Digital initiates: digital natives in the coming age of "Internet of everything"

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Preface. The fate of a neologism
About a corrector's mistake

- Digital initiate(s)
- *Digital initiative(s)*

- INITIATION
- INITIATE

- **DIGITAL INITIATES**

Walt Disney World
La plus joyeuse célébration
sur Terre
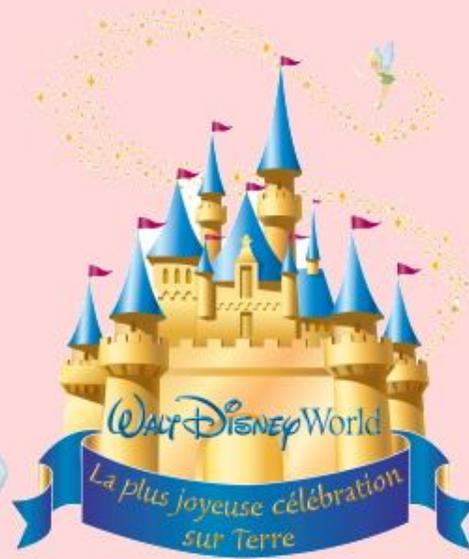
Features of Manga-striplings – and our young cybergeneration

- Peer groups, common actions, missions outward
- Self-development and self-perfection inward
- Independency, self-containment, autonomy
- Learning is a basic norm
- Performance and knowledge is respectful
- Solidarity is a kind of reflex
- Men and women are co-equal
- They can find the Bad in Good, and Good in Bad.
- Action radius: planetary

What is the problem/challenge?

- **Digital natives** – simple descriptive category – no contextual meaning

  – *We need new terms and conceptual frame(s)*

- **Acceleration of transformation of digital culture**

  – *We need preparatory efforts before the new lap of changes*

- The **digital ecosystem** as a socialization arena is a spontaneously developed space, dominated by business actors and the logic of profit-making

 – *We need social innovation by purposeful (re)design*

Digital culture – new challenges
## *Almost everybody on the Net to 2020*
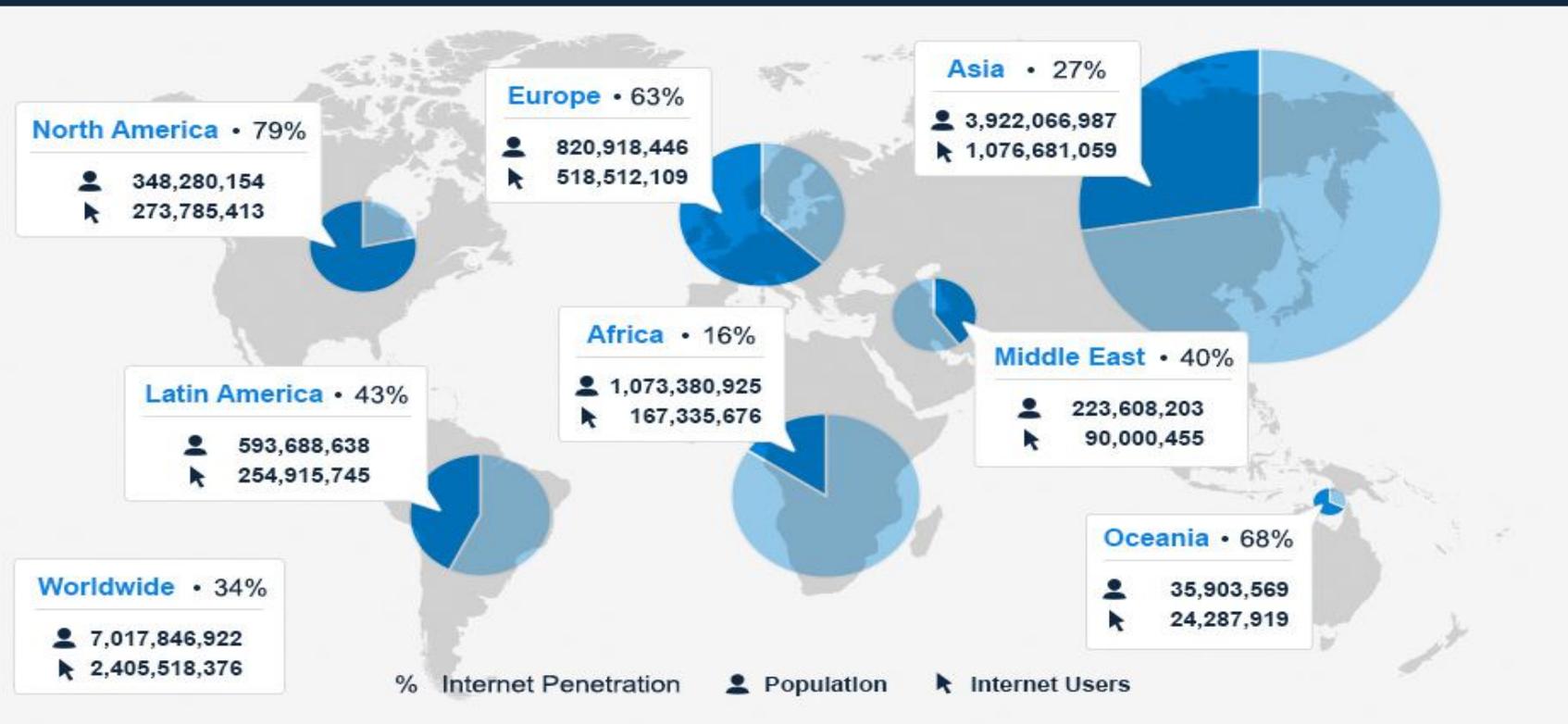
Digital culture – new challenges
The number of intelligent things outruns the number of people on the Net to 2020

