

Keynote Speakers

Computing for All – Some thoughts on the What, Why and How by Professor Dr. Michael Kölling



Date and time : TBA

Abstract

Mastery of skills of working with computers and knowledge of computing concepts have become an essential part of a modern education. A well-educated learner, in a modern society, should have foundational knowledge of the digital world, just as knowledge of foundations of the physical world – taught in Physics and Chemistry classes – has been considered part of a well-rounded education for many decades.

Most educators and education bodies agree on this goal; the details, however, are still unclear. What exactly are the concepts that should be taught? How deep, how technical, does the education need to be? How should we approach teaching these topics? What are the experiences that we should create for our students? What tools should we use?

In this talk, I will present my thoughts on these questions and discuss some possible answers. We should be prepared, however, for the possibility to end up with more questions than we started out with.

Michael Kölling - short bio

Michael Kölling is the Vice Dean (Education) in the Faculty of Natural & Mathematical Sciences and a Professor of Computer Science at King's College London, UK. He holds a PhD in computer science from Sydney University, and has worked in Australia, Denmark and the UK. Michael's research interests are in the areas of object-oriented systems, programming languages, software tools, computing education and HCI. He has published numerous papers on object-orientation and computing education topics and is the author and co-author of two Java programming textbooks. Michael is the lead developer of BlueJ and Greenfoot, two educational programming environments. He is a UK National Teaching Fellow, Fellow of the UK Higher Education Academy, Oracle Java Champion, and a Distinguished Educator of the ACM. In 2013, he received the ACM SIGCSE Award for Outstanding Contribution to Computer Science Education. Michael is a founding member of 'Computing At School', a UK organisation furthering computing teaching at school level.

Data and Evidence-Informed Education and Learning in Post Covid-19 by Hiroaki Ogata



Date and time : TBA

Abstract

We all experienced and witnessed some big changes in education during Covid-19 since January 2020. This talk will summarize what we learned from the emergency remote teaching during Covid-19 and what we should take out from our experiences for the next new normal in a post Covid-19 Era. In Particular, I will explain how it is very important to capture and analyze the teaching and learning process data, and to find and share the evidences in the nation-wide for a Post

Covid-19 Era. Also, it is crucial to foster the self-direction skills of students by using their own learning data for the next new normal era.

Hiroaki Ogata - short bio:

Hiroaki Ogata is a Professor at the Academic Center for Computing and Media Studies, and the Graduate School of Informatics, Kyoto University, Japan. His current research focuses on Educational Data Science and Learning Analytics. He has published more than 500 peer-reviewed papers including SSCI Journals, international conferences and book chapters. He received several Best Paper Awards and gave keynote lectures in several countries. He is an editorial board member of IEEE TLT, IJCSCL, IJAIED, JLA, RPTEL, SLE, etc.

Keynote Lecture (the title will be open later) by Sachiko Nakajima



Date and time : TBA

Abstract

TBA

Sachiko Nakajima - short bio

Born in Osaka, in 1979. Thematic Project Producer for World Expo, Osaka, Kansai, Japan 2025. Gold Medalist at International Mathematical Olympiad (unique female in Japan as of now). While majoring in mathematics (number theory) at University of Tokyo, she encountered with jazz and rock, and she started her music professional career after graduation. Now, she is working actively on 3 main field: Music, Mathematics, and STEAM Education. She has been designated as one of the STEM Girls Ambassadors in Japan by Japanese Cabinet Office and a member of “Learning Innovation” Study Group by Ministry of Economy, Trade and Industries in Japan. She also explored the intersection of art(s) and technology in NY, at ITP (Interactive Telecommunications Program), Tisch School of the Arts, New York University. As for educational activities, she also develops and provides SURIJOSHI (math-loving girls) workshops, Playful Coding/Playful Physical Computing/ Playful AI, Sports x STEAM, Agriculture x STEAM, STEAM PBL/Exploration Support, Music x Math performance, talks and articles all over Japan (and in the world).

Keynote Lecture (the title will be open later) by Taiwanese Digital Minister Audrey Tang

Date and time : August 22, 2022, 10:00-11:00 (JST)

Abstract

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Audrey Tang - short bio:

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