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WHITEPAPER

The Coming of the Anyone, Anytime, Anywhere Education System

If we as a society have fundamentally agreed that education is a good thing, then we need to make education as available as possible.

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There is never a statement like "He is so smart, he doesn't need any more education" or "Don't teach her anymore, she is already too smart"; we see that type of limiting statement as a negative to society.

We want smart people to get smarter, and do more for us.

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**We need smart people, and we
need to unleash our geniuses.
We have the potential of millions
of geniuses developing if provided
some access to education;
the higher and more complete
the access, the better.**

**Self-motivated education
is the one of the most powerful
forms of knowledge-gathering.
The inner desire to understand
something, to master the questions,
is the fuel to learning and exploring.**

**One will learn best
if they want to learn.**

In the social gaming layer, education can be given game qualities that help understanding, teach more directly, and give a motivational aspect through some form of score or points.

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Self-realized education:

The ultimate part of the social education system is that at some point the student realizes that they are in charge and can control their own education. The ability to take command and focus their education to their goals is a powerful self-motivator.

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Lifetime education:

Education can become a needed service in our society, as we steadily introduce changes to how we work and what we know. An education system that focuses on the individual and their needs now and in the future, while be self-motivated and self-realized, can provide a flexible structure that gives the student a way to learn what they need as they need it. The system creates anticipations that can help assure knowledge and skill match experience and growth.

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**Machine Assisted Teaching
allows students to
access and acquire knowledge
at a rate that matches their skills.**

Mathematicians can master even the most difficult problems at a incredibly young age. Machine Assisted Teaching is especially helpful in promoting the knowledge of mathematics and gives students access at as early an age as possible. Through the machine, which will tirelessly go over a problem until it is learned, and help assure that a student can go as fast or as slow as they can comprehend the material and demonstrate mastery.

A Machine can monitor and test as often as the student is engaged. They can use constant repetition, with enough variances, until mastery is assured.

This allows practice to match motivation and focus level of the student.

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What if education can become a ubiquitous utility?

What skills will be needed in 2020, 2030, and beyond?

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**What skills do you teach
children and adults in a world
of rapidly evolving technology?**

**With the ever-increasing
Aggregate Supply of Knowledge,
what skills will be foundational to any
given child or adult's future success?**

**What do you teach them
so they can earn a living?**

How to use and develop digital tools will be a primary force in our coming Internet-Augmented Reality, our Third-Wave civilization.

**You will need to learn,
unlearn, and learn again
on a consistent and regular basis.**

**All this time you are developing
mental, and possibly physical, skills.**

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The value of knowledge is directly proportional to what effect it has on the quality of life.

At the deepest level, the Technologist who understands the technology of their age, and works toward improving it, has left us a legacy which we build on, and a trust which we are dedicated to passing on.

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**Social education develops
the evolving technologists
by allowing them to access knowledge
as soon as it is available,
as soon as it is created.**

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The Intellectual Internet Thought Race is on.

It is all about who can out-build, out-program, and create products used by the most number of people, and used as much as possible.

For the winners the prizes are huge and the failure rate is acceptable, with few repercussions.

The nations, conglomerates, federations, etc. that can raise the basic knowledge-base of their people will provide a way to improve their lives; no matter what turmoil may strike, they can solve their problems.

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The better educated
the population becomes,
the more skills are available
for their greatest goals
and most difficult problems.

The Internet allows for both generalist and specialist education, using the same channels.

It allows for education that branches out from a central starting point: the user's experience.

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**Moore's and Metcalfe's Laws
dictate that we will have
an expanding set of digital tools
for years, possibly decades to come.**

**If they remain sustained
for any length of time,
then cyberspace in all its forms
will continue to evolve.**

**It will expand directly to the extent
of our ability to use it.**

The Internet, and other forms of cyberspace, continue to expand in numbers and simultaneously create new, increasingly useful, forms.

The Internet is our repository and Global brain.

Our ability to access data, information, and programs on the system will provide us the knowledge needed to solve problems.

Can we cultivate Intelligence?

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If education is the foundation by which we learn to gather information, which we process into knowledge and find ways to apply it, then we develop intelligence, in part, by developing the ability of individuals (and whole societies) to access and acquire an education.

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Self-directed education, backed by a sufficiently trained intelligence, can help focus and direct an individual towards finding the answers and skills needed to solve essential challenges before them.

Depending on where the individual and society are technologically, and in their ability to disseminate knowledge, education will allow the individual to acquire relevant knowledge and to ignore irrelevant knowledge, or knowledge too far advanced to be useful.

Education is the key
to improving poverty,
by offering solutions
to solve our problems.

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Evolution Notes:

Samuel Butler saw each Species – indeed, the entire organic kingdom – as a store of knowledge and intelligence transcending the life and intelligence of our component cells. – Darwin among the Machines. (page 187)

Information does not imply intelligence, and communication does not imply consciousness. The implications goes the other way. (page 204)

All 3 Billion of us...if we keep at it, we will become a computer to end all computers, capable of fusing all thoughts of the world. – Lewis Thomas. (page 192)

For more information, and to see how you can create your own educational vehicle, please visit us at:
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