Today, more than **99% of things** in the physical world **are still not connected to the Internet.**

But a phenomenon called "The Internet of Everything" will wake up **everything you can imagine.**

By 2020, **37 billion intelligent things** will be connected to the Internet.

Internet of Everything connects the physical world to the Internet.

Using microsensors on the network, everyday objects become connected and intelligent.
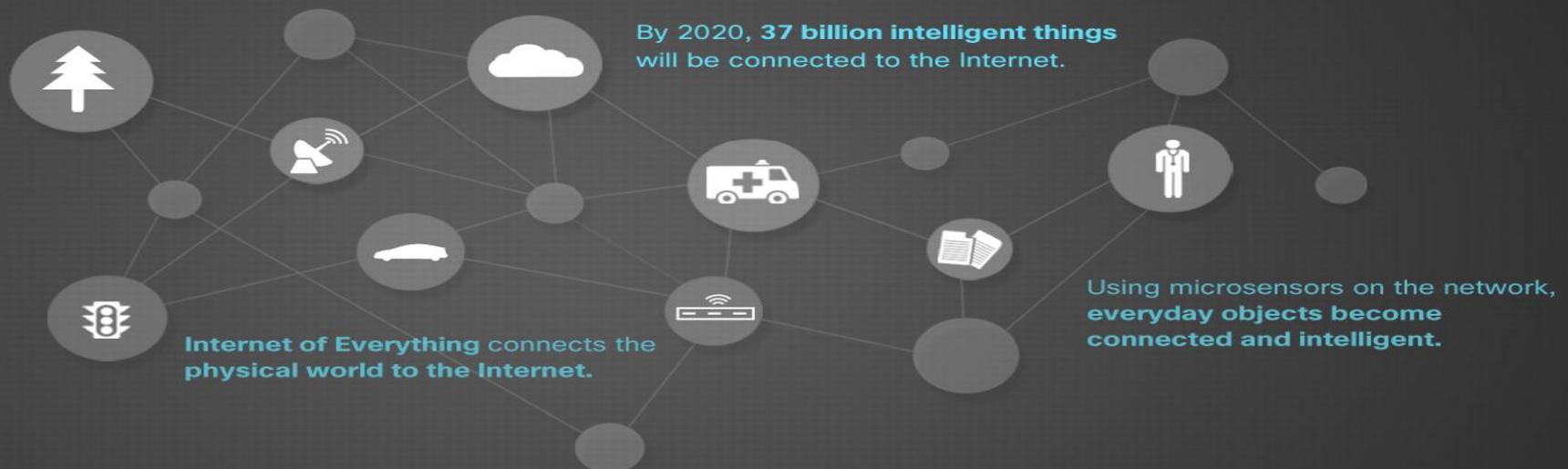
The Internet of EVERYTHING

