

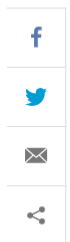
Steelcase

[bash[®]
desde 1886

Gabriel Rshaid

www.thelearnerspace.org

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



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?



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



Aprender de por vida → objetivo fundamental



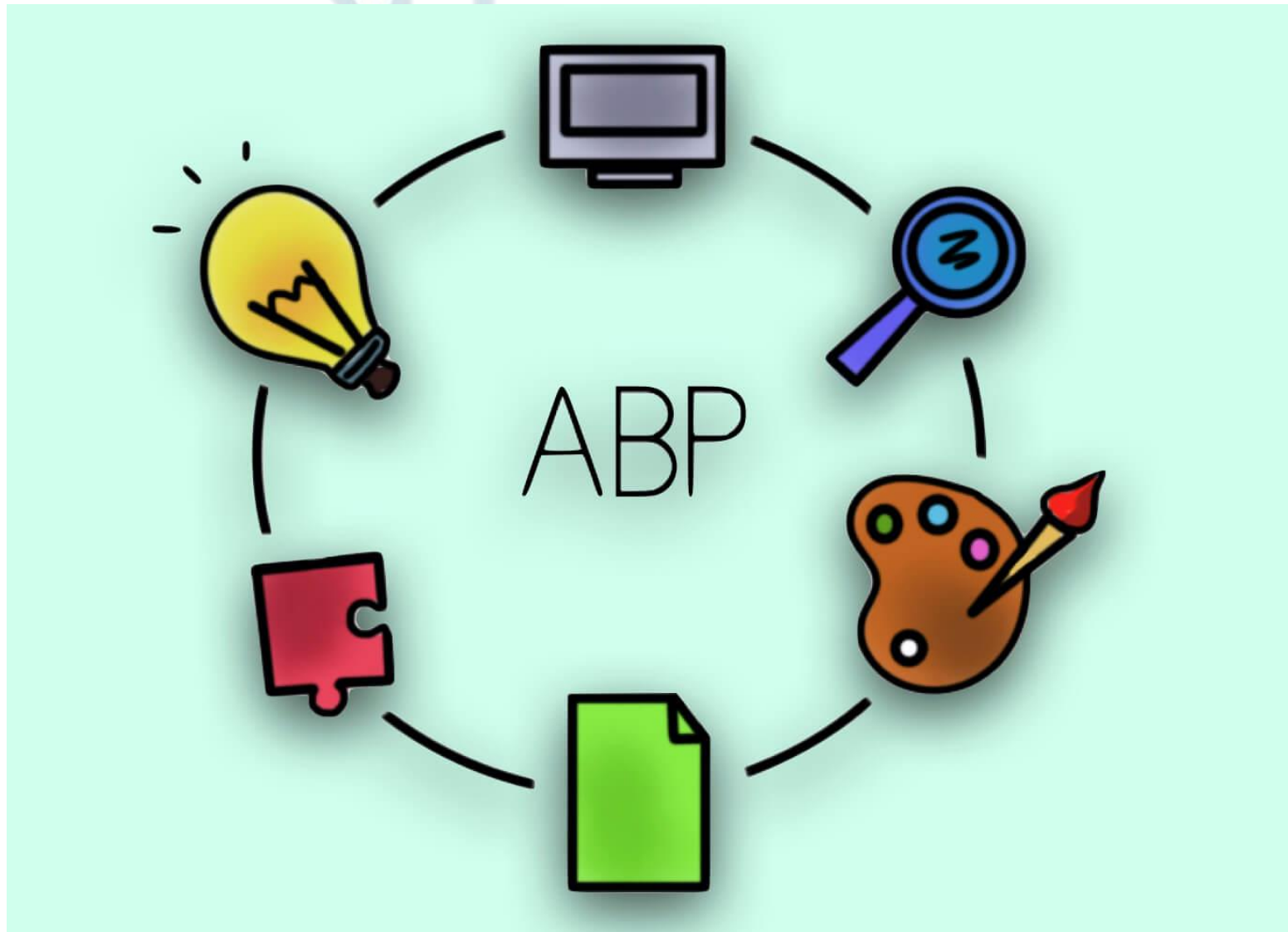
Aprender de los fracasos



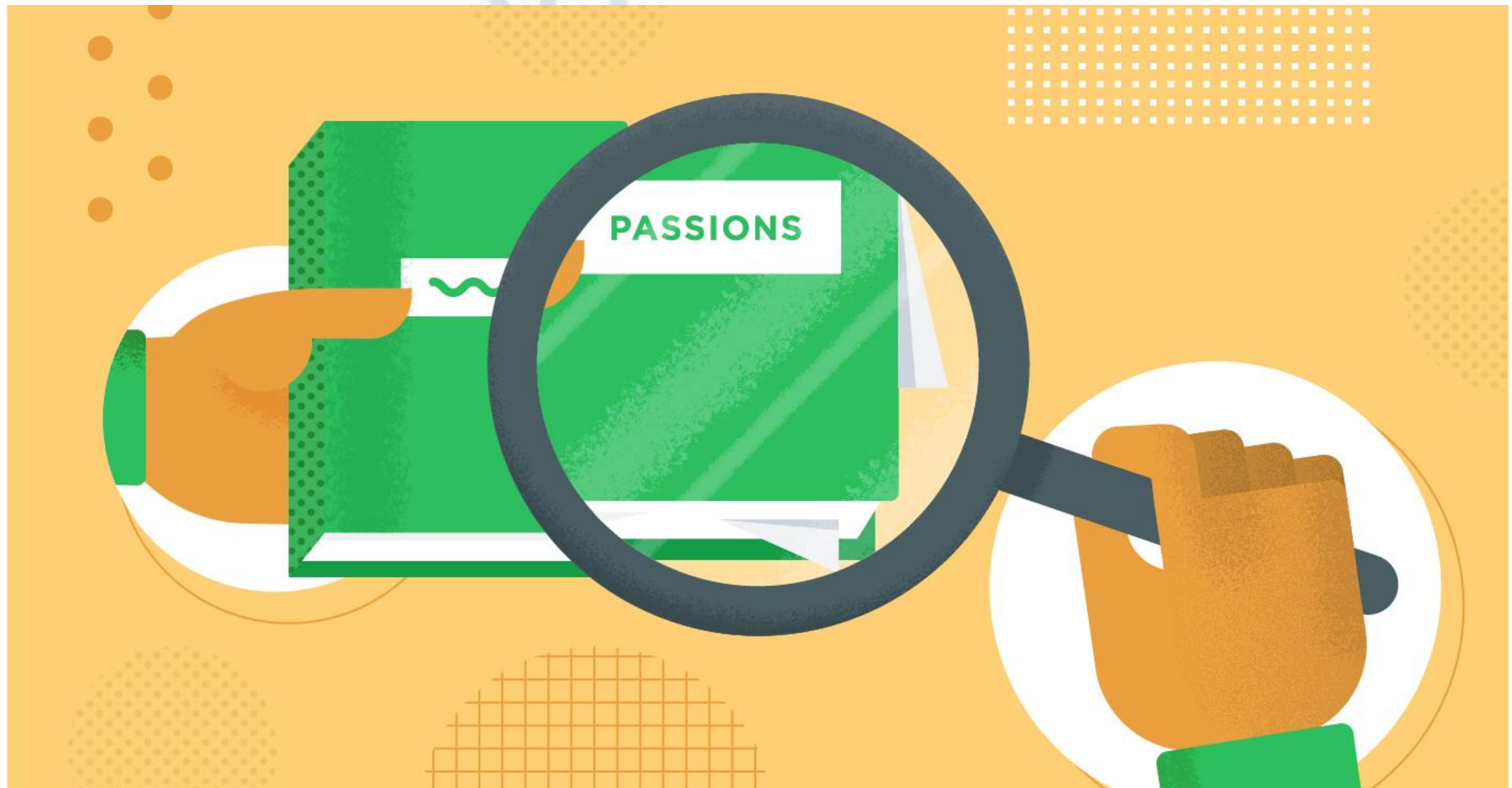
Nuevas Habilidades



Educación Personalizada



Aprendizaje Basado en Proyectos



Intereses y Pasiones



Diseño



Del Colegio a la Universidad



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”

