

**Steelcase**

**[bash]**  
desde 1886

Gabriel Rshaid

[www.thelearnerspace.org](http://www.thelearnerspace.org)

Online en el  
Colegio: un  
Thinktank para  
repensar el  
futuro del  
aprendizaje.



**PAST**

**FUTURE**

**PRESENT**

HUMAN RIGHTS WATCH

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Mayo 17, 2021 12:01AM EDT Disponible en English العربية Français Deutsch हिन्दी Bahasa Indonesia 日本語 한국어 Português Русский Español

**El grave impacto de la pandemia en la educación mundial**

Es necesario remediar el aprendizaje perdido, hacer que la escuela sea gratuita y accesible, y ampliar el acceso a Internet

## ¿Cuáles serán las consecuencias de la pandemia sobre la asistencia escolar?

February 3, 2022 por Gonzalo Almeyda - Carolina Hernández - Pablo Zoido - Ivonne Acevedo - Ivan Flores - Miguel Székely — Deja un comentario



A casi dos años del cierre generalizado de las escuelas, los primeros datos oficiales permiten comenzar a medir los costos reales de la pandemia. La asistencia escolar de estudiantes entre 6 y 23 años ha caído 1.7 puntos porcentuales, que equivale a tres millones de estudiantes adicionales en condición de exclusión. Estas cifras son menores a las pronosticadas originalmente; sin embargo, hay razones de peso para esperar que el impacto siga creciendo en los próximos meses.



## Educación en pandemia: ¿un año perdido para América Latina?



BANCO MUNDIAL

QUIÉNES SOMOS | QUÉ HACEMOS | DÓNDE TRABAJAMOS | ENTENDIENDO LA POBREZA | TRABAJE CON NOSOTROS | COVID-19

Quiénes somos / Noticias

Esta página en: Español | English | Français | العربية

COMUNICADO DE PRENSA | DICIEMBRE 02, 2020

**Debido a la pandemia de COVID-19, 72 millones de niños más podrían verse afectados por la pobreza de aprendizajes**

*El Banco Mundial presenta una nueva visión para garantizar que todos los niños, donde sea que se encuentren, puedan aprender*

ENLACES RELACIONADOS



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**Cambios en el modelo de conocimiento**

“The property of knowledge as a body of vetted works comes directly from the properties of paper. Traditional knowledge has been an accident of paper.”

“El conocimiento como un conjunto de trabajos validados proviene directamente de la naturaleza del papel. El conocimiento tradicional ha sido un accidente del papel”

“

*Too Big to Know: Rethinking Knowledge Now That the Facts Aren't the Facts, Experts Are Everywhere, and the Smartest Person in the Room Is the Room” by David Weinberger*



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**Aprender de por vida → objetivo fundamental**



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**Aprender de los fracasos**



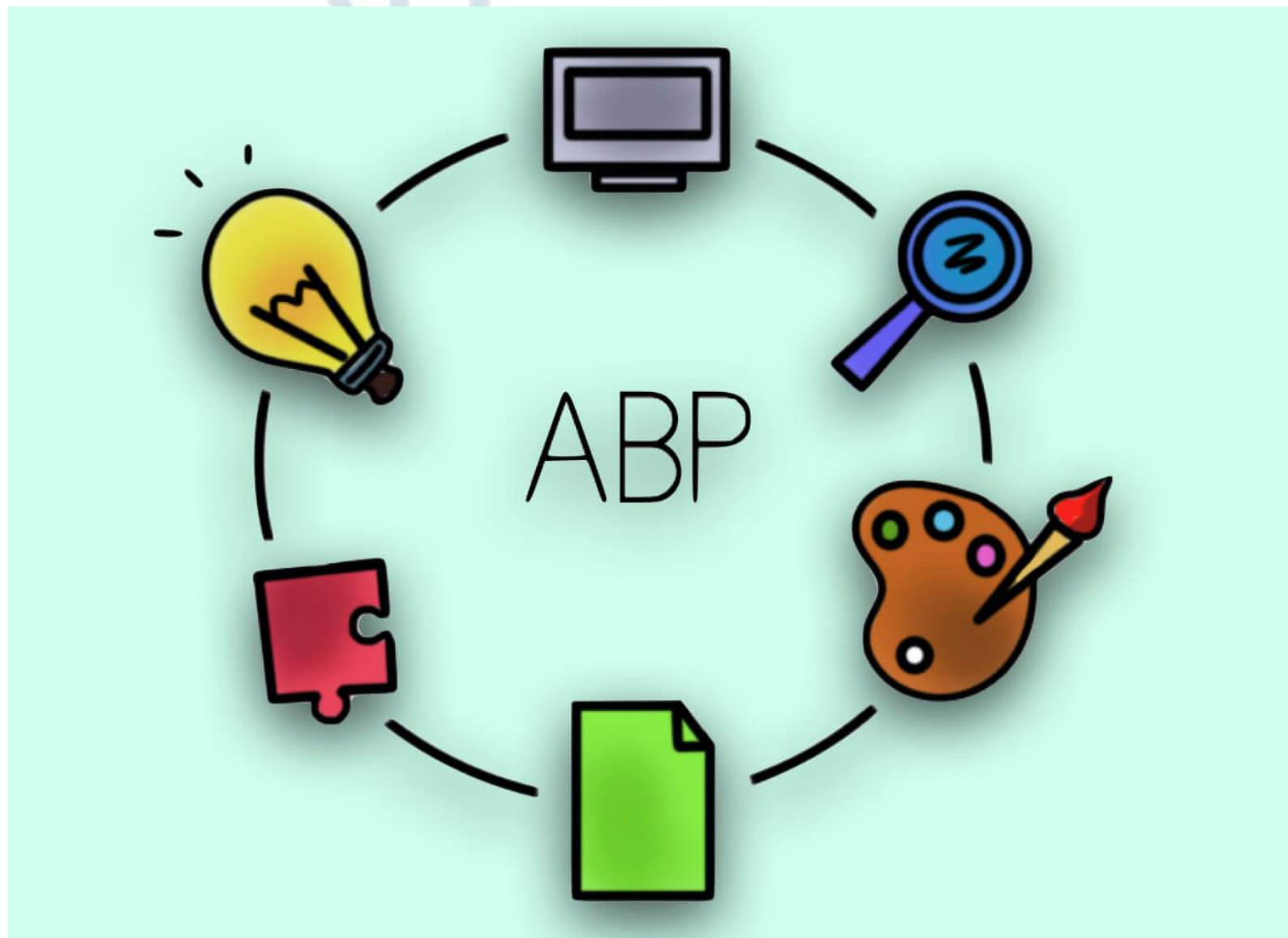
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**Nuevas Habilidades**



