DOROTHY GORDON

Tangible and Intangible Impact of ICT in the Digital Age

Unesco IFAP
Khanty-Mansiysk June 2018

UNESCO Information for All Programme

The Information for All Programme is an intergovernmental programme, created in 2000. Through IFAP, Governments of the world have pledged to harness the new opportunities of the information age to create equitable societies through better access to information.

The last decade has witnessed technological development at a scale and speed unprecedented in the history of humankind. The challenge the world faces is to ensure equitable access for all people to seize these new opportunities. Information is central to development. Information is essential for survival and sustainability. Information is the pathway to understanding and peace. The Information for All Programme is UNESCO's response to the challenges and opportunities of the knowledge societies.

Information Literacy

"Not even nameable a decade ago, these are just a few of the new spaces in which representation now occurs. With these new communication practices, new literacies have emerged. And these new literacies are embodied in new social practices —ways of working in new or transformed forms of employment, new ways of participating as a citizen in public spaces, and even perhaps, new forms of identity and personality."

Cope and Kalantzis,(2009)

Information Literacy

more needed than ever before
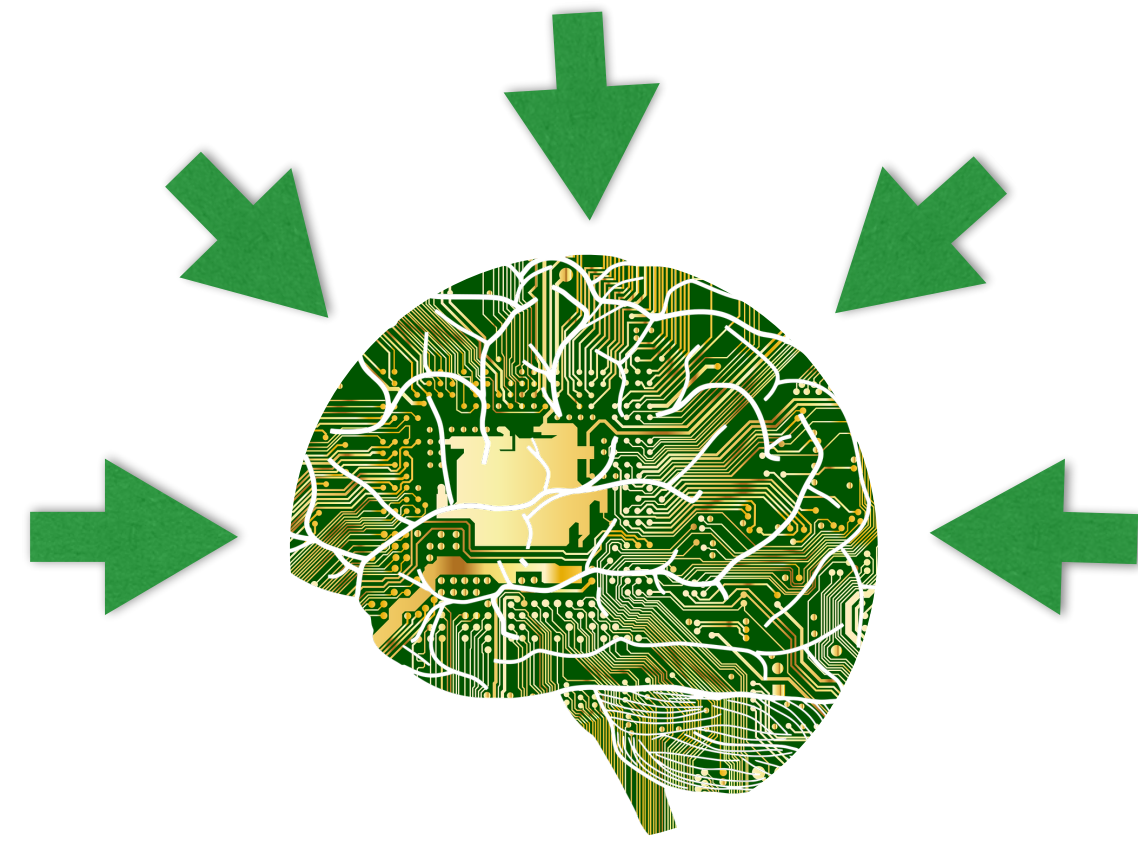
Our mind as a commodity to make companies more money

