→It's the Guttenberg bible, printed in 1453

→Most of us can be defined as
"GUTTENBERG SONS"
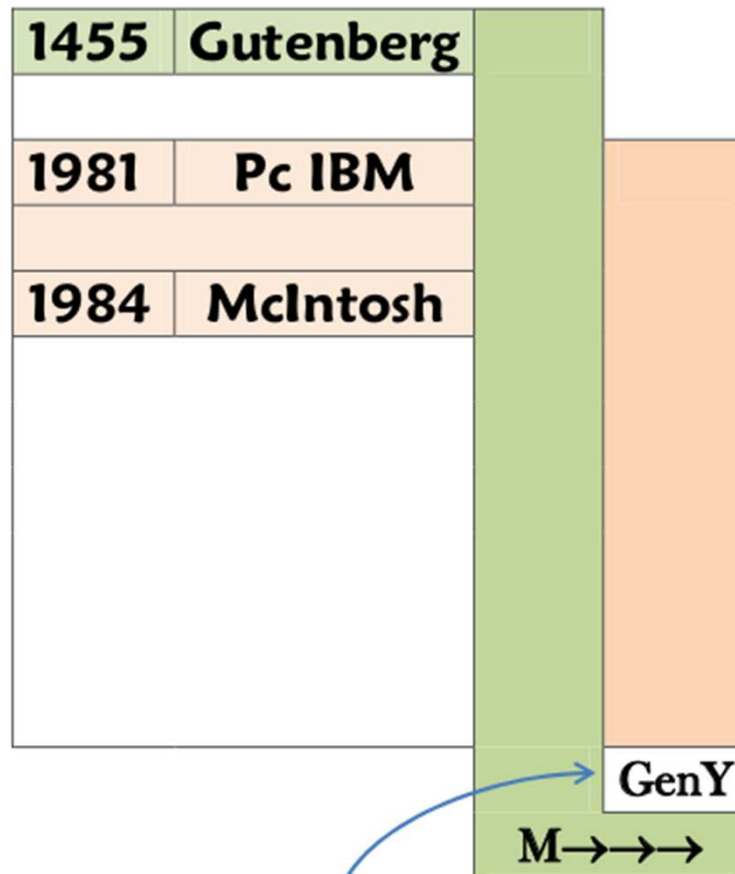because our way of studying is
(more or less) sequential,
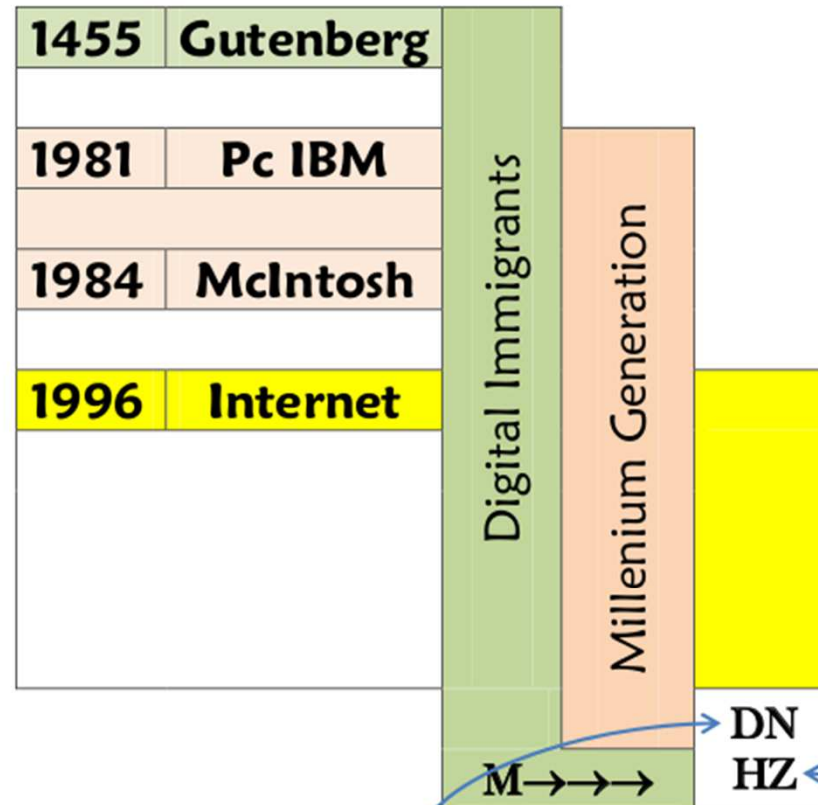like the book sequencing.