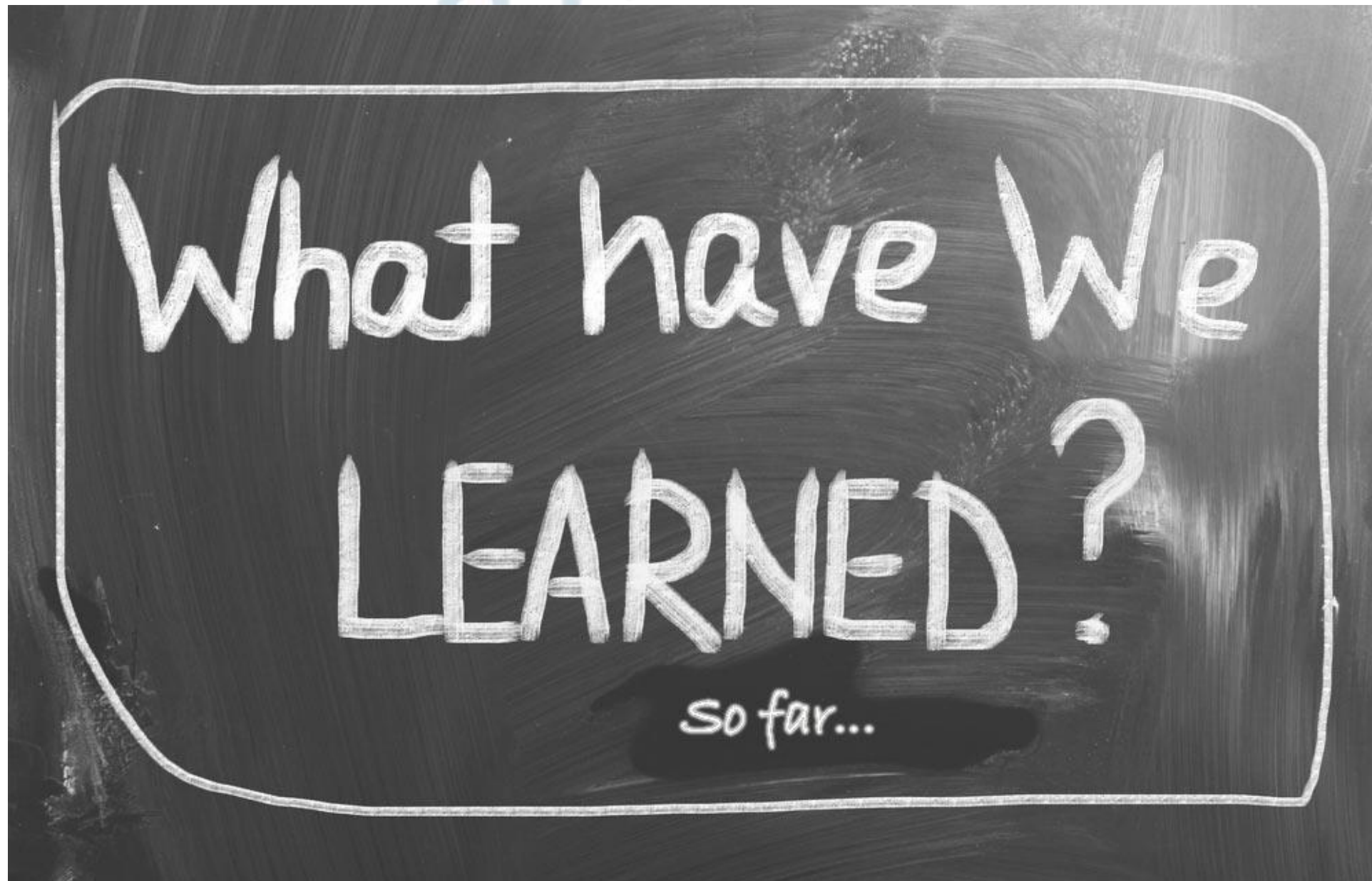
“

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

Checkpoint #1:

¿Cuál es la visión del modelo de aprendizaje para la educación superior en base a los cambios irreversibles en el conocimiento?

