

AUTOMATION, AI, MACHINE LEARNING & THE INDEPENDENT SCHOOL

LANDSCAPE

May 2, 2019







a school of the . . .



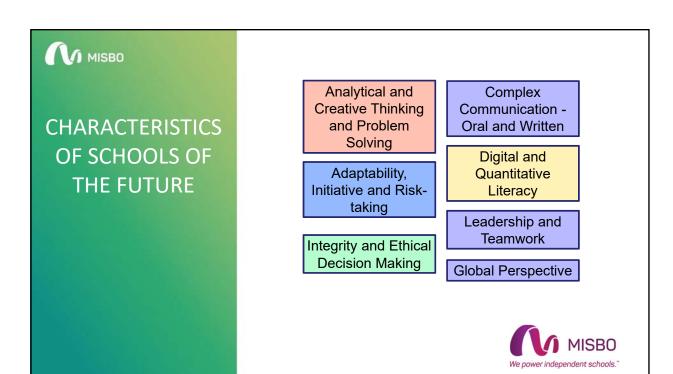


The current struggle

In the agricultural era, schools mirrored a garden. In the industrial era, classes mirrored the factory, with an assembly line of learners. In the digital-information-era, what will learning look like?

Lucy Dinwiddie
Global Learning & Executive Development Leader, General Electric





Let's Brainstorm

THE UNIVERSALLY ACCEPTED RULES OF BRAINSTORMING

according to me . . . today

- 1. Defer / withhold judgment.
- 2. Encourage wild ideas
- 3. Build on the ideas of others ("Yes! And . . .")
- 4. Stay focused on the topic.
- 5. One conversation at a time.
- 6. Be visual.
- 7. Go for quantity.





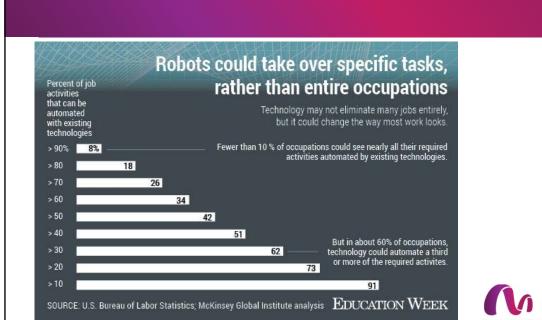
Brain Storm: Critical Characteristics

What are the critical characteristics required for successful employment in your school?



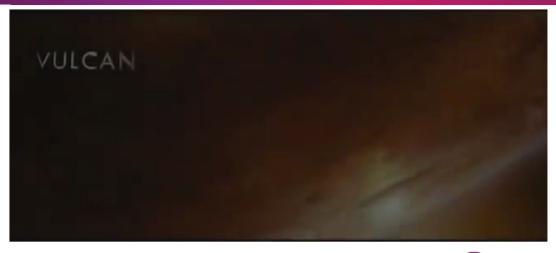
- When we debrief, you must agree on five characteristics.
- Key concepts: <u>only five</u> + <u>must agree</u>







School of the Future, Part 1







Automation is already in your workplace

Slack / Todoist You can book me

CIALFO LastPass

Indeed Zendesk

Video interviews Chatbots

Help desk with Spoke Digital Signatures

Doodle Social media

MISBO
We power independent schools

Four fundamentals of workplace automation

- 1. The automation of activities
- 2. The redefinition of jobs and business processes
- 3. The impact on high-wage occupations
- 4. The future of creativity and meaning

https://www.mckinsev.com/business-functions/digital-mckinsev/our-insights/four-fundamentals-of-workplace-automation



Capabilities that are being automated

Social

Social and emotional sensing Social and emotional reasoning Emotional and social output

Cognitive

Understanding natural language
Generating natural language
Retrieving information
Recognizing known patterns/
categories (supervised learning)
Generating novel patterns/categories
Logical reasoning/problem solving
Optimizing and planning
Creativity
Articulating/displaying output
Coordinating with multiple agents

Physical

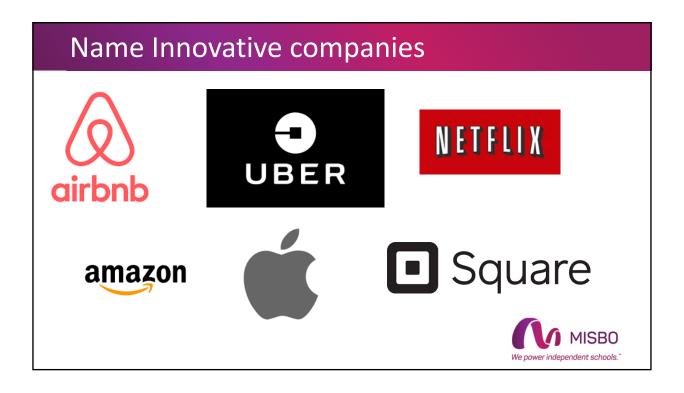
Sensory perception Fine motor skills/dexterity Gross motor skills Navigation Mobility



