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May 11, 2010

Summary of Emerging Worlds Forum IV: What Does It Take To Be A Super Hero in 2017?
April 23, 2010
Presented and Facilitated by Jason Tester
Research & Design Manager, Institute For The Future

The fourth annual forum held this year at The Torque Club, atop the grandstand at Richmond's International Raceway, was an energetic and lively group. The 165-member audience was a mix of Central Virginia's educators, administration, technology staff, and community leaders.

The Institute For The Future, started in 1968, is a forecasting non-profit based in California. They believe that everyone is becoming more empowered as personal technology is advancing. Foresight is used to reduce the cone of uncertainty. What will have more of an impact in the future? What becomes more probable? Using a series of collective games, Mr. Tester led the group through exercises that demonstrated how to move from foresight to insight to action. Tester showcased many websites and examples of this evolution.

Pocoko is a good example. You can create a design and make it into a single real product. Their research has shown that people would rather buy products that have been created specifically for them. These are green goods. They cut the waste from oversupply by making products on-demand; cut carbon emissions by sourcing local materials and making products as close to the point of consumption as possible and, minimize reliance on the traditional supply chain associated with the transportation and storage of the products we typically buy today. Product plans are being shared freely across the web in the same way we share software, photos, music and movies. The good news is these earlier examples are educating us about how to share and sell design files so everyone is happy. On-demand products creates a new business model for manufacturing-as-a-service direct from a product plan. It's here and it's changing the way products are created, traded and distributed. You can now 'click to make' individualized goods using your PC. You can change the product to how you like it, rather than being forced to take a standard one from the shelf. You have infinite choice because unlimited creativity means the virtual shelf is never out of stock, of anything. This also means that if you can not find it anywhere else, you will find it here. There is much less physical waste from oversupply. And as a seller you have unlimited inventory without the cost of inventory. Ultimately, instead of buying a physical product that was designed in California, made in China then shipped to your local store so you can drive down, buy it and take it home, Ponoko enables the product plans to be shipped to your home, where you can download it and make it on demand.

After introducing multiple sites that use technology tools in new and innovative ways, Tester then instructed participants to pick 3 skills / powers he had explained. They then had 3 Multi-Player Forecasting Games to complete in like groups to earn "points" to complete their tasks.

Here are 4 critical skills needed to succeed:

1. learning
2. leadership
3. collaboration
4. workplace

Mr. Tester explained 10 new leadership skills.



Ping Quotient

Excellent responsiveness to other people's requests for engagement; strong propensity and ability to reach out to others in a network



Longbroading

Seeing a much bigger picture; thinking in terms of higher level systems, bigger networks, longer cycles



Open Authorship

Creating content for public modification; the ability to work with massively multiple contributors



Cooperation Radar

The ability to sense, almost intuitively, who would make the best collaborators on a particular task or mission



Multi-Capitalism

Fluency in working and trading simultaneously with different hybrid capitals, e.g., natural, intellectual, social, financial, virtual



Mobbability

The ability to do real-time work in very large groups; a talent for coordinating with many people simultaneously; extreme-scale collaboration



Protovation

Fearless innovation in rapid, iterative cycles; the ability to lower the costs and increase the speed of failure



Influency

Knowing how to be persuasive and tell compelling stories in multiple social media spaces (each space requires a different persuasive strategy and technique)



Signal/Noise Management

Filtering meaningful info, patterns, and commonalities from the massively-multiple streams of data and advice



Emergensight

The ability to prepare for and handle surprising results and complexity that comes with coordination, cooperation and collaboration on extreme scales

Summary of Survey Results

Eighty of the 165 completed the survey. Below is a sampling of the results.

How will you use the information from the Forum? (77 responded)

- *Tons of websites and cutting edge ideas*
- *It will help me in planning professional development for my teachers.*
- *While I rely on the MathScience Innovation Center as a leader in this innovation through Professional Development, I will encourage teachers to take a risk from their traditional teaching styles and try some of these applications in their own classrooms*
- *Will share the "superhero traits" with faculty and staff as it fits nicely with 21st century skills model.*
- *Modify/examine methods of lesson creation*

What were the strengths of the presentation? (79)

- *It was interactive and fun!*
- *Great overview of practical 21st century skills use. Well organized.*
- *A good balance of lecture and hands-on. Presenter was engaging!*
- *Large view of progression of technology, where we are, where we are going. Great education.*
- *The overwhelming amount of knowledge and resources.*
- *Interactiveness. I loved presentation of "superhero traits" as they are applicable to education.*
- *It made me think. I enjoyed the collaborative activity.*

What would you change about the presentation? (58)

- *Nothing. The structure was perfect. I have ADHD and paid attention to the entire thing*
- *I enjoyed it overall. Please always get someone who does a mixture of hands-on and lecture.*

Will you utilize, or refer others to, the archived footage of this presentation from our website? (68)

- *Definitely! Curious to hear and learn more!*
- *Yes. There was a great deal to absorb so to really get ideas I would need to review it and refer to it often.*
- *Yes-both personally to prepare for staff development and as a resource for others*
- *Oh yes! I can't wait to tell my teacher friends about the whole program.*

How many do you annually impact?

- *94% of the audience have a direct impact on 100+ students*
- *83% of the audience have a direct impact on educators*

Suggestions for future events?

- *Central location worked well. Meeting space huge and food service was very good.*
- *They had multiple video screens, so wherever you sat, you could see the speaker in person and on a screen*
- *I would love to hear more about the gaming/curriculum connection.*
- *Share participation list / emails so we can stay connected*



The MathScience Innovation Center is proud to be the leader of K-12 math and science education for the eight Central Virginia school divisions within our forty-three year old Consortium (Chesterfield, Colonial Heights, Hanover, Henrico, King William, Petersburg, Powhatan and Richmond Public Schools) and the capacity building workforce program for K-12 educators and students that provides expanded opportunities to learn about emerging fields (fractal geometry, engineering, nanotechnology, environmental modeling) and effective ways to integrate within the curriculum.