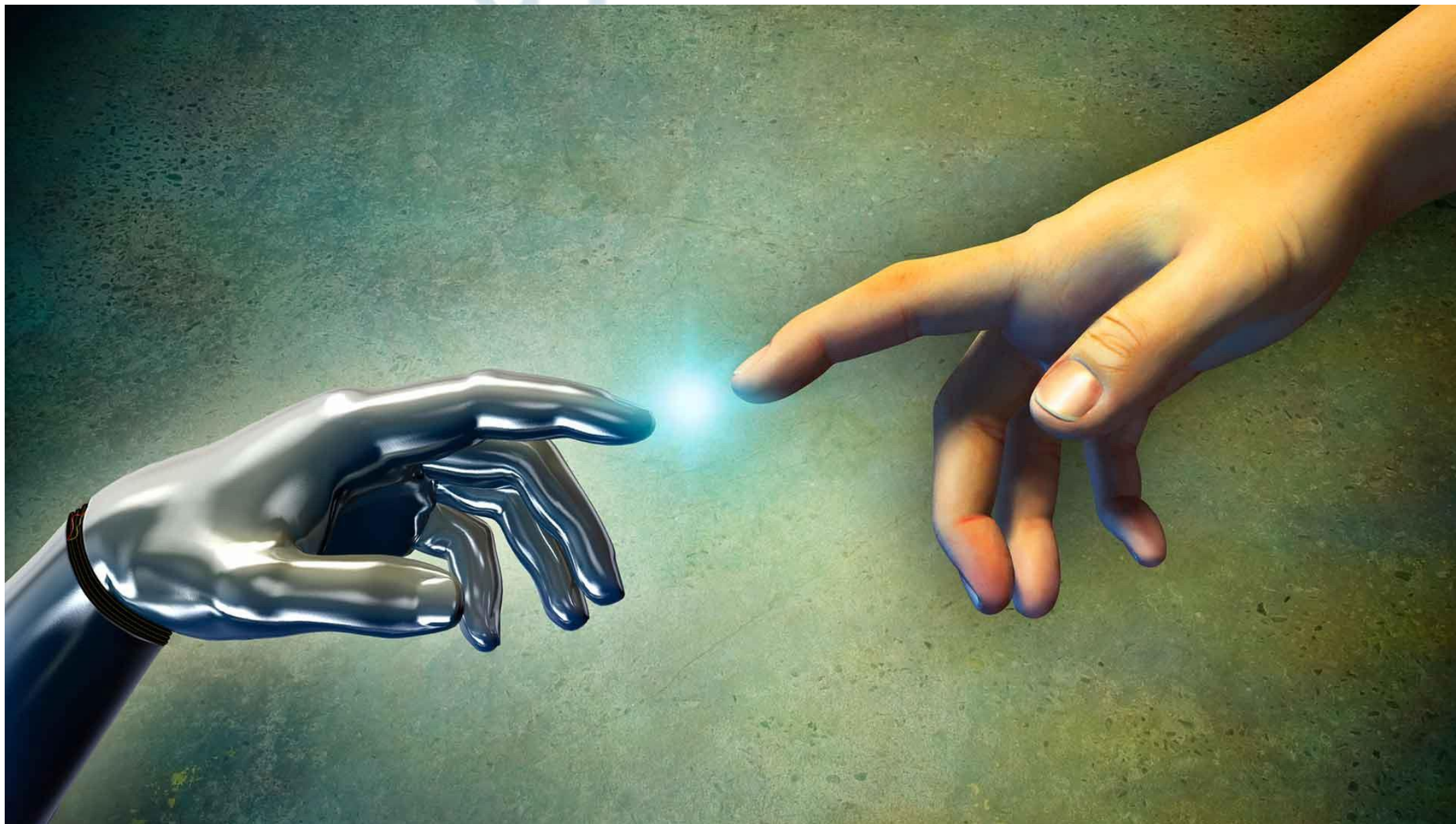




¿Qué aprendimos de COVID... hasta ahora?



No es un aislamiento social.



Tecnología ≠ Deshumanización



Online ≠ Virtual



Estamos viviendo online, no de paso.



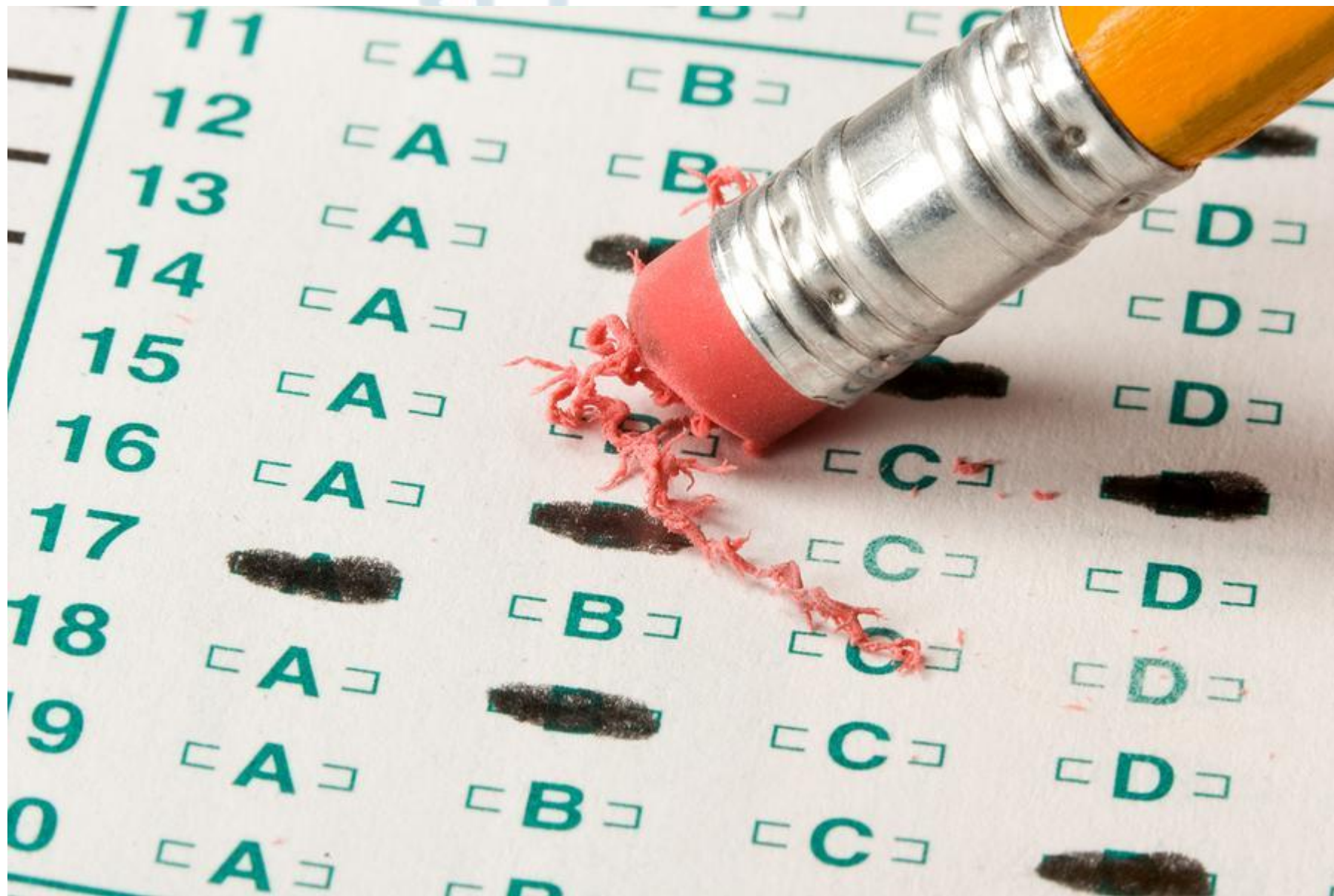
La expresión online no es una traducción del mundo físico.



Sincrónico vs. asincrónico



Las crisis favorecen lo esencial.



Falsos dogmas educativos.

