Creating Multi-Intelligent User Experiences through Digital Media

Organizers
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In 1983, Howard Gardner published the Theory of Multiple Intelligences, stating that humans possess multiple intellectual capabilities rather than one single intelligence quotient. At this point, Gardner states that there are at least eight different intelligences that people use to process information. In addition, Gardner believes that these intellectual capacities are not only inborn but also they can be developed over time. However, most of our classroom instruction and many of the online user experiences we offer primarily activate two of our intelligences: Linguistic and Logical-Mathematical. Digital media can offer ways to activate and strengthen the other six intelligences: Spatial, Musical, Naturalist, Bodily Kinesthetic, Interpersonal, and Intrapersonal. These other intelligences can be used as entry points into digital user experiences to attract and hold the attention of different populations of users who may not process information as well through their Linguistic or Logical-Mathematical intelligences.

In this workshop, we will use some online instruments and interactive activities to assess our own profiles of multiple intelligences. We will demonstrate digital media and applications for different populations (including youth and adults over 50 years old) that take into account varying profiles of multiple intelligences. We will work in groups to storyboard user experiences that activate different intelligences. Each group will then present its storyboard to other workshop participants for discussion.

Beyond Education: How can Squeak Make a Lasting Impression in Developing Commercial Software?

Organizers
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Squeak is an incredible tool and a medium already used very successfully for education, but is that it? Is Squeak a viable alternative to various development tools in the industry? What are other strengths of Squeak? What are applications developed in Squeak? What is required to make Squeak more appealing to development communities?

The purpose of this workshop is to show how Squeak is currently used to develop commercial software. We will provide examples from working systems and then discuss issues and areas of enhancement for Squeak to be a more powerful tool for collaborative systems development.

During the workshop we will discuss current tools that are used for collaborative, development and support in and outside of Squeak. We will start to determine the models, processes and systems that currently exist in other languages and how some or all of these mechanisms could be fully incorporated into Squeak. We will also highlight the impact such systems would have on the development of both educational and commercial software.