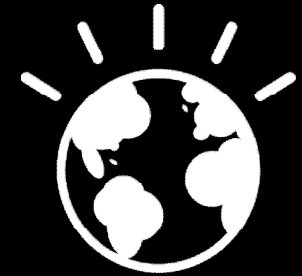


Moshe Rappoport

Executive Technology Briefer – IBM Research



Tipping Points - Summary

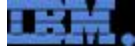
The Human Factor in Education and Technology

The View from IBM Research



Challenges to Educators – Key Messages

1. **Digital native students are much better at new technologies than many older teachers – which can reduce trust in the educational system.**
2. **Many computer games teach students to do things quickly and superficially. Thus they are not always good at studying materials deeply or understanding complex interrelationships.**
3. **New electronic media allow students to learn new information just in time. However, information on the web may be factually incorrect.**
4. **As we are exposed to more and more “spin” in our daily lives, students have lost trust in organizations such as schools.**
5. **Children are not always aware of how much damage they may cause by posting information on line.**
6. **What we teach is not always relevant. (E.g. too much emphasis on handwriting, manual calculations, memorization of facts that can easily be found online)**
7. **What we may really need to teach is: finding answers, judging information validity, dealing with complexity, proper etiquette and ethical behavior on the web.**
8. **For the next 10-15 years we must design computer systems that are comfortable for both younger and older users. This is possible, but requires special know-how.**
9. **Experienced teachers who are not digital natives, should work in tandem with teachers who are comfortable with new technologies.**
10. **When thinking about new technologies we need to put people first.**



Challenges 2010 à

- ▶ **Dealing with 2 Worlds**
- ▶ **New Skills**
- ▶ **Ecosystem / Smarter Planet**

Talk to IBM