Bienestar y nuevas habilidades

Browse > Personal Development > Personal Development

The Science of Well-Being

★★★★★ 4.9 33,758 ratings | 👍 98%



Laurie Santos

TOP INSTRUCTOR

Enroll for Free

Starts Oct 4

Financial aid available

4,096,994 already enrolled

Offered By

Yale

d.life

HOME COURSES EVENTS RESOURCES FOR UNIVERSITIES



ME104B:
Designing Your Life

WHAT IS THIS COURSE ABOUT?

Checkpoint #2:

¿Cuáles son los principales desafíos post pandemia y cómo los están encarando?





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.

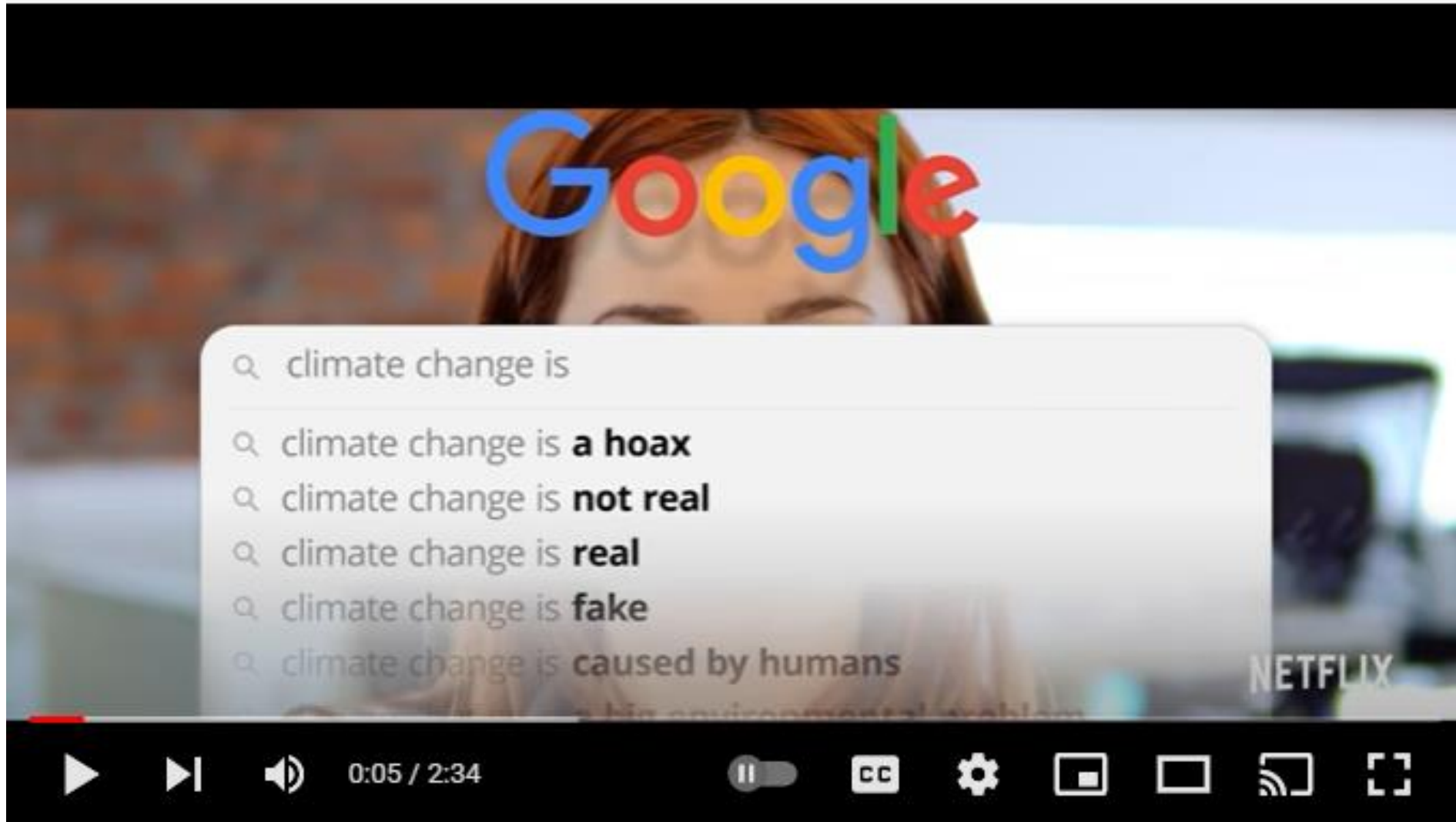
<http://www.tandfonline.com/doi/full/10.1080/17405629.2015.1107542>

Medios digitales = engagement.



Digitalización - ¡Enemigo!

