



Broader Impacts For Research and Discovery Summit

Area #4

Provide Broad Dissemination
To Enhance Scientific And
Technological Understanding





Provide Broad Dissemination To Enhance Scientific And Technological Understanding

- Partner with museums & science centers to create exhibits
- Give presentations to the broader community
- Publish in diverse media to reach broad audiences
- Make data available publicly
- Participate in multidisciplinary conferences and workshops
- Integrate research with education activities
- Involve public or industry in research & education activities





Provide Broad Dissemination To Enhance Scientific And Technological Understanding

Speakers:

- *Mitch Resnick*: Sowing the Seeds for a More Creative Society
- *Tom Cortina*: CS 4 ALL: Reaching Out to K-12 Teachers to Broaden Interest in Computing
- *Lucy Sanders*: NCWIT: Awareness & Dissemination Efforts
- *Julie Benyo*: Changing the Face of Computing: Reflecting what Girls Really Want
- *Donna Cox*: Data Visualization for Public Outreach





Sowing the Seeds for a More Creative Society

Mitchel Resnick
MIT Media Lab





My Research

Exploring how new technologies can engage everyone in creative learning experiences



Broader Impacts For Research and Discovery Summit

Mitch Resnick
MIT Media Lab



My Research

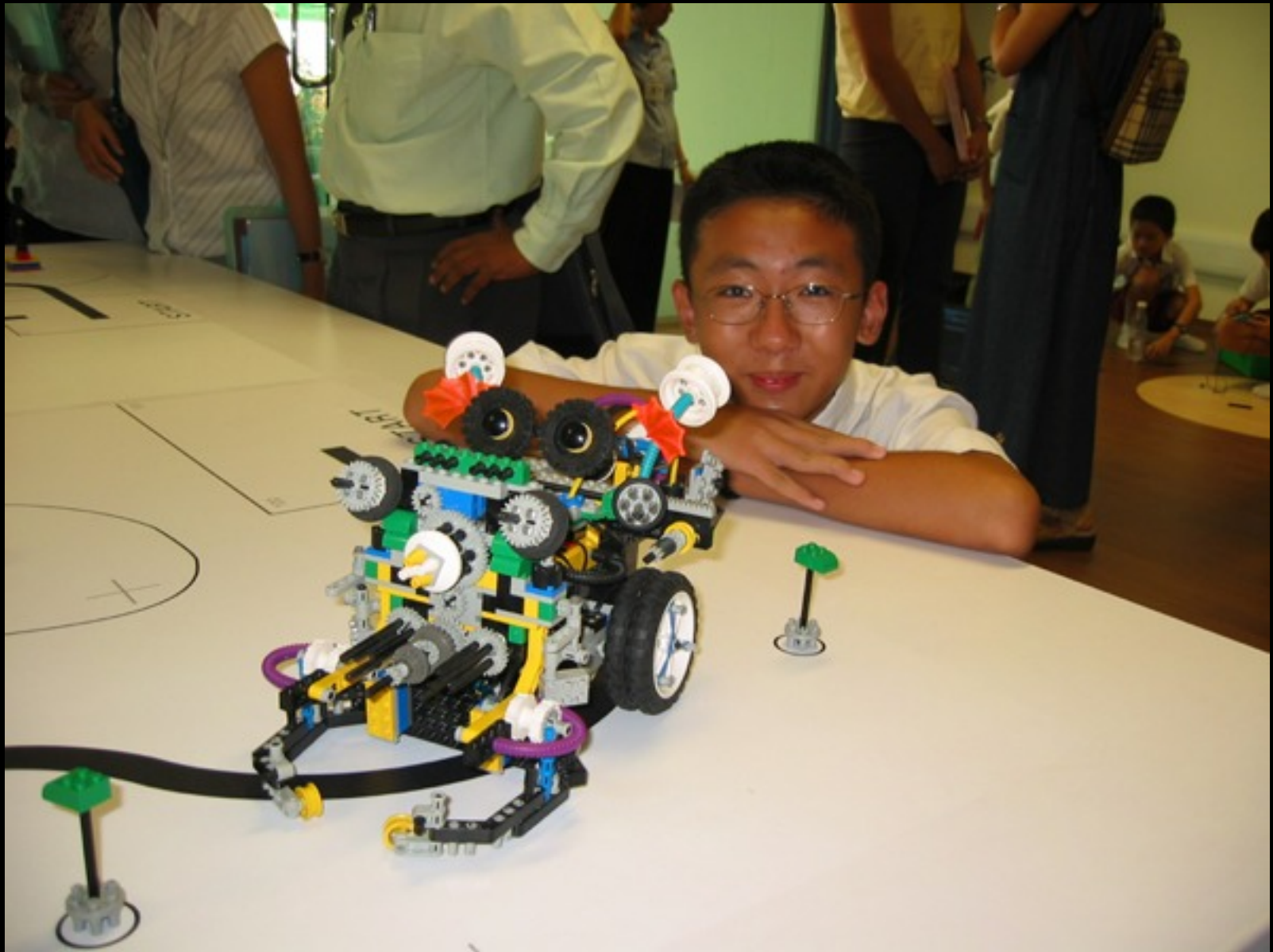
Exploring how new technologies can engage everyone in creative learning experiences

Expand opportunities to design, create, invent
Engage people's interests and passions
Support sharing and collaboration



Broader Impacts For Research and Discovery Summit

Mitch Resnick
MIT Media Lab





Scratch

3 FishChomp - Scratch

File Edit Share Help

Scratch

Motion Control Looks Sensing Sound Operators Pen Variables

hungry fish
x: 6 y: -72 direction: -83

Scripts Costumes Sounds

when clicked
switch to costume open-mouth
forever if distance to mouse-pointer > 10
point towards mouse-pointer

when I receive got-me
play sound chomp
repeat 2
switch to costume closed-mouth
wait 0.3 secs
switch to costume open-mouth

3 FishChomp

Click the green flag.
Move the mouse to eat
the small fish

New sprites: goldfish... goldfish... goldfish... hungry... instruct...

