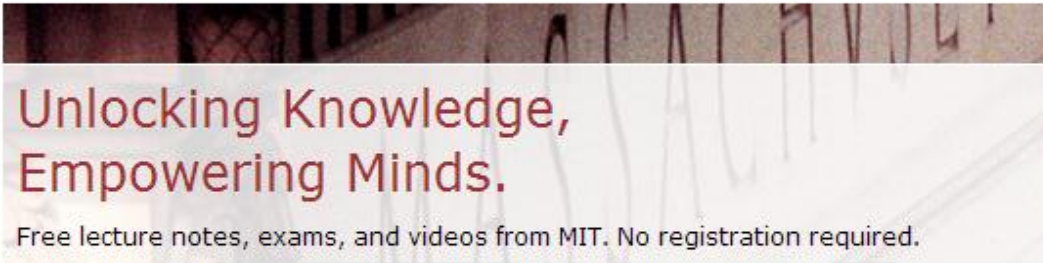
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MIT OpenCourseWare (OCW) is a web-based publication of virtually all MIT course content. OCW is open and available to the world and is a permanent MIT activity.

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1999: how MIT should position itself in the distance learning/e-learning environment

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# About the OpenCourseWare Consortium

Incorporated as an independent non-profit organization in 2008, the OpenCourseWare Consortium is a community of over 250 universities and associated organizations worldwide committed to advancing OpenCourseWare sharing and its impact on global educational opportunity. The mission of the OpenCourseWare Consortium is to advance formal and informal learning through the worldwide sharing and use of free, open, high-quality education materials organized as courses. Collectively, OCW Consortium members have published materials from more than 13,000 courses in 20 languages, available through the [Consortium's web site](#).

Activities of the OpenCourseWare Consortium are supported by the William and Flora Hewlett Foundation, member dues, and contributions from our sustaining members:

## Charter Sustaining Members

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- [China Open Resources for Education](#)
- [Delft University of Technology](#)
- [Japan OpenCourseWare Consortium](#)
- [Johns Hopkins Bloomberg School of Public Health](#)
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- The first two courses on Udacity started on 20 February 2012
- In October 2012 it gets \$30 million in venture capital

# Take the World's Best Courses, Online, For Free.

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Just submitted last assignment for Human Computer Interaction on Coursera. What an awesome class! This dev is totally jealous of the UI crowd.

- Philip D...



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Advance your knowledge and career

## UNIVERSITIES (33)



Coursera (launched April 2012) is a for-profit company, currently they are not generating revenue.

In April 2012, Coursera announced that they had received \$16 million of Series A venture capital.



# The Future of Online Education

*for anyone, anywhere, anytime*



EXPLORE FREE COURSES FROM edX UNIVERSITIES



- The inaugural MIT course, 6.002x, launched in March 2012.
- Harvard joined the initiative, renamed **edX**, later in the spring, and
- Berkeley joined in the summer.



# The Future of Online Education

*for anyone, anywhere, anytime*

EXPLORE FREE COURSES FROM edX UNIVERSITIES



EdX is a not-for-profit enterprise of its founding partners Harvard University and MIT that features learning designed specifically for interactive study via the web.

# MOOC, Massive Online Open Courses

MOOCs require instructional design that facilitates large-scale feedback and interaction. Two basic approaches:

- Crowd-sourced interaction and feedback by leveraging the MOOC network, e.g. for peer-review, group collaboration
- Automated feedback through objective, online assessments, e.g. quizzes and exams

An article cited drop-out rates of 80-95% from MOOCs offered by Stanford, MIT and UC Berkley, before provocatively suggesting "if anything the low rate of success is a sign of the system's efficiency".

# Daphne Koller: What we're learning from online education

Daphne Koller



With Coursera, Daphne Koller and co-founder Andrew Ng are bringing courses from top colleges online, free, for anyone who wants to take them.

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## College Credit Eyed for Online Courses

By TAMAR LEWIN

Published: November 13, 2012

While massive open online courses, or MOOCs, are still in their early days, the race has begun to integrate them into traditional colleges — by making them eligible for transfer credits, and by putting them to use in introductory and remedial courses.

[Enlarge This Image](#)

Ramin Rahimian for The New York Times

Daphne Koller and Andrew Ng, the founders of Coursera, posed in their recording room in Mountain View, Calif., in July.

On Tuesday, the American Council on Education, the leading umbrella group for higher education, and [Coursera](#), a Silicon Valley MOOC provider, announced a pilot project to determine whether some free online courses are similar enough to traditional college courses that they should be eligible for credit.



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"My dog swallowed my iPhone.  
I can message you my paper  
in about 12-14 hours."



# Loosing the iphone is boring!



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Porto, 29Nov, 2012

# Loosing the iphone is boring!

# Thanks

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Porto, 29Nov, 2012

## Keynote 2: The Cultural Aspect

The second keynote is going to approach a “new” culture of learning. How is ICT driven education shifting education and culture. What do we lose and what do we gain – is there a danger that children lose the contact with the material world? How do we value knowledge and what is an accepted cultural definition of “learning”? What are the potential and the danger of ICT in this process of change? How do institutions adapt (should/have to/are forced)? Is our culture changing from a slow and linear progression to a fast, multiple-track and engaging development?

“Children are not only mere users of the new information and communication technologies but also actors of change, shaping and adjusting those technologies to reflect their own demands and interests.” (ebd.)

“I don’t think education is about centralized instruction anymore; rather, it is the process establishing oneself as a node in a broad network of distributed creativity.” Joi Ito (MIT) in the New York Times

Resources:

"A Vision of Students Today":

[https://www.youtube.com/watch?v=dGCJ46vyR9o&feature=youtube\\_gdata\\_player](https://www.youtube.com/watch?v=dGCJ46vyR9o&feature=youtube_gdata_player)