#InternetofEverything
#IoE
CISCO

Internet of Everything

People to people (P2P)

People to machine (P2M)

Machine to machine (M2M)

People

Process

Things

Data

Home

Mobile

Business

Socio-cultural transformations
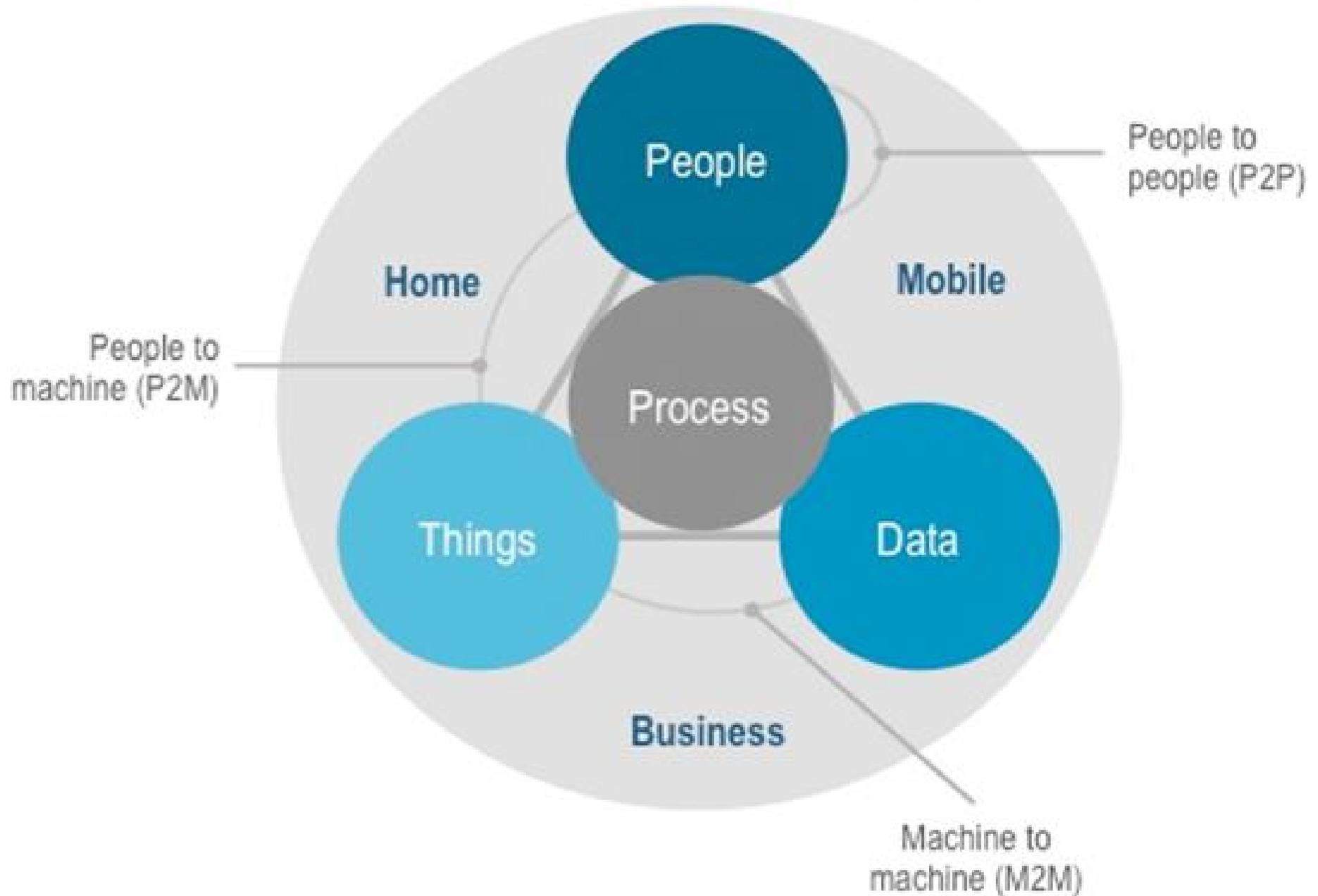
Transformation: The Challenge Continues

