



# Careers in a Creative Destruction World

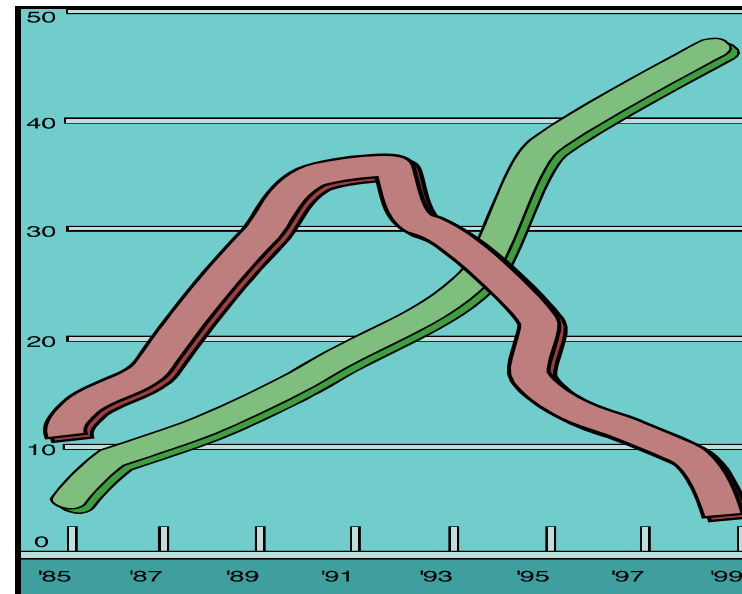
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# Creative Destruction

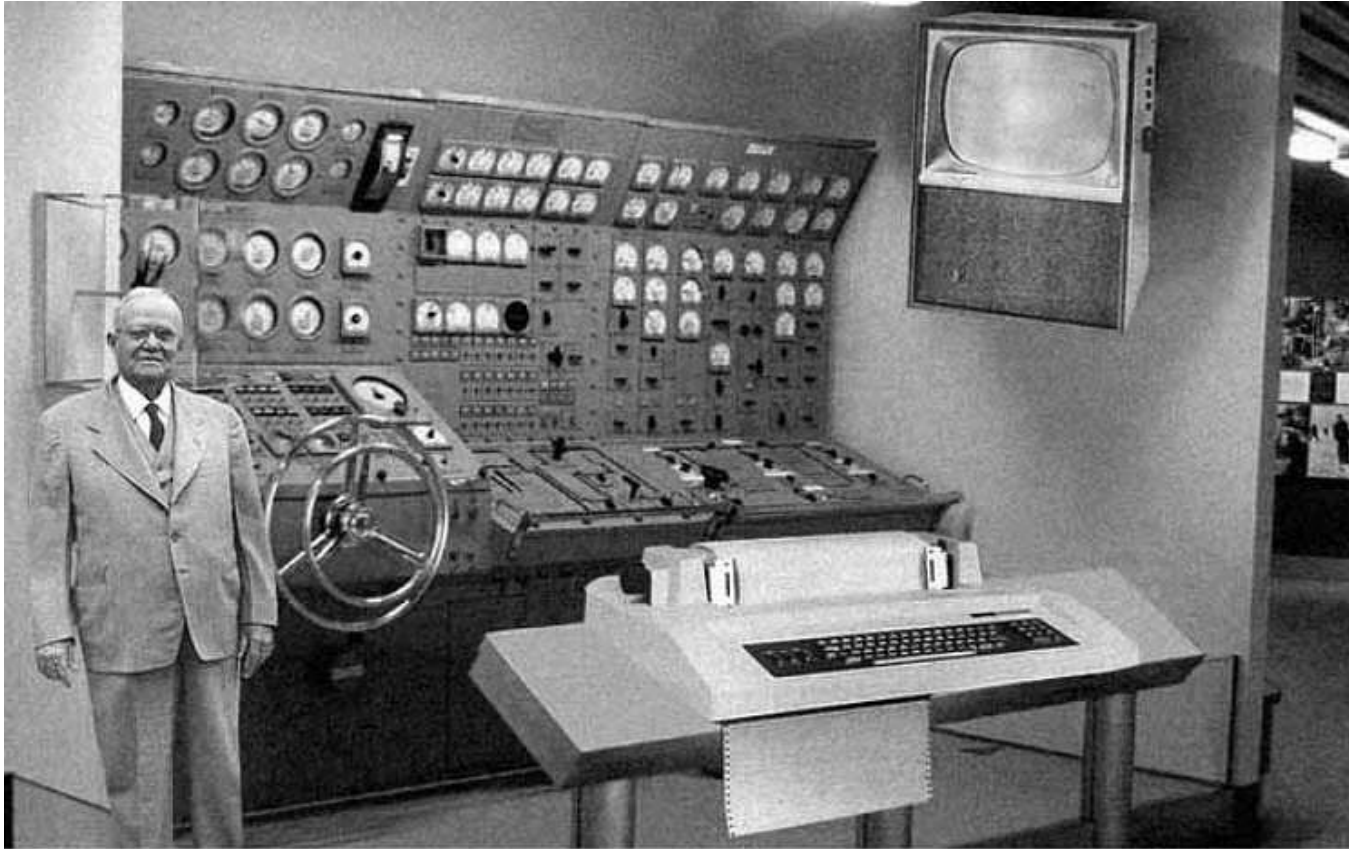
- Usually inferior product or service
- Takes several years to enter market
- Leapfrogs existing product or service



