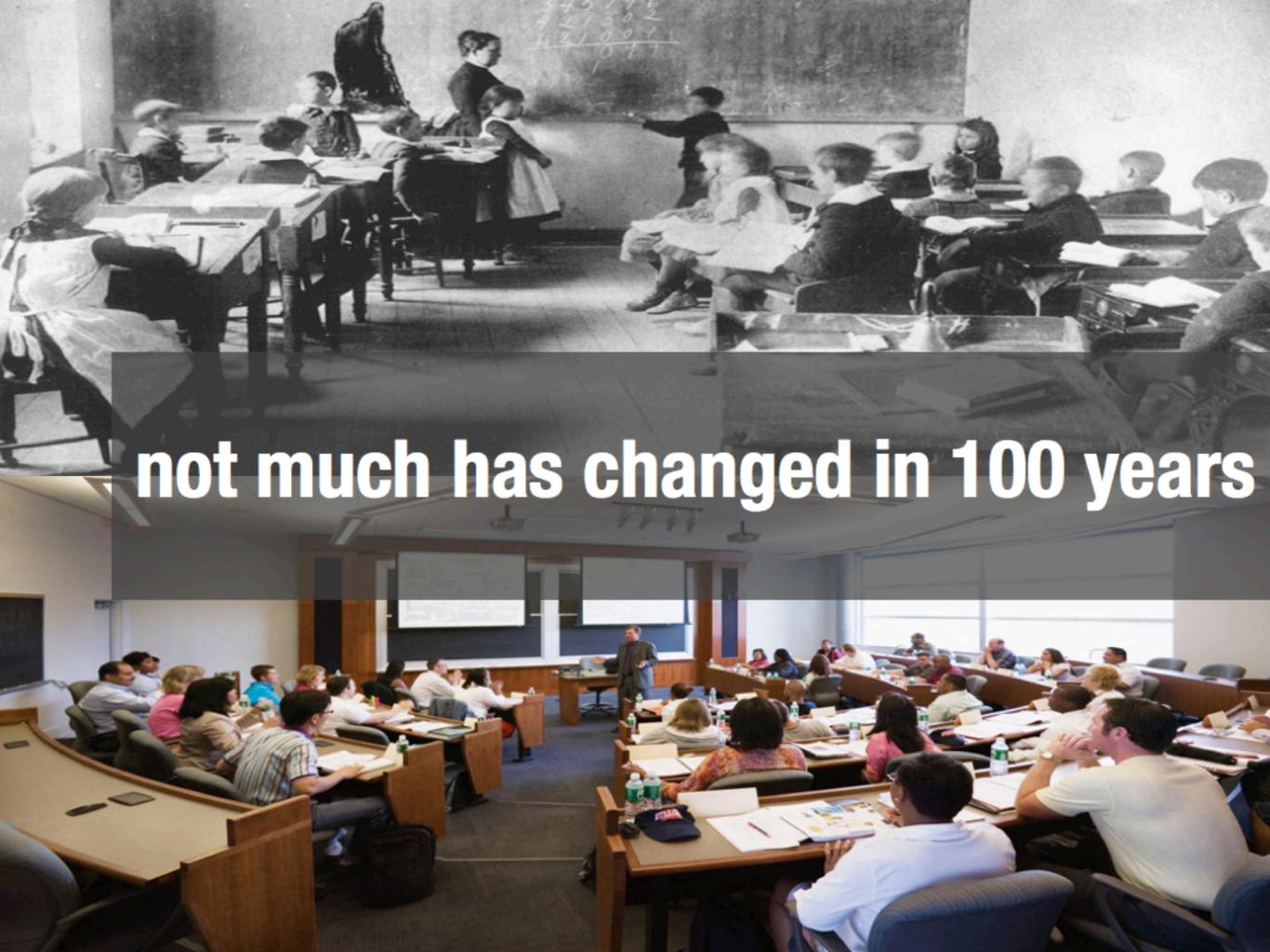
design thinking for mobile learning @GrahamBM

Design Council

Design is what links creativity & innovation.

It shapes ideas to become practical & attractive propositions for users & customers.

Design may be described as creativity deployed to a specific end.





