

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 Janurary 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



SCRATCH DEMO
from KID IN
BANGALORE

MIT OpenCourseWare
<http://ocw.mit.edu>

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