The First International Forum on Hackers and Education,

*“Innovation Education Shaping the Future of University”*

首届创客教育国际论坛“创新教育塑造大学未来”

暨清华大学创客日发布仪式 - 北京2014

论坛主题 **创新教育塑造大学未来**

举办背景 “清华创客日”

清华大学近年来充分接轨全球最新教育创新理念，充分利用最新科技，实践新型教育方法，例如大规模开放在线课程（MOOC）、翻转课堂、驻校创客项目、学生自组织创客马拉松等。这些新型学习方法的种子，都可以由“创客”来概括：他们是大学教育的未来。这些创客不仅精通软硬件技术，同时能够敏锐捕捉社会前沿问题，结合不同需求，设计教学活动，提供多种新颖的教学活动格式。在这种趋势之下，我们决定将每年11月的最后一个周六，定为清华创客日。

每年创客日之间，来自全球各地，清华校内外的人士，通过数字化在线平台“创客数字国度”，进行信息共享，互通有无，并展示各自的想法、作品、项目成果，结识新的伙伴。这一在线平台将帮助学生1）充分利用起基础工业训练中心，即清华创客空间，所提供和联结的校内外各类资源，2）了解校内外各类最前沿创意项目，3）结识海内外最有个性、有能力、有想法的创客。

论坛子主题 创客教育之四问

1）创客**是否**会改变大学教育的未来？

2）**为何**要让创客带来的改变，成为长效可持续的？

3）创客将**何时**成为未来教育形式中的主流？

4）创客改变大学教育将在**怎样**的条件和情境中产生？

论坛时间及地点

2014年11月29日 星期六 14:30 – 17:00

清华大学罗姆楼（电子工程系）11-203多功能厅

论坛嘉宾（更新中）

Mitch Altman 全球创客空间运动发起人，被誉为“创客教父”

Luis Felipe Rosado Murillo 哈佛大学Berkman互联网与社会研究院

向帆：数据可视化和新闻学

付志勇：创客活动与服务设计

张林：电子系创新创意活动

徐芦平：跨学科科研

王昊：智能家居，从创意到创业的经历

论坛形式设计 翻转会议

以7个演讲人的主题形成七彩图形，寓意“首届创客国际教育论坛”开启清华创客教育论坛的活动，并使之常态化。

在论坛空间中使用北斗七星概念，建立7组讨论团队，寓意本次论坛为今后的创客活动日建立大方向。设计意图：“7位嘉宾搭起创客国际友谊桥梁，不同观点，不同色彩，个性绚烂”

Context: Tsinghua Hackers’ Day

Tsinghua University is embracing many technology-driven educational practices. Working with global educational innovators, we have implemented Massive Online Open Courseware (MOOC), Flipped Classroom operations, Hackers in Residence Program, and student-run Hackathons. We consider these educational innovators as hackers and makers of future education. These people are capable of utilizing not only technologies, but also capable of addressing social needs and formulating pragmatic educational practices. As these Hackers/Makers continue to push the envelop of educational practices, we decided to mark the last Saturday of every November as Tsinghua Hackers’ Day (创客日).

Between Hackers’ Days, people from all around the world, inside and outside of Tsinghua campus, can share their information, demo their ideas, showcase their projects, and meet new people with Hacker Digital Nation, an online platform and a hub for hackers. This platform will help students connect with 1) resources from Fundamental Industry Training Center, aka the future Tsinghua Hackerspace, 2) latest projects mainly from Art School, with a strong background of designing and styling, and 3) coolest people coming in and out of Toyhouse, the smallest Hackerspace within China, or probably within the world.

Conference: Kicking Off Tsinghua Hackers’ Day

To kickoff Hackers’ Day, we have invited a number of international hackers to participate in an open forum. This forum will enable participants to communicate and share information digitally and in a physical venue. The digital forum will be held at the following URL:

“<http://www.xlpbase.cn/bbs_10641433_lixinnian1991/index.html>”

The physical forum will be held on campus at ROHM Building, Electronic Engineering Department of Tsinghua University.