Consumo crítico de medios



Tecnología y el nuevo modelo

- **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

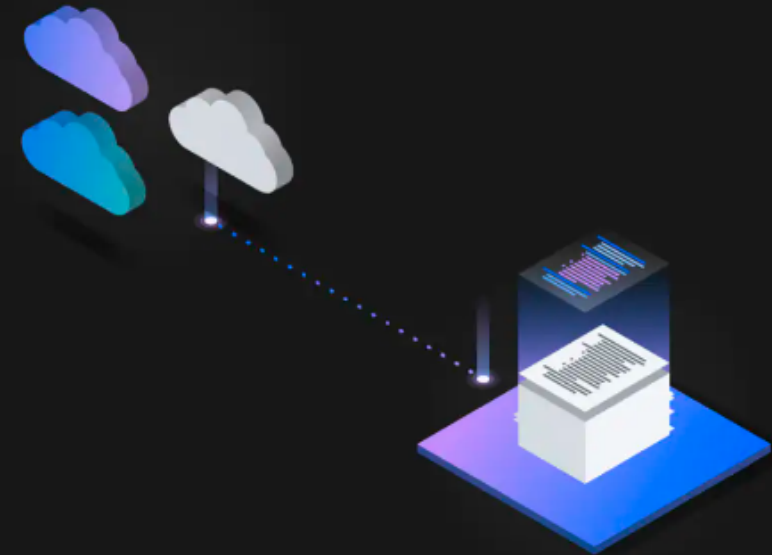
Get started free

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, grid, 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" counter. 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

MIT Teachable Machine

[About](#)

[FAQ](#)

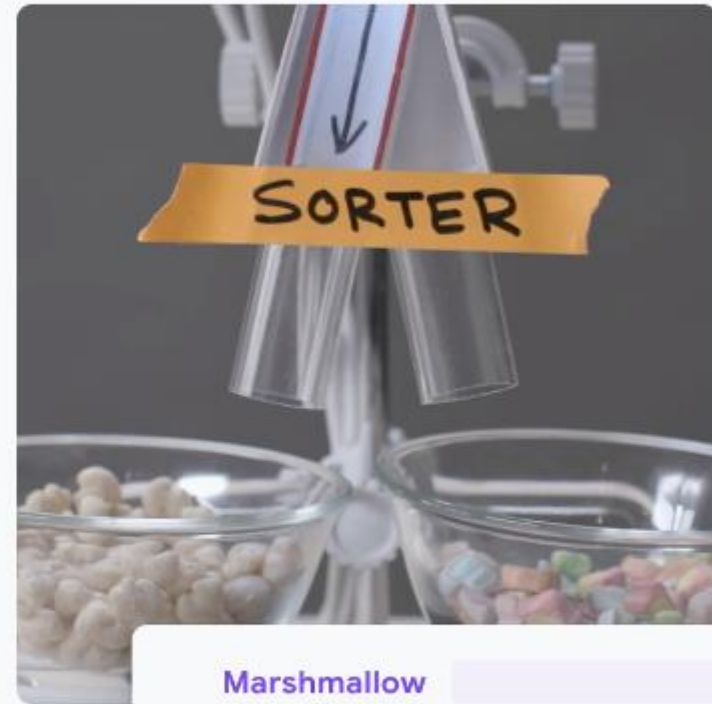
[Get Started](#)

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%

Checkpoint #3:

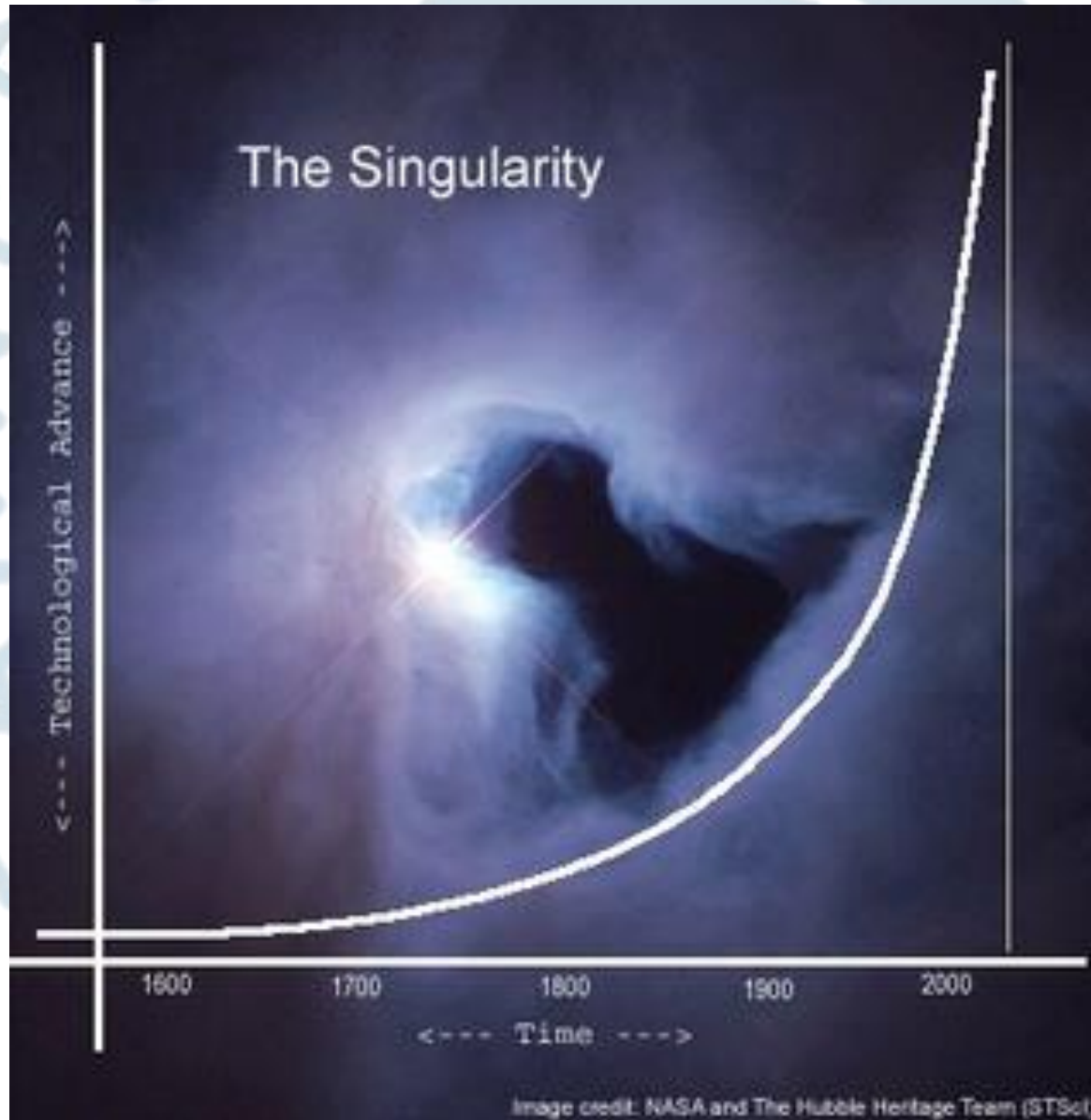
¿Qué impacto pueden llegar a tener este tipo de aplicaciones en el aprendizaje y producción de conocimientos?



