

Blend people and the digital together

Luis Borges Gouveia

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Digital Society Institute

KU Leuven, Belgium

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Meeting talk, 21st april , 2023
Digital Society Institute

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- The World is on **change**
- No one can envision the **impact** of the combined number of technologies that enter now their **maturity** (being AI one of them)
- Current **institutions** are no longer able to cope with such transformations as is and net to be (in an adapt or die sequence)
- How to consider the individual, the group, the community and the society towards such impacts within a sustainable **society**
- There are **choices** to be made and **values** to be prioritized

Peter F. Drucker

(1909 – 2005)

“Know thy time”

Conhece o teu tempo

(in Drucker, P. com Maciariello, J. (2005) Diário de Drucker, Editora Actual)



From a world of **opportunities**

chance · contingency · fortuity · freedom

To a world of **challenges**

*objection · protest · test · threat · claiming ·
confrontation · dare · defiance*

Possibilities, context
building & serendipity

From a world of **opportunities**

chance · contingency · fortuity · freedom

More possibilities,
increase complexity
& conflict

To a world of **challenges**

*objection · protest · test · threat · claiming ·
confrontation · dare · defiance*

From a world of opportunities

Back to 2006

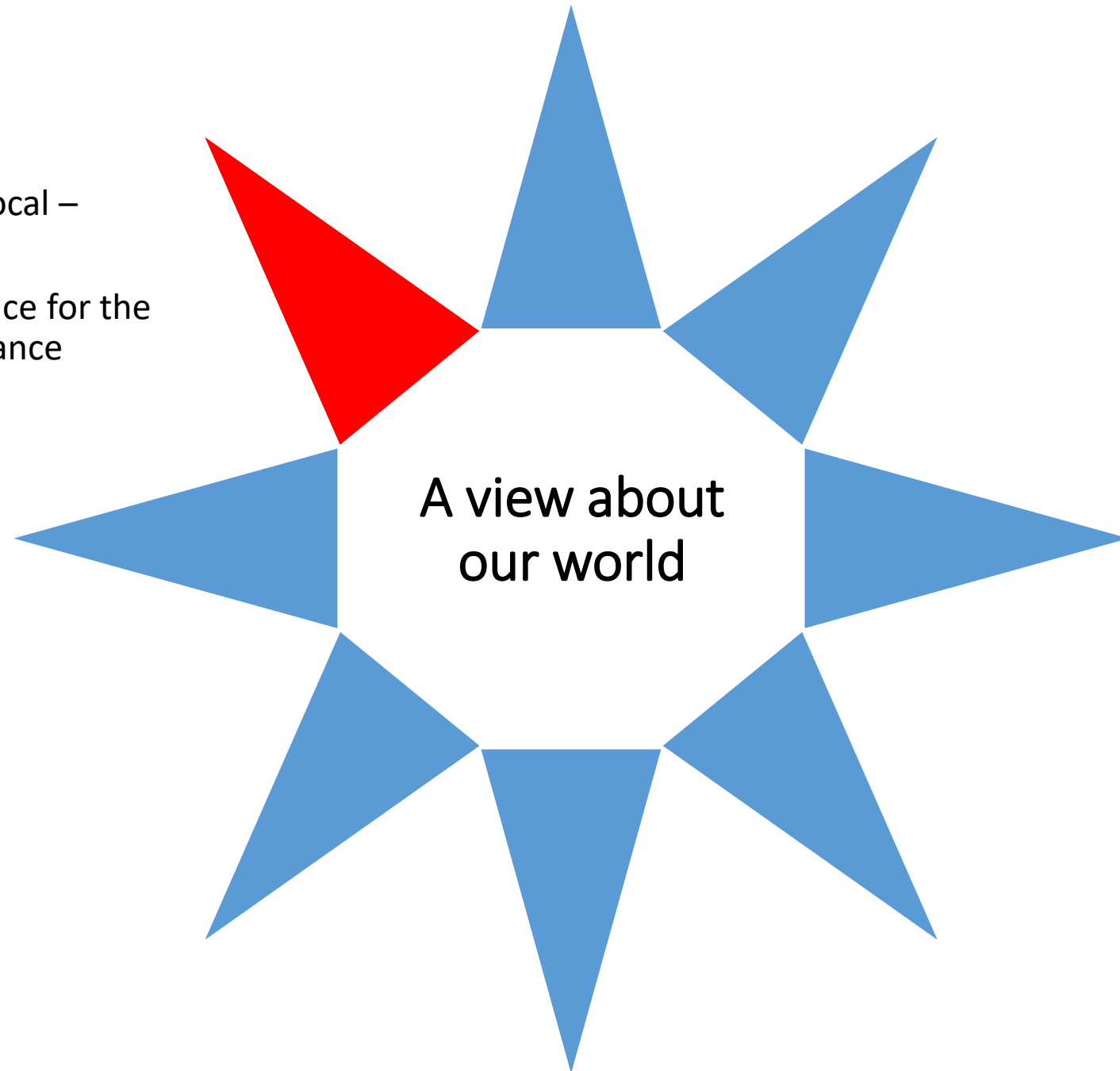
Gouveia, L. (2006). Gestão da Informação: oportunidade ou necessidade. Apresentação no IESF. Vila Nova de Gaia, 12 de Abril.

http://homepage.ufp.pt/lmbg/com/iesf_gi120406.pdf

globalization

Think global, act local –
glocal

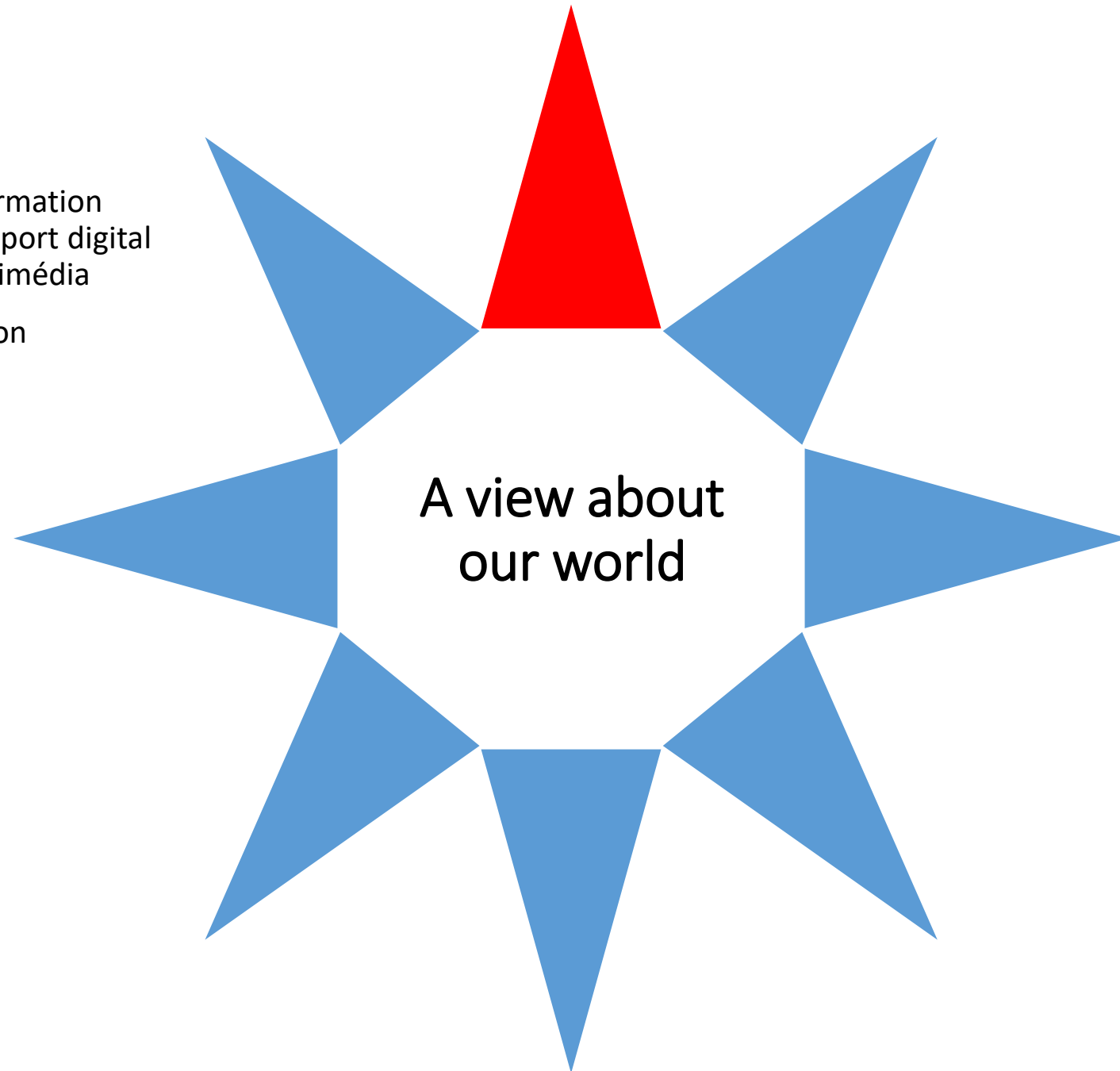
The lost of relevance for the
geographic distance