School of the Future, Part 2







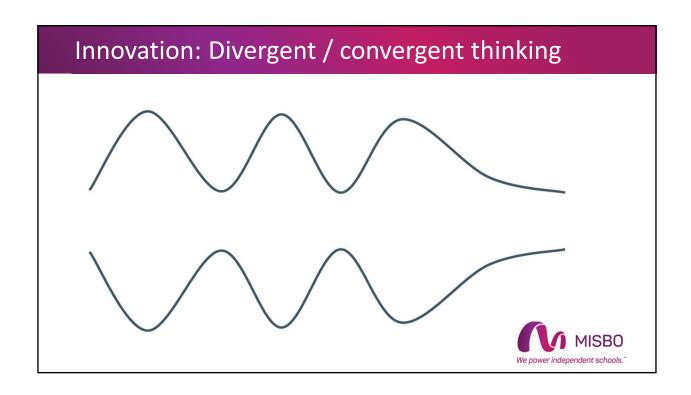
Brain Storm: Innovative Companies

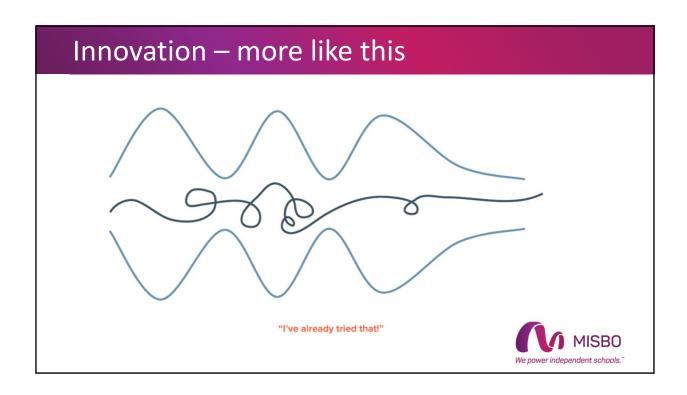
Pick one of the innovative companies. Brainstorm in your group about your company and their keys to innovation success.

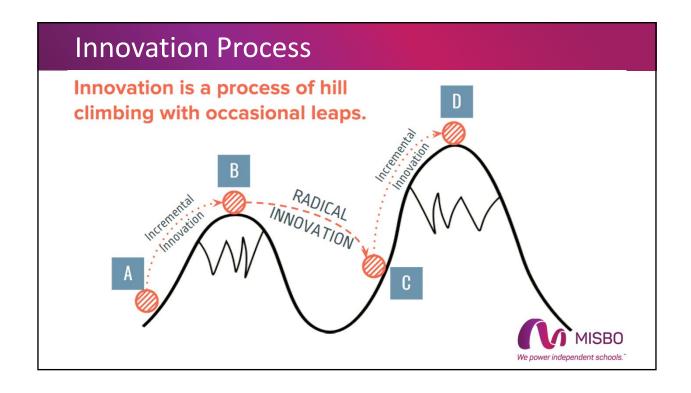


- Why did they innovate?
- What did they innovate?
- How did they do it?







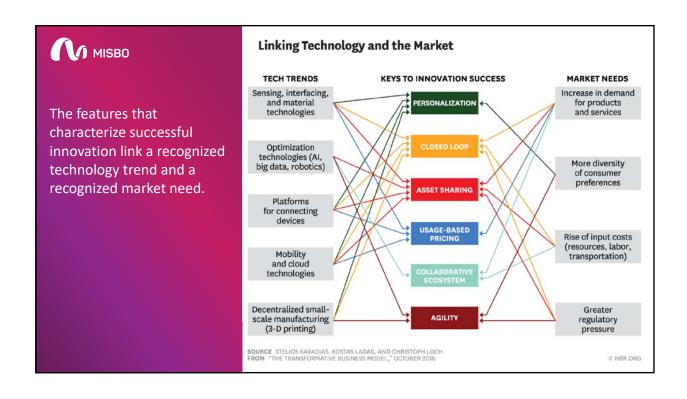


Successful Innovation Business Model

Six Keys to Success:

- 1) More personalized product or service
- 2) Closed loop process
- 3) Asset sharing
- 4) Usage-based pricing
- 5) More collaborative ecosystem
- 6) Agile and adaptive organization



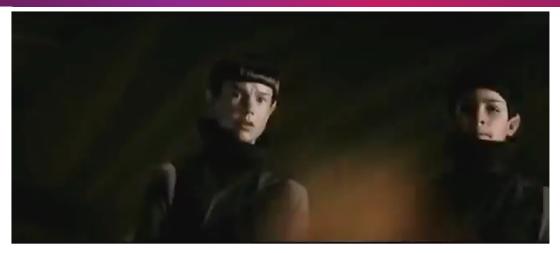


If you were starting a new school:

What would you do differently?



School of the Future, Part 3





21 Future Jobs the Robots are Creating

- 1. Data detective
- 2. Bring-your-own IT facilitator
- 3. Ethical sourcing officer
- 4. Artificial intelligence business development manager
- 5. Master of edge computing
- 6. Walker/talker
- 7. Fitness commitment counselor
- 8. A.I. assisted health care technician
- 9. Cyber city analyst
- 10. Genomic portfolio director

- 11. Man-machine teaming manager
- 12. Financial wellness coach
- 13. Digital tailor
- 14. Chief trust officer
- 15. Quantum machine-learning analyst
- 16. Virtual store sherpa
- 17. Personal data broker
- 18. Personal memory curator
- 19. Augmented-reality journey builder
- 20. Highway controller
- 21. Genetic diversity officer

tps://www.inc.com/jessica-stillman/21-future-jobs-robots-are-actually-creating.html

Kasparov's Law in chess

Chess

A computer playing alone generally loses to...

... a chess grandmaster using a computer, but with a poor process. Who generally loses to...

... a weaker human player using a computer, but with a strong process



Kasparov's Law in football

Football



A statistical model that chooses which players to buy would generally do worse than...

... a highly knowledgeable team that uses data, but poorly. Who generally do worse than...

... a moderately knowledgeable team with a strong process for using data