Topic: Hackers and the future of Education

In this conference, we would like to discuss the whether Hacker Movement would or wouldn’t change the future of education. If it will change education, why and how would the changes become sustainable. Then, we would also ask the question when, how soon, and what specific sets of circumstances would these changes become dominant in the future of educational practices. We welcome all participants to share they ideas on the digital platform, and we will have many leading personalities in the hacker community to respond to various voices.

The key sub-topics include, but not limited to:

* Responding 24th Tsinghua Education Affairs Conference: the “40 Guidelines”
  + 响应清华大学第24次教育工作讨论会：教改40条
* Building future talent nurturing ecology
  + 建设未来人才培养生态环境
* Kung Fu Hacking, Tsinghua Style: designing future collaborative learning methodology
  + 清华派创客功夫：设计未来群体协作学习的方法
* Sustainable Digital World: how to enable students to recombine into powerful teams freely.
  + 可持续发展数字地球：如何使学生能够自由重组，成为强有力的团队

Meeting in Person: Flipped Conference

To ensure communication effectiveness on the first Hackers’ Day, we decided to invent a conference format. We will first have all the “Expert” panelists use whatever media tools to present a main thread of the Hacker’s Day Conference content. We so far plan to have an assortment of 5-minute presentations during this first session. Then, these “experts” will sit down in the front row, waiting for another 5 to 6 Challengers to ask very focused questions, dedicated to speakers who just spoke. That means the 5 minute presentations must be ready before the conference, so that we can find enough good “challengers” who can prepare for a set of very useful questions.

Pre-Meeting: Come Prepared

We will set up a digital platform to distribute the 5 minute slides starting in the next few days, so that we can recruit “challengers” to respond to the content presented on this digital distribution platform.

The “challengers” will come up with a short statement about their questions, they have at most one minute to present their question, they are also allowed to show their questions using what ever media during that one minute.

Then, after at most 5 minutes of interactions, the MC will move to the next question.

Then, we will open the floor to all participants for question. Their questions will also be collected online, or in-the-meeting room, during this 2 hour window. Their questions will also be filtered during this two hours, and at most 6 people will be given the opportunity to ask questions in public.

All data and questions will be collected or input into a transparent digital system, so that people can continue discussing it, after the meeting.

We collect 7 questions, with who he or she would mostly want to talk to, and the question itself.

Each speaker view the question itself in advance and prepare for them, and choose one to answer upon finishing the speech on the forum.

If the speaker is not the most wanted person the questioner mentioned, then the most wanted person should also answer the question, after the speaker finishes answering.

(The speaker does not know who the question is pointing to before choosing the question after the speech.)

Meeting Agenda: Short, with Insight, digitally tracked

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| --- | --- | --- | --- | --- |
| Time | Topic | Content | Venue 罗姆楼 | Note |
| 1330-1400 | Warm up |  | Lobby at 11th floor |  |
| 1400-1415 | Opening | Introduction, Tsinghua Hacker’s Day Inauguration | 11-203 | Master of Conference: Ben Koo |
| 1415-1515 | Section 1 | (5 min talk + 3 min prepared Q&A + 2 min impromptu Q \* 2 ) \* 3 | 11-203 | Each talk includes a keynote speech and a prepared question |
| 1515-1530 | Tea break | Free discussion | Lobby + 11-203 |  |
| 1530-1630 | Section 2 | (5 min talk + 3 min prepared Q&A + 2 min impromptu Q \* 2 ) \* 4 | 11-203 | Each talk includes a keynote speech and a prepared question |
| 1630-1640 | Interactive Section | 2min \* 5 impromptu questions | 11-203 |  |
| 1640-1700 | Closing | Conference executive report | 11-203 | Prof Song Shu-Qiang |

Invited Keynote Speakers

Mitch Altman, most respected Maker/Hacker. Leader of Hackerspace movement

Luis Felipe: Harvard Bergmann ，从人类学角度研究创客生态

向帆：数据可视化和新闻学

付志勇：创客活动与服务设计

张林：电子系创新创意活动

徐芦平：创新活动如何抓住社会前沿

王昊：创意到创业的经历

以及，7个挑战者名额

Stage logistics: Dynamic Roundtable