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# Educación Personalizada



# Aprendizaje Basado en Proyectos



# Intereses y Pasiones



Diseño

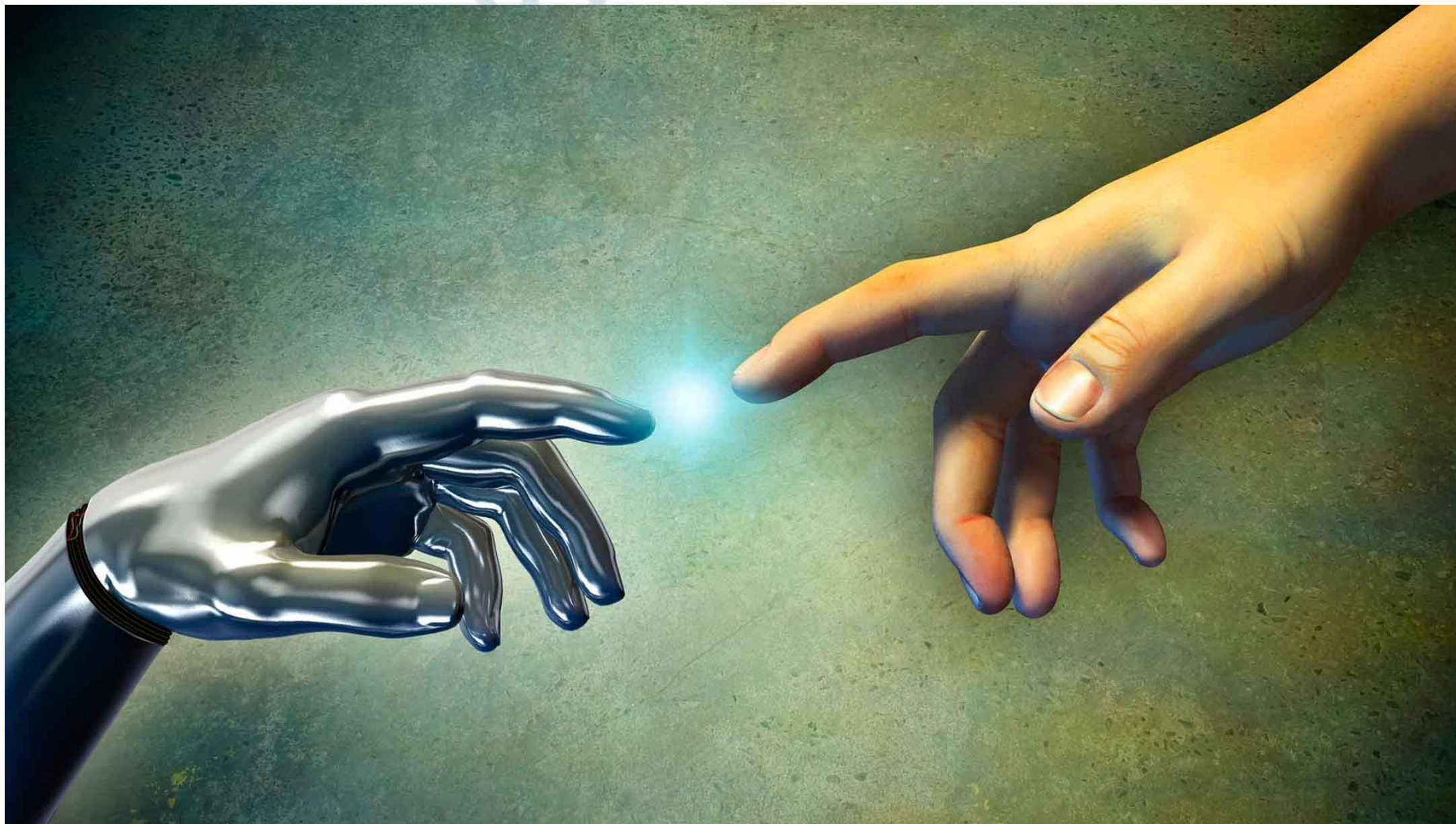
What have We  
LEARNED?