# Other Terms

- Disruptive Technologies
  - Creative Disruption
  - Disruptive Innovation.
- 
- All mean the same thing—GOT YA!

# Example

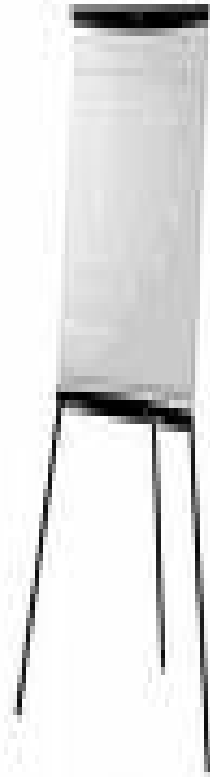


*Scientists from the RAND Corporation have created this model to illustrate how a "home computer" could look like in the year 2004. However the needed technology will not be economically feasible for the average home. Also the scientists readily admit that the computer will require not yet invented technology to actually work, but 50 years from now scientific progress is expected to solve these problems. With teletype interface and the Fortran language, the computer will be easy to use.*

# Example



# Example



# Millennials



Won't want this



# Impact on Learning

- Trickle learning—
- Anyone
- Anything
- Anywhere
- Anytime
- From any source



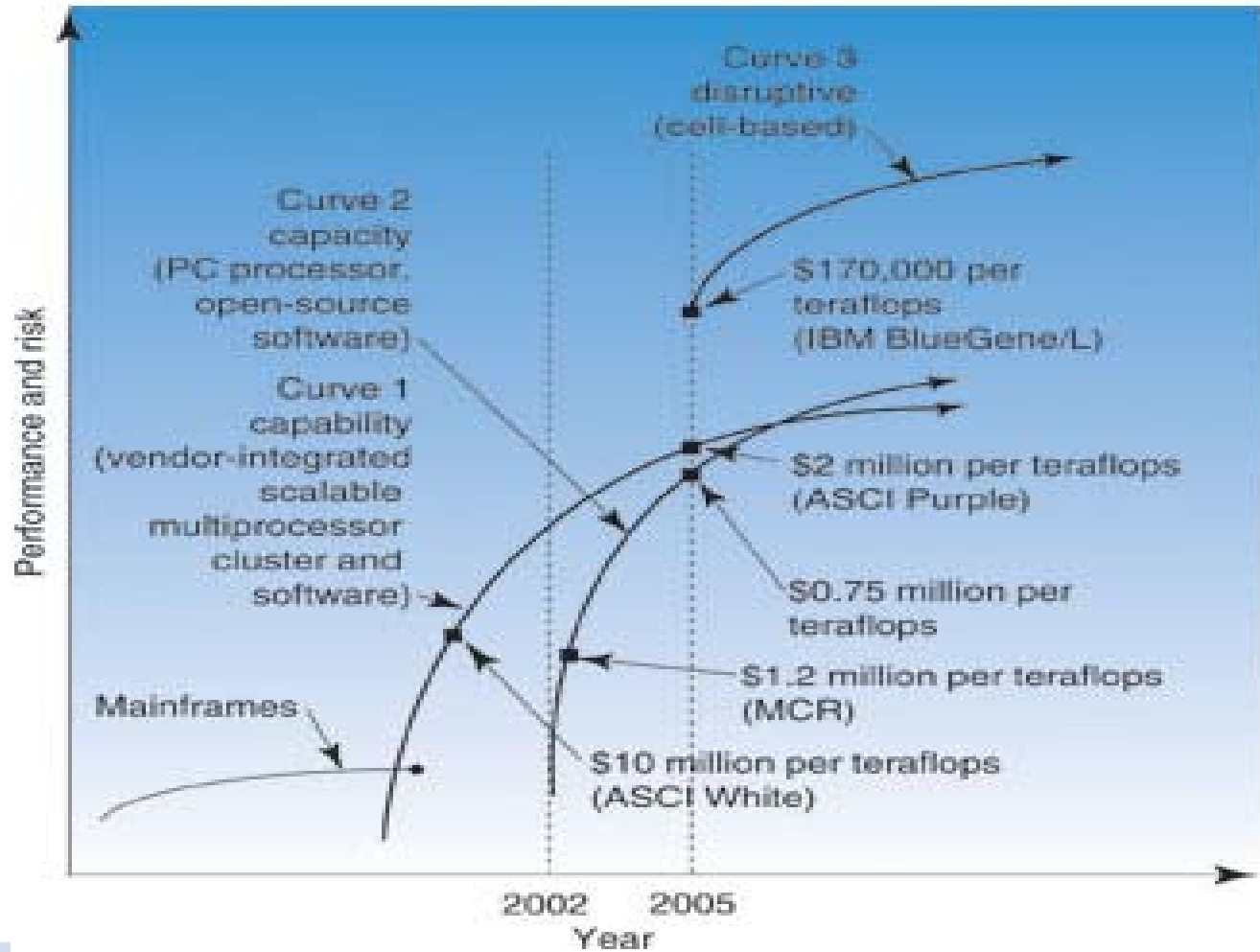


# The Avatar Teacher

- Your virtual persona – You in the Web.
- See IKEA's Anna
- Call Cox Communications for technical assistance.



# Your World—Linux Cluster





# Are These Potential Disruptive Technologies?

Quantum computing

Flash storage

Cheap and low  
power optical  
communications

3D chip stacking.

(Source: SCO8)

# The Future For Educators

- Partner with a really great programmer.
- Keep learning—As they say in Systems Theory, to be a professional, you must be an amateur.