digitalization

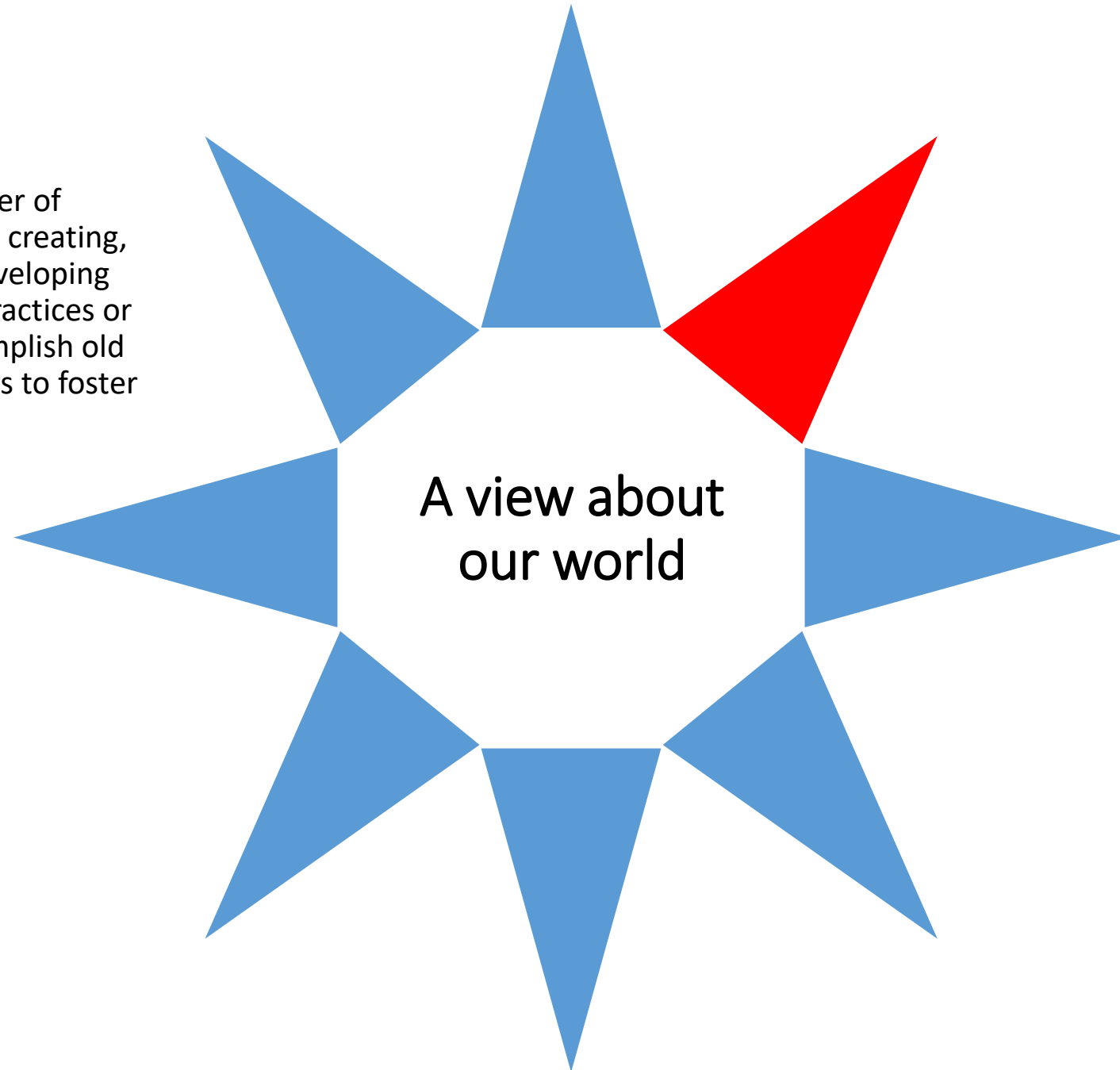
Intensive use of information
technology to support digital
information, multimédia

For easing information
exploitation



innovation

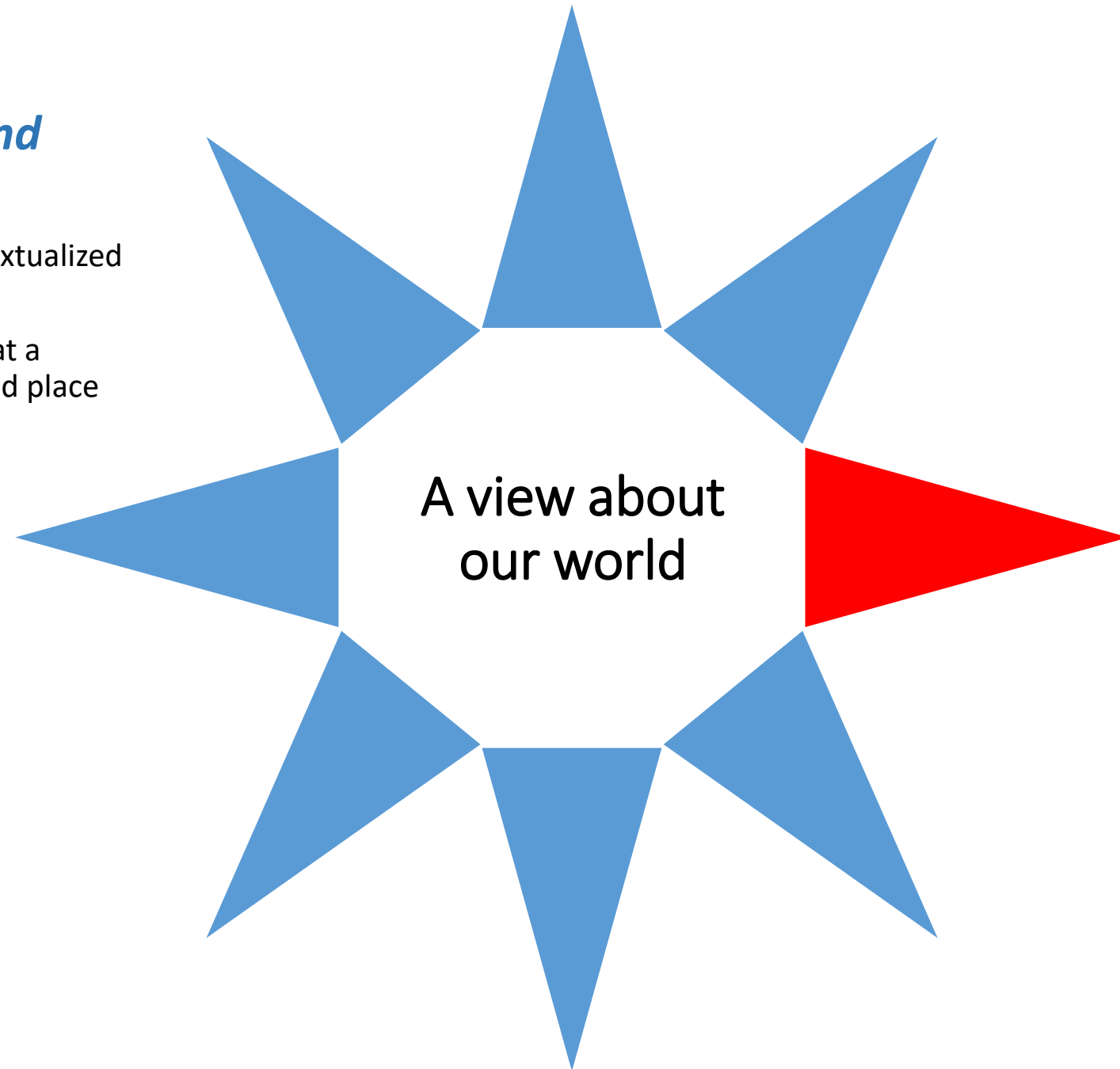
Activator and modifier of human history, by creating, proposing and developing new processes, practices or products to accomplish old things in new ways to foster human activity



***knowledge and
culture***

Organized and contextualized
information

A particular society at a
particular time and place



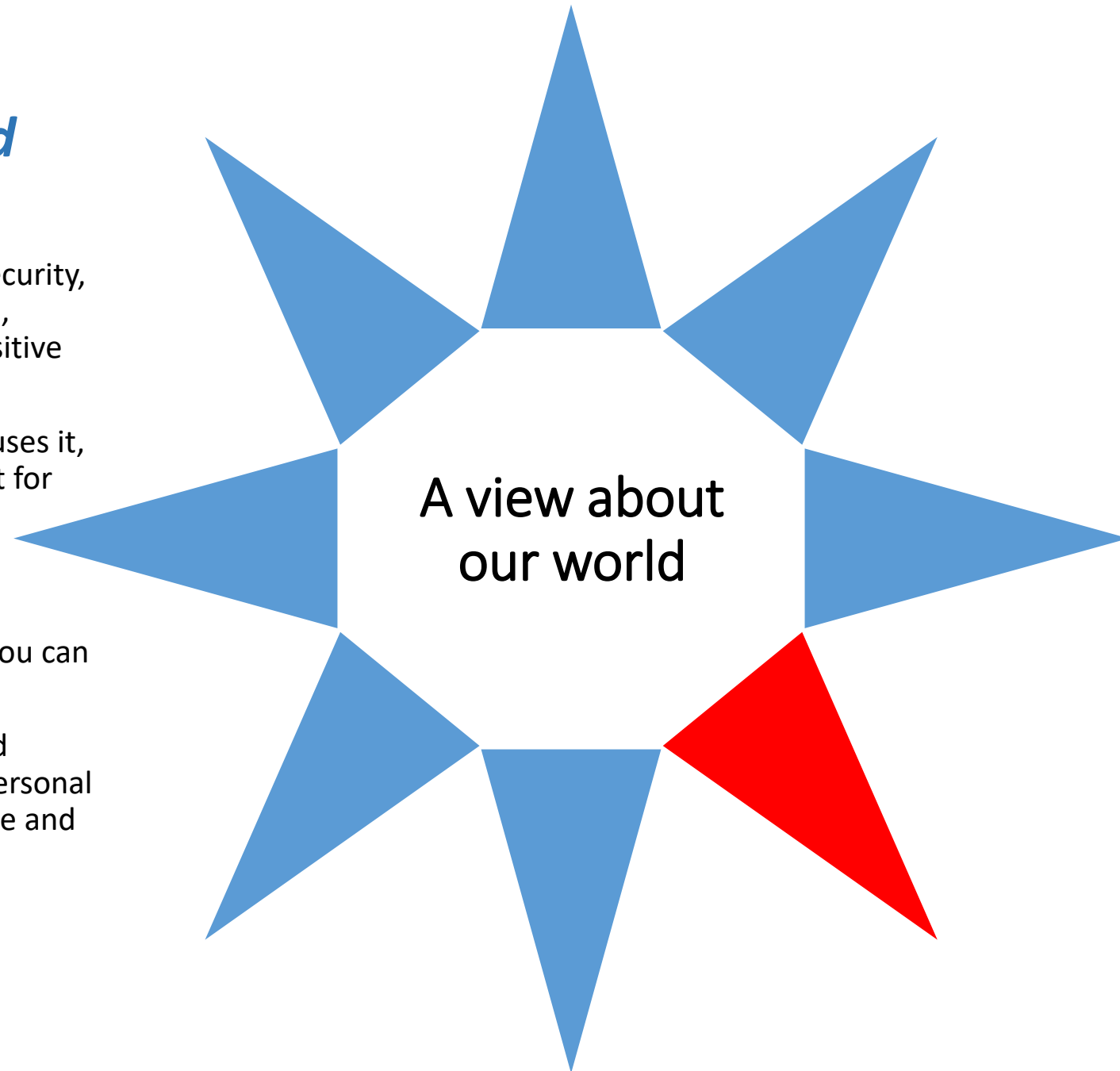
security and privacy

Passive and active security,
secrecy assurance,
protection of sensitive
information

