

## What might the future school experience be like in the year 2032?

This is the question that has we've used to engage students, parents, and educators in a conversation about the future school experience as part of a crowdsourcing and visualization project.

### Project Review

#### Main Objective 2014/15

In the first year of the project we focused on designing and prototyping a workshop that would engage students and educators in a conversation about the future school experience. During this process the following questions emerged.

- What types of ideation sessions can we accomplish within a typical 40-minute class period?
- What types of ideation sessions are most appropriate for a typical classroom environment?
- What other factors do we need to consider when challenging participants to generate ideas about the future school experience?

At the end of 2014/15 we had designed a workshop that centered on Brainwalking, a form of Brainstorming that has been proven to be effective when challenging groups to generate ideas within a short period of time. We had also identified a standard question for participants to explore - "What might the future school experience be like in the year 2032?"

#### Main Observations 2015/16

Conducted 12 pilot workshops (consisting of 24 groups in total) and began to make observations and document ideas. During this process the following questions emerged.

- How might we improve upon the strategies that are currently being implemented?
- What are some of the group dynamics that manifest during the ideation workshops and how might these be influencing the number of ideas generated?
- What patterns/trends are emerging among the different groups in regard to the future school experience?
- What are the most popular ideas among the different groups (particularly those that are selected as being "Wild and Whacky")?

In 2015/16 we observed how groups with a smaller number of participants (less than 7) generated less ideas than those with a larger number of participants (more than 7). However, groups where participants didn't know one another seemed to generate the least amount of ideas no matter the group size.

We also noted that the exercise appeared difficult for participants who are less familiar with technology and unaware of the events that have given rise to our Digital Culture.

#### Wild & Whacky (2015/16)

- Holographic Photography
- No stairs in schools - just slides
- Replicator - Star Trek
- Anti Gravity Chairs
- Brainwashing
- iPhone in eye
- Tattoo teaching - images in skin
- Animals in classroom
- Holographic Teachers
- Naptime
- Time travel (to see Dinosaurs)
- Interactive Classroom transforms into a period in time
- Learning while showering
- Human to Brain Interface: Upload/Down Information from Brain
- Space Travel: Visiting other planets as part of class trips
- Changing the look and feel of the learning environment from your thoughts
- Teleportation of teacher to and from difference classes
- Telekinesis
- No more Hard Drives
- 360 degree classrooms - never have to change classroom, seats revolve

#### Highlights (2015/16)

- Centralized Learning Centers**
- Does testing still exist?? No agreement, but it will be harder to cheat!**
- Is the class getting bigger or smaller?? No agreement
- No private schools
- No college tuition
- More personalized learning
- Including personalized instructors (with 24 hour access) Hybrid Schools
- NO 3D Printers (only referenced twice)
- '3D "Printers will be done by then, something would have replaced them"**
- Human to Brain-Interface Technology is most popular, followed by VR and AI
- The role of the teacher is changing, with some type of virtual teacher, AI interface, and/or android leading instruction and replacing the role of the traditional teacher
- The Beanbag chair was one of the most popular ideas among students for the 2015/16 academic year, being referenced at least once in each of the student workshops.**

\*Data above reflects ideas generated by student and educator groups combined

### Report Summary 2016/17

Conducted 12 workshops (consisting of 24 groups in total) - including our first workshop with parents. During this process the following questions emerged.