Tecnología y el nuevo modelo

- 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

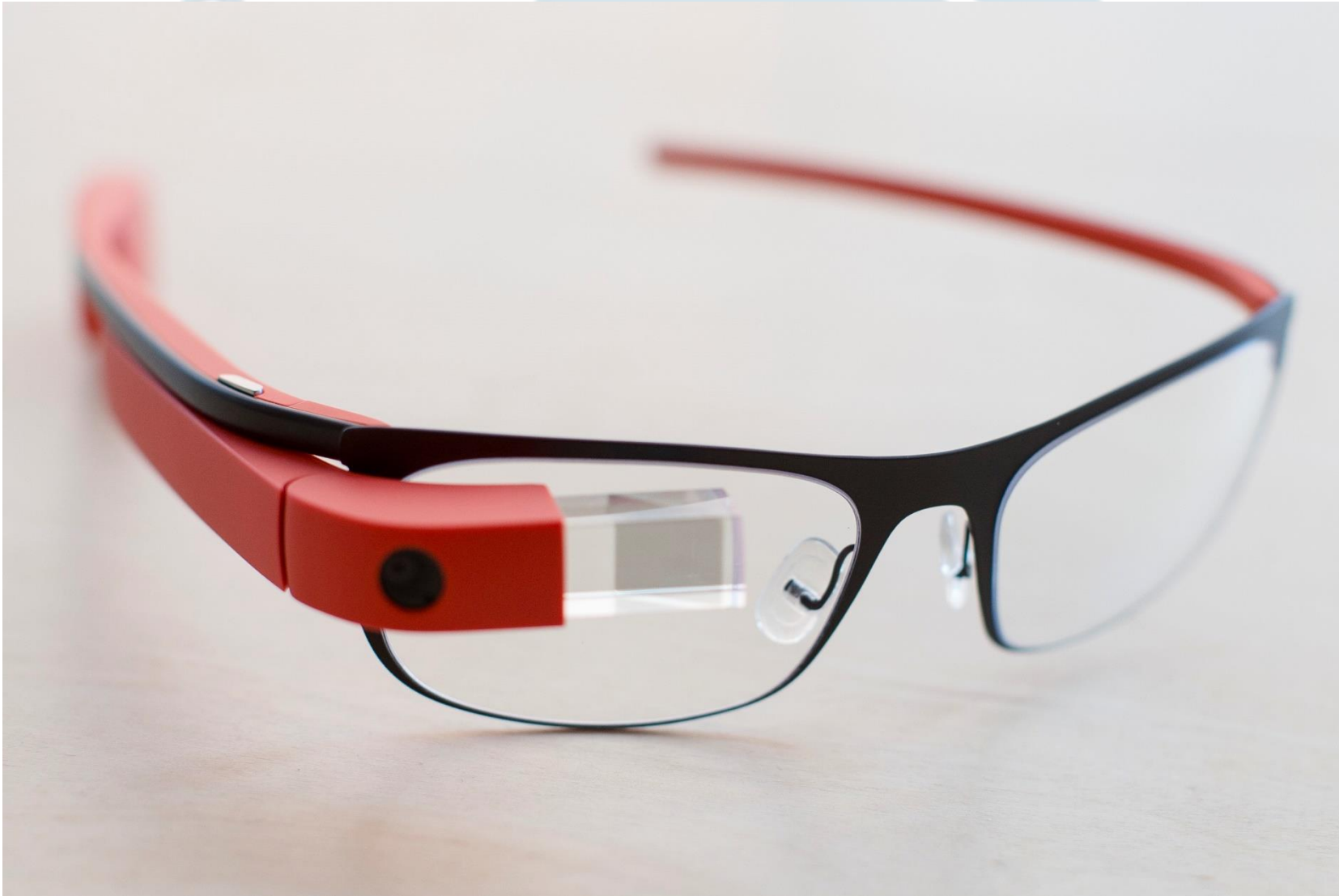
En esta guía, se ofrecen textos explicativos breves para ayudar a todas las personas a entender qué es la IA, cómo funciona y de qué manera está cambiando el mundo que nos rodea.



