D-Lab Development
2009.11.08

Mitchel Resnick | MIT Media Lab
Sowing the Seeds for a more Creative Society
ICT for Creativity

“Risk-takers, the doers, the makers of things”
Inauguration address January 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 browse/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.

Scratch Demo in Class

Reflections:

- precursor to programming
- thinking systematically
- 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.