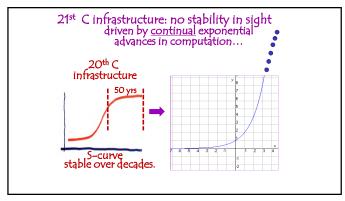
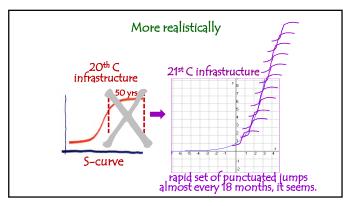
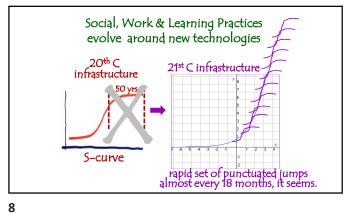
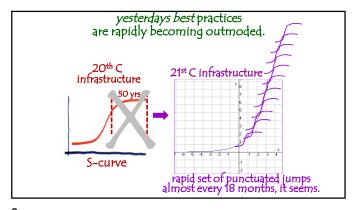


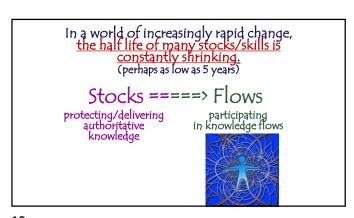
then
The Big Shift Happened











9 10

#### Too Big to Know: By david Weinberger

"We used to know how to know. We got our answers from books or experts. We'd nail down the facts and move on. We even had canons."

"But in the Internet age, knowledge has moved onto networks. There's more knowledge than ever, but it's different. Topics have no boundaries, and nobody agrees on anything."

We need new strategies and tools for learning/working/sensemaking & creating meaning.



11 12





What kind of learners do we need for this white water world??



15





17 18

### We also need Entrepreneurial Learners



Dispositions of an entrepreneurial learner.

- > Always questing, connecting, probing.
- > Deeply curious and listening to others.
- > Always learning with and from others.
- > Reads contexts as much as content.
- > Thrives outside of the formal curriculum
- > Reflects on performance with the help of cohorts - reflective practitioner.

19 20

YES, we need:

New approaches to learning,



21

23

Ah, perhaps a blended epistemology (i.e., ways of knowing) for a white water world.

A Blended Epistemology

man as knower

Homo Sapiens ( ) Homo Faber man as maker

content/things

Thank you, John Dewey!



A Blended Epistemology
but the tools of homo faber

are also changing!!!

Homo Sapiens ( man as knower

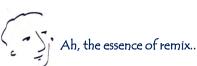
) Homo Faber man as maker

content/things

Shift: content ----> content + context

24

Given that meaning emerges
as much from
context as content
new dimensions
to the creation of meaning are opened.



Ah, let me change the music of a film and I can alter not only its meaning but also what you actually "see"!!!

25 26

In a fluid world judgment and critical thinking is more important than ever...



reading/interrogating context is king especially given that many of the millennials (or post) believe there are no authoritative sources! Then, let's go a step further..

27 28

Adding homo ludens
man who plays
homo sapiens
man who knows
homo ludens
man who plays

Homo Ludens a highly nuanced concept of play

- as in permission to fail, fail and fail again and then get it right:
- as play of imagination poetry
- as in an epiphany suddenly falling in place as in solving a riddle.



Learning as riddles, leading to a reframing of "the world".

29 30

#### A Simple Reframing

A black dog is sleeping in the middle of a black road that has no streetlights and there is no moon.

A car coming down the road with its lights off steers around the dog.

How did the driver know the dog was there?

#### A less simple riddle - reframing

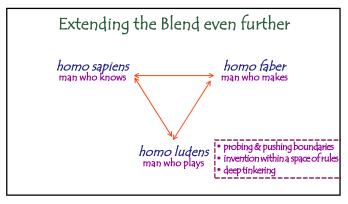
What has no beginning
And has no end.
Goes on forever.
No one can travel its whole length
And here's one hint more:
It takes refuge in a figure eight.