- New lap in *automatization*
- New moral, new law
- New system size, new math, new programming
- New jobs, *new value chains*, new companies
- New design culture (unified platforms)
- *New interfaces*
- Reengineering of information literacy
- New challenges in Education
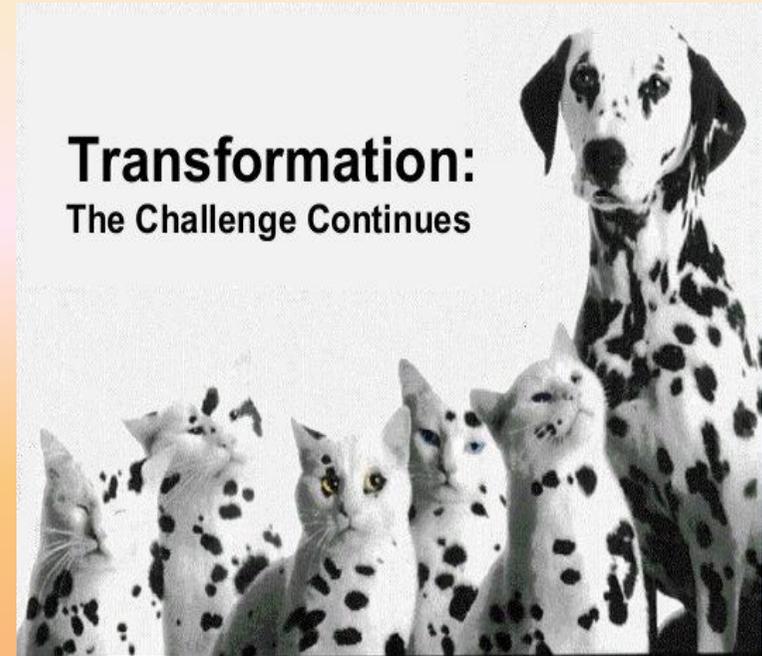
Internet of Everything re-writes the digital culture :

- Internet of Things
- Industrial Internet
- Wearable computing
- Personal Area Network
- *Linked Data*
- UCC (Universal Communication and Collaboration)

- **Interconnectivity vs. Hyperconnectivity**
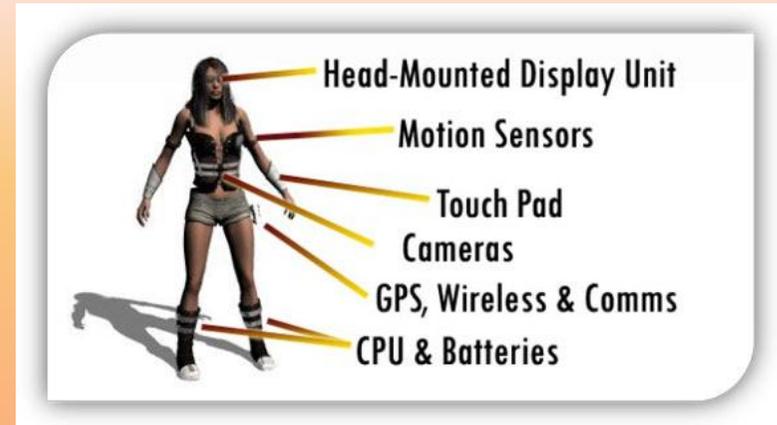
THE BIRTH OF HYPERPEOPLE

- Head-Mounted Display Unit
- Motion Sensors
- Touch Pad
- Cameras
- GPS, Wireless & Comms
- CPU & Batteries

Digital natives are *still* NOT hyperpeople – a new generation *will and should* have different features

- There is no **overall intentionality** behind the development of information tools and environments – *island-like, selling-based logic*

- The education goals are **from the industrial age**: improving competencies for the workforce market, paternalistic control to the end of graduation

- **General socialization patterns** are more important than supporting personal creativity and „wholeness" (just think on „talent issues")

Antithesis

- A **new teleology** is needed: the young generation is not (simply) a nurturing object, but a valuable part of mankind's knowledge asset with growing importance to solve civilization and local problems – new **resource** approach

- The goal of the education is to help them to **reach their innate cognitive limits** including them into problem solving communities – teaching should be a support to discover „logos", learning will be motivated by the imperatives of participation:

Digital initiates – who/where are they? What do we know?

