

Indsigt og udsyn med Informationsteknologi

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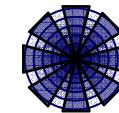
AARHUS
UNIVERSITET
SCIENCE AND TECHNOLOGY



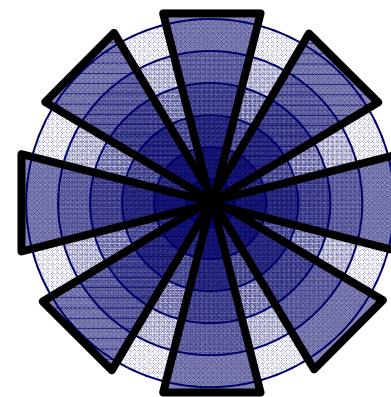
40 år

Datalære, Edb,
Datalogi, It,
Service og kommunikation,
Programmering
Kommunikation/it, Multimedier,
Informationsteknologi

Nyt it-fag for alle (2011-)



- **It, et alment fag**
 - kreativt
 - revolutionerende
 - grænseoverskridende
 - meningsfuldt udbud for alle
 - inspiration til videregående studie
- **Kernestof: syv emner som definerer it-faget**
 - it-systemer og menneskelig aktivitet
 - interaktionsdesign af it-systemer
 - modellering og strukturering
 - it-systemers arkitektur
 - programmering
 - digitalisering
 - innovation

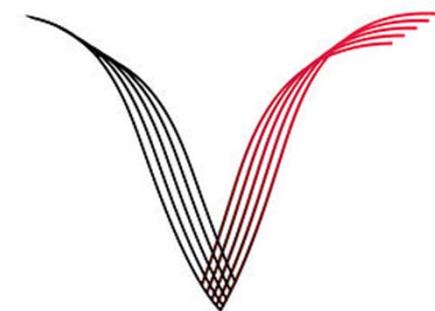


Et "elastisk" fag

It i gymnasiet.3



Tak!



VIDERE



Informatics at School – Worldwide, Hasler Foundation Report, 2012

Informatik

Nyt dannelsesområde

Nye basiskompetencer for alle

Tysk	Musik	...	Naturgeografi		
Idéhistorie	Samfundsfag	Programmering	Engelsk		
Teknologifag	Afsætning	Spansk	Biologi	Virksomhedsøkonomi	
Historie	Fysik	Oldtiduskundskab	Kinesisk	Kemi	Bioteknologi

Læsning Skrivning **Informatik** Matematik



**"Given how pervasive computers and the Internet is now,
and how integral it is into our economy,
and how fascinated kids are with it,
I want to make sure that they know
how to actually produce stuff using computers,
and not simple to consume stuff!"**