School

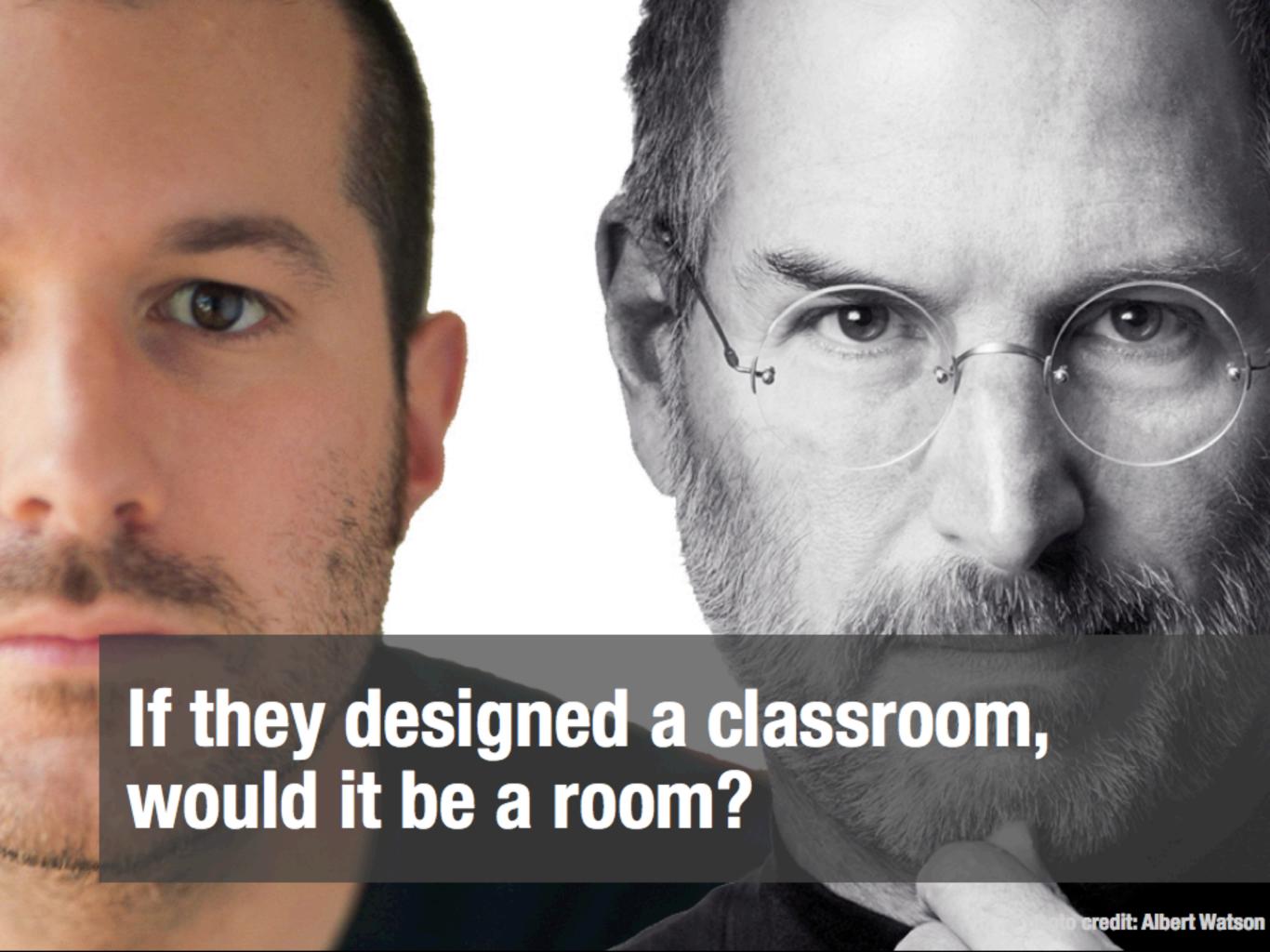
- authoritarian structure
- dress code
- emphasis on silence and order
- negative reinforcement
- walk in lines
- loss of individual autonomy
- abridged freedoms
- no input in decision making
- set times enforced for walking, eating, etc