So far...

¿Qué aprendimos... hasta ahora?



**No es un aislamiento social.**



**Tecnología ≠ Deshumanización**



Online ≠ Virtual



**Estamos viviendo online, no de paso.**



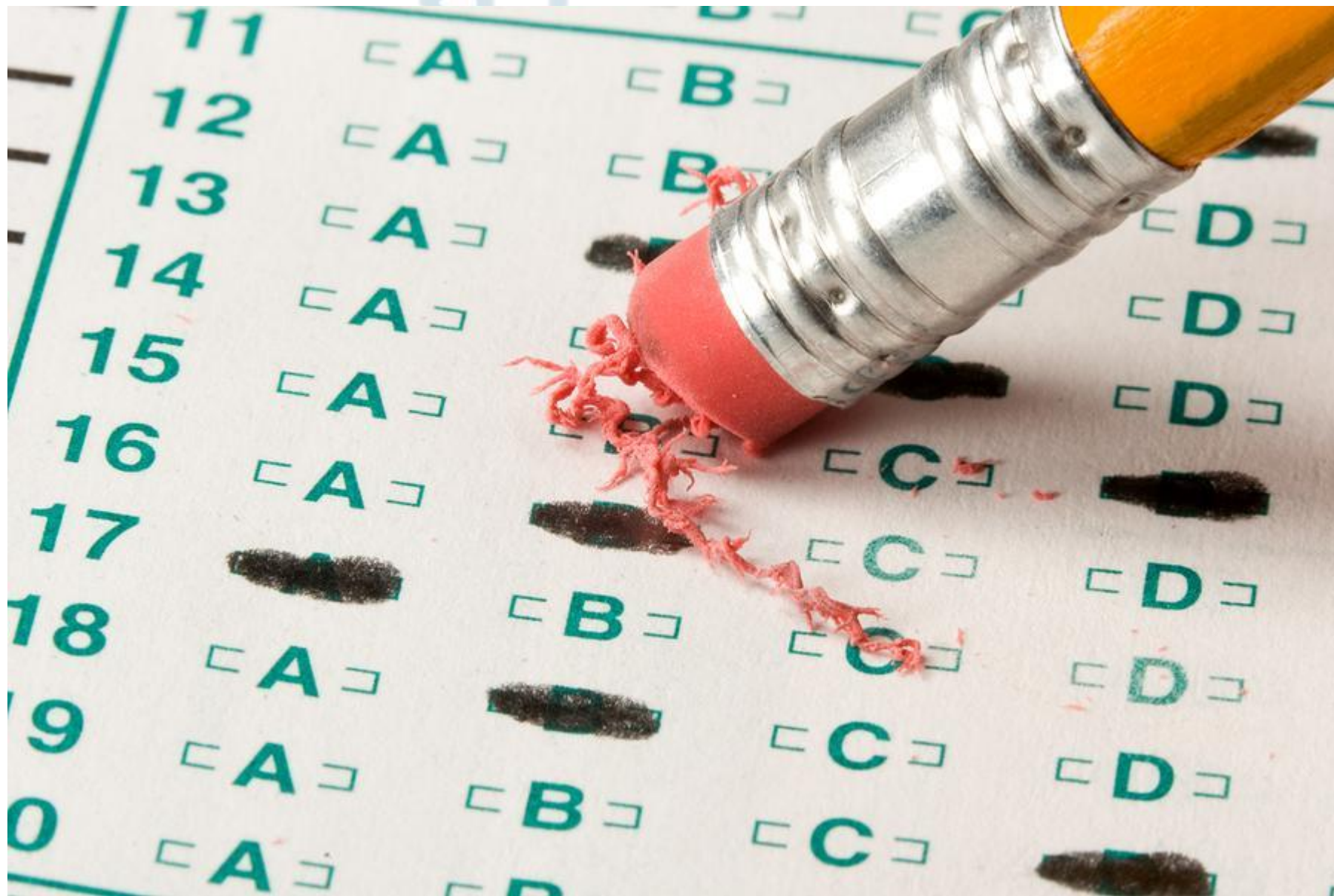
**La expresión online no es una traducción del mundo físico.**



**Sincrónico vs. asincrónico**



**Las crisis favorecen lo esencial.**



**Falsos dogmas educativos.**



**Acercarnos a los alumnos.**

# Engagement of Finnish 12 yr. olds

These results thus revealed that almost half (46%) of the elementary students felt some degree of cynicism towards school, thereby supporting our gap hypothesis: **these groups of cynical students reported that they would be more engaged at school if socio-digital technologies were used at school.** These results indicate that one way to promote the engagement of cynical students might be to offer them the possibility to make greater use of socio-digital technologies at school.

<http://www.tandfonline.com/doi/full/10.1080/17405629.2015.1107542>

**Medios digitales = engagement.**

# Investigación

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**Tecnología y el nuevo modelo**



**Digitalización – ¡Enemigo!**



**\$24,000**

Who is Stoker?  
(1 For ONE WELCOME OUR  
NEW COMPUTER OVERLORDS)  
\$1,000

**\$77,147**

Who is Bram  
Stoker?  
\$17,973

**\$21,600**

WHO IS  
BRAM STOKER?  
\$5600

# Tecnología y el nuevo modelo

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- **Aplicaciones para una nueva pedagogía.**
- Aplicaciones avanzadas.
- Los avances - el mundo del futuro cercano.
- Impacto ético en individuos y sociedad.