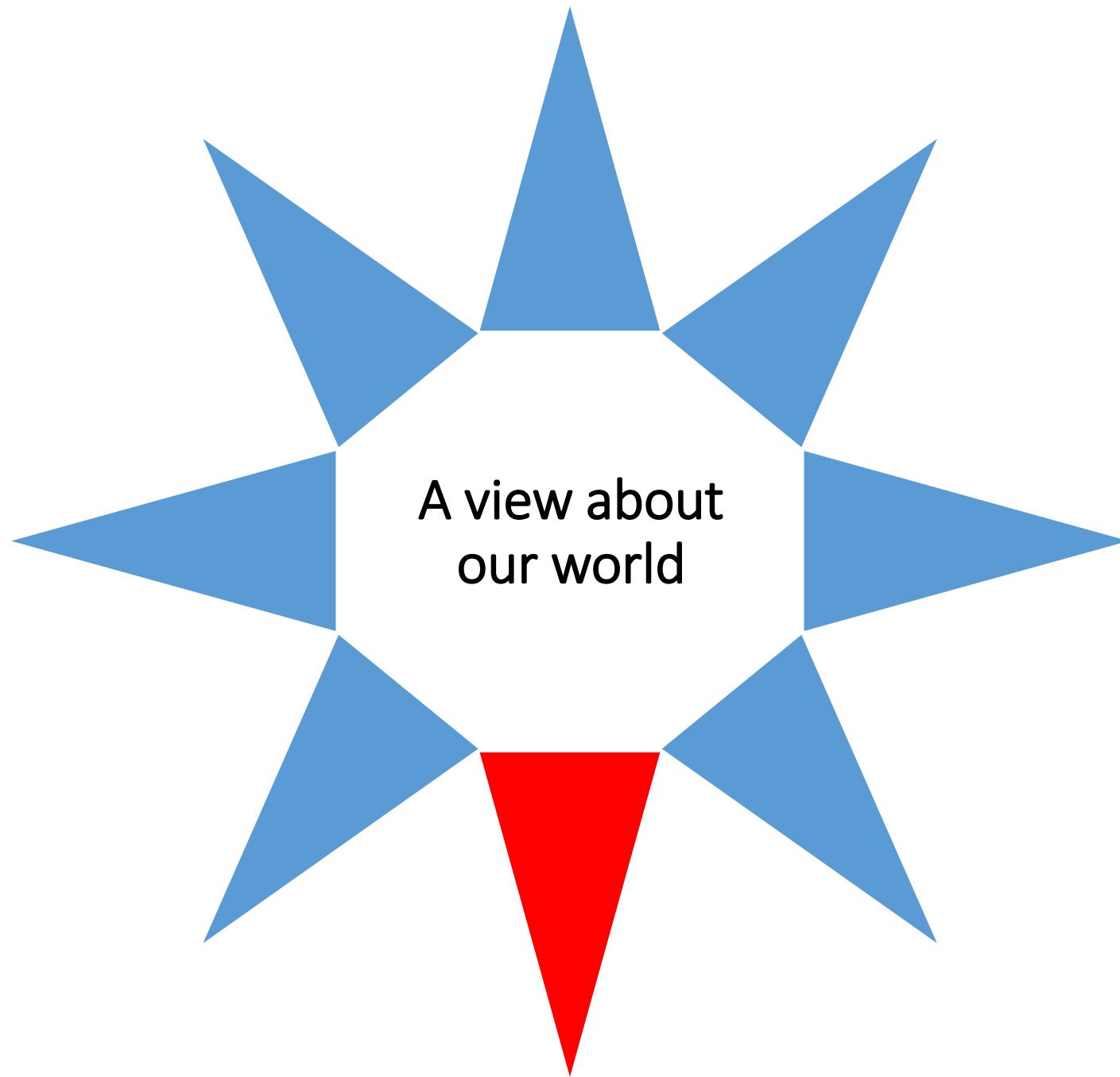
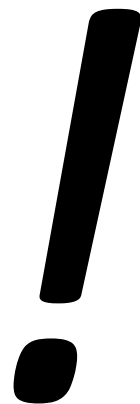
Who uses it, how it uses it,
and what it uses it for

Who owns it, what you can
do

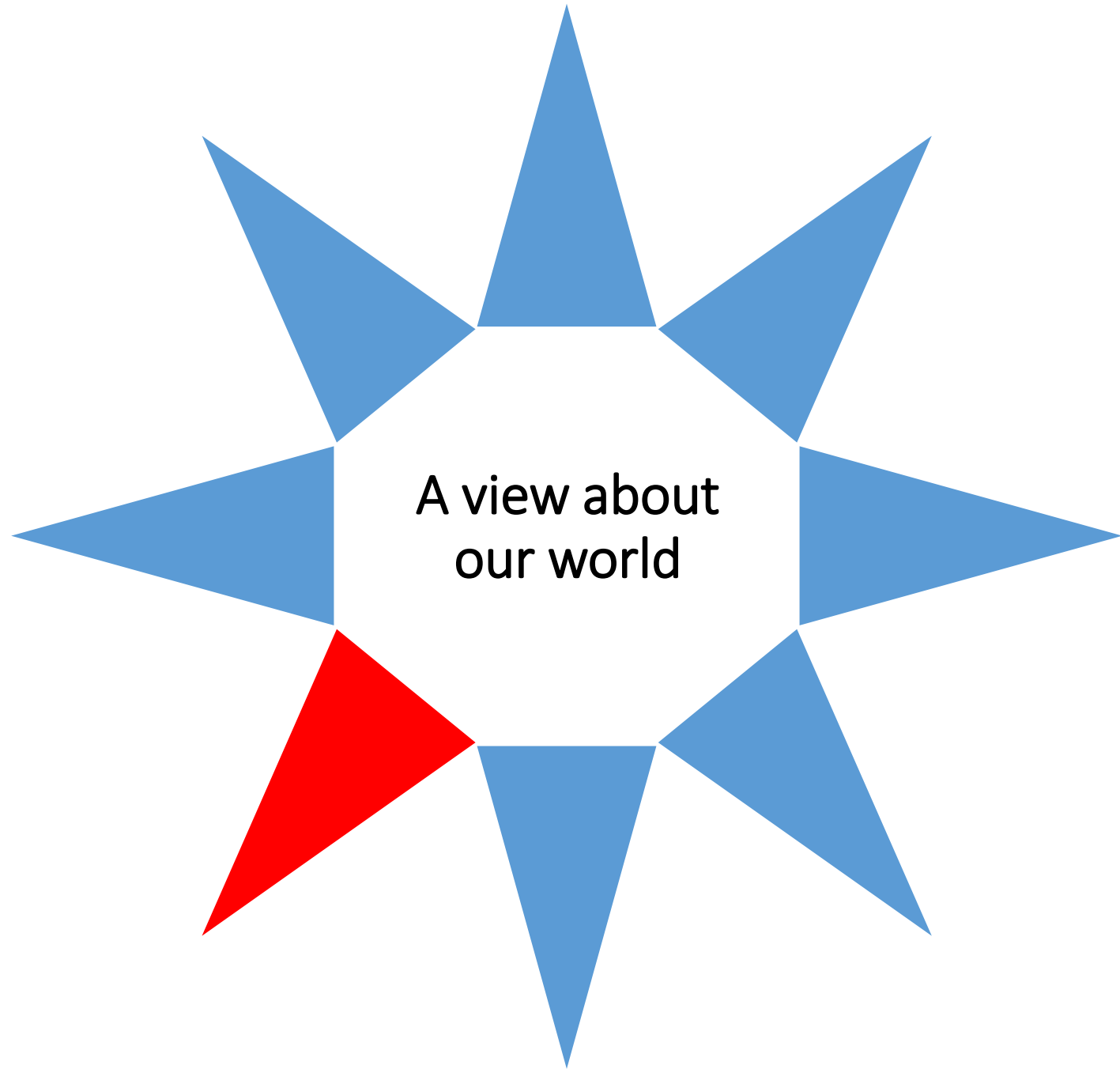
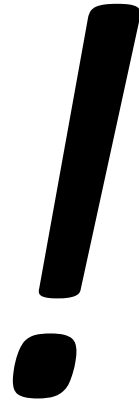
Rights, freedoms and
guarantees and personal
information, image and
video