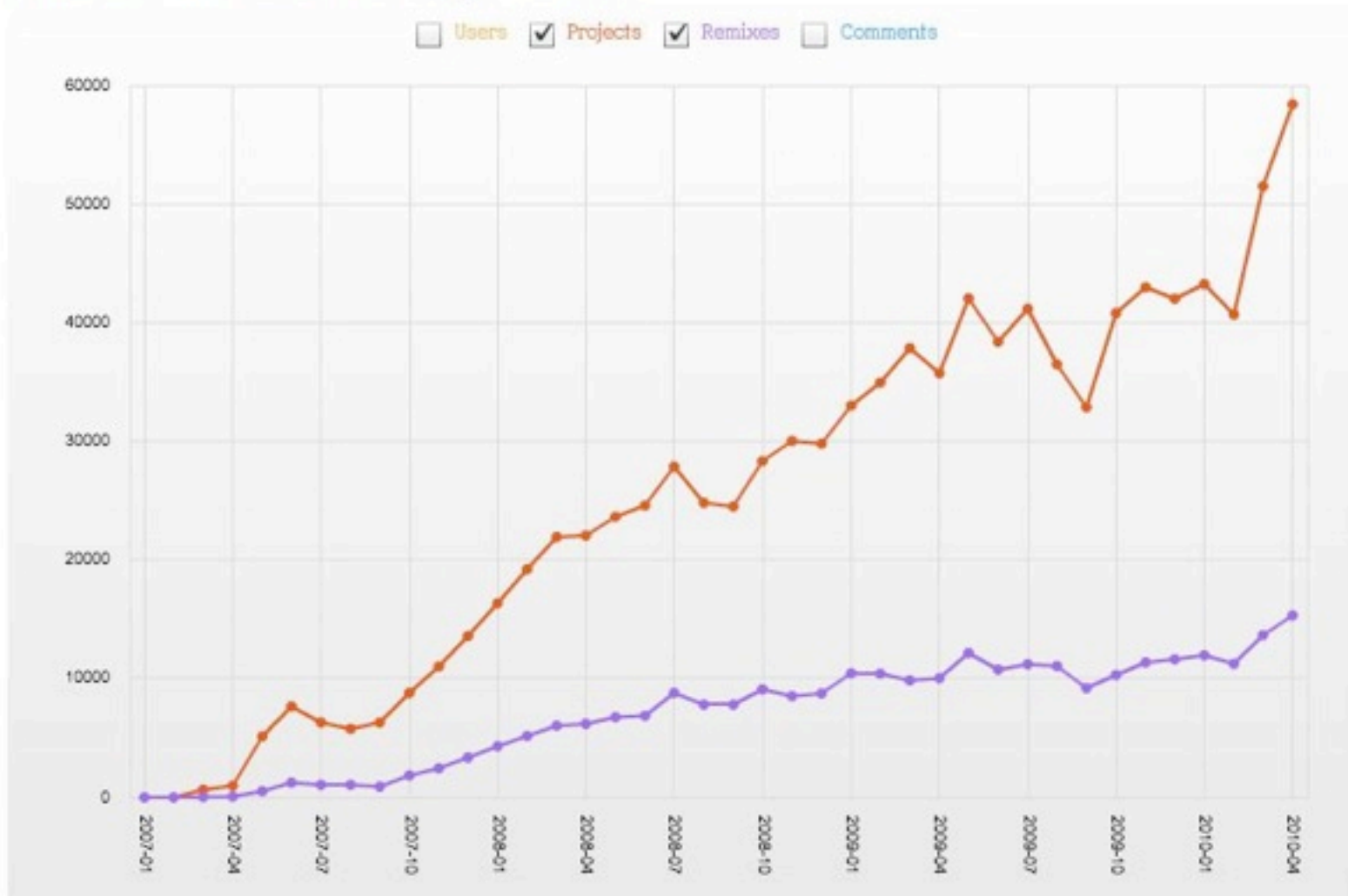
Stage

x: -838 y: 29

Scratch provides a visual programming environment for creating interactive stories, games, and animations. The interface includes a menu bar (File, Edit, Share, Help), a toolbar, and a sidebar with categories like Motion, Control, Looks, Sensing, Sound, Operators, and Pen. The main workspace is divided into a script area (Scripts, Costumes, Sounds) and a stage area. The stage area shows a 3D underwater scene with a large green fish (the 'hungry fish') and several smaller orange fish (goldfish). The 'hungry fish' has a 'got-me' message and a 'chomp' sound. The 'goldfish' sprites have 'instruct...' messages. The stage area also shows a 'Stage' area with a 'Stage' button. The 'New sprites' area shows a list of available sprites: goldfish, goldfish, goldfish, and hungry. The 'Stage' area shows a 'Stage' button. The 'Stage' area also shows a 'Stage' button.

What We Do

What Are Scratch Users Creating Each Month?



My Advice

Don't Just Invent the Future:
Empower Everyone to Invent their Own Futures





Contact Me!

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