- Keep watching the s



# To Learn More . . .

- Try VoodooPad  
([www.flyingmeat.com/voodooopad.html](http://www.flyingmeat.com/voodooopad.html))
- Or WikiWikiWeb -- Hawaiian for "quickness" ([c2.com/cgi/wiki](http://c2.com/cgi/wiki))
- Lockergnome  
([channels.lockergnome.com](http://channels.lockergnome.com))
- Blog article  
(<http://www.syllabus.com/article.asp?id=6774>)

# And more . . .

- “Introducing Disruptive Technologies for Learning: Personal WebPublishing and Weblogs.”  
[static.cognitivearchitects.com/gems/Seblogging/EdMediaSymposium.pdf](http://static.cognitivearchitects.com/gems/Seblogging/EdMediaSymposium.pdf)
- **This topic has been on the agenda of the last three SCO conferences.**

# And finally, . . .

- Dr. Clayton Christensen, Harvard
- Dr. Paul Saffo, Stanford
- <http://www.memestreams.net/users/aldegado/> -- For teachers who use technology.
- [www.tcpd.org/Thornburg/Presentations/Disrupt.html](http://www.tcpd.org/Thornburg/Presentations/Disrupt.html) -- PowerPoint presentation.
- [isds.bus.lsu.edu/cvoc/talks/edu4\\_99.ppt](http://isds.bus.lsu.edu/cvoc/talks/edu4_99.ppt)  
-- Impact on Business Schools
- <http://www.asis.org/Chapters/cs/2002.html> -- Panel on topic



# SEARCH FOR IT!

- Yesterday I Googled “disruptive technology and supercomputing” and got 131,000 hits. How many will I get next year I wonder?