Prison

- authoritarian structure
 - dress code
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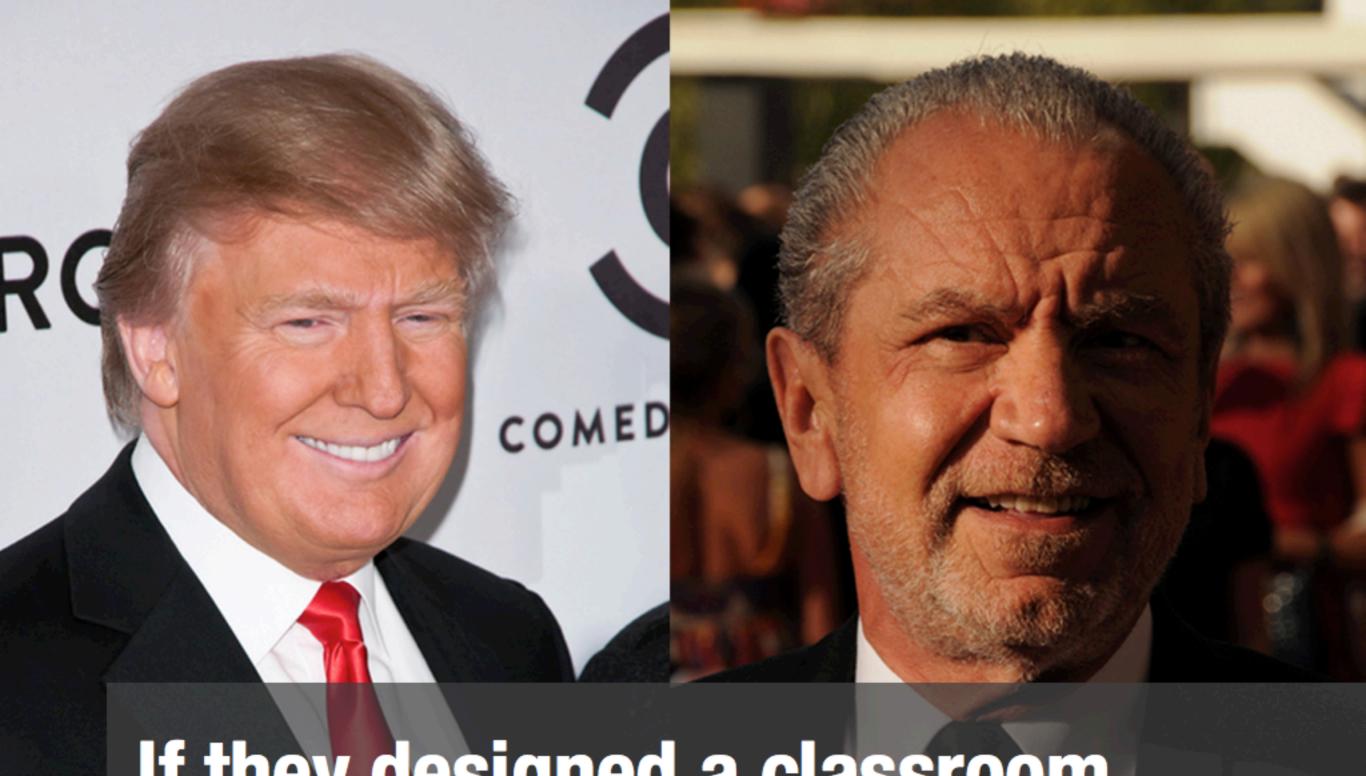
eating, etc



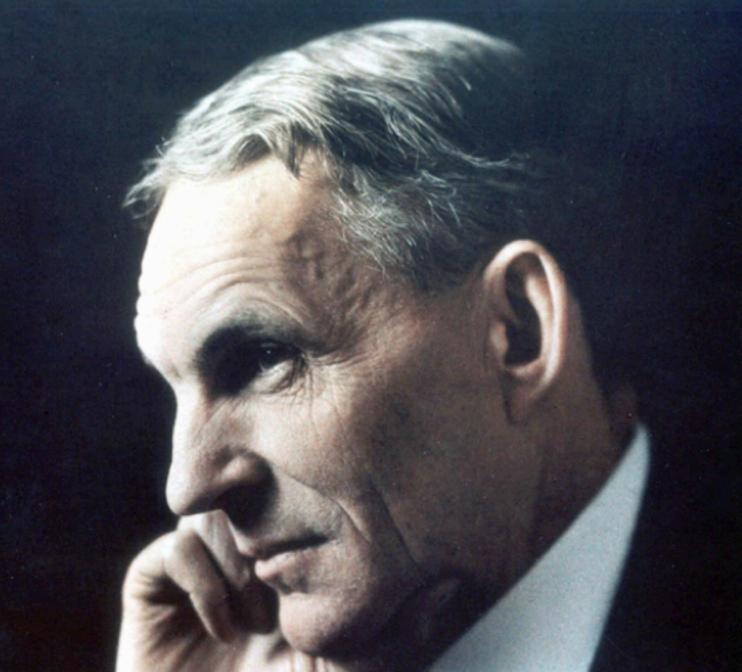














the purpose of education who is the customer?





a path to enlightenment?



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Jessica Shepherd, education correspondent guardian.co.uk, Monday 20 September 2010 10.52 BST





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Education, like democracy, should be a right not a privilege



UDOCITY

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The Connected Life by 2020

2020

24 Billion

Total Connected Devices

Revenue Opportunity For Mobile Network Operators in 2020

\$1.2

Trillion

7x increase on 2011 expected revenues

otal Connected Devices

9 Billion

2011

Total Connected Devices

2020

12 Billion

Mobile Connected Devices

2011

6 Billion

Mobile Connected Devices

Revenue opportunity for connected devices in vertical sectors

Health
\$69 Billion

Automotive
\$202 Billion

Consumer electronics
\$36 Billion

\$445 Billion













thank you for listening @GrahamBM