Prof. Mitch Resnick: Sowing the Seeds For a More Creative Society
In today's rapidly-changing world, people must continually come up with creative solutions to unexpected problems. More than ever before, success and satisfaction are based not on what you know or how much you know, but on your ability to think and act creatively. Unfortunately, few of today's classrooms focus on helping students develop as creative thinkers. In this presentation, I will discuss and demonstrate new educational technologies designed specifically to help students learn to think creatively, reason systematically, and work collaboratively, so that they are prepared for life in the Creative Society. I will focus especially on our experiences with Scratch, a new authoring platform that makes it easier for students to create and share their own interactive stories, games, animations, and simulations (http://scratch.mit.edu).

Karen Brennan: Broadening Participation in the Creative Society
Since its public launch in May 2007, Scratch has attracted an enthusiastic community of educators and students around the world. Nearly 1,000,000 people have downloaded the Scratch software, and more than 400,000 Scratch projects have been shared on the community website. But in many ways, the current Scratch community is composed primarily of early adopters who already have significant familiarity and experience with these types of computational tools and activities. In this presentation, I will discuss our approaches to broadening participation with Scratch, with a particular focus on educators, female Scratchers, and the affordances of online/offline spaces.

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