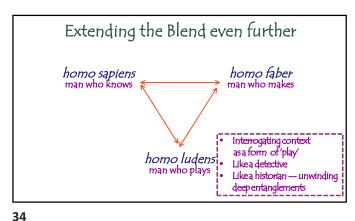


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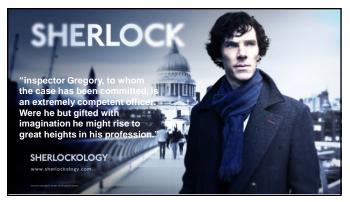
Can you feel the play of imagination, here?

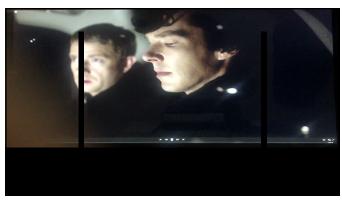
31





33





35 36

## But how might we teach differently?







ve start each class having students describe what they did the past week to make someone else in the cohort better (small things count) which helps build a culture of support and value collaboration.

37 38



The Gogswell Mantra Turning Passion Into Practice

A model for college in which each student discovers and develops their own unique balance between art, engineering and play

39

40

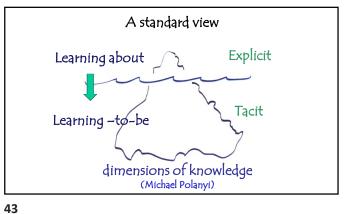
# Three core courses that surprised me: i) life drawing (2 semesters) ii) clay sculpture (1 semester) iii) sound sculpture ...

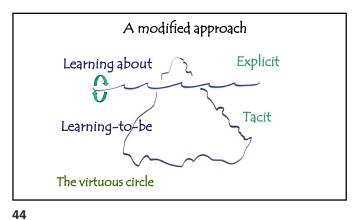


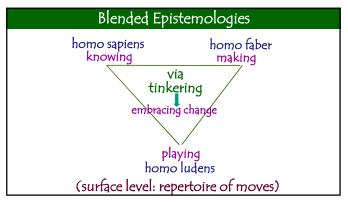
Remember – this is NOT an art school but a polytech – computer sci/engineering/ game design – for silicon valley companies.



41 42

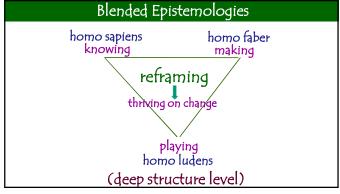


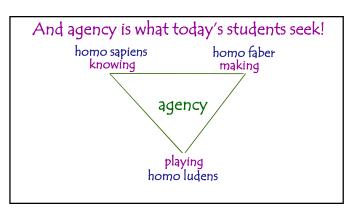




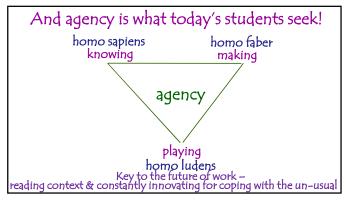
#### But Tinkering can be more. developing a gut 'feeling' for systems know how/what can be pushed around, rearranged, repurposed, modified developing an intimate familiarity with material at hand embodied immersion developing an instinct deeply situated And can lead to:

