



ICEL 2008



UNIVERSITY OF CAPE TOWN
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***Keynote Presentation:* The future is closer than you think.**

How do technologies mediate people's lives and produce profound and unexpected consequences?

When we set things out into the wild, new formulations and the unexpected can happen.

I was born about the time of the first stored program computer. The inventors of these devices had no thoughts about eLearning or Grand Theft Auto. Although the computer is about to reach its 60th birthday, ICT in education still seems adolescent and it is both a late developer and a slow learner - but teenagers seem to be quick to pick up new technology.

What is between now and the horizon? What are the technologies that are now setting out into the wild and how might learners and designers of learning react to them?

Martin Owen

Martin Owen is at present developing unique playful, tangible devices for early learning with his own company Smalti. He is also working as an independent researcher in EU projects in technology enhanced learning with particular emphasis on games, mobility and augmented reality. Until recently Martin held the position of Director of Learning and Head of Concept Development at Futurelab. At Futurelab he was responsible for the key concepts in the mobile game Savannah and the Physics game Racing Academy. Martin has been an academic researcher and teacher trainer at University of Wales, Bangor. To view a selection of Martins Publications, [click here](#).