environment



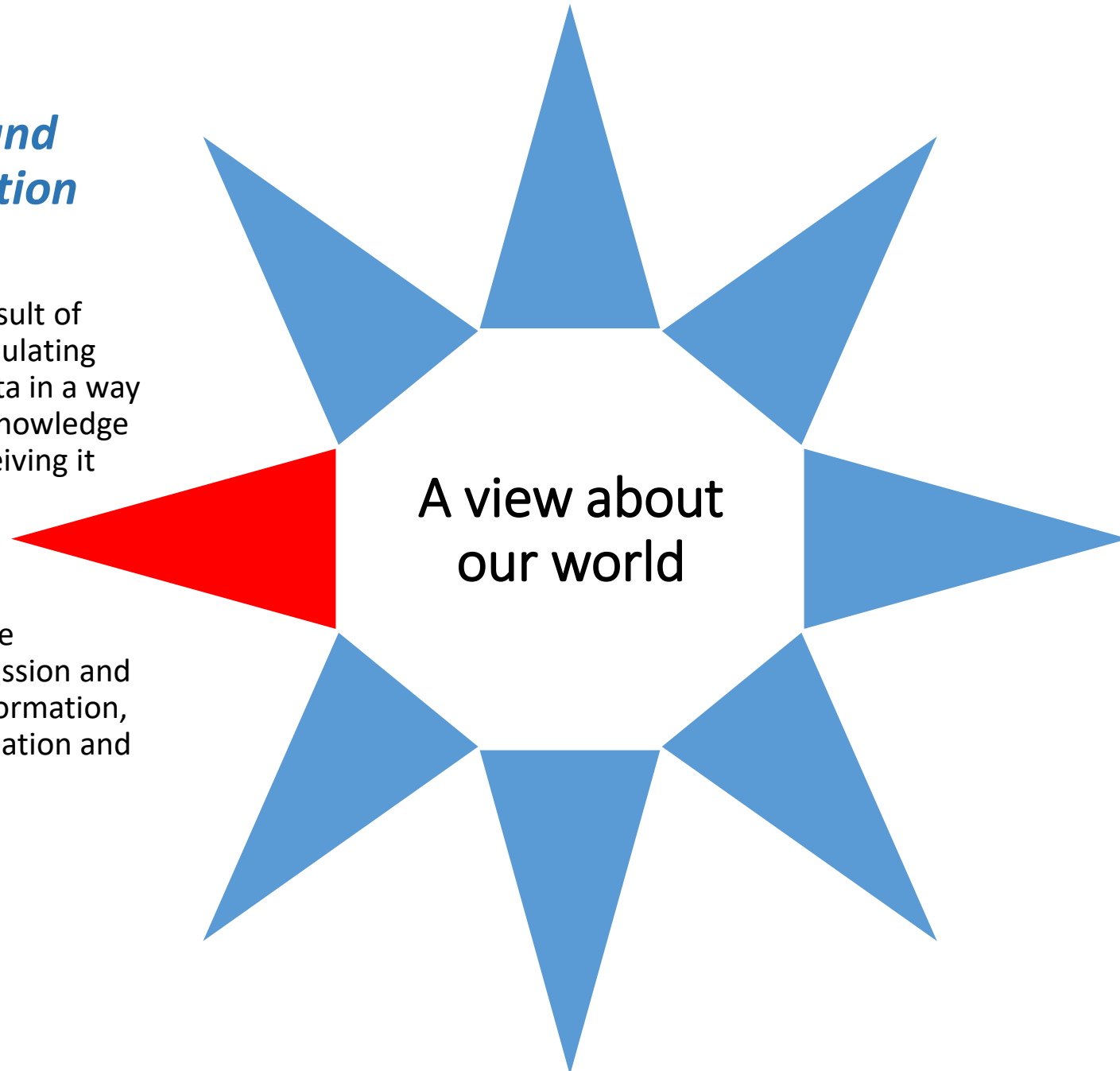
energy

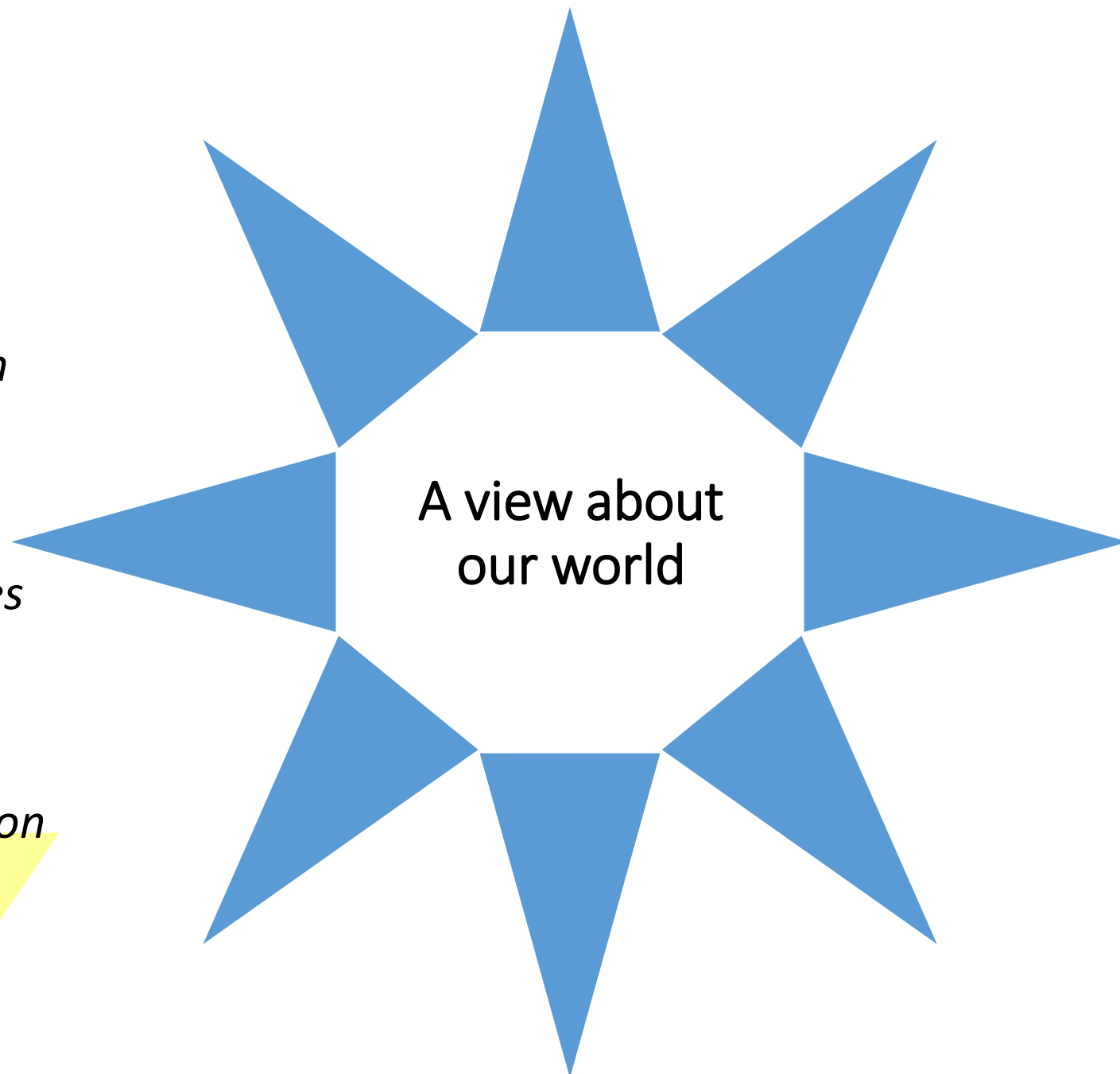
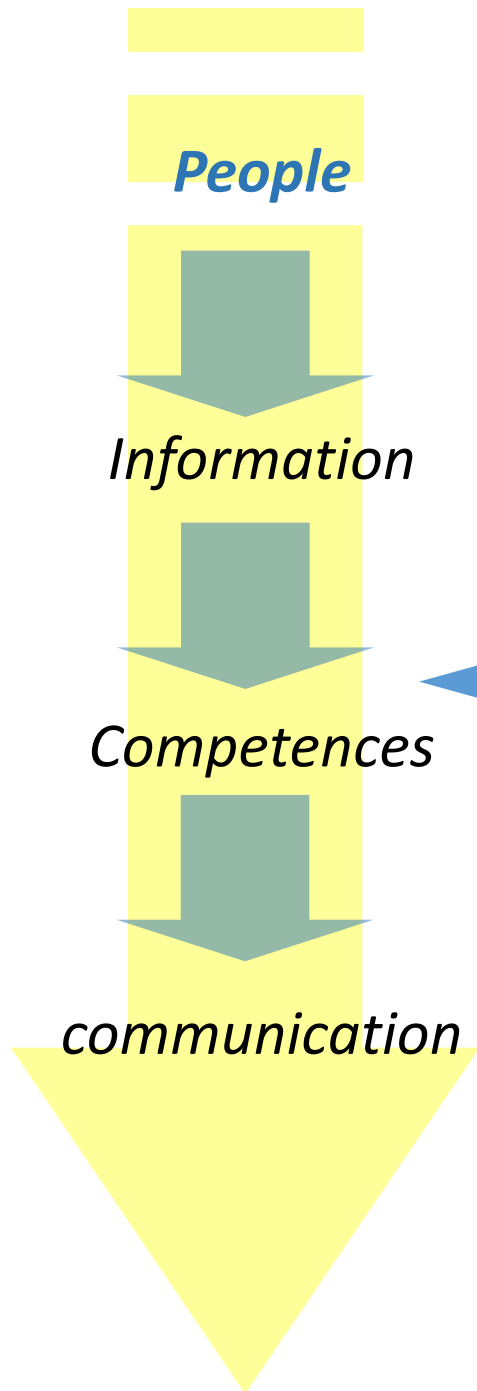