Reconocimiento de Patrones



Búsqueda en tiempo real



Realidad Aumentada



Realidad Virtual (?)



Big Data



Tecnología y el nuevo modelo

- 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

blem. Obviously, five dead people is worse than one dead person,



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When metals become insulators and back again, it's math to the rescue Apr 24

Skip the Apple Watch, but keep its features Apr 24

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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



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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

Detect Fakes

About

Informed Consent

Can you spot the DeepFake video?

98% 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

Checkpoint #4:

¿Cómo se desarrolla una mirada crítica en los estudiantes para discernir la proyección futura e impacto de los desarrollos tecnológicos?





Tecnología y los espacios



Comunidades de innovación

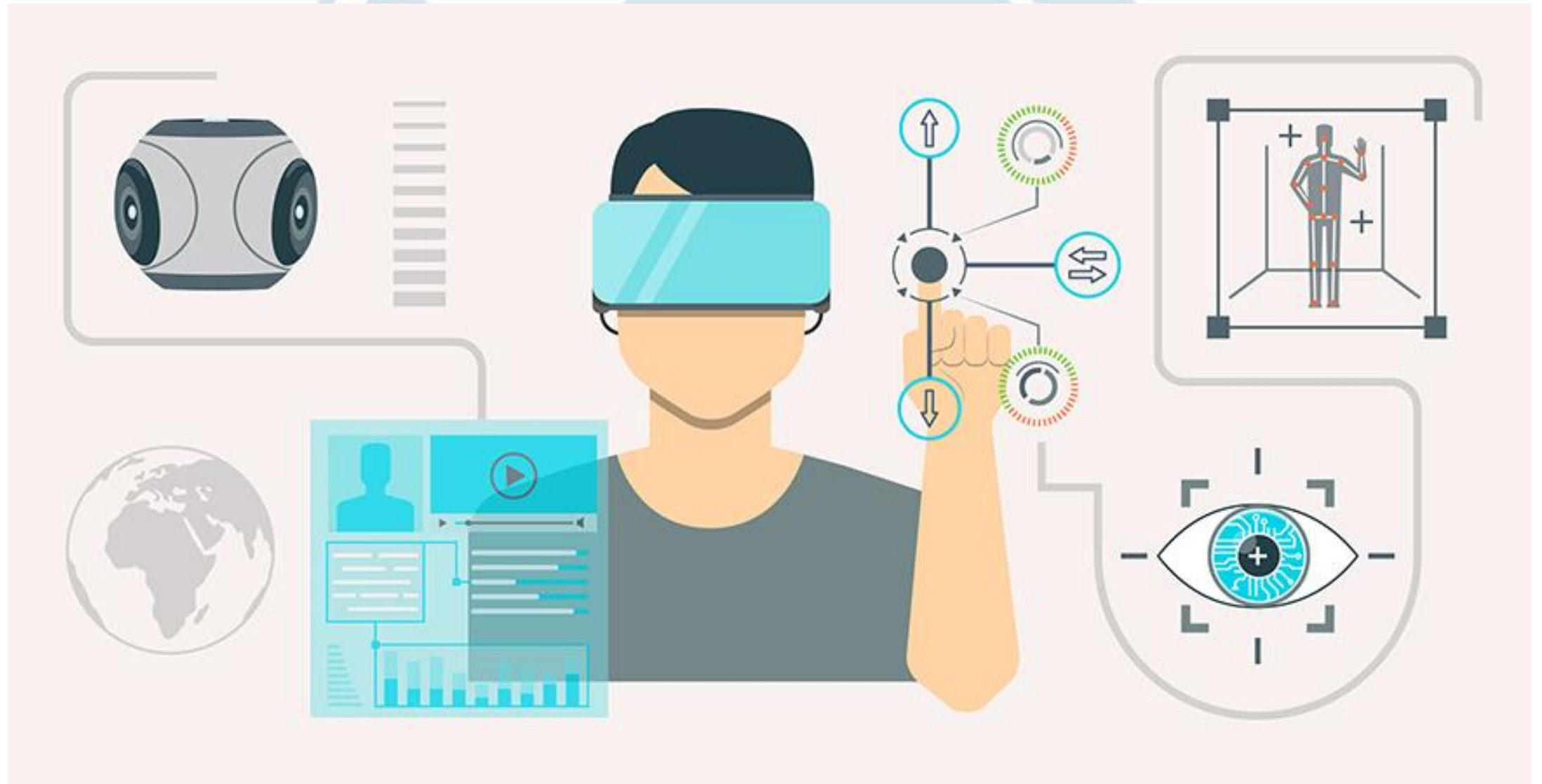
Comunidades de innovación

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

El Campus Híbrido



Serious Games



Investigación



Checkpoint #5:

¿Qué se debe hacer diferente, dejar de hacer o hacer nuevo?





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