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| ANIMALES |

**Crearon una app que ayuda a proteger a las tortugas marinas en peligro crítico de extinción**

[OBSERVACIÓN DE LA FAUNA](#) [TECNOLOGÍA](#)

[TURISMO](#) [TORTUGAS MARINAS](#) ...

[MÁS +](#)

Nueva pedagogía – Contenidos digitales



**Nueva pedagogía – Personalización**



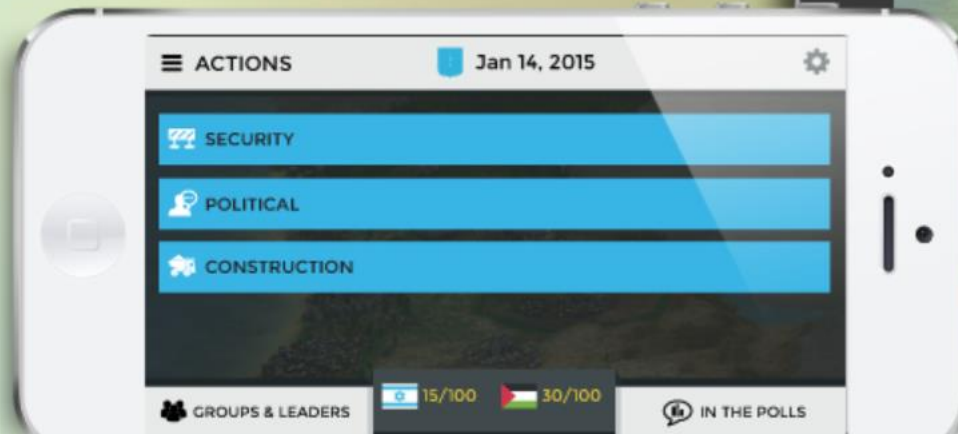
**Nueva pedagogía – Juegos y Simulaciones**



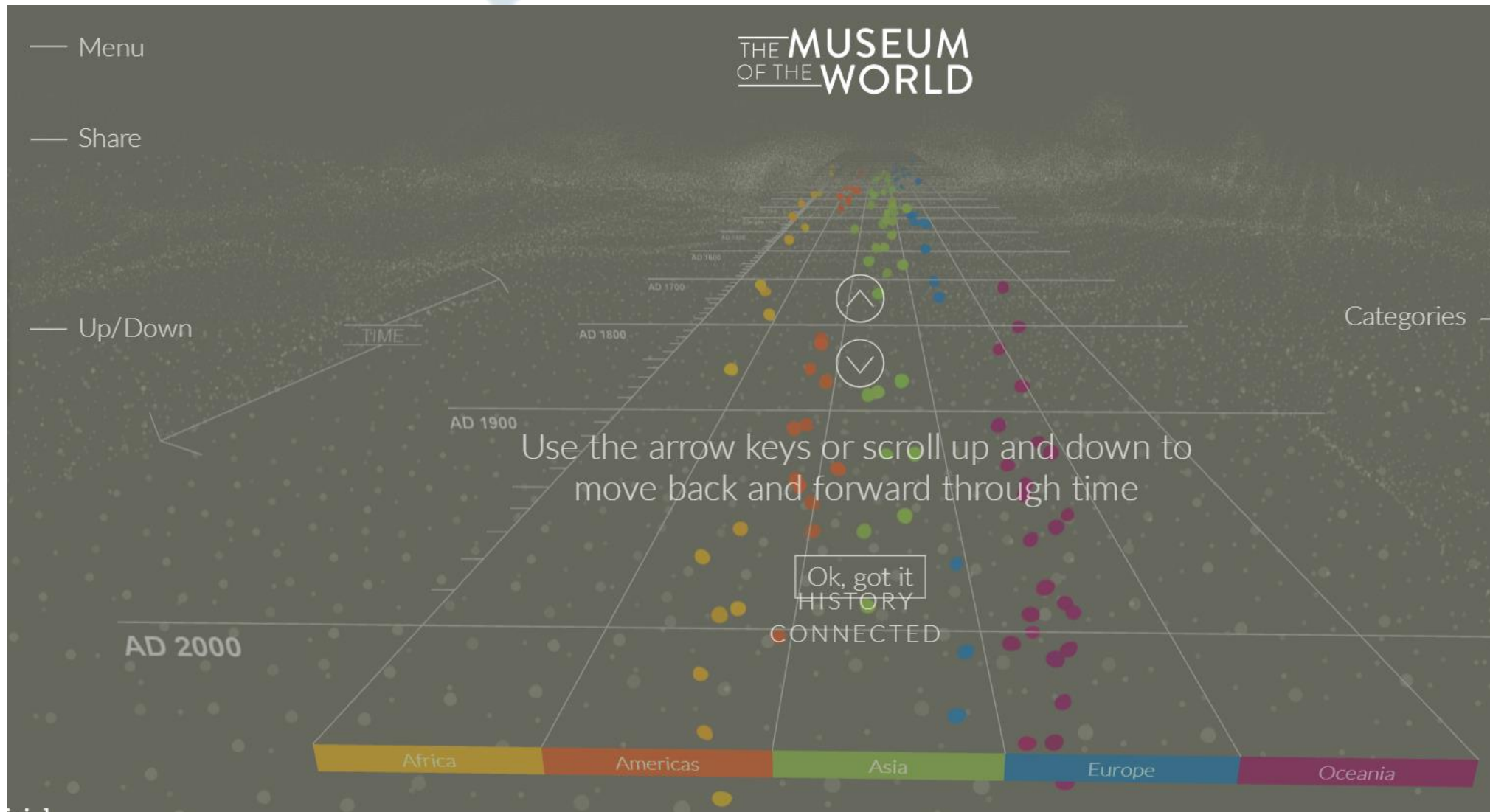
# PEACEMAKER

Play the News. Solve the Puzzle.

