

Learning to Change the World

Kyoto University Design School

Walter Bender

Sugar Labs:

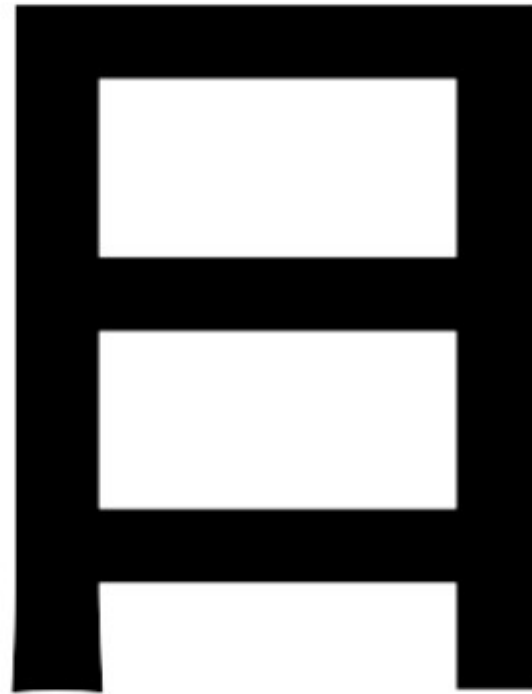
A member project of the  
Software Freedom Conservancy



# 7 secrets of the Media Lab



sun



There are no secrets!



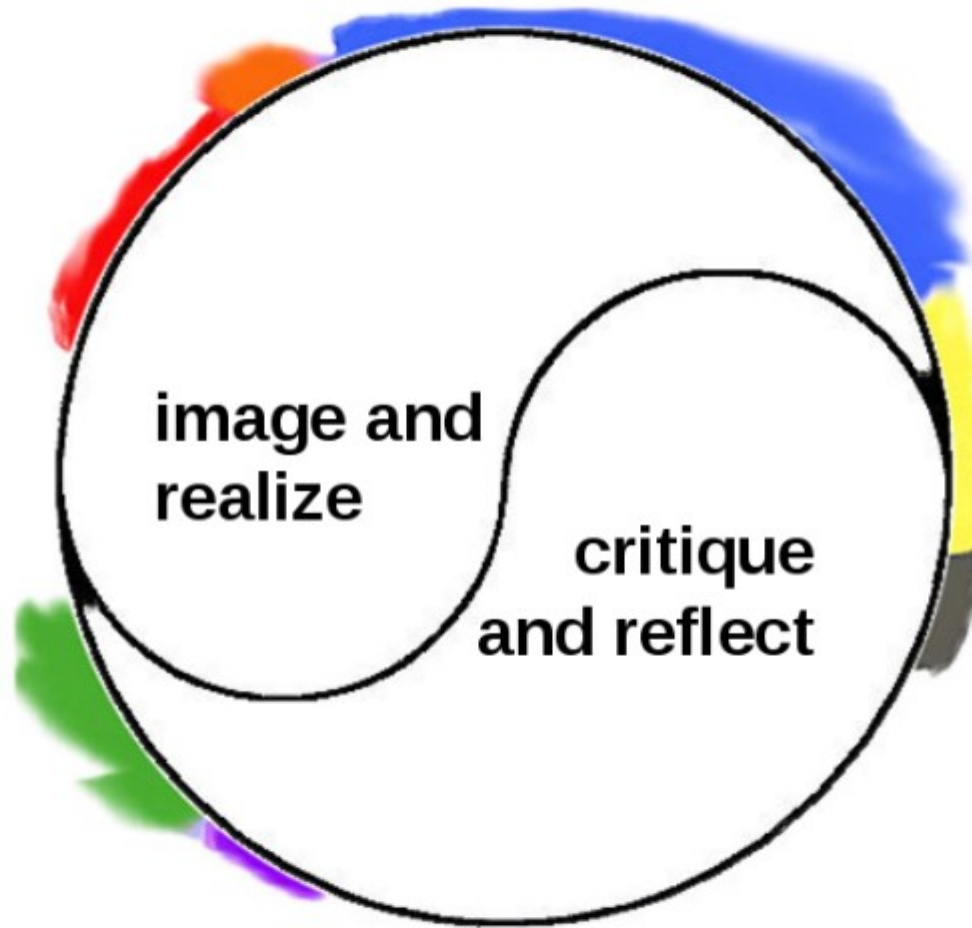


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moon

月

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fire





Invest in people, not projects:

Love is a better master than duty.



water

水



Expect change

Prepare for change





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木

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STEM  
or STEAM?



gold

金

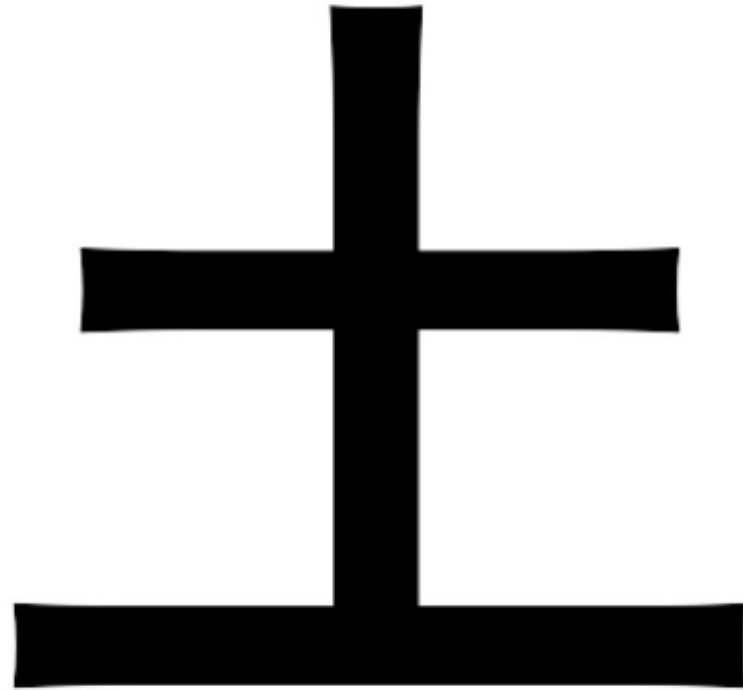
Point of view is worth 40 IQ points.





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earth 대지



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Ground academics in the problems of industry.







Innovation is liquid;

Industrialization is solid.



Act on what you know, not just  
what you believe.



# What motivates people?





Mohl

The context of human development is always a culture and never a technology in isolation.

--Seymour Papert



Is our goal learning to use the computer or learning to use the computer for learning?





We have an opportunity "to help kids learn and do in ways and in knowledge domains that were otherwise inaccessible."

-- Gary Stager









# Why Sugar?

Sugar is designed to promote collaborative work through activities that promote critical thinking.



Debugging is the greatest learning opportunity of the 21st Century.

--Cynthia Solomon



# 10%



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ありがとう  
Thank you

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