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How Can Technology Inform, Promote Understanding, and Spark Discussion about Social Change?

Maureen B. Yoder

Lesley University, myoder@lesley.edu

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How Can Technology Inform, Promote Understanding, and Spark Discussion about Social Change?

Technology can be a powerful tool, but finding high quality, educationally sound applications can be challenging. Fortunately, there are responsible developers and publishers who are creating informative, thought provoking materials to inspire students and encourage culturally responsible attitudes and behaviors as well as stimulate dialog about social justice. This session will include examples of the following:

Virtual Reality: National Geographic, the New York Times, and other publishers, are using award winning reporters and videographers to create realistic virtual reality apps to provide immersive experiences and provocative documentaries. Filmed in locations around the world, they show diverse cultural, economic, and geographic differences, using engaging personal stories.

Augmented reality: Participants will learn how to use AR apps with a mobile device. One example, “Hidden Figures”, uses printable cards and, in several cities, statues, that are enhanced with videos telling the stories of little known heroes.

Web sites and APPs: “Social Justice League” is just one of many free apps offering information and presentations revolving around social justice. “SJL” has weekly podcasts highlighting “amazing social justice work being done across the country and world, while also providing actionable steps for our listeners to get involved.”

Authentic Artifacts: The Smithsonian Institution and the Library of Congress are just two of the organizations compiling millions of historical artifacts in a searchable format for educators to use, along with lesson plans for educators.

Participants will leave with practical, easy-to-use tools and many resources. No experience necessary – just an open mind and a desire to continually learn.