Brains under pressure

Documented Mental Health Impacts
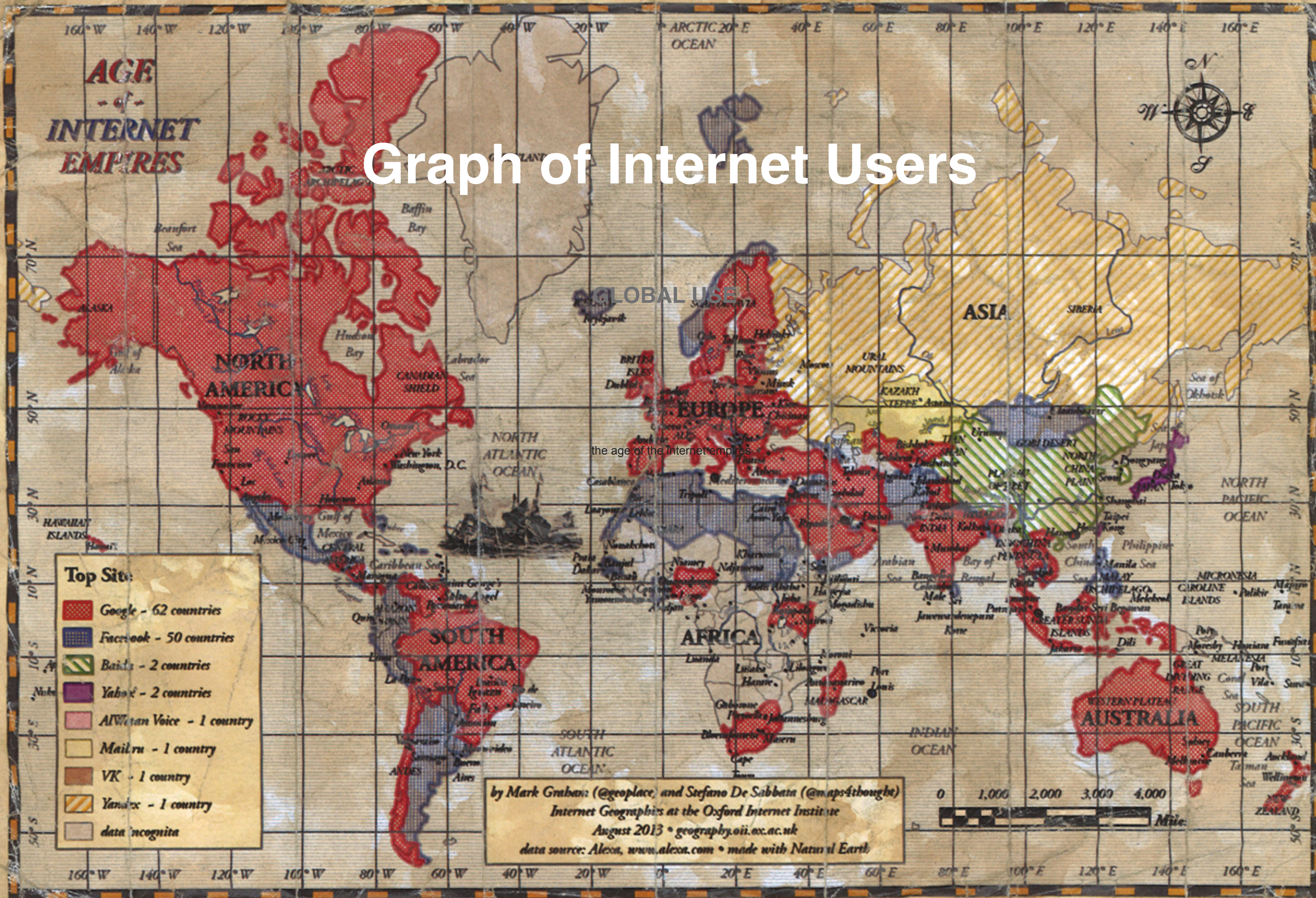
Panglossian Optimism
The Dawn of a New Age