- ∅Digital immigrants
- ∅Digital natives, Y generation

NEW FRAME:

- Civilization problems
- Locality
- Personal development

NEW EDUCATION PHILOSOPHY, ETHOS AND TOOLS

- **New (interface) language(s), new semantics**
- **Participative literacies** ⌘
- **(Serious) game didactics and ecosystems**

Epilogue

- Read **Jane McGonigal's** book on the role of games in solving civilization problems

- Read the novel or see the new movie „**Ender's Game**"

- Discuss these new discourses passionately, and discover lot of **predecessors** of these approach

- Love the digital natives instead of moral panic, and start to **find and/or built patterns** for digital initiation
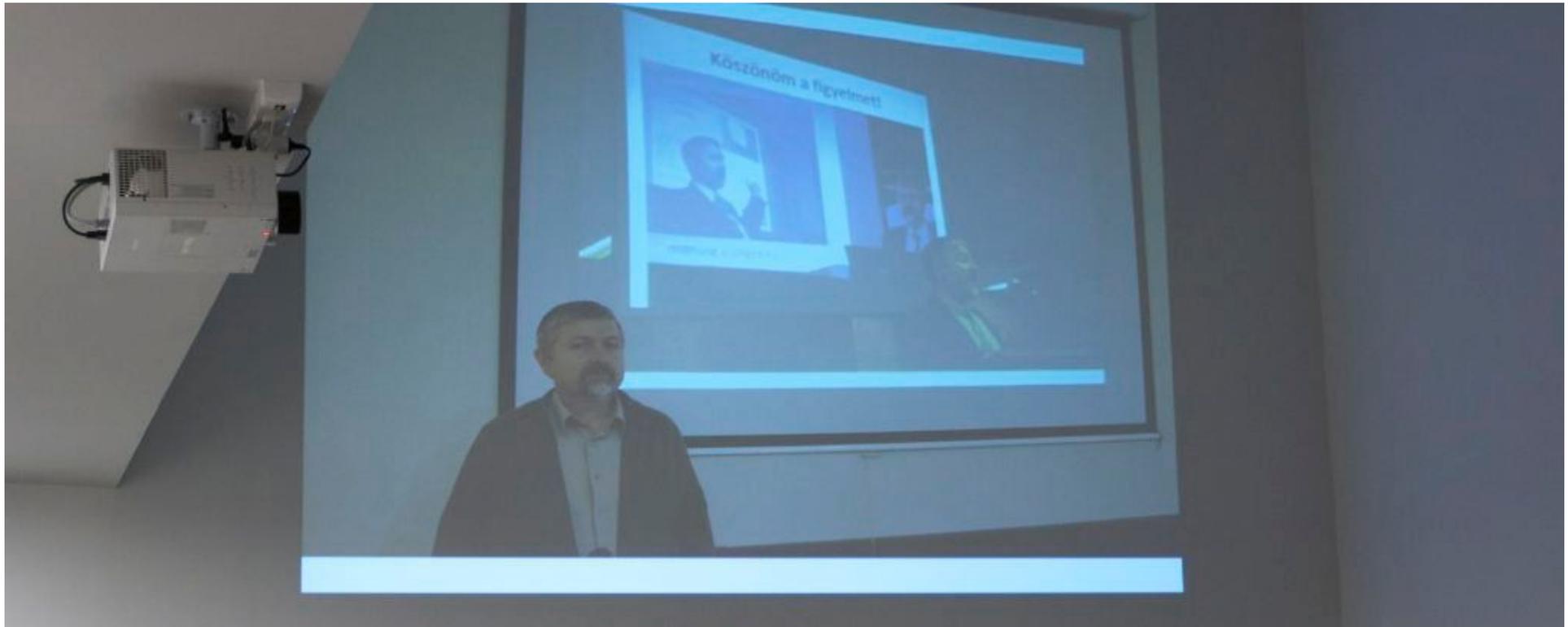
Thank you for your attention!