



Center for
**LifeLong
Learning
& Design**

University of Colorado at Boulder

**Wisdom is not the product of schooling
but the lifelong attempt to acquire it.
- Albert Einstein**

Making All Voices Heard

—

**New Socio-Technical Design Environments
for Community-Oriented Development Projects**

Gerhard Fischer

Center for LifeLong Learning & Design (L³D)

<http://l3d.cs.colorado.edu/>

Department of Computer Science and Institute of Cognitive Science

The Center for LifeLong Learning & Design (L³D)

- **Part of:** Department of Computer Science **and** Institute of Cognitive Science
- **Members:**
 - faculty members, post-doctoral fellows, visiting research fellows, Ph.D. and Master students, Undergraduates → horizontal and vertical integration
 - a center with no walls → membership criteria are intentionally vague
 - the glue holding L3D together: shared research vision, weekly L3D meetings,
- **Collaborations with:**
 - **CU:** Institute of Cognitive Science (ICS), Alliance for Technology, Learning, and Society (ATLAS), Coleman Institute,
 - **Other Universities:**
 - **Outreach:** **City of Boulder**, RTD, Campus Planning, Boulder Valley School District, Imagine!
 - **Industry:**

L³D's Research Focus and Intellectual Identity

- **Artificial Intelligence (AI)**
 - replacement→ **Intelligence Augmentation (IA)**
 - empowerment

- **instructionist learning**
 - when the answer is known→ **constructionist learning**
 - when the answer is not known

- **individual**
 - access (GoogleEarth)→ **social (distributed intelligence)**
 - informed participation (EDC)

- **generic**
 - design
 - general→ **specific (“universe of one”)**
 - meta-design
 - customization, personalization

- **“gift-wrapping” and “techno-determinism”** → **co-evolution** (new media; new theories about working , learning, and collaborating; and new learning organizations)

Goals of the Meeting, August 3

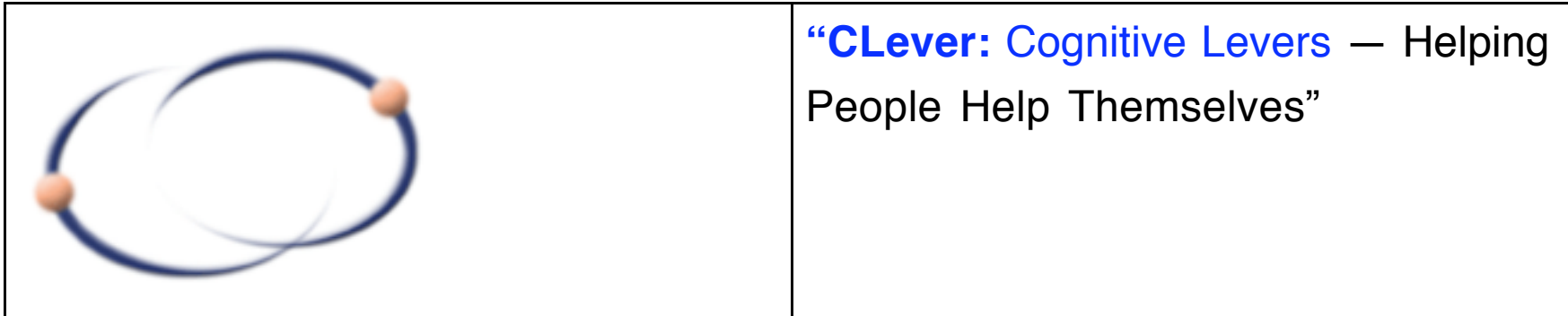
- collaborative design by **making all voices heard** → Envisionment and Discovery Collaboratory
 - support for planning and decision making
 - focused on: social presence, sense of community, immersion
 - demonstration of a planning session

- **human-centered public transportation systems** of the future
 - information and communication technologies to take full advantage of complex transportation systems

The Envisionment and Discovery Collaboratory



CLever — a Current Major Research Project



- supported by the Coleman Institute, August 2000 – July 2006
- <http://l3d.cs.colorado.edu/clever/index.html>

Our Objectives

- doing **basic** research on **real** problems
- the future is not out there to be discovered (like Columbus discovered America) → it has to be **invented and designed**
- creating, supporting, and evolving a community (including all stakeholders: City of Boulder, CU, RTD, Fastrack, architectural firms,) to engage in a **specific design task → development of Williams Village**
- create “**win-win**” **situations** for all stakeholders
- to set a **model** for solving complex collaborative design task for the nation and the world
- *“This is not the end. It is not even the beginning of the end. But it is, perhaps, the end of the beginning.”— Winston Churchill*