

Abstract

**Student:** Deborah Carberry

**Course:** MSc Interactive Digital Media

**Title:** SELECTING TEACHING THEORIES AND DESIGNING LEARNING AIDS FOR PUBLIC WORKSHOPS  
ON EMERGING TECHNOLOGIES

**Supervisor:** Radek Przedpełski

**Year:** 2020

**Purpose:** To explore suitable teaching theories and learning tools for a general workshop on the topic of future technologies.

**Design/methodology/approach:**

Quantitative and qualitative analysis of existing material

Design frameworks

**Highlights:** A framework for comparing humans and technology

**Originality/value:** A workshop outline

**Keywords:** Educational discourses, Instructional design, Emergent technologies, Future narratives, Posthumanism.

**Paper Type:** Research Paper

**Summary:**

The aim of this research paper is to explore appropriate educational theories and devise new learning tools for a proposed workshop. It will move across teaching theories such as design-based learning to learning theories such as radical constructivism and machine learning, with the goal of specifying a workshop on emerging technologies. These educational theories will also be used to explore the relationships between humans, technology and learning.

The intended workshop design for which this preliminary work is undertaken is proposed for general consumption by an audience of mixed ages, interests, and abilities, and, for people from various backgrounds. Therefore, the content and activities specified will be those that are deemed versatile enough to satisfy multiple demographics simultaneously.

The objective of the proposed workshop is to enable participants to anticipate the future of human-technology and society-technology interactions. This would be occasioned by a learning experience where information modelling and design activities are catalysed for the provision of constructing future narratives. The goal is for learners to construe and expand their ideas within an active, nested framework.

This research paper will thread across multiple subjects ranging from biological evolution and neuroscience to food consumption and ubiquitous computing. These subjects will be woven into the discussion either because they form part of the proposed workshop design and/or because they provide context and meaning.

Whilst this research does not go so far as to implement or test the proposed workshop, an initial specification is set out to facilitate future work.