$\rightarrow$**After the "Guttenberg sons generation" ..**

$\rightarrow$**The technological evolution has been fast, very fast**
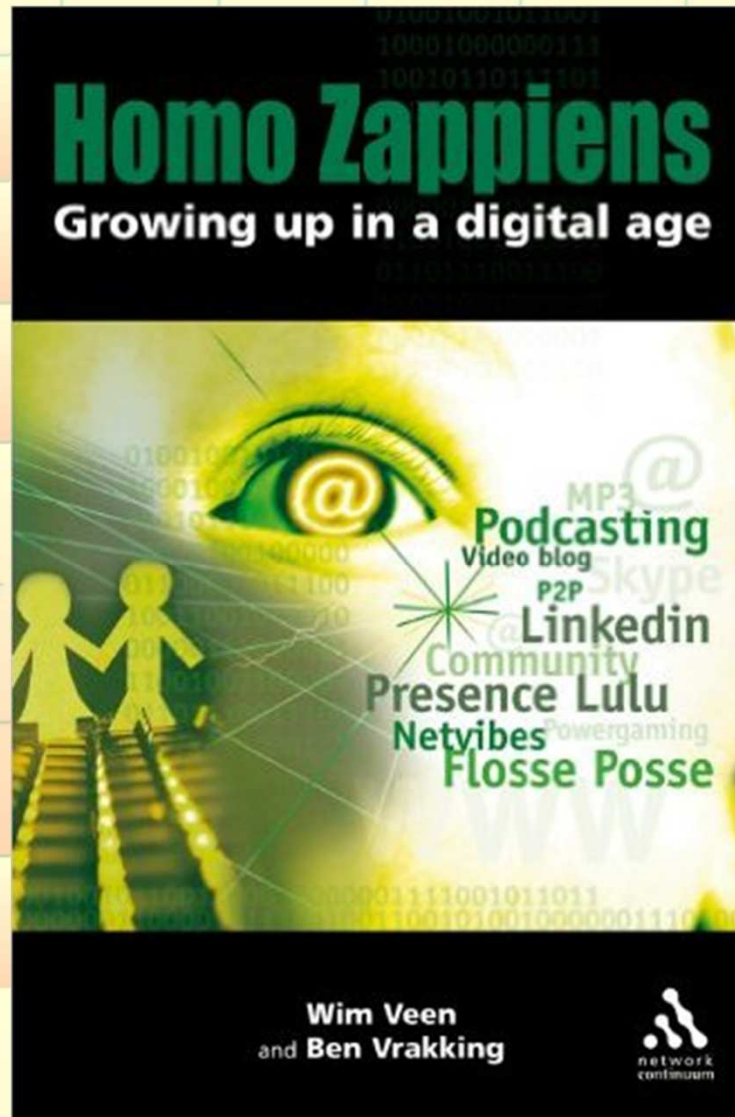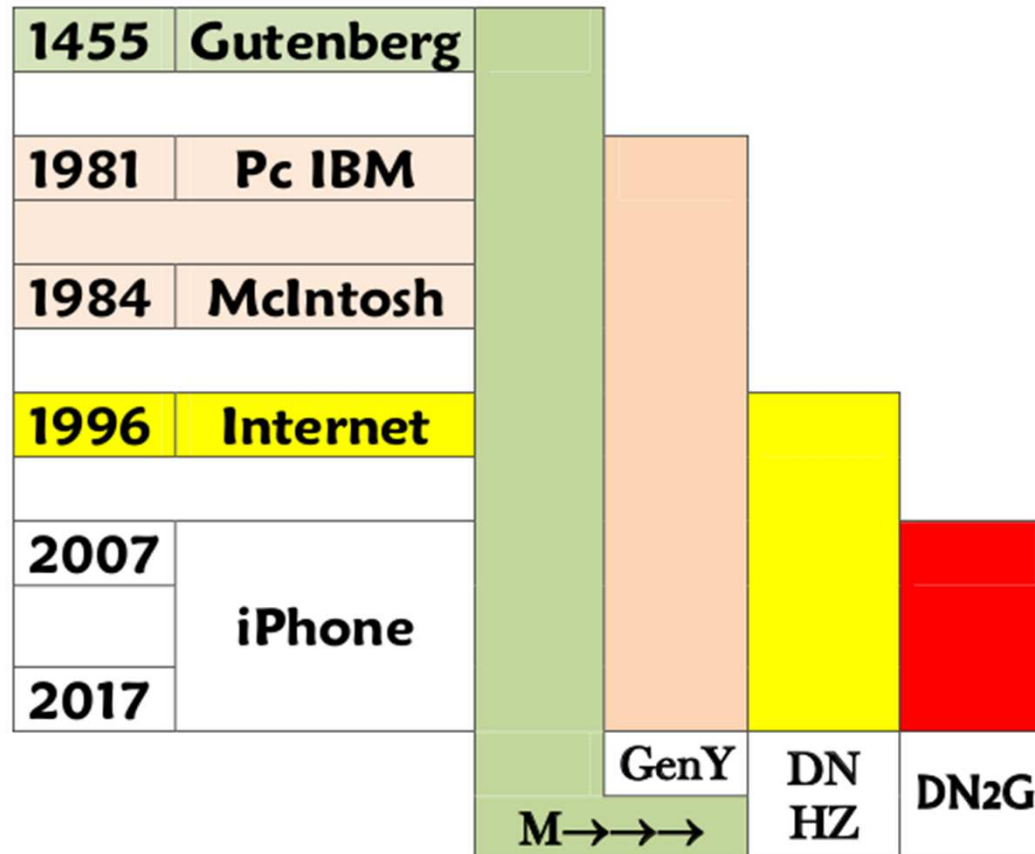**so that we can define these different generations :**