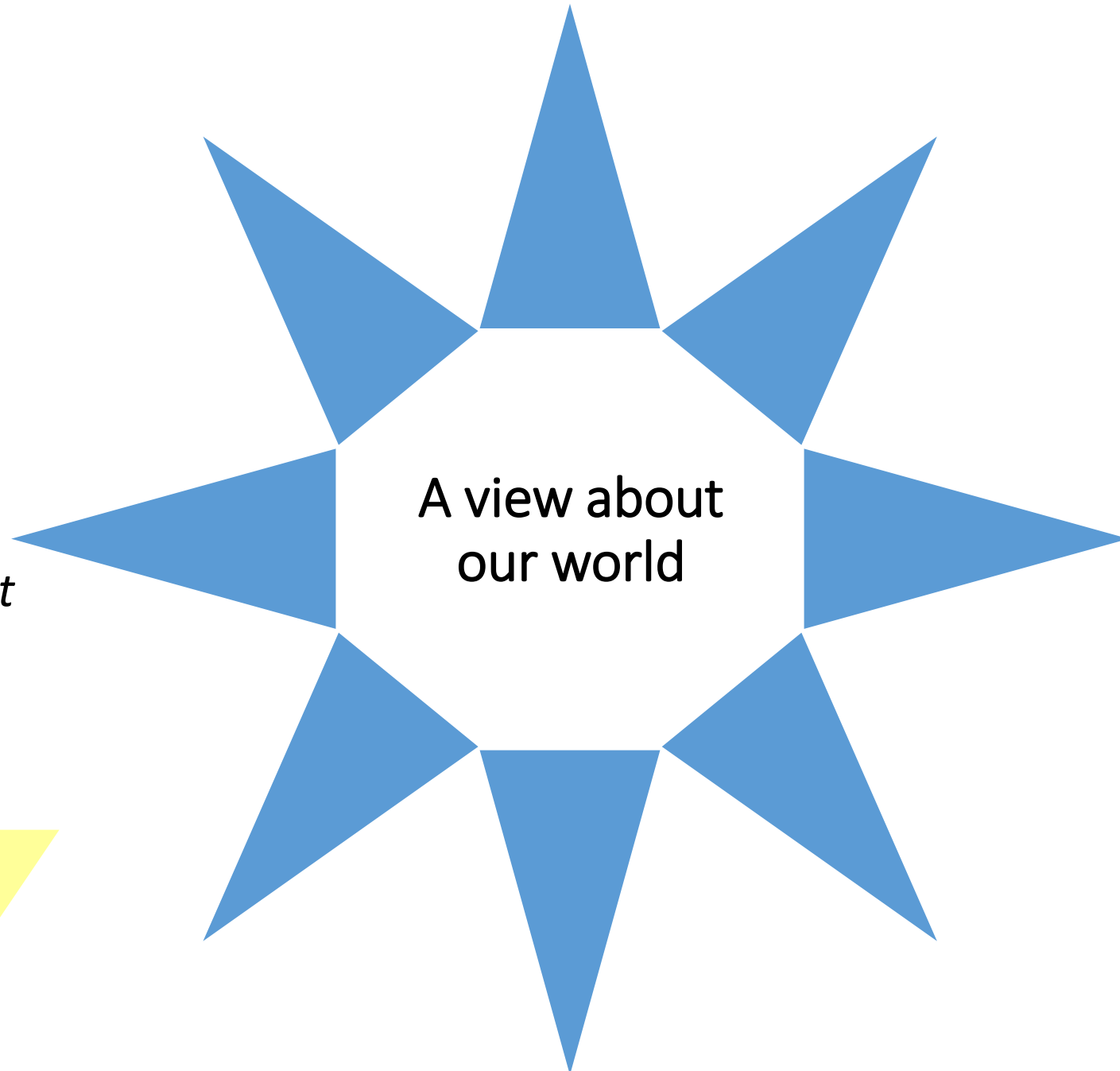
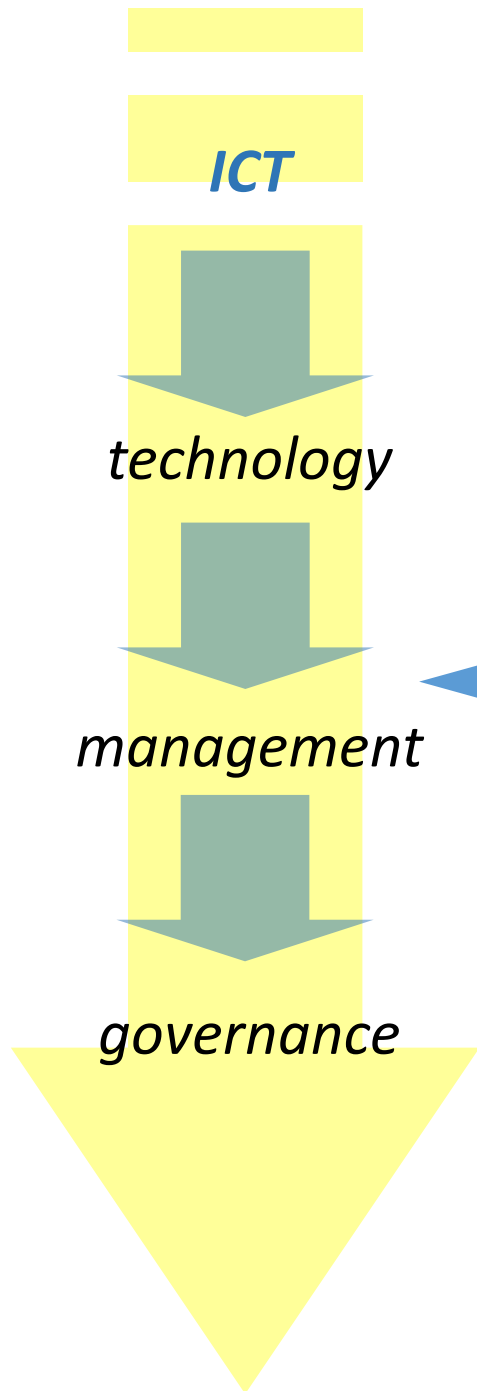
information and communication

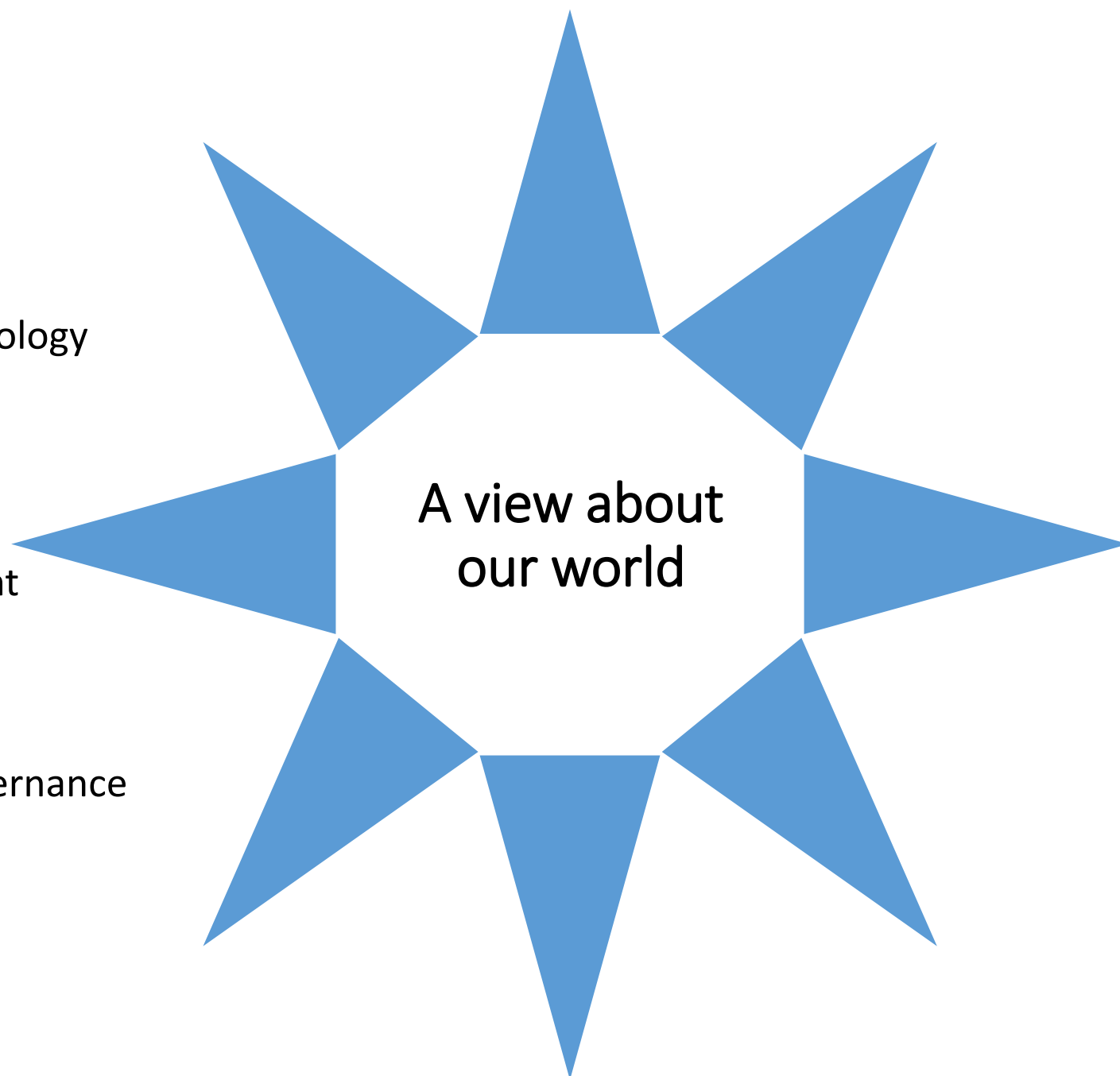
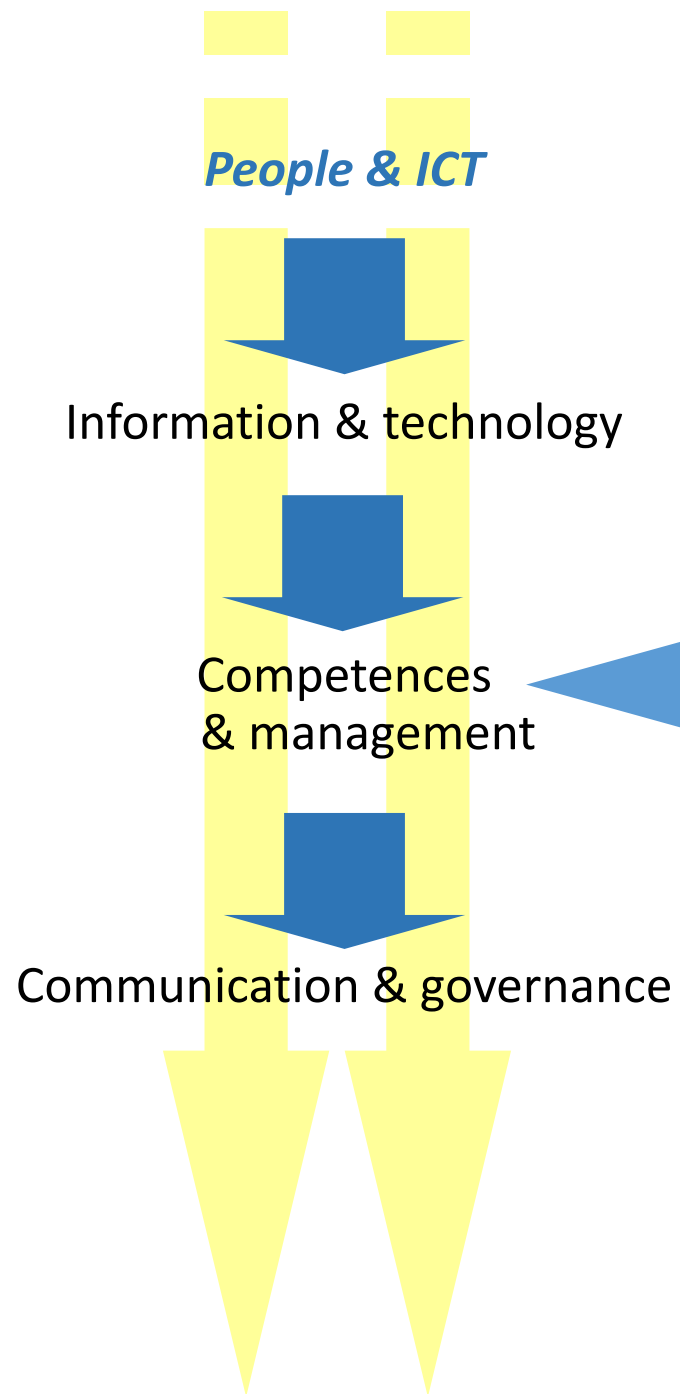
Information is the result of processing, manipulating and organizing data in a way that adds to the knowledge of the person receiving it

Communication is the exchange, transmission and conveyance of information, the flow of information and ideas









To a world of challenges

Currently

Gouveia, L. (2021). A vez da educação híbrida: o digital no equilíbrio do presencial e remoto. MAERA – 7 anos de existência, Webinar sobre Educação. 9 de Dezembro.

