

## ATLAS Speaker Series

### *Idit Harel Caperton on Education Technology Today*

Idit Harel Caperton, of the ATLAS advisory board, research in education technology while student of the MIT Media Lab and post-graduation is focused on game mechanics incorporated into learning technologies and the social experience of understanding material and networking. Her creations - MaMa Media and Globaloria - have earned the 2013 best STEM innovation award, making her a laureate of the Tech Award Program. At the heart of her talk, Caperton conveyed the evolution towards learning through computational thinking and coding, a curriculum inclusive of design education and understanding through modeling, demoing and prototyping.

"Coding," she states, "is the new literacy, the new writing." Furthermore, self-driven learning will be an element of future education, with more participatory and less cost-prohibitive forums like MOOCs providing pathways to accessible higher education. She is a pioneer is using new media and her platform, Globaloria, is based on principles of constructivist learning and flipped classrooms that promotes the practice of joyful learning through blended environments and individual creation. She questions whether these blended environments could transform public education systems?

Blended environments involve disruptive models that emerge from EdTech ideas. Examples include models that encourage the development of skills for being a digital citizen and explore examination and instruction of concepts through the social construction of knowledge. Core curriculum shouldn't singularly be about thinking about the homework, but rather about "creating prototypes for asking big questions." Big questions emerge from the making knowledge construction socially interesting, collaboration, and in doing so, creating broader and deeper understanding. Her talk stood being the practice of learning by doing and the power of storytelling in constructing knowledge socially.

*The 10 Magical Principles Caperton learned from her time with the MIT Media Lab that she shares with us are:*

1. **To understand is to invent.** Constructivist psychology explores this principle.
2. **To learn by design.** For example, with mechanical and software engineering.
3. **To create in teams.** Specifically, the world of MOOCs opens up new possibilities for interdisciplinary work.
4. **To demo or die.** "If you have an idea, create a prototype - this is the process of design."
5. **To learn learning.** Stresses the importance of learning reflectiveness and developing confidence and skill through this process. The ability to reflect upon knowledge, creation and practice is essential in a world that is ever moving, ever changing.
6. **To think like a child.** I think she is encouraging us to release our biases and participate in our world with curiosity and an unassuming naivety and joy.
7. **To dream big.** This begins with asking big questions.
8. **To never fear change.** Change is elemental to our development and personal growth.
9. **To empower people with ideas and not just information.** Amen!

**10. To impact the world.**