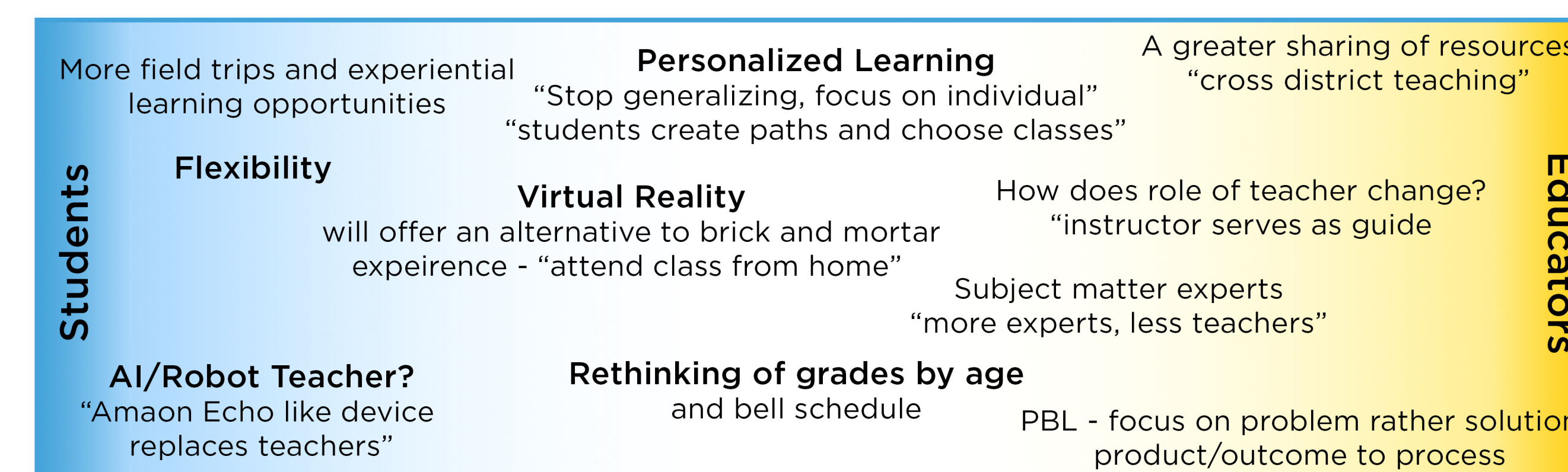
- In what ways did the new strategies impact the ideation process?
- What patterns/trends are emerging among the different groups
- What are the most popular ideas among the different groups (particularly those that are selected as being "Wild and Whacky")

#### New Thinking 2016/17

In 2016/17 we introduced **Forced Connections** - a divergent thinking strategy that has been proven to increase the number of ideas generated within an ideation session. We were also stricter on the number of participants per session, making every attempt to keep groups at a minimum of seven.

Overall we saw an increase in the number of ideas generated in 2016/17 (1000+) compared to the number of ideas generated during the previous year (approx. 500). With growing comfort in the workshop, we plan to focus more attention on how best to process the data next year, as well as consider the different use of vocabulary among the teacher groups (for example art teachers versus technology teachers), and how those less familiar with technology describe technology within their ideas for the future school experience.