[▶ WATCH TRAILER](#)



## Nueva pedagogía – Juegos y Simulaciones



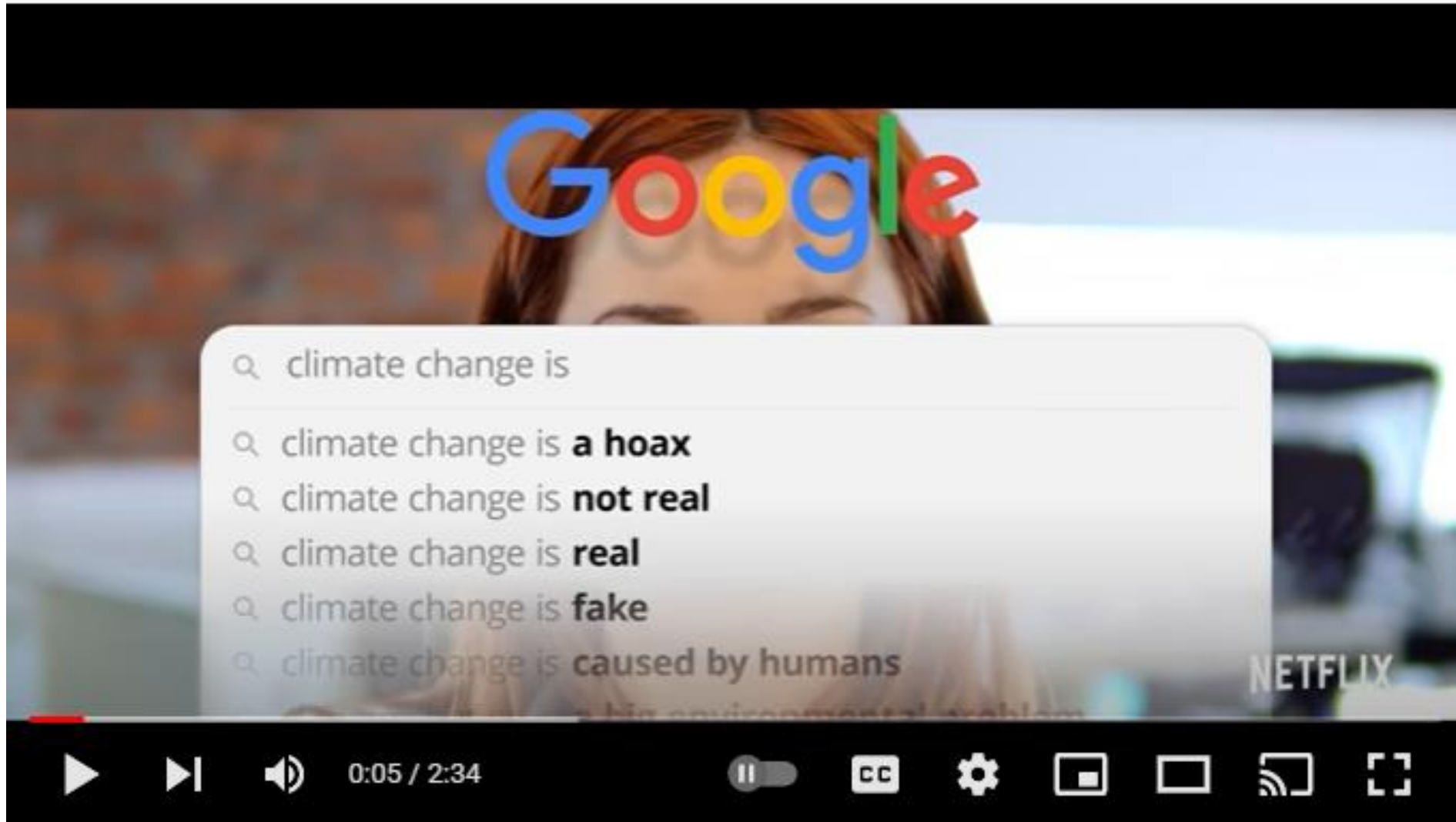
# Nueva pedagogía - Visitas Virtuales

# Nueva pedagogía - Evaluación

---

- ¿Qué aprendimos?
- Profundización.
- Resúmenes y evaluación convencional.
- Elaboración de contenidos.
- Análisis crítico de contenidos y modelos.

# Consumo crítico de medios



# Tecnología y el nuevo modelo

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- Aplicaciones para una nueva pedagogía.
- **Aplicaciones avanzadas.**
- Los avances - el mundo del futuro cercano.
- Impacto ético en individuos y sociedad.

