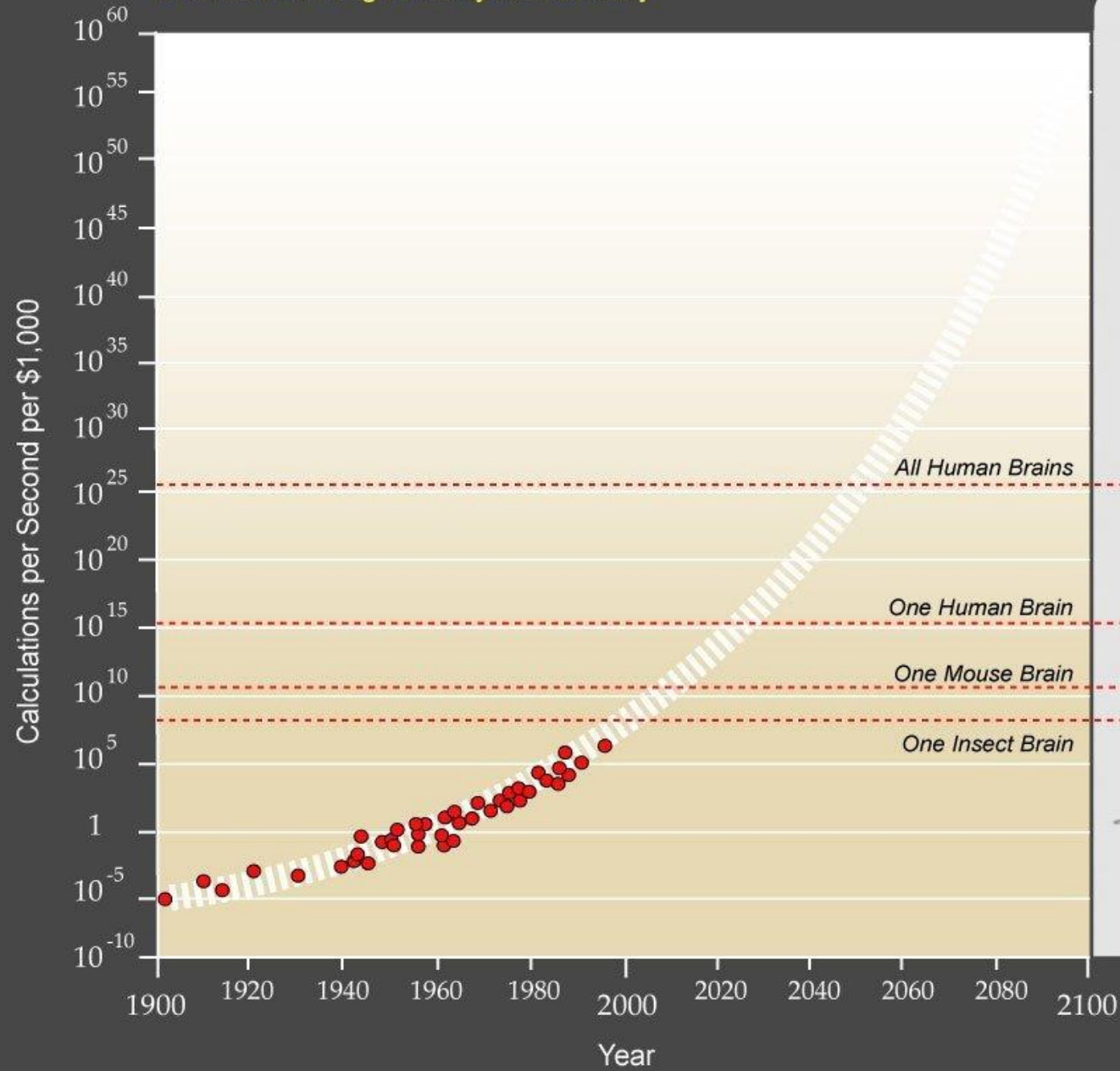


Exponential Growth of Computing

Twentieth through twenty first century



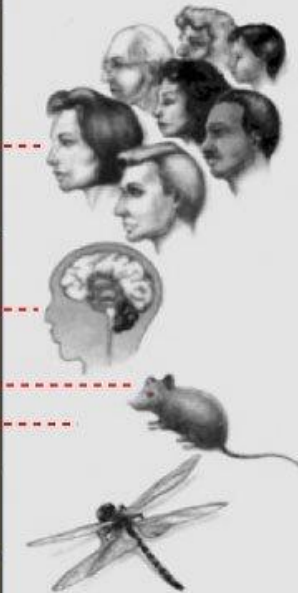
Logarithmic Plot

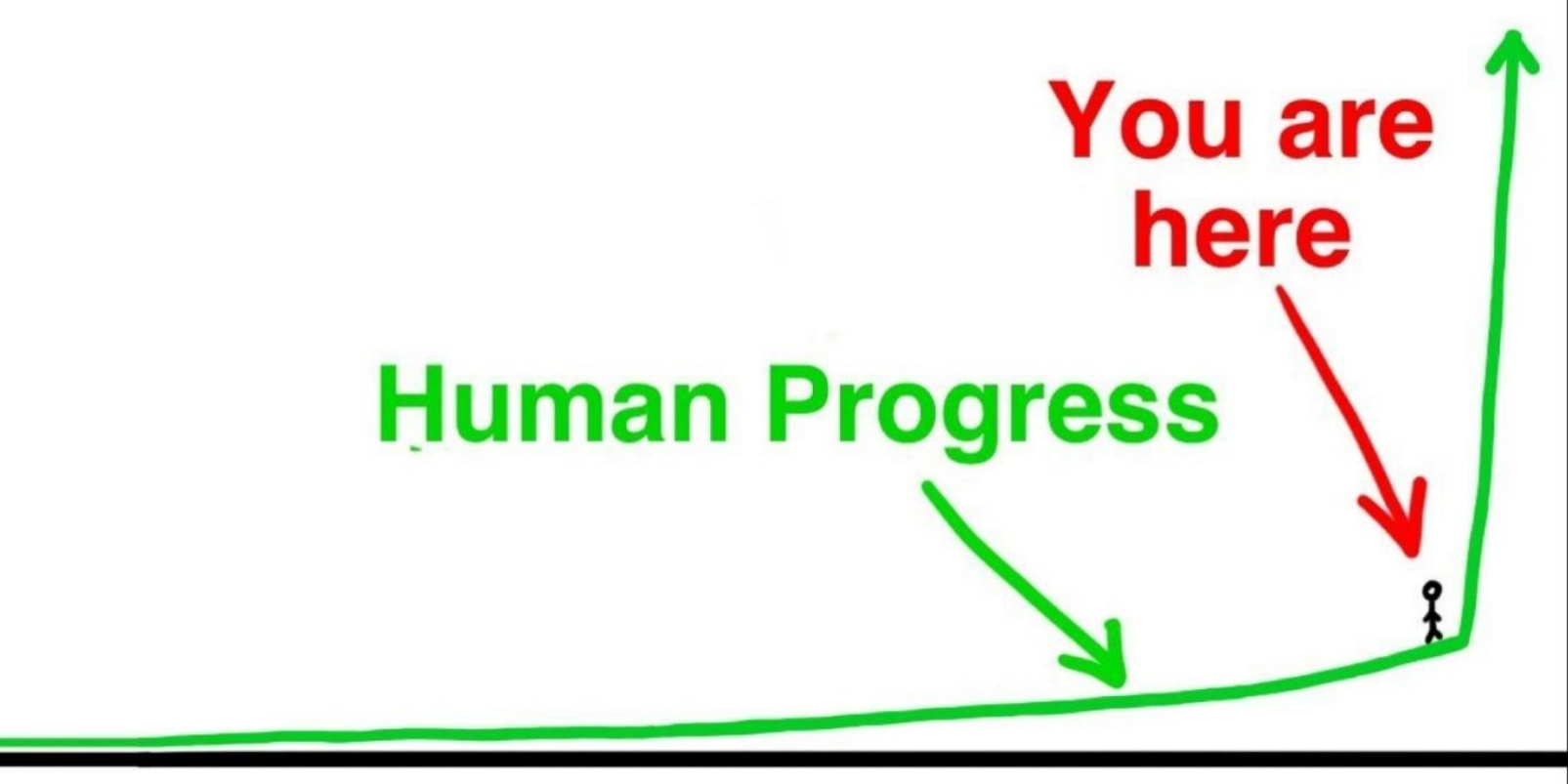
All Human Brains

One Human Brain

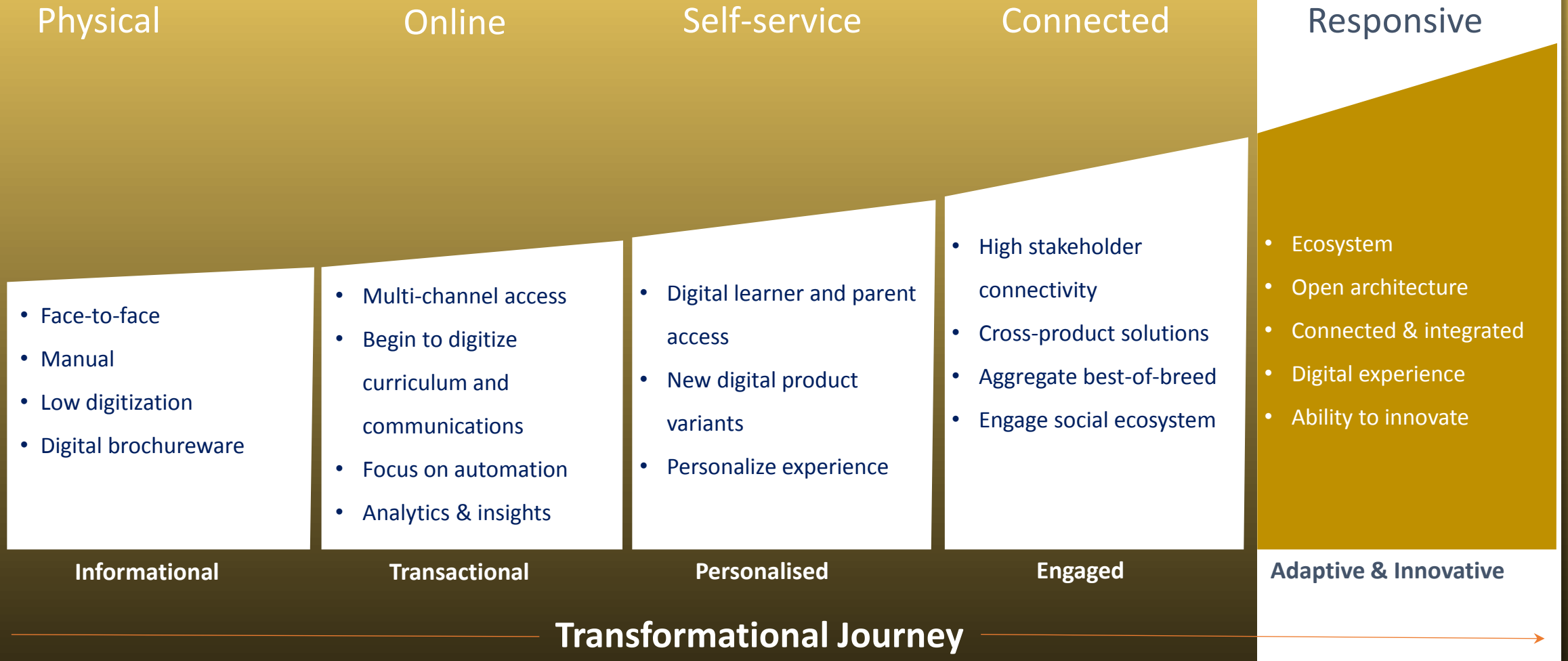
One Mouse Brain

One Insect Brain





The Connected School: Maturity Perspective



Digital changes everything



Key pillars:

- Trigger engagement and motivation
- Build purpose-driven learning
- Measure results
- Empower learners
- Harness emotions in learning
- Create the right learning environment
- Adapt to any environment or constraint
(costs, distance, access, variations in learner ability, variations in teacher ability)





There is so much you can do.
But what should you do?



The ingredients

- Clear strategic vision
- Iterative experimental fast cycles of tactical execution
- Involve stakeholders (learners!) at every step of the journey
- Visible top management buy-in
- Model culture change at the highest level
- Modify the organisation to support the change
- Highlight the benefits of new practices continuously
- Connect the interests of the institution and those affected



A typology of organisational cultures

PATHOLOGICAL	BUREAUCRATIC	GENERATIVE
Power Oriented	Rule Oriented	Performance Oriented
Low cooperation	Modest cooperation	High cooperation
Messengers shot	Messengers neglected	Messengers trained
Responsibilities shirked	Narrow responsibilities	Risks are shared
Bridging discouraged	Bridging tolerated	Bridging encouraged
Failure leads to scapegoating	Failure leads to justice	Failure leads to inquiry
Novelty crushed	Novelty leads to problems	Novelty implemented