1455	Gutenberg
1981	Pc IBM
1984	McIntosh

GenY

M→→→

Millenium Gen defined by Strauss & Howe
(**1991** - *Generations: The History of America's Future, 1584 to 2069*)

1455	Gutenberg
1981	Pc IBM
1984	McIntosh
1996	Internet

Digital Immigrants

Millenium Generation

M→→→

DN
HZ

Digital Natives defined by Marc Prensky
(Oct. 2001 - *Digital natives, Digital Immigrants*)

Homo Zappiens defined by Wim Veen (Delft University of Technology)
(Nov. 2002 - *Celebrating Homo Zappiens: Adapting to new ways of learning using ICT)*

DIGITAL NATIVES of 2nd GENERATION

We are interested in the last generation…

A generation where the children grow up,

learn, communicate and socialize…

within that MEDIA ECOSYSTEM that is the INTERNET

Just like...

the clownfish is in symbiosis with the sea anemone

They LIVE and they are in STRUCTURAL SYMBIOSIS with digital media even if …

They aren't technology specialists, THEY USE IT (technology) without any problems, although they do not know the inner mechanisms

So …

How can we define them?

the DN2G might be defined as:

POST COMPUTER

MOBILE GENERATION

Where...

POST COMPUTER ≠ TABLET

POST COMPUTER ≠ NETBOOK

POST COMPUTER ≠ ULTRABOOK

Is ...

The smartphone is structurally inserted in the "INTERNET ECOSYSTEM" and then also they are totally inserted in the Internet ecosystem and they grow-up in parallel with smartphones:

→ How many apps have been influenced by DN2G requests?

→ How many apps on smartphones have influenced DN2G's way of being?

So ... we can talk about ...

EVOLUTIONARY SYMBIOSIS

between

and

BUT ...

their symbiosis with the smartphone and the Internet has DEEPLY changed their way of living their lives

→**THEY NEED TO BE ONLINE ALL THE TIME**

→**THEY WANT TO INVOLVE THEIR "FRIENDS" IN THEIR EXPERIENCES**

→ **THEY WANT TO SHARE IMMEDIATELY THEIR EXPERIENCES... ONLINE**

IT'S MORE IMPORTANT TO SHARE

THAN TO LIVE

consequently the DN2G

HAVE A PARTICIPATORY VISION OF CULTURE

and

HAVE NEW LEARNING STYLES

characterized by …

→ A "LEARNING BY DOING" APPROACH
   (UNCONSCIOUS AND NATURAL)

→ MULTITASKING, THAT IS TO SAY THE ABILITY TO DO MORE THAN ONE THING AT A TIME (THAT THE ICT ALLOWS)

and ...

→ THEIR COGNITIVE STRUCTURE IS NOT LINEAR
(computer → Hw/Sw; Hw→CPU; CPU → MICROPROCESSOR ..   )

 BUT RETICULAR
(es : computer →ICT teacher/School/Timetable/Excel/Printer/Hw ..   )

 with a logic very close to C.S.Peirce's ideas
 (Successive approximations)

IN THIS SITUATION, IT'S VERY IMPORTANT THAT TEACHERS ORGANIZE THEIR ACTIVITIES THROUGH…

→The **GAME, THAT REPRESENTS THE FIRST APPROACH TO LEARNING THROUGH " LEARNING by DOING"**

→The **SIMULATION, THE OPPORTUNITY TO RE BUILD SITUATIONS, EVEN COMPLEX ONES, IS A VERY POWERFUL TOOL FOR LEARNING and RESEARCH**

and …

→**The REMIX, THAT IS TO SAY THE ABILITY TO SAMPLE AND MIX MEDIA CONTENT AND TO GIVE THEM A DIFFERENT MEANING (which represents the main tool through which the DN2G take over and change the content they have shared or bought online)**

→**ALL THE ACTIVITIES THAT ALLOW DN2G TO SHARE THE CONTENTS THAT THEY ARE DEVELOPING**

TIME TO **RECAP**

NOW

the

→ **WANT TO LEARN BY DIRECT EXPERIENCE**

→ **WANT TO LEARN WITH and AMONG THEIR PEERS**

→ **WANT TO COOPERATE FOR THE CREATION OF NEW...**

INTERNET CONTENTS

WHAT THEY LOOK FOR IS...

ACTIVE LEARNING
BASED ON

Doing good **and** Sharing the GOOD THINGS

Obrigado pela sua atenção