# Aplicaciones avanzadas

IBM Cloud

Products

Solutions

Pricing

Docs

Partners

Learn

Support



Contact us

Log in

Start for free

Watson Natural  
Language  
Understanding

Features

Pricing

FAQ


Resources

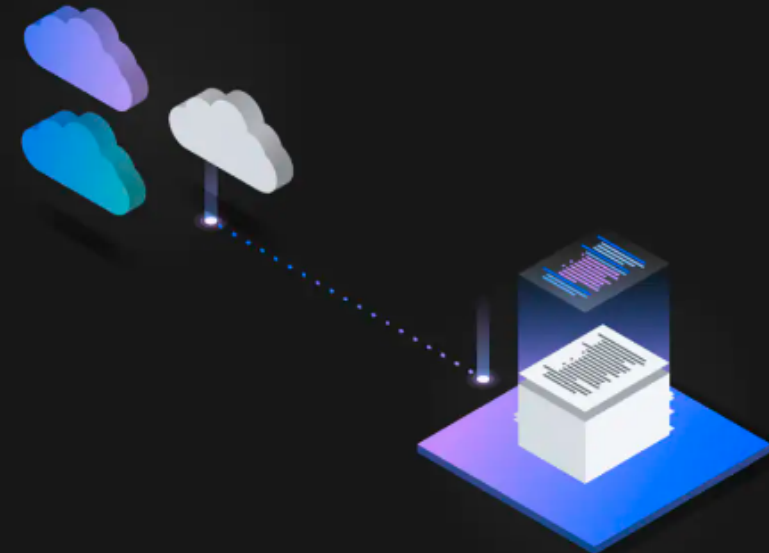
Get started free

## Watson Natural Language Understanding

The natural language processing (NLP) service for advanced text analytics

Get started free

 View demo



Cita feedback

# Análisis de textos

Google Cloud

Por Qué Elegir Google

Soluciones

Productos >



Documentos

Asistencia



English ▾

Consola



Cloud Natural Language

Contactar

DEMOSTRACIÓN

## Demostración de la API de Natural Language

Prueba la API

Natural Language AI

Ventajas

Demostración

Funciones principales

Nuestros clientes

Documentación

Comparar funciones

Try the API

Enter text to be analyzed...

ANALYZE

[See supported languages](#)

# Text analysis

The screenshot displays the SDL\* Content Assistant interface for a document titled "MLK". The interface is divided into several sections:

- Header:** "SDL\* Content Assistant" on the left and "MLK" on the right.
- Navigation:** "Workbench" and "Assets" tabs.
- SUMMARY:** A list of five bullet points summarizing the text:
  - This sweltering summer of the Negro's legitimate discontent will not pass until there is an invigorating autumn of freedom and equality.
  - Let freedom ring from the mighty mountains of New York.
  - Let freedom ring from the heightening Alleghenies of Pennsylvania.
  - Let freedom ring from Stone Mountain of Georgia.
  - From every mountainside, let freedom ring
- KEYWORDS:** A section with icons for thumbs up, keyboard, user, location, calendar, and edit. Below the icons is the text: "Please select keywords from the other tabs".
- SPOTLIGHT:** A central area with a lightbulb icon and the text "Click the surrounding checkboxes to explore your content". The background features a collage of icons related to technology, education, and communication.
- SCRATCHPAD:** A text input area with the placeholder "Type your content here" and a "0 characters" indicator. It includes icons for copy, close, and a dropdown menu.
- BLURBS:** A section with a checkbox and the text: "But there is something that I must say to my people, who stand on the warm threshold which leads into the palace of justice: In the process of gaining our rightful place, we must not be guilty of".
- STATS:** A section with the text "No stats found".
- TWEETS:** A section with the text "No related recent tweets found".

# Resúmenes de texto

---

- **Extractive Summarization**
  - Elimina oraciones.
- **Abstractive Summarization**
  - Reescribe el texto.



# Redes de Información



# Machine Learning

# Google Teachable Machine

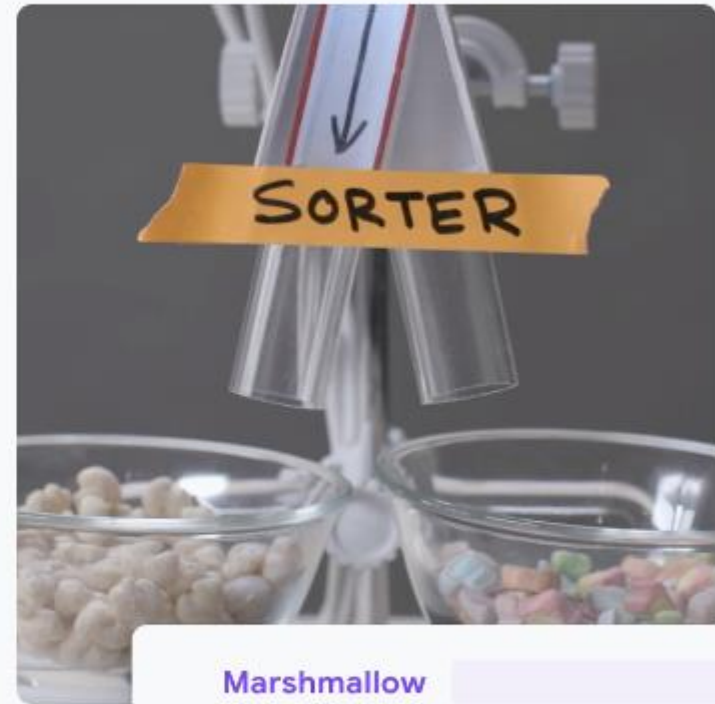
[About](#)[FAQ](#)[Get Started](#)

## Teachable Machine

Train a computer to recognize your own images, sounds, & poses.