Apocalypse

Frightful Five +
EdTech+Gaming

DO NO EVIL

Graph of Internet Users

AGE
-of-
INTERNET
EMPIRES

GLOBAL USE

the age of the internet empires

Top Sites

■	Google – 62 countries
■	Facebook – 50 countries
■	Baidu – 2 countries
■	Yahoo – 2 countries
■	All Human Voice – 1 country
■	Mail.ru – 1 country
■	VK – 1 country
■	Yandex – 1 country
■	data incognita

by Mark Graham (@geoplace, and Stefano De Sabbata (@maps4thought)
Internet Geographies at the Oxford Internet Institute
August 2013 • geography.oii.ox.ac.uk
data source: Alexa, www.alexa.com • made with Natural Earth

Frightful Five

Tech's Frightful Five: They've Got Us - The New York Times
https://www.nytimes.com/2017/05/10/.../techs-frightful-five-theyve-got-us.html

How the Frightful Five Put Start-Ups in a Lose-Lose Situation - The ...
https://www.nytimes.com/2017/10/18/technology/frightful-five-start-ups.html

Algorithms of Oppression: How Search Engines Reinforce Racism ...

https://www.amazon.com/Algorithms-Oppression-Search-Engines.../1479837245
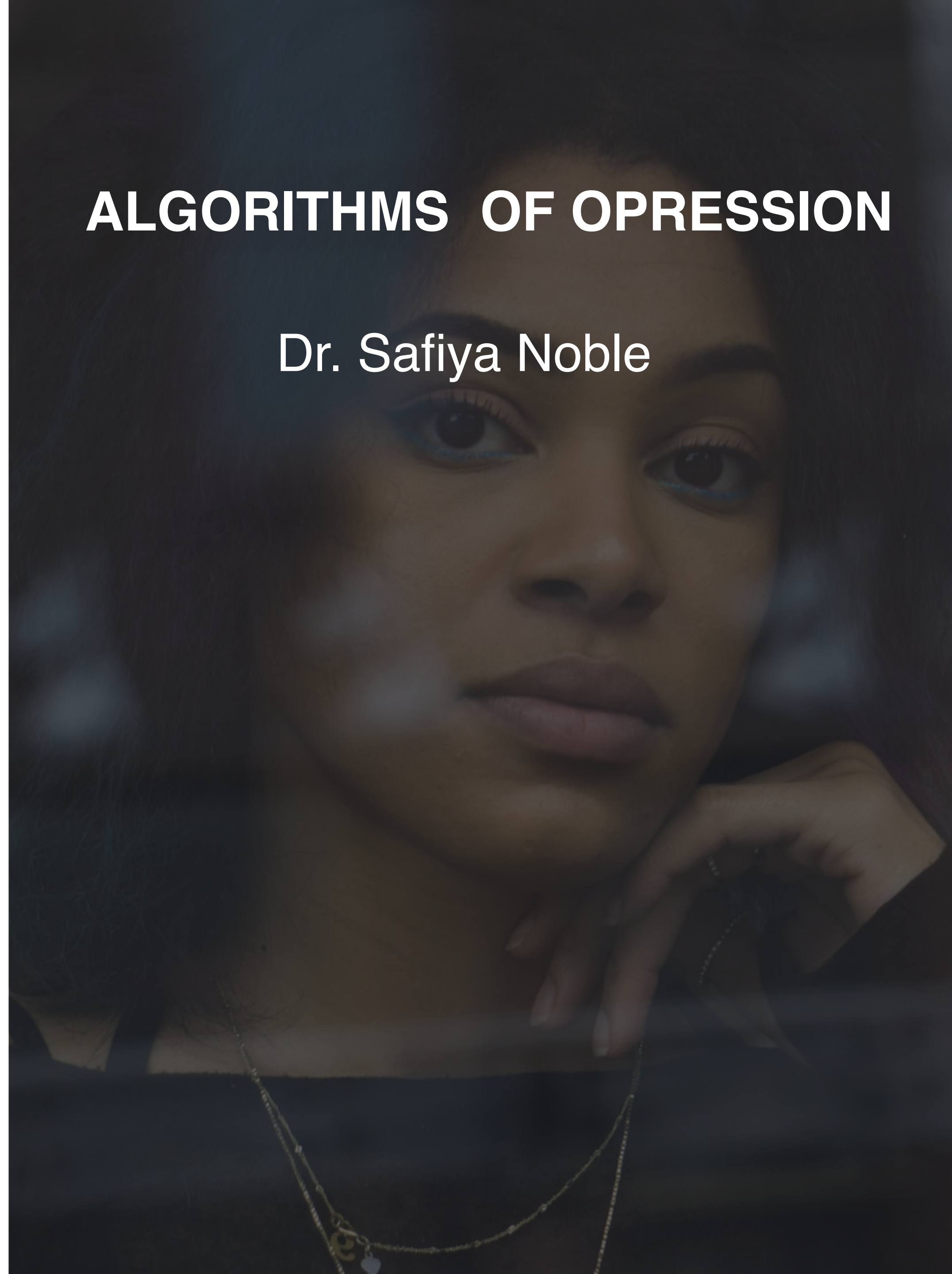
Gender

