



A Play from the Hilbert Playbook: Challenges to Learning Learning

Walter Bender

In 1900, the German mathematician David Hilbert posed 23 problems in mathematics that were very influential to 20th century mathematics. Subsequently, variants of this device has been used to draw attention to additional challenges in mathematics and in other disciplines. I will use his device to draw attention to a number of problems -- perhaps not as intractable as the Riemann hypothesis -- facing the intervention of technology on learning. The topics in this talk will range from computer science and engineering to the social sciences, economics, and education.

Walter Bender is the founder of Sugar Labs, a non-profit foundation that serves as a support base for the community of educators and software developers who are extending the Sugar user interface. Sugar is designed to enhance the primary educational experience by emphasizing collaboration and expression. Prior to that, Bender was president for software and content of the One Laptop per Child association. Before taking a leave of absence from MIT, Bender was executive director of the MIT Media Laboratory. Bender is currently on sabbatical from MIT, where he is a senior research scientist and director of the Electronic Publishing group. He received his BA from Harvard University in 1977 and MS at MIT in 1980.

Date: Thursday, December 18, 2008, 8:00 pm. (Refreshments and networking at 7:30 pm.)
Place: Sarnoff Corp., Routes 1 and 571, Princeton, NJ
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On-line info: http://www.acm.org/chapters/princetonacm

All ACM / IEEE-CS meetings are open to the public. Students and their parents are welcome. There is no admission charge, and refreshments are served.

A pre-meeting dinner with the speaker is held at 6:00 p.m. at Ruby Tuesday's Restaurant on Route 1. Please send email to princetonacm@acm.org in advance if you plan to attend the dinner.