A fast, easy way to create machine learning models for your sites, apps, and more – no expertise or coding required.

Get Started



Marshmallow

Not Marshmallow

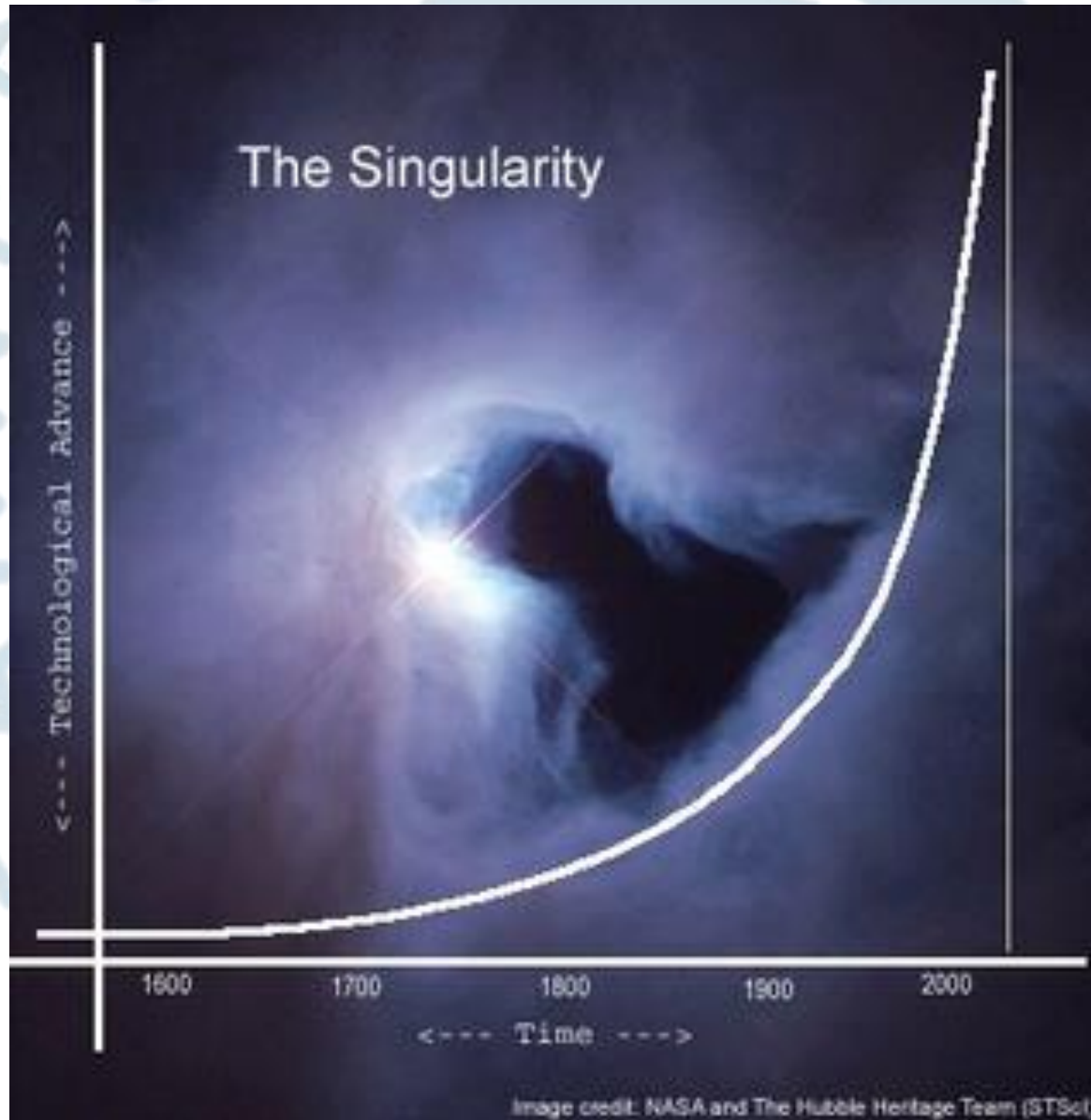
100%

# Tecnología y el nuevo modelo

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- Aplicaciones avanzadas.
- Los avances – el mundo del futuro cercano.
- Impacto ético en individuos y sociedad.

# El Futuro Cercano - IA



# El Futuro Cercano - IA

Guía básica de la IA

INFORMACIÓN

## Entendamos la inteligencia artificial

En esta guía, se ofrecen textos explicativos breves para ayudar a todas las personas a entender qué es la IA, cómo funciona y de qué manera está cambiando el mundo que nos rodea.



# Reconocimiento de Patrones

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# Búsqueda en tiempo real

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# Realidad Aumentada



# Realidad Virtual (?)

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# Big Data

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# Tecnología y el nuevo modelo

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- Aplicaciones para una nueva pedagogía.
- Aplicaciones avanzadas.
- Los avances - el mundo del futuro cercano.
- Impacto ético en individuos y sociedad.