Race

Geography

ALGORITHMS OF OPRESSION

Dr. Safiya Noble

In built prejudice against persons of colour

Facebook, Zero
and Free Basics
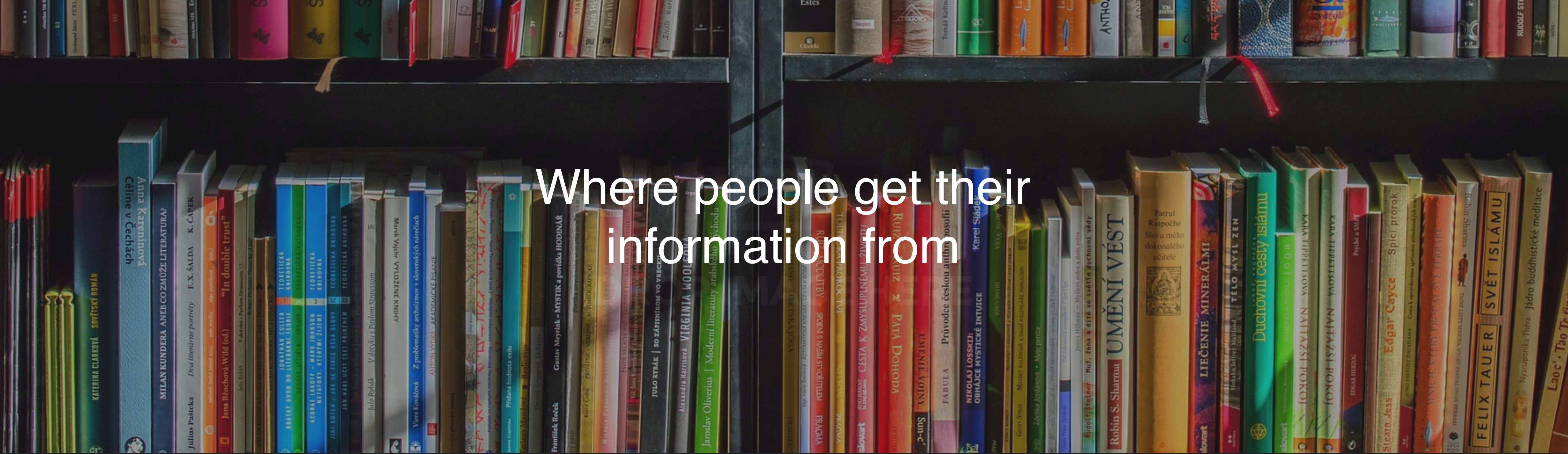
Gaming Technologies