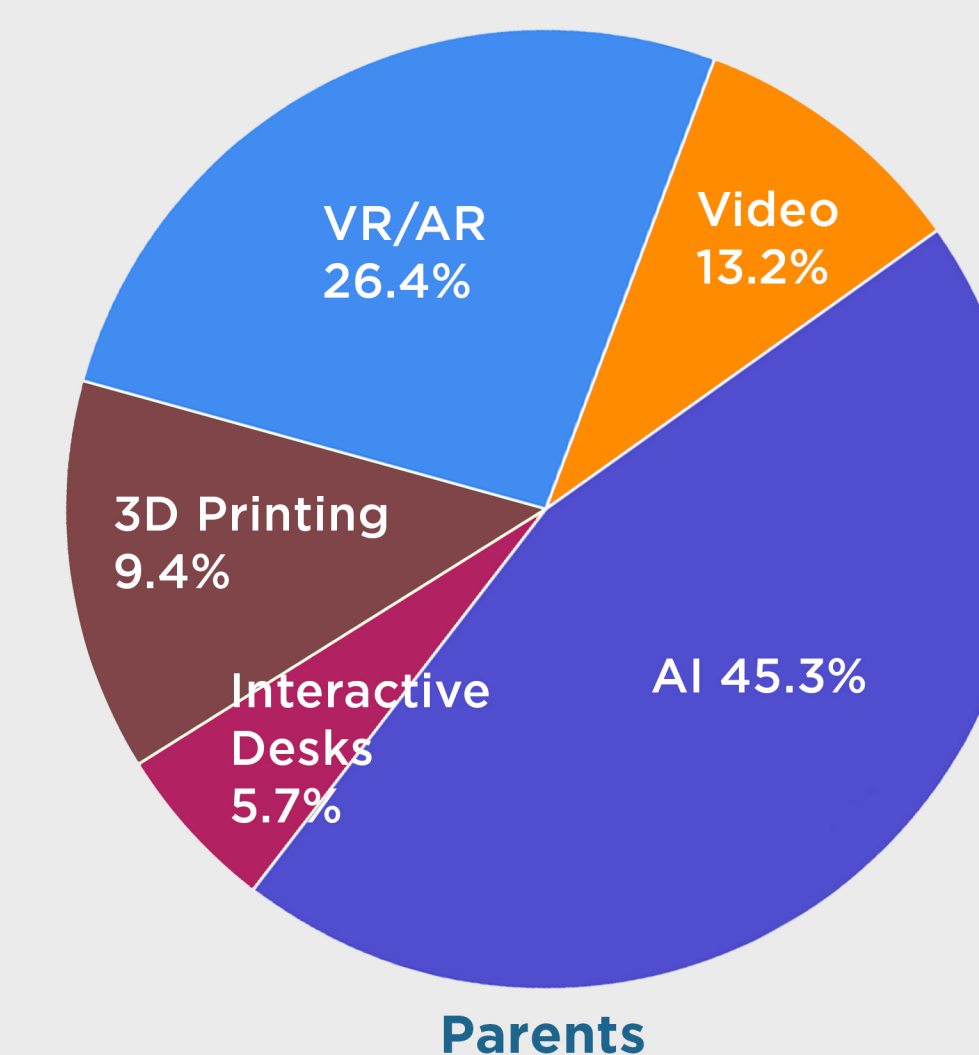
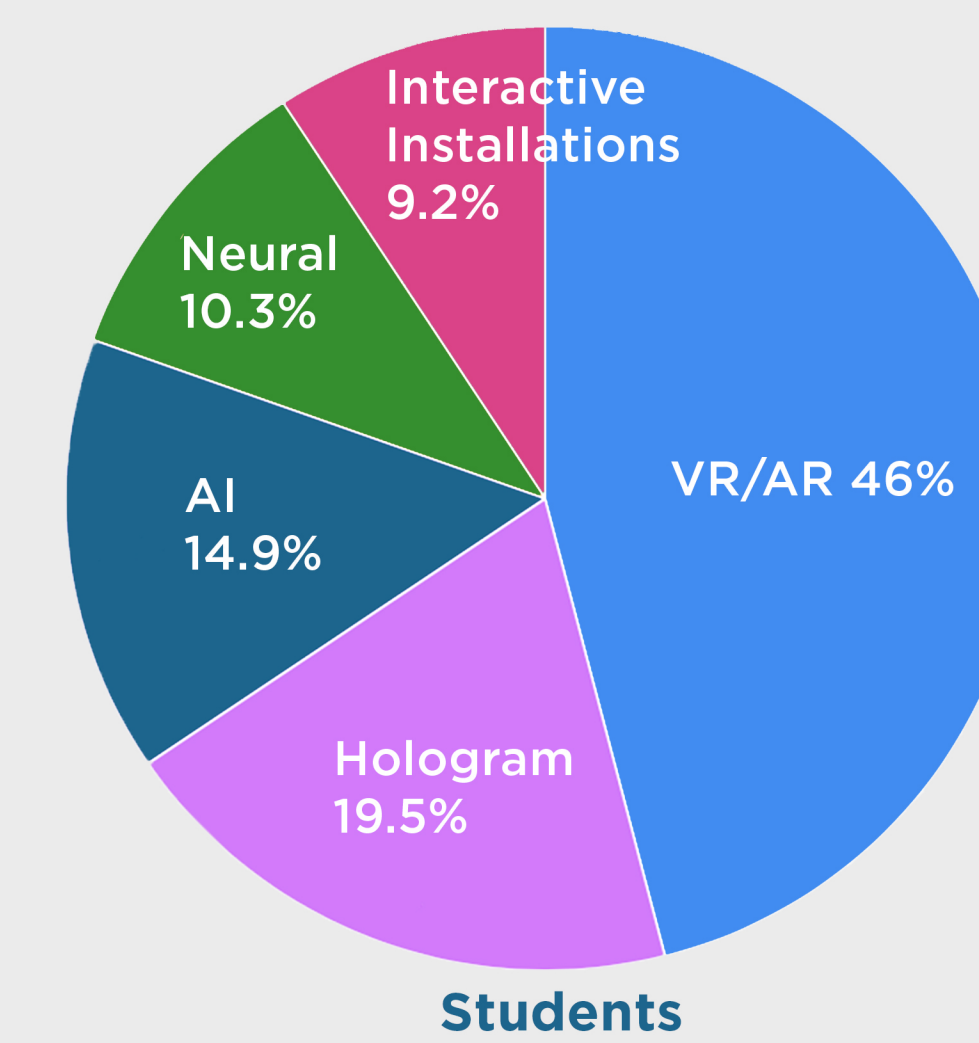
