D-Lab Development

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Sowing the Seeds for a more Creative Society ICT for Creativity

"Risk-takers, the doers, the makers of things" Innaguration address Januarry 20, 2009 Obama

creating, building and inventing, being makers of things

The idea that one of the best ways to engage to people, is to build an event

It is great that the message is being promoted by the president of the USA We live in a society where it is important to create build and invent To empower people

Unfortunately, many education systems around the world, do not support this

No matter where people are in the world, they are going to be able to do this. Situations are changing so quickly, that it will be necessary.

Why hasn't education embraced this?

Traditional education is transmission of information from instructor to learner

New technologies have a chance to change this A computer doesn't immediately change this Its current dissemination only replaces the instructor with computer

We need to move technology to move away from this model

Information Society - how people traditionally think of our society

Just have access to info doesn't change thing

Knowledge Society - more than information... not enough

Creative Society - help people to create things, be creative citizens

Knowledge isn't enough unless you have creative solutions

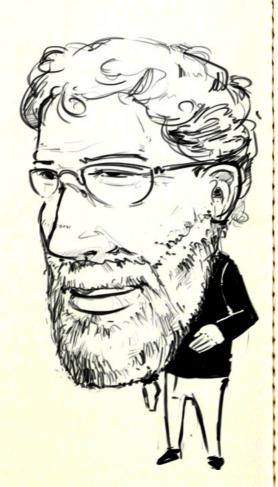
ICT as Innovation and Creative Technologies More than information communication technologies

Mitchel has been inspired by Kindergarden

"I want people to build things that are meaningful to them" having a workshop to have children build things that would be useful to them in their life

People are getting access to computers to browsel chat/playing games
Want to move away from that to help develop creativity to create





Scratch software to create a means for people to express themselves creatively

0.1% of people are creating those animations, while the other 99% just consume. I want to change that dynamic so more people create.

Want to see new technologies as a craft material

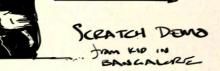
Reflections:

- precursor to programming
- thinking systematically

Scratch Demo in Class

- collaborative design, working with each other versus working together

These are key things for everyone around the world to be doing, the goal then is to give them these experiences so that they can work in these ways



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