DOMINANT IN ITS OWN MARKET

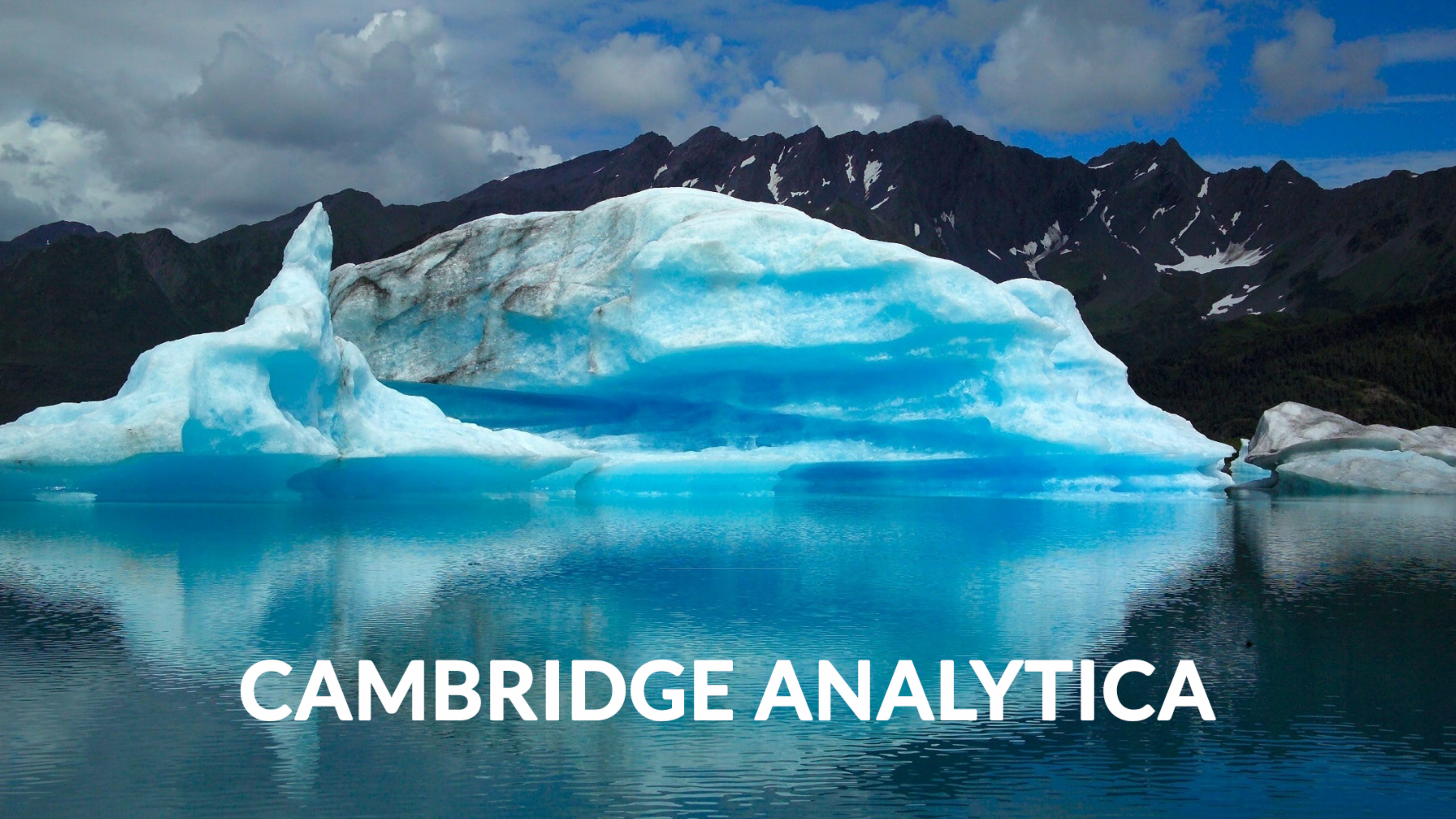**OWNS SHARES IN THE MAJOR US GAMING COMPANIES**