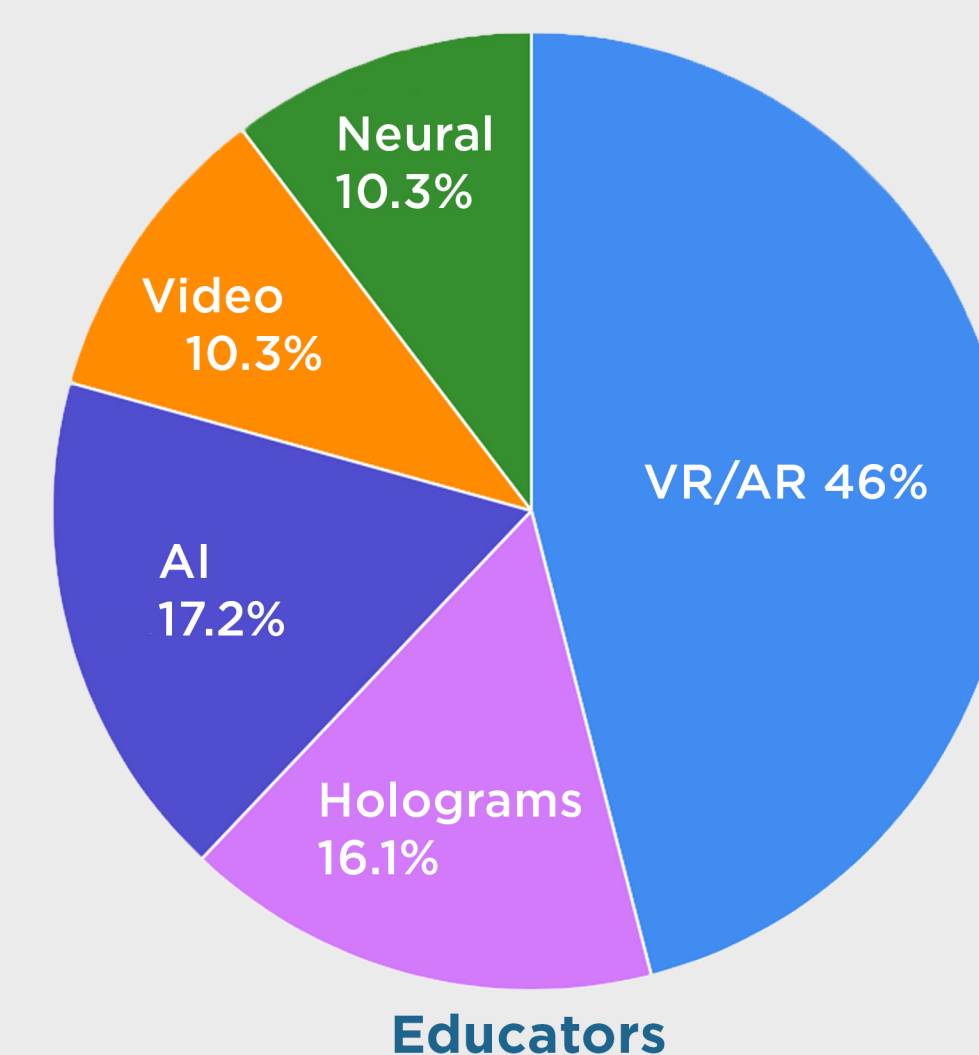
#### Trending Topics 2016/17