<https://bdigital.ufp.pt/handle/10284/10512>

Two forces that are/will shaping our action

Energy transition

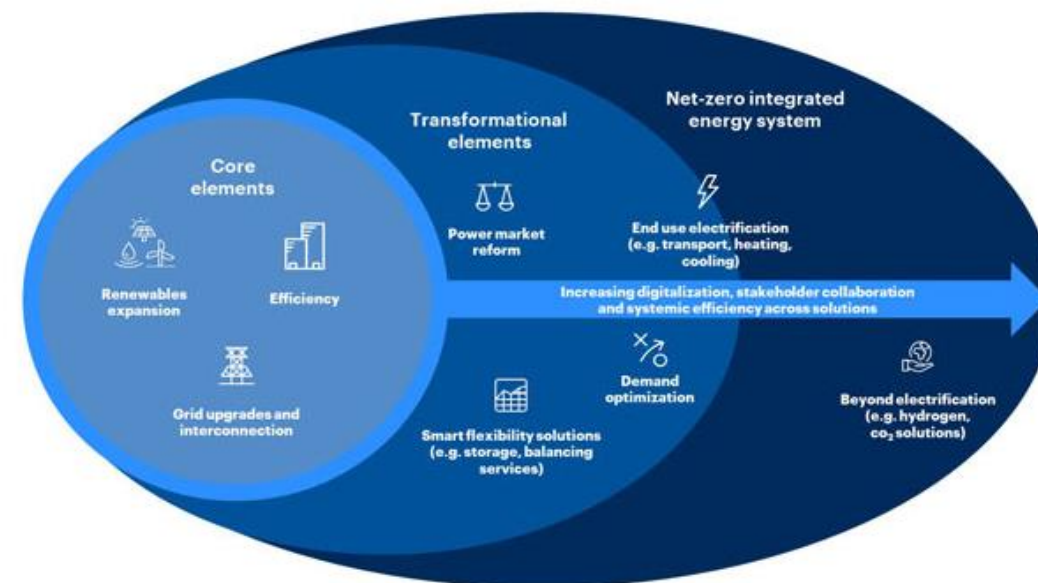
A Question of Survival

“how to change and adapt to the climate and its challenges?”

Digital transformation

A hope for the human being

“how can we organize ourselves in order to recover our human dimension?”



Digital Culture



Araújo, P. e Gouveia, L. (2020). Cultura Digital, definição e dimensões constitutivas: uma proposta para mapear e diagnosticar as condições de uso do digital nas organizações. In Souza Junior, A. et al. (2020). Diálogos sobre Tecnologia e Direito. Rio de Janeiro: Pembroke Collins. pp 359-378. ISBN 978-65-87489-24-7.

- **Digital**: related to computers and networks, represents the ability to represent and interoperate data, information and knowledge in order to facilitate their processing, storage and communication
- **Culture**: customs, social behavior of a group of people or society. It may include art and other manifestations of human collective ability and intellect
- **Digital Culture**: the creation of habits and practices of digital exploration in the representation of data, information and knowledge and also in the way we interact in society
 - Provides an **invasive and global culture**

CULTURE



easier
to
change



harder
to
change



<https://www.whaii.com/blog/your-corporate-culture-will-define-the-future-of-your-company/>

Digital Transformation



Gouveia, L. (2017). *Transformação Digital: Desafios e Implicações na Perspectiva da Informação*. In Moreira, F.; Oliveira, M.; Gonçalves, R. e Costa, C. (2017). *Transformação Digital: oportunidades e ameaças para uma competitividade mais inteligente*. 1ª edição, dezembro. Capítulo 2, pp 5-28. Faro: Silabas e Desafios. ISBN: 978-989-8842-28-2.

- Changes associated with the application of digital technology in all aspects of **human activity**
- Digital transformation can be considered the third phase of **digital adoption**:
 - Digital Skills
 - Digital literacy
 - Digital transformation
- The **use and exploitation of the digital** enables new kinds of innovation and creativity that leverage traditional methods of human activity
 - The **workforce** shifts from analog to digital
- Requires a **new approach** by the organization (and those responsible for the information)
 - From the survival mode state, to a state of **value production**

Digital transformation – **steps**

- **Digitation**
(turn the analogue, digital)
- **Digitalization**
(create digital)
- **Digital Transformation**
(new practices and behaviours)
- The **competencies** associated with the use and exploration of the digital:
 - knowing **what to do** with the digital (incorporating it into the material)
 - **when** to do it and what questions to ask
 - and **what** information is critical for this

Competences



Araújo, P. e Gouveia, L. (2021). Metodologia CHA: Uma proposta para o desenvolvimento de competências por meio da robótica na educação. In Capítulo 1, pp 9-22. Araújo, P.; Araújo, D. e Gouveia, L. (orgs). (2021). Reflexões sobre a Educação no Século XXI. Da tecnologia à inclusão. Conhecimento Editora.

- The triad of KSA: **Knowledge** – **Skills** – **Attitudes**

Knowledge	Skill	Attitude
<u>know</u>	Know <u>how</u>	<u>Want to do</u>
Specific technical knowledge, education, experience, and other expertise	Practical experience and mastery of technical knowledge through its concrete application and skill in performing it	Personal characteristics that lead one to practice or not, what one knows and knows

Hybrid

an emerging trend or making the new from the old

 hybrid
/ˈhaɪbrɪd/

Ver definições em:

All Biology Linguistics Motoring Horticulture

noun

1. **BIOLOGY**
the offspring of two plants or animals of different species or varieties, such as a mule.
"the bird was a hybrid of a goose and a swan"

Sinónimos: cross cross-breed mixed-breed mixture blend meld

2. a thing made by combining two different elements.
"jungle is a hybrid of reggae and house music"

adjective

of mixed character; composed of different elements.
"hybrid diesel-electric buses"



***“You take nothing
from nothing, the new
comes from the old,
but it is no less new
for that”***

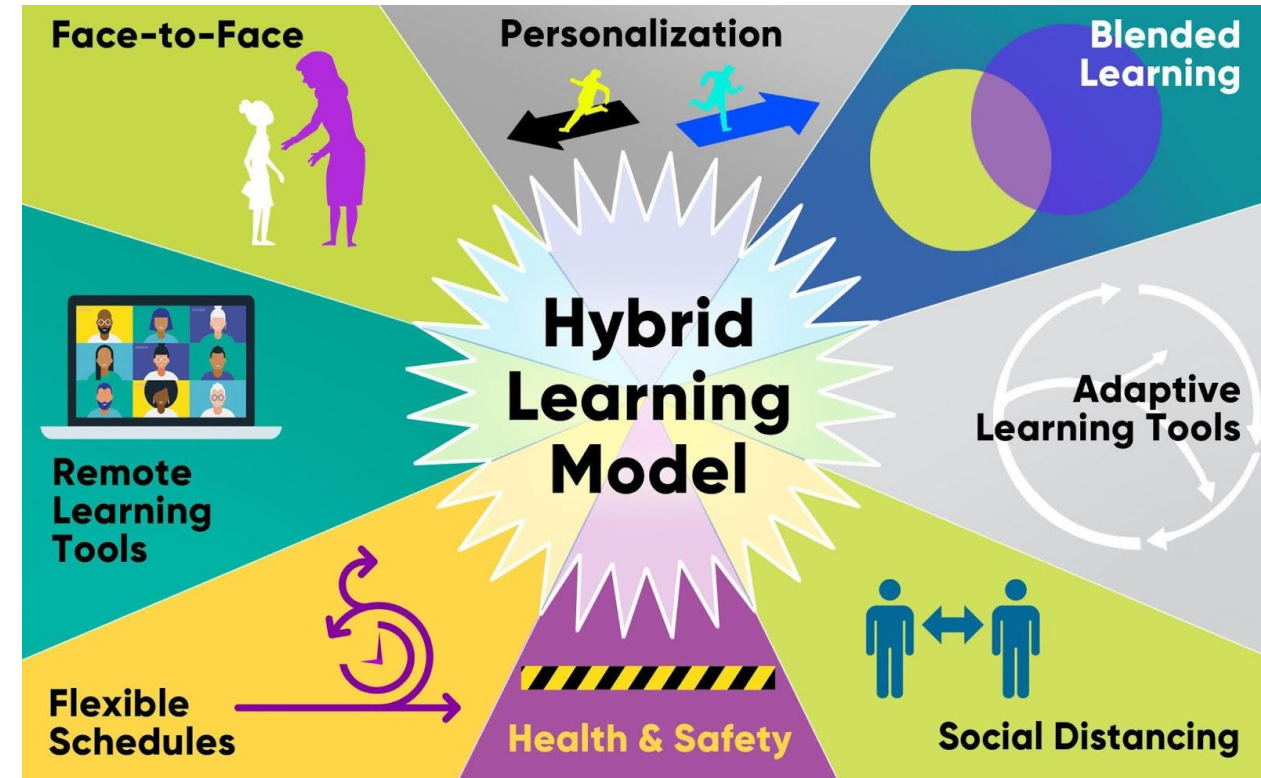
**Bertolt Brecht (1898, 1956)
about the theme of novelty**