**Impacto Ético en Individuos y Sociedad**

# Impacto Ético

EXTREME TECH

SEARCH

ZIFF  
2015  
AWARDS

Home / Computing / Mobile / Internet / Gaming / Electronics / **Extreme** / Deals

EXTREME > TIME IS RUNNING OUT FOR ETHICISTS TO TACKLE VERY REAL ROBOT QUANDARIES

Go to the Extreme category archives.

## Time is running out for ethicists to tackle very real robot quandaries

By Graham Templeton on February 16, 2015 at 10:31 am | 71 Comments



### Share This Article



By its nature, the Open Roboethics Initiative is easy to dismiss — until you read anything they've published. As we head toward a self-driving future in which virtually

all of us will spend some portion of the day with our lives in the hands of a piece of autonomous software, it ought to be clear that robot morality is anything but academic. Should your car kill the child on the street, or the one in your passenger seat? Even if we can master such calculus and make it morally simple, we will do so only in time to watch a flood of household robots enter the market and create a host of much more vexing problems. There's nothing frivolous about it — robot ethics is the most important philosophical issue of our time.

Many readers are probably familiar with the following moral quandary, which is not specifically associated with robotics: A train is headed for, and will definitely kill, five helpless people, and you have access to a lever that will change its track and direct it away from the five — and over another, lone victim instead. A grislier version asks you decide whether to push a single very large person in front of the train to bring it to a wet, disgusting halt, which makes it impossible to deny culpability for the single death, which is a problem. Obviously, five dead people is worse than one dead person,



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# MIT Moral Machine



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The COVID-19 crisis has forced people to confront difficult ethical challenges. If you are comfortable answering a few brief questions on this topic, please click [here](#).



[COVID-19](#)



Moral Machine - Human Perspectives on Machi...



Watch later



Share



By Grandvikhan (Own work) [CC BY-SA 4.0 (http://creativecommons.org/licenses/by-sa/4.0/)], via Wikimedia Commons

# Harvard Project Implicit



Project Implicit

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## Presidents IAT

*Presidents* ('**Presidential Popularity**' IAT). This IAT requires the ability to recognize photos of Joseph Biden and one or more previous presidents.

## Age IAT

*Age* ('**Young - Old**' IAT). This IAT requires the ability to distinguish old from young faces. This test often indicates that Americans have automatic preference for young over old.

## Gender-Career IAT

*Gender - Career*. This IAT often reveals a relative link between family and females and between career and males.

## Arab-Muslim IAT

*Arab-Muslim* ('**Arab Muslim - Other People**' IAT). This IAT requires the ability to distinguish names that are likely to belong to Arab-Muslims versus people of other nationalities or religions.

## Sexuality IAT

*Sexuality* ('**Gay - Straight**' IAT). This IAT requires the ability to distinguish words and symbols representing gay and straight people. It often reveals an automatic preference for straight relative to gay people.

## Race IAT

*Race* ('**Black - White**' IAT). This IAT requires the ability to distinguish faces of European and African origin. It indicates that most Americans have an automatic preference for white over black.

## Asian IAT

*Asian American* ('**Asian - European American**' IAT). This IAT requires the ability to recognize White and Asian-American faces, and images of places that are either American or Foreign in origin.



# My Goodness MIT

## Welcome to MyGoodness!

There are over [one million](#) registered charities in the United States alone, and many more worldwide. How do you choose among them?

MyGoodness is a simple game that helps you understand how you give. In the game, you will make 10 giving decisions. Each decision is between two choices, and you tell us which you prefer.

At the end of the game, we give you a summary of your 'goodness' and how it compares to others. You can share that feedback with whomever you would like.



Start Game!

View instructions (recommended)

# MIT Detect Fakes

The screenshot shows a web browser window displaying the 'MIT Detect Fakes' website. The page has a dark grey header with the text 'Detect Fakes' on the left and a menu icon on the right. Below the menu icon are two links: 'About' and 'Informed Consent'. The main content area is black with the white text 'Can you spot the DeepFake video?' centered. Below this text are two side-by-side video frames showing a woman's face in a dimly lit room. The left frame is the original video, and the right frame is a deepfake. At the bottom of the browser window, a Windows taskbar is visible with various application icons, a system tray showing 98% battery, and the date and time 'ENG 7:04 AM'.

"Terrific. . . . Art and science meet an engaged mind  
and the friction produces real fire." —*The New Yorker*

# *The Most Human*

*Human*



*What*

*Artificial Intelligence*

*Teaches Us About Being Alive*

B r i a n C h r i s t i a n

# La Educación y la Tecnología

---

- La tecnología no es tecnología.
- Desarrollar aplicaciones nativas.
- Personalización, creatividad, pensamiento crítico, expresión.
- Análisis de impacto de desarrollos actuales y futuros.



**Tecnología y los espacios**



# Comunidades de innovación

# Comunidades de innovación

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- Lecciones de la historia de las transformaciones culturales.
- Cultura abierta.
- Ejercicio de dar feedback.
- Intercambio de ideas.
- Responsabilidad compartida del aprendizaje.

# El Colegio Híbrido

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[gabriel.rshaid@thelearnerspace.org](mailto:gabriel.rshaid@thelearnerspace.org)