#### Most Common Technology 2016/17

In 2015/16 Artificial Intelligence and Neural technology were the most popular forms of technology referenced. This year there was a significant increase in the number of references to Virtual Reality, which was the most commonly referenced technology with student and educator groups.

Within the parent group, Artificial Intelligence was the most commonly referenced form of technology.



\*most common references to specific technology

#### Wild/Whacky (2016/17)

- Microchips programmed into babies when they are born - emotional connection & information
- Robotic Teachers
- Virtual Reality clothes - sensors, wearables
- Smell a vision - learning process includes all senses
- Mainstream augmented reality
- Analytics driven and adapted
- Check out a person for an hour conversation - like a library book
- Virtual primarily remote schools
- Teaching on the move in a survivalist nomads tribe of art makers and learners escaping oppression
- Transporters
- Drop in Drone
- Do more content specific courses
- No more school buildings/structures

- Interactive Desk like iPad
- Field trip to moon or space (VR?)
- Robotic Teacher
- Filed trip to space or moon
- Robots in hallways to stop bullying
- Chips in the brain
- Professor of any subject could present in class at anytime using tech - VR, FaceTime, etc.
- More international learning via FaceTime technology with professors from other countries - in the field
- Appear in person, in the classroom, anytime, anywhere in seconds

Educators

Parents

Students

#### Highlight (2016/17)

- "NATURE WILL BE TAUGHT IN HISTORY CLASS"
- "pills to make you smart"**
- Robotic Teachers\*\*
- Teach socialization
- Fact checking - Fake news**
- Stress on social issues/conflict resolution
- Microchips programmed when they are born - emotional connection
- Robots in hallways to stop bullying**
- Virtual and physical school - learn anywhere\*\*
- Build your own device (BYOD)**
- Collaborative learning environment, Inc. play-ground and makerspaces\*\*
- On Demand Student Support
- Culturally tailored approach to delivering and receiving information**
- Students create paths and choose classes\*\***
- Learning 24hours a day 365 days a week - home school, play, work
- Skills and interests drive grouping not age\*\***
- Mood lighting\*\*
- Class participation via technology such as Face-book live
- Teachers acting as curators of content streaming into multiple classes
- Less writing and more video presentations
- Learning environment similar to what is being taught
- Meditation Rooms
- Movie based learning
- Focus on Social Justice - Morals, ethics, values
- Social Media School sites
- Unsearchable questions
- Less districts
- No school schedules**
- Drop in Drones - Lesson tutor or virtual class-mate

- AI Speech Classes (for diction and communication)
- Telepathy Learning
- Age Diversity among students
- Jeopardy - answers beamed to teacher
- VR Gym lass w/interactive tools
- flux capacitor
- Intergalactic Students
- Legalized Brain Enhancing Drugs
- Only a couple of teachers in the whole country that all kids learn from
- Classes based on knowledge not age
- Development of something like Amazon Echo that replaces teachers
- UV Lights produce vitamin D
- Drive in learning, like drive in movie
- Robots assistants that take attendance etc.
- YouTube University
- Chalkboards turn to screens
- VR Immersive learning - ocean, underwater, exploring, scuba diving
- Schools resemble Social Media

- Age Diversity "Classes based on knowledge not age"\*\*\***
- Virtual Reality - 'Relevant Information Highlights'**
- Drones - "deliver materials if absent"**
- Life becomes school
- Only a couple of teachers in the whole country that all kids learn from**
- "Individual education for all"\*\*\*
- "No more SAT/ACT"\*\*\*
- "Flexibility to attend different schools"**
- "Free education/college\*\*
- "Specialists in certain fields teach classes\*\***
- "Ability to watch lectures"
- "Flexible schedules for classes
- "VR Classrooms - No physical classrooms (they are obsolete)"\*\*\*
- Boards 'selecting writing to what you say you want written'\*\*\*
- Amazon echo like device that replaces teachers\*\***
- Personality specific classes\*\*
- No physical Libraries
- "Less focus on spelling and penmanship"
- Drive in Learning like drive in movie
- YouTube University**
- Students can chose learning environment - school, at home, etc.
- No more general curriculum
- Pictorial Learning

\*\* multiple references similar in nature