*Barack Obama, 14. februar 2013
(se video på konferencehjemmesiden)*

It i gymnasiet.7

Informatik

Informationsteknologi

Radikalt nye muligheder

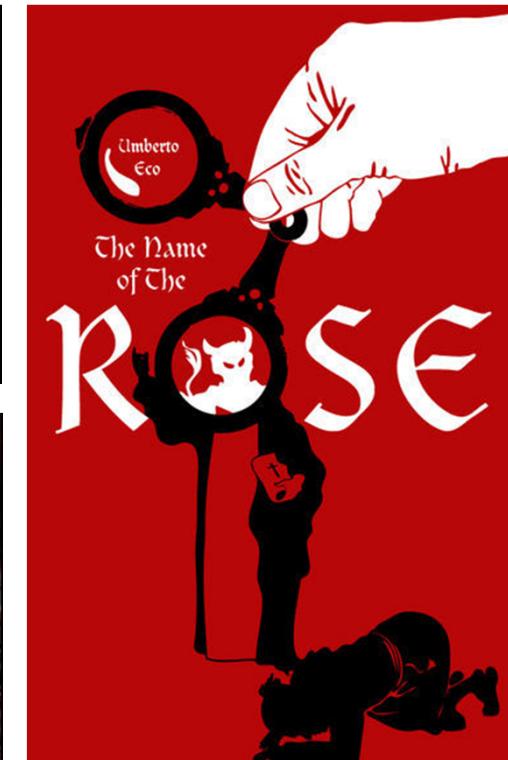
Erkendelsesmæssigt

Udtryksmæssigt

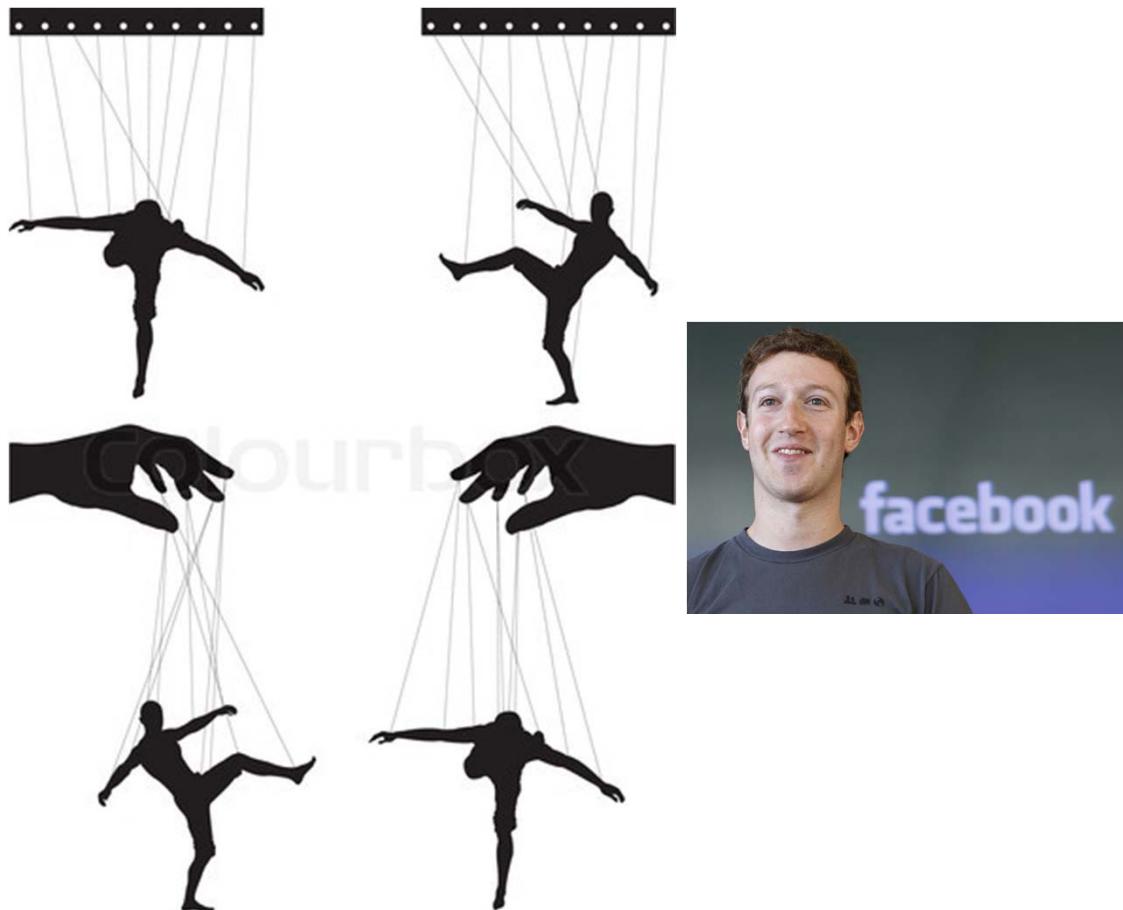
Socialt/fællesskabsmæssigt

Indsigt og udsyn med
Informationsteknologi

Den mørke Middelalder



Kontrolpanel til civilisationen



PROGRAM
OR BE
PROGRAMMED
TEN COMMANDS
FOR A DIGITAL AGE



DOUGLAS RUSHKOFF



In a digital age
whoever holds the keys
to programming
ends up building the reality
in which the rest of us live

Radikalt nye muligheder

Erkendelsesmæssigt

Udtryksmæssigt

Socialt/fællesskabsmæssigt

To eksempler

Eksempel 1

Luis von Ahn: Human Computing



Program der afgør om en bruger er
en computer eller et menneske

ESP Game

Fornøjeligt spil
Markering af billeder på www

reCAPTCHA

Kontrol: computer eller menneske?
Digitalisering af NY Times (1851-
1980)