Tencent 腾讯

Educational Technologies

miriam zoll

CRACKED
OPEN

Liberty, Fertility and the
Pursuit of High Tech Babies
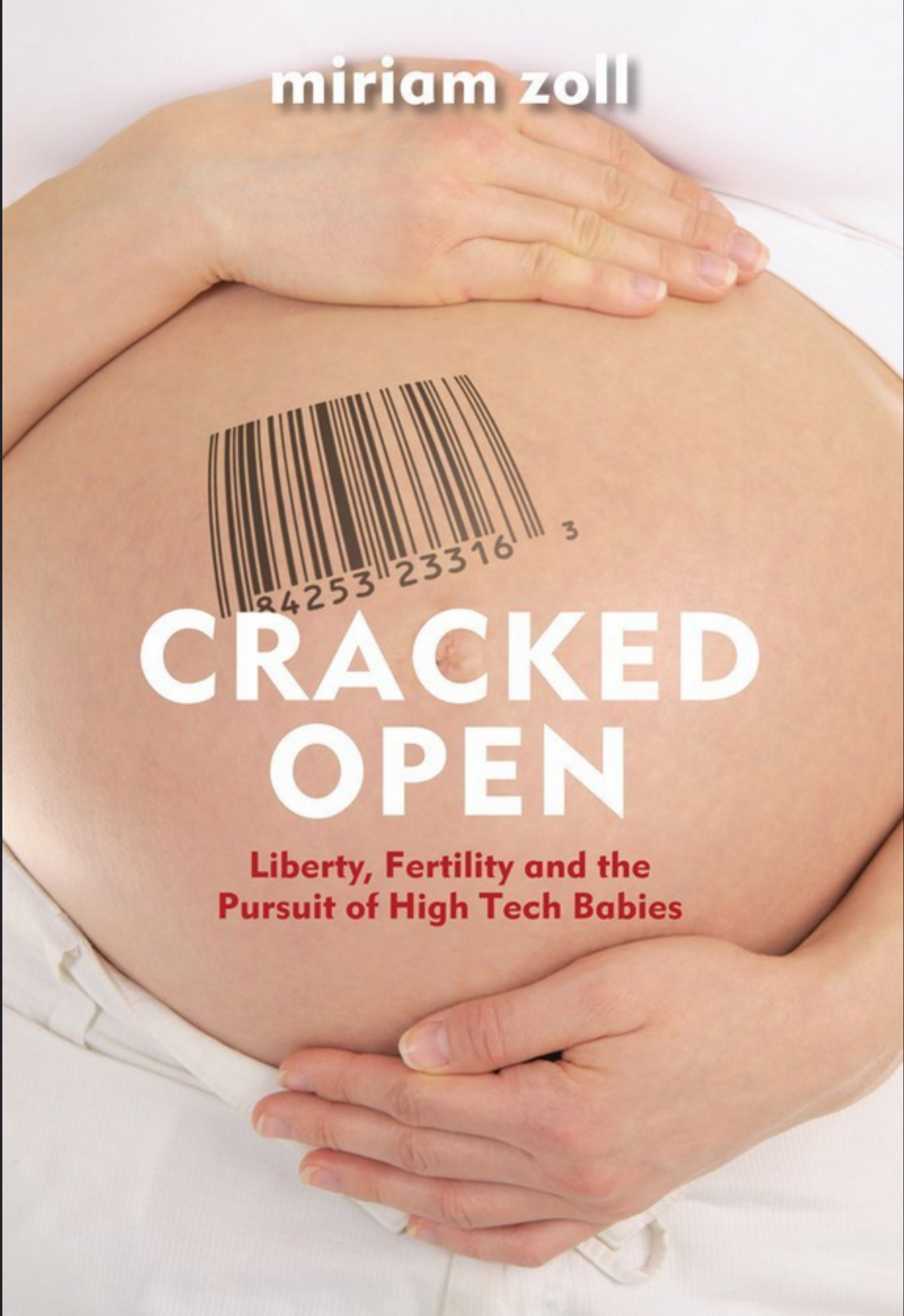
Where people get their information from

WIKIPEDIA

Can we trust Wikipedia? 1.4 billion people can't be wrong | The ...
https://www.independent.co.uk › News › Long Reads

Precipice

IEEE on Icicle

"As innovative teachers, schools, and training departments deploy an ever-expanding array of new products and explore new ways of teaching and learning, the body of knowledge about how to use these technologies and how to design the increasingly complex information systems that result is the basis for a new engineering discipline."

— Avron Barr, Chair of the IEEE Learning Technology Standards Committee

MIL CITIES

Cities around the world have benefitted hugely from the digital revolution. Information about transportation, health care, entertainment, news, the private sector, civil society, and government has increased efficiency, opened up new economic, social and cultural possibilities, reduced pollution, and enhanced transparency and participation. A growing number of stakeholders are championing "smart cities" initiatives, which seek to make better use of information and communication technology to boost efficiency and quality of life in respect to security, health, recreation, community services, and government to citizens interaction and vice versa. Initiatives concerning smart cities often underplay citizens' agency in the process. One example is in relation to creatively and transparently integrating information, technology, and media in city and community life to enable people's understanding and engagement in realizing tolerance and human solidarity as well in election processes. City managers need …to recognize the need for comprehensive info-coms policies, which address digital and non-digital dimensions including media and information literacy

END

THANK YOU FOR WATCHING
THIS PRESENTATION