



Learning Sciences at Penn State Talk Series
in conjunction with
Information Sciences and Technology Colloquium Series



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by courtesy, Department
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Playground Games and the Dissemination of Control in Computing and Learning

Deborah Tatar and Sirong Lin

Teachers organize classroom activities so that control can pass to appropriate parties easily in both plan-full and emergent ways that aid the learning process. Yet when computer scientists go to implement classroom support systems, their first thought often appears to be to create a tightly controlled hierarchy in which the teacher is continually necessary for "inertial guidance", that is, promoting, evaluating and authorizing every step for every student. Few current examples exist of distributed control in computation that rise to a level of demonstration understandable by non-programmers, nor do programmers really understand what kinds of control are negotiable and what must be fixed in classroom contexts. Additionally, there is little readily available imagery to describe the properties that systems with distributed control ought to or could have.

Monday, April 17, 2006, 3:30pm
113 IST Bldg. (IST Cybertorium)