400 mio. implicerede, 6% af Jordens befolkning

Duolingo

Lær et fremmedsprog
Oversættelse af WWW

Eksempel 2

En moderne biologiopgave



Ken Friis Larsen, DIKU



SCRATCH



It i gymnasiet.15

Vi er foran

Nyt it-fag

Ikke endelig formel,
men pokkers godt og nuanceret bud

Vi er bagud

National strategi

Planer

Ressourcer

Informatik for alle

Dannelsesmæssigt

It-skaberkompetencer til alle

Rekruttering af flere dygtige unge

Report of the joint Informatics Europe & ACM Europe Working Group on Informatics Education, April 2013

Informatics education: Europe cannot afford to miss the boat

Informatics is a major enabler of **technology invention**, the principal resource for Europe's drive to become an **information society**, and the key to **the future of Europe's economy**.

Informatics education is **sorely lacking** in most European countries.

Not offering appropriate informatics education means that **Europe is harming its new generation of citizens**, educationally and economically.

Unless Europe takes resolute steps to change that situation, it will turn into a mere **consumer of information technology** and **miss its goal of being a major player**.

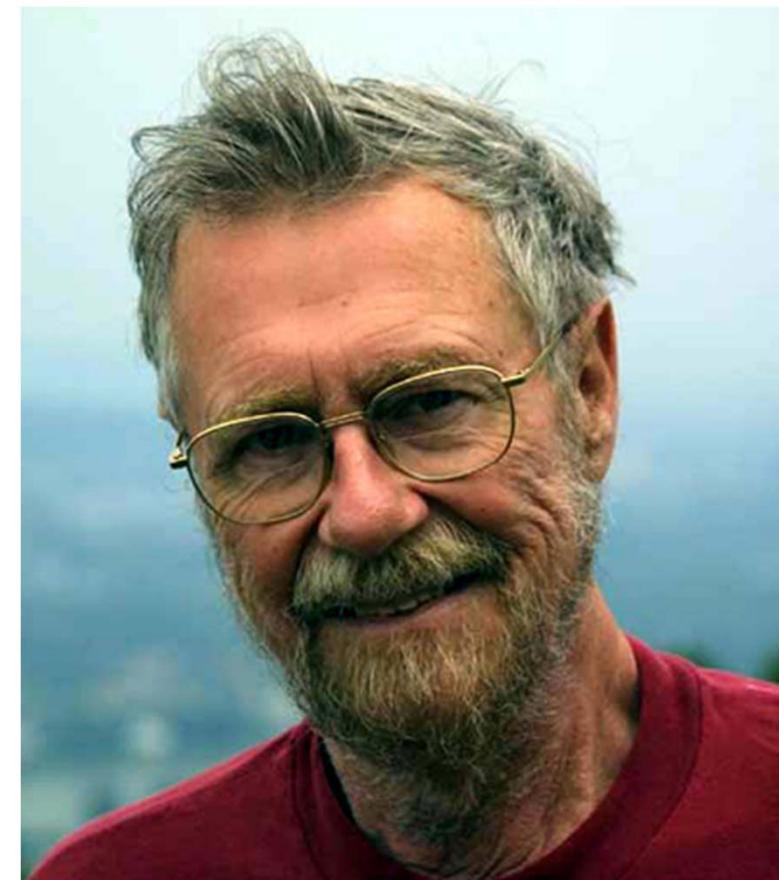
Edsger W. Dijkstra

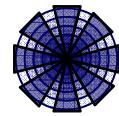
Automatic computers have now been with us for a quarter of a century [nu mere end 65 år].

They have had a great impact on our society in their capacity of tools, but in that capacity their influence will be but a ripple on the surface of our culture, compared with the much more profound influence they will have in their capacity of intellectual challenge without precedent in the cultural history of Mankind. [...]

This challenge, viz. the confrontation with the programming task, is so unique that this novel experience can teach us a lot about ourselves. It should deepen our understanding of the process of design and creation, it should give us better control over the task of organizing our thoughts. If it did not do so, to my taste we should not deserve the computer at all!

Dijkstra's Turing Award Lecture, 1972





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