One example Hybrid Education

- In **modality**:
 - Presential and remote, considering their coexistence and overlapping
- In **practices**
 - More **collaborative** and **participatory**, providing a more effective use of the attention and time of all participants
- In **teaching strategies** (active methodologies)
 - Problem based learning, Project based learning
 - Competences & skills based learning, peer learning
 - Inverted classroom, among others
- In the **service** to those who learn and those who teach
 - **personalization, gamification, and learning paths**
 - **content curation** de conteúdos, of data, information and processes
 - **datification** fair and focused in the user (implies privacy compliance and the aid in the creation of safe contexts, for individual activity) – against the idea of the product is the user
 - **automation** of practice in processes related with the teaching and learning



Rocha, D.; Gouveia, L. e Peres, P. (2021). *Práticas pedagógicas inovadoras: novos desafios. Capítulo 2. In Rocha, D. et al. (org.). Aprendizagem digital: curadoria, metodologias e ferramentas para o novo contexto educacional. Porto Alegre: Penso, 2021. ISBN: 9786581334147*



<http://esheninger.blogspot.com/2020/06/moving-to-hybrid-learning-model.html>

Some ideas

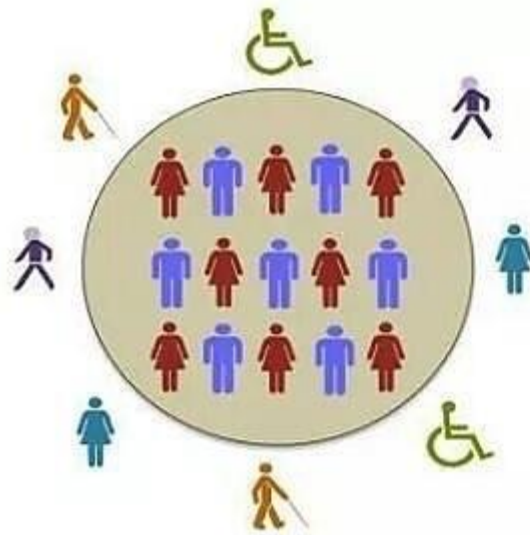
Peter Diamandis, on future-proof your business

<https://www.diamandis.com/>

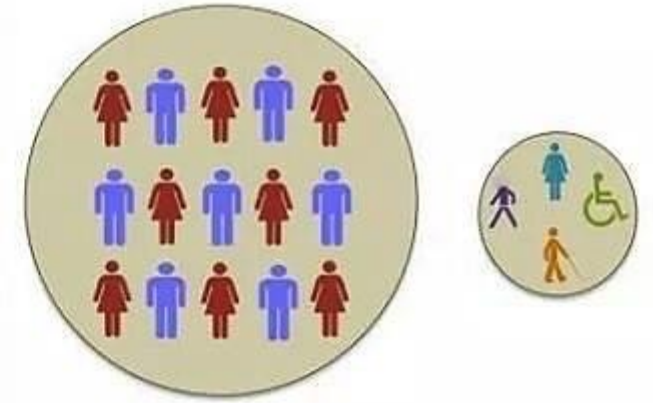
- *“The convergence of **exponential technologies**... computation, AI, robotics, biotech, networks, sensors, 3D printing, AR/VR and blockchain... These technologies are **stacking and recombining** – ultimately transforming markets and business models.”*
- *“The problem with such significant change is that most people fear the future, instead of being excited by it.”*
- *They fear what they **don't understand and can't predict**. And fear is a terrible mindset for taking advantage of the opportunities ahead.”*
- The only solution to this fear is **knowledge and community**... to face the unknown (the role for more research and innovation)

Inclusion
requires the
involvement of
all a **community**

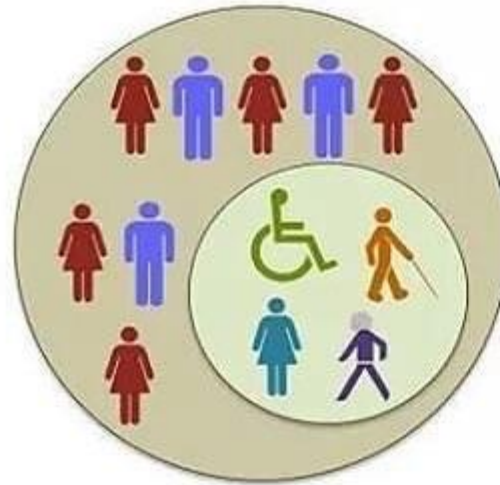
*“It takes a village
to raise a child”*
Old African proverb



Exclusion



Segregation



Integration



Inclusion

Possible ways forward...

- Reinventing our notions of **time and space**
- Reinventing the function of **processing information**
- Dealing with the challenges of **information**
- What is **fair** and what to protect and how (e.g. person or people?)

Doing this in a network!
(diversity is key)



Information places: an hard line to people

The case for interpretation & understanding

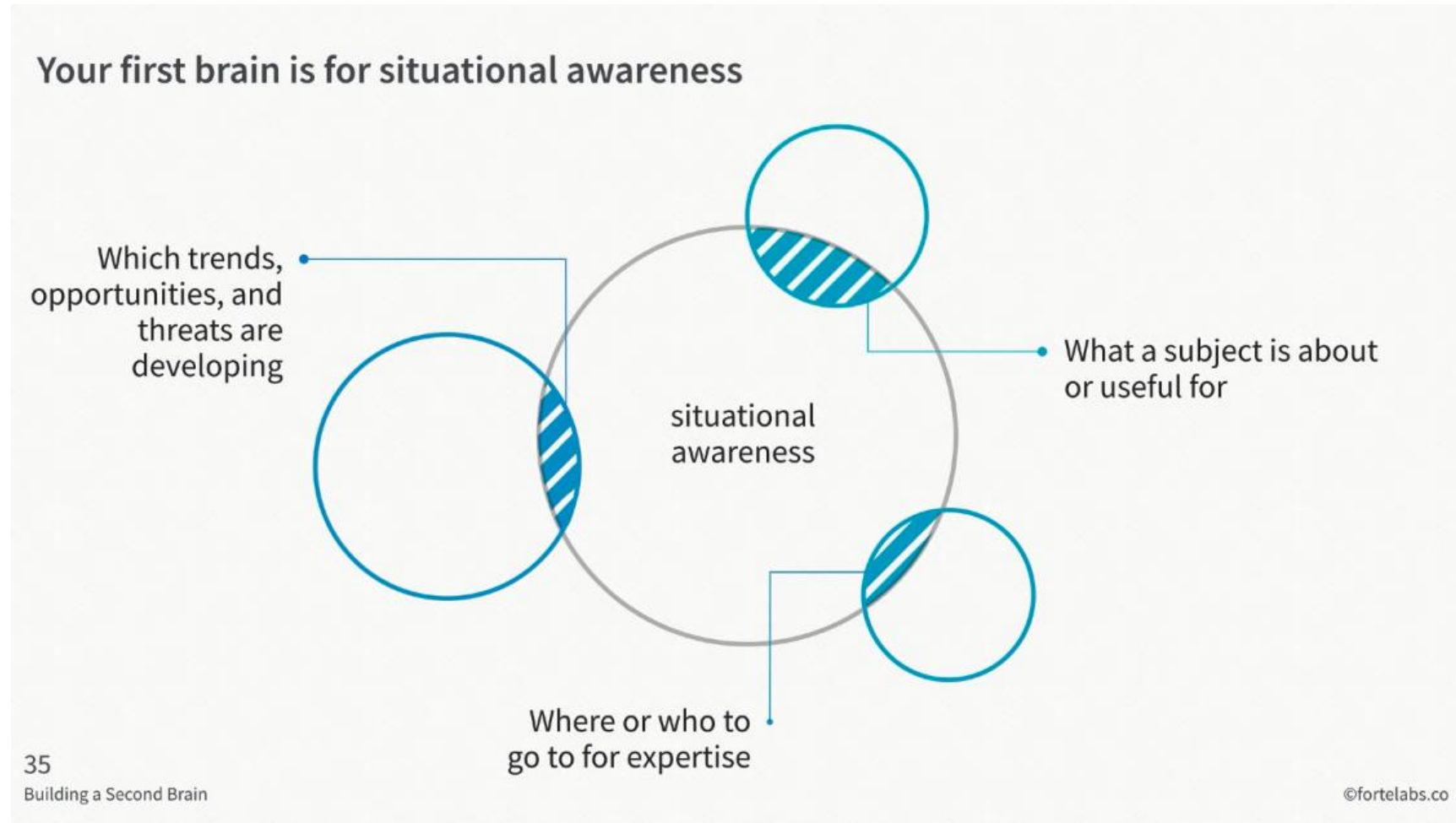
- People still needed to deal with **information complexity**?
What turns **interpretation** different from opinion is to rely on supporting evidence
 - The impact of technology in people jobs where discussed in Frey, Osborne(2013) where they claim 49% of current jobs cease to be sustainable:
“...the ability to convey not just information but a particular interpretation of information is what turns human intervention required...”
- Information overload and **understanding** is key to explain why current information systems, information management (and supported institutions) **are getting more and more on failure**
 - early thoughts about the use of information and its understanding on Information Anxiety 2 (2001), Richard Saul Wurman

Tiago Forte on productivity and information

Forte labs <https://fortelabs.co/>

- Support information management by **digital (platforms) mediation**
- Average **information consumption** per day
 - 174 newspaper's worth
 - 11.8 hours
 - 113K+ words
 - Growing +2.6% per year

(UCSan Diego, 2014)



The case for information management

How & why digital platforms are key

- Digital platforms are key to support **power relations** with other
- A state **must have its own** digital platforms
- Any type of organization has or want to have (**IMPOSE**) its digital platforms

IN ORDER

- To **control** relationships instead of interactions
- To collect and relate **data**
- To **have** its own unique information, available in real time
- To aggregate **value** and foster its network capabilities

Solutions?
Digital
leadership?

If you not beat them (digital platforms),
join them...

