Sharing of Innovations
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“The important use of computers is for communication not for number crunching”

-- 1972
The mother of all demos
1968
The three aspects of communication continued to evolve:

- **Human-computer communication**: The GUI, the mouse, then the touchpad, iPad, iPhone, Android.

- **Computer-computer communication**: Dialup, Broadband, Optical fiber, Wireless; TCP, HTTP, etc.

- Most importantly the *social acceptance* of the Web and the active participation of society in the Web culture grew from 4 nodes to zillions.
Fast search

is added.

(It turns out that number crunching is important too.)

Altavista (remember?), Yahoo, Google, Bing, ...?
If you build it they will come
--- eventually

- Mother of all demos (1968)
- Macintosh (1984)
- Web & Mosaic & Netscape (1993)
For comparison:
the telephone

Alexander Graham Bell (1875)
Princess phone (1959)
First cellphone (1973)
iPhone (2007)

The real impact of the technology wasn’t felt until there was someone to call.
Where are we with education?

- Sunrise semester (1957-1982)
- MIT’s OpenCourseWare (2002)
- Coursera, Udacity? what is different this time? (2012)
The difference this time is not Youtube but Facebook.

Can we recreate the student-to-student interactions of the campus online?
Big Data

RocData: The Rochester Big Data Initiative

- Newest wildcard (number crunching again)
- What **insight** can we derive from the massive amounts of data that MOOCs, WeBWorK, etc are collecting on how our students learn?
Today

Twitter, eBooks, iPads, online presentations and their new roles in the classroom.