

Digital initiates: digital natives in the coming age of “Internet of everything”



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Internet and Socio-Cultural Transformations in Information Society

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Preface. The fate of a neologism

About a corrector's mistake

- Digital initiate(s)
- *Digital initiative(s)*
- INITIATION
- INITIATE



- **DIGITAL INITIATES**



Features of Manga-striplings – and our young cybergeneration

- Peer groups, common actions, missions outward
- Self-development and self-perfection inward
- Independency, self-containment, autonomy
- Learning is a basic norm
- Performance and knowledge is respectful
- Solidarity is a kind of reflex
- Men and women are co-equal
- They can find the Bad in Good, and Good in Bad.
- Action radius: planetary

What is the problem/challenge?

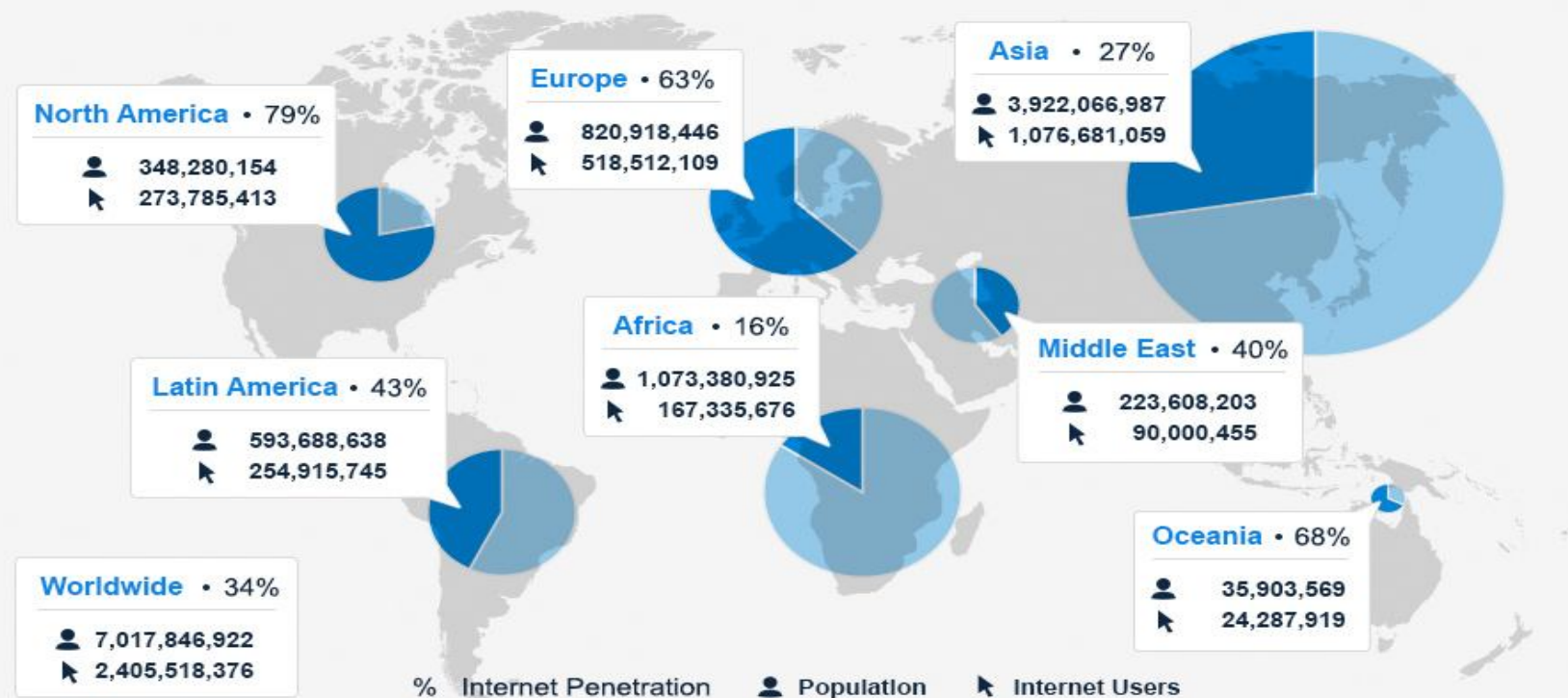
- **Digital natives** – simple descriptive category – no contextual meaning
 - *We need new terms and conceptual frame(s)*
- **Acceleration of transformation of digital culture**
 - *We need preparatory efforts before the new lap of changes*
- The **digital ecosystem** as a socialization arena is a spontaneously developed space, dominated by business actors and the logic of profit-making
 - *We need social innovation by purposeful (re)design*