Create **digital ecosystems** that:

Protect privacy
(sensible data)

Reduce entropy (filter
relevant information)

Control and monitor
activity (regulate the
action)

Digital Leadership

Create their own digital space

Produce value by exploring owned
digital platforms

THE AGE OF SURVEILLANCE CAPITALISM

THE FIGHT FOR A
HUMAN FUTURE
AT THE NEW
FRONTIER OF POWER

SHOSHANA
ZUBOFF

Surveillance Capitalism (SC)

<https://shoshanazuboff.com/book/>

- Constant recording, analyzing and attempting to modify human behavior for the benefit of technology giants trading in **future behavior markets**
- Knowing what people will do tomorrow or next year is of enormous value to those who want to sell a product or service, or **control certain behavior**
- SC **processes human behavior** by tracking, measuring and analyzing it from the smartphone to the smart home; from surfing the Internet to private messages or emails
- This dominant and relatively new force **intrudes** through cookies and privacy permissions that, in most cases, **must be accepted for a service to work**, including even, security systems

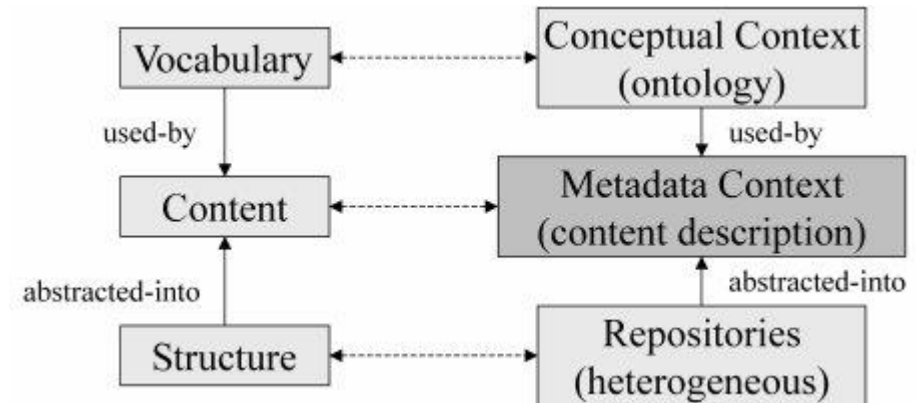
Cities cortex

we need to turn our cities **living spaces**

- Cities are/represent:
 - 2% **area** covered by cities on our planet
 - 50% of **people live** in cities
 - 75% of **energy** consumption is in cities
 - 80% of **carbon emissions** are produced in cities
- Requiring not just data available (reliable and real time) BUT information
 - Individual **awareness**
 - Shared **values**
 - Balanced & sustainable **activities**

Interoperability is key

- Considering the traditional:
 - **System** (data presentation)
 - **Syntactic** (data language)
 - **Structural** (data architecture)
 - **Semantic** (data context)
- But also within **higher abstraction levels**
 - Information
 - Knowledge
 - Process
 - Operations
 - Digital platforms
 - Between digital platforms (digital ecosystems)



https://www.researchgate.net/publication/2562778_Practical_Context_Transformation_for_Information_System_Interoperability/figures

Beyond Internet – the Metaverse

The new frontier (*a lot of “further research” is needed*)

- The idea of **digital ecosystems that can be shared and integrated or interoperable with the analogue reality**
- Metaverse, as a concept, have existed for a long time
 - digital shared universes where we can take on whatever personality we want, or work together on collaborative projects
- **NFTs** resolve the unique and value issue of digital original/copy equality



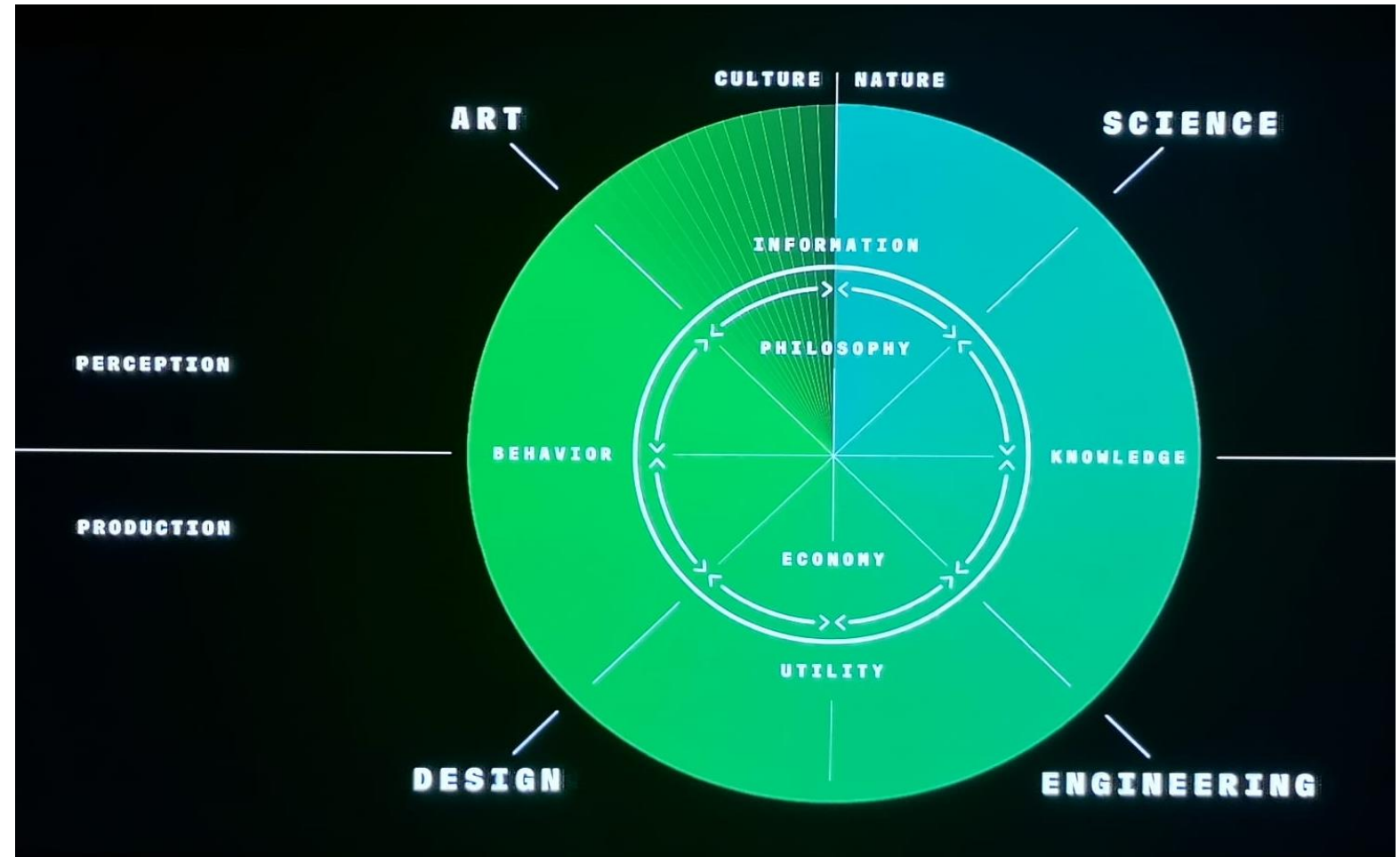
Stephenson’s cyberpunk novel *Snow Crash*, where the term first appears to have been used. *The Matrix* movies, the Second Life world, among others are first manifestations

<https://bernardmarr.com/what-is-the-metaverse-an-easy-explanation-for-anyone/>

Neri Oxman, **Material Ecology** (from multi to interdisciplinary)

The digital and analogue world fusion: <https://neri.media.mit.edu/>

- considers computation, fabrication, and the material itself as **inseparable dimensions of design**
- products and buildings are biologically informed and digitally engineered by, with and for, Nature



Our efforts & concluding remarks

Links to some work

Available reports on some information related issues

- On **digital education**:
 - Plan for action, based on information management
<https://bdigital.ufp.pt/handle/10284/3255>
 - Na idea on how to explore human condition within digital platforms
<https://bdigital.ufp.pt/handle/10284/7219>
 - Use of active methodologies to adapt new settings
<https://bdigital.ufp.pt/handle/10284/10442>
 - A multidisciplinary approach to traditional problems
<https://bdigital.ufp.pt/handle/10284/10591>
- On **ciber(war)fare**:
 - Deal with current ciber complexity <https://bdigital.ufp.pt/handle/10284/9678>
 - Deal with current ciber reality <https://bdigital.ufp.pt/handle/10284/10495>

Infocommunication



Gouveia, L. e Silva, A. (2020). *A Infocomunicação ou a Convergência das Ciências da Informação e da Comunicação para um Objeto Comum*. Revista Páginas a&b. S.3, nº especial (2020) 15-33. ISSN 0873-5670. DOI: [10.21747/21836671/pag2020a2](https://ojs.letras.up.pt/index.php/paginasaeb/article/view/7814)
<https://ojs.letras.up.pt/index.php/paginasaeb/article/view/7814>

- Due to the emergence of information and communication fusion regarding current digital ecosystems, we need an **unified and integrated view** over those two fields/perspectives
- **Neologism** formed by two terms: information + communication. It is justified to advantageously overcome the designation, put into circulation in the sequence of the informationalism or the computer revolution unleashed in the second half of the 20th century, of Information and Communication Technologies.
- **Human beings** are infocommunicational by nature, able to represent themselves and the World through signs and symbols and to share these representations, although there is no symmetrical relationship between informational production and sharing/communication of information produced.
- Infocommunication helps to better define the **object of study of Information and Communication Sciences** and can be defined as the *processual dynamics, analog and digital, of content creation, its organization and communicational sharing*.

*The new
technology
are
people*

WANTED:
ETHICAL
GOD-FEARING CLEAN & HONEST TRACK RECORD PROVEN INTEGRITY
EFFECTIVE
COMPETENT GOOD TRACK RECORD DECISIVE AND PROACTIVE
EMPOWERING
PARTICIPATIVE AND ENGAGING INSPIRING SOCIALLY JUST
**GOVERNMENT
LEADERS**
(Yes, we believe they exist.)

- **Entrepreneurs** will create more wealth in the next decade than we did in the *past century*
- We'll also experience the **reinvention** of every industry.
- **Understanding** how to navigate this accelerating technological change is essential

Who will those people come from?

- Hope they come from PhD & other people who **master knowledge** and have the competences for it (knowing know and want to do it) with **ethics**
- Thus, **proving the care for a better and fair world**, maybe people centered (even greater challenge with the rising of ChatGPT and other AI tools)

Luis Borges Gouveia



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Habilitation in Industrial Engineering and Management University of Aveiro (UA – Portugal)

PhD in Computer Science from Lancaster University, UK

MSc in Electronic and Computer Engineering from the Faculty of Engineering, University of Porto (FEUP – Portugal)

Main interests:

[how to explore the digital potential to improve human activity and support information management](#)

Web homepage: <http://homepage.ufp.pt/lmbg/>