45 46

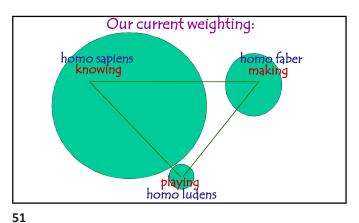


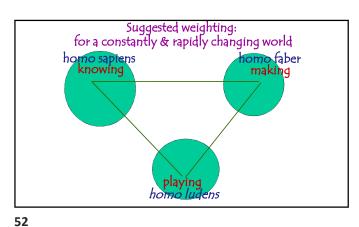


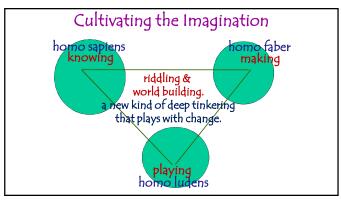
47 48















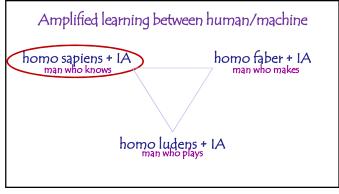


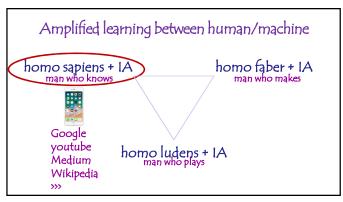
Can we include a new kind of generative dance between us and AI/IA in this new blended epistemology?

'Us' being student or teacher or all of us in a 21st C workscape.

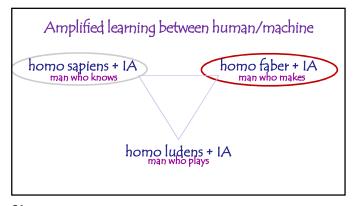
Let's see.

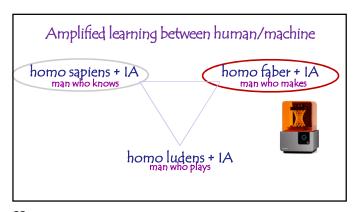
**57** 58

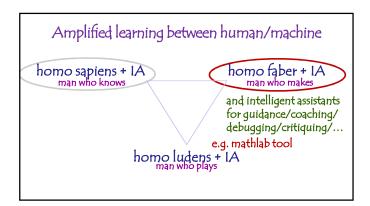


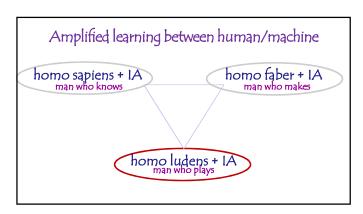


59 60

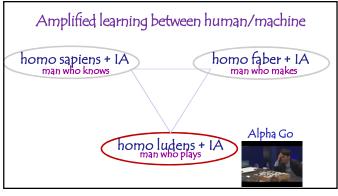


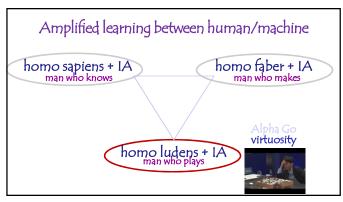


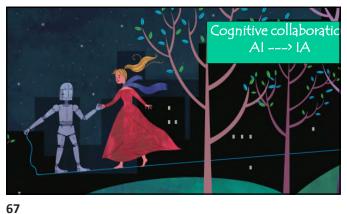


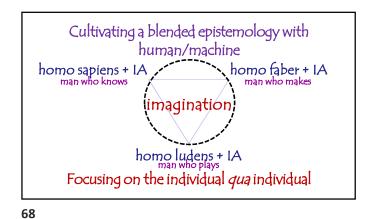


63 64









Cultivating a blended epistemology with human/machine homo sapiens + IA homo faber + IA man who makes imagination homo ludens + IA Indwelling across a distributed community of practice -creating a networked imagination

homo faber + IA homo sapiens + IA man who knows And finding a way to fuse the arts, humanities & sciences creating a new kind of alloy. Fusion creates alloys that, when cooled, have mechanical properties that will differ significantly from those of their individual components 70

69

Cultivating a blended epistemology with human/machine homo sapiens + IA homo taper + man who makes
The workspace of the future homo faber + IA where continuous learning and working deeply comingle. homo ludens + IA Indwelling across a distributed community of practice -creating a networked imagination



72 71