Digital culture – new challenges

Almost everybody on the Net to 2020

Only a Third of the World's Population Is Online

Global internet penetration in 2012, by region

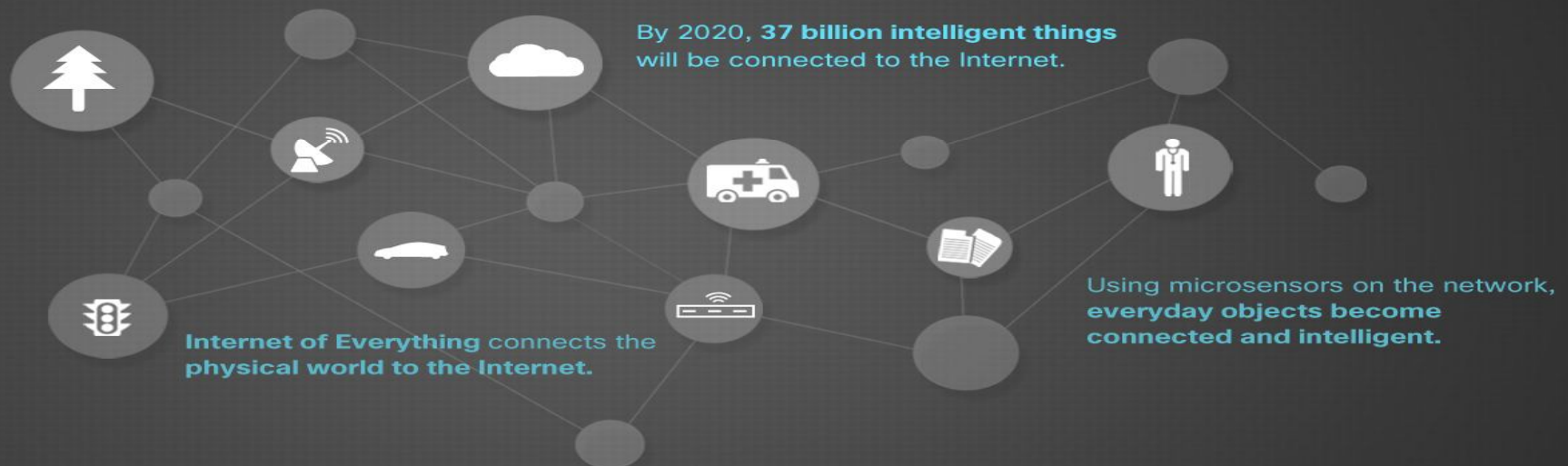


Digital culture – new challenges

The number of intelligent things outruns the number of people on the Net to 2020

Today, more than **99% of things** in the physical world **are still not connected to the Internet.**

But a phenomenon called “The Internet of Everything” will wake up **everything you can imagine.**

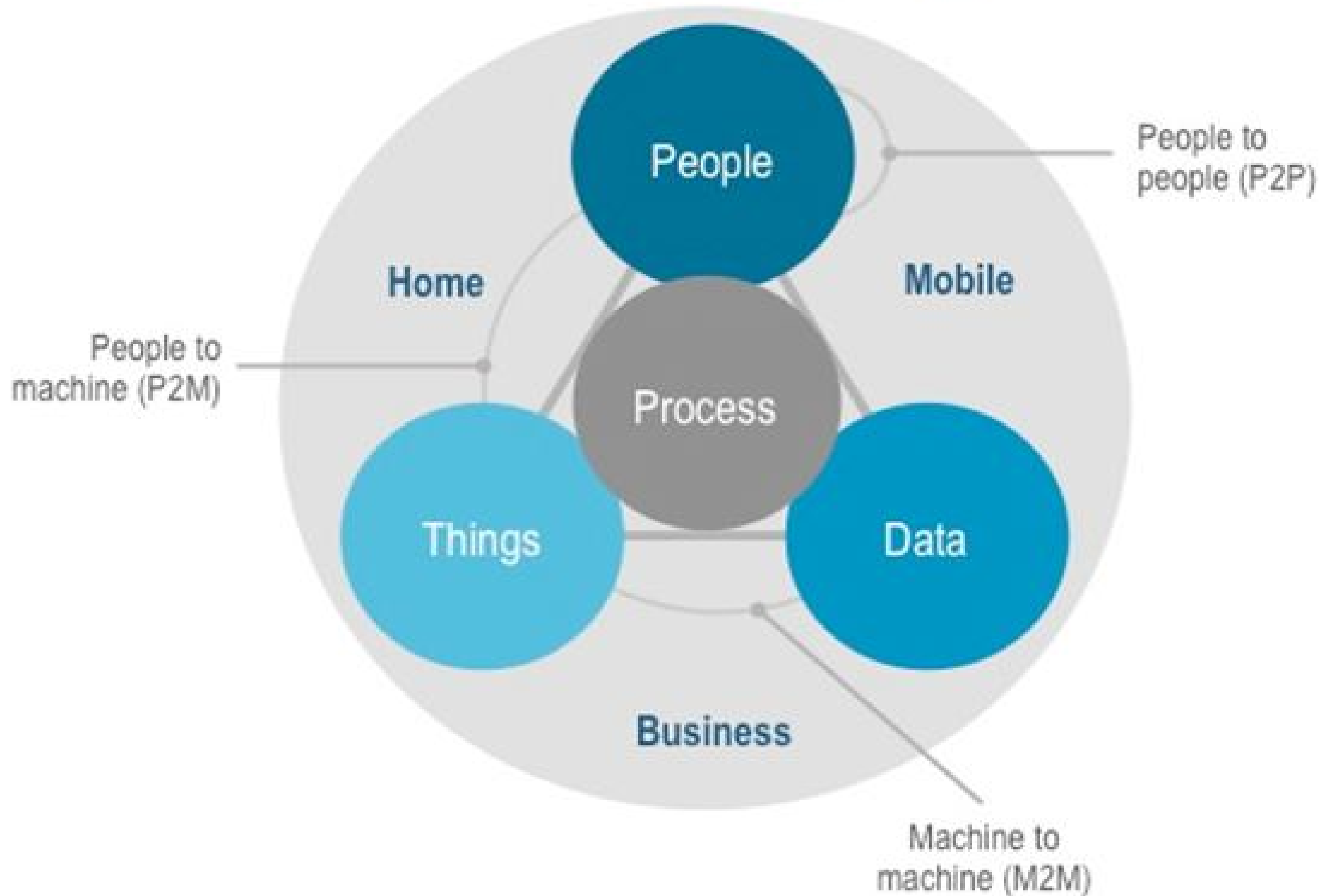


The Internet of
EVERYTHING

#InternetofEverything
#IoE

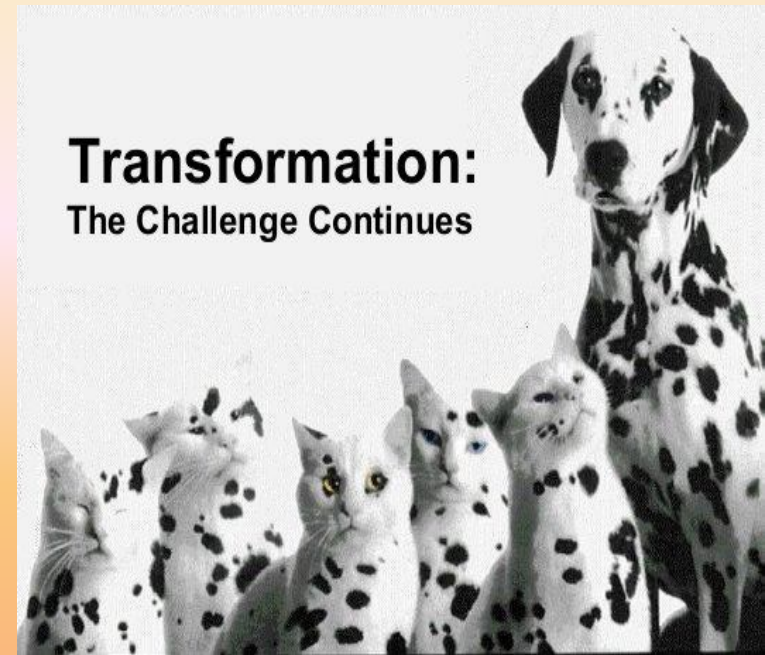


Internet of Everything



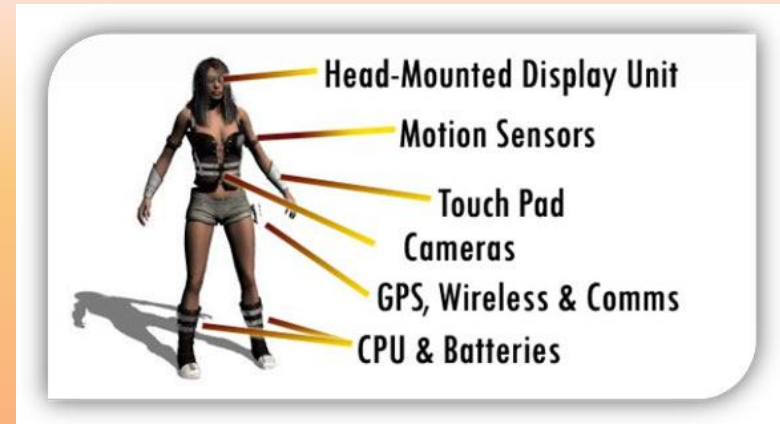
Socio-cultural transformations

- New lap in *automatization*
- New moral, new law
- New system size, new math, new programming
- New jobs, *new value chains*, new companies
- New design culture (unified platforms)
- *New interfaces*
- Reengineering of information literacy
- New challenges in Education



Internet of Everything re-writes the digital culture :

- Internet of Things
- Industrial Internet
- Wearable computing
- Personal Area Network
- *Linked Data*
- UCC (Universal Communication and Collaboration)
- **Interconnectivity vs. Hyperconnectivity**



THE BIRTH OF HYPERPEOPLE

Digital natives are *still* NOT hyperpeople – a new generation *will and should* have different features

- There is no **overall intentionality** behind the development of information tools and environments – *island-like, selling-based logic*
- The education goals are **from the industrial age**: improving competencies for the workforce market, paternalistic control to the end of graduation
- **General socialization patterns** are more important than supporting personal creativity and „wholeness“ (just think on „talent issues“)

Antithesis

- A **new teleology** is needed: the young generation is not (simply) a nurturing object, but a valuable part of mankind's knowledge asset with growing importance to solve civilization and local problems – new **resource** approach
- The goal of the education is to help them to **reach their innate cognitive limits** including them into problem solving communities – teaching should be a support to discover „logos“, learning will be motivated by the imperatives of participation:

Digital initiates – who/where are they? What do we know?

- ∅ Digital immigrants
- ∅ Digital natives, Y generation

NEW FRAME:

- Civilization problems
- Locality
- Personal development



NEW EDUCATION PHILOSOPHY, ETHOS AND TOOLS

- **New (interface) language(s), new semantics**
- **Participative literacies** ☞
- **(Serious) game didactics and ecosystems**

Epilogue



- Read *Jane McGonigal's* book on the role of games in solving civilization problems
- Read the novel or see the new movie „*Ender's Game*”
- Discuss these new discourses passionately, and discover lot of *predecessors* of these approach
- Love the digital natives instead of moral panic, and start to *find and/or built patterns* for digital initiation



Thank you for your attention!

