



Bright Ideas

Human Educators in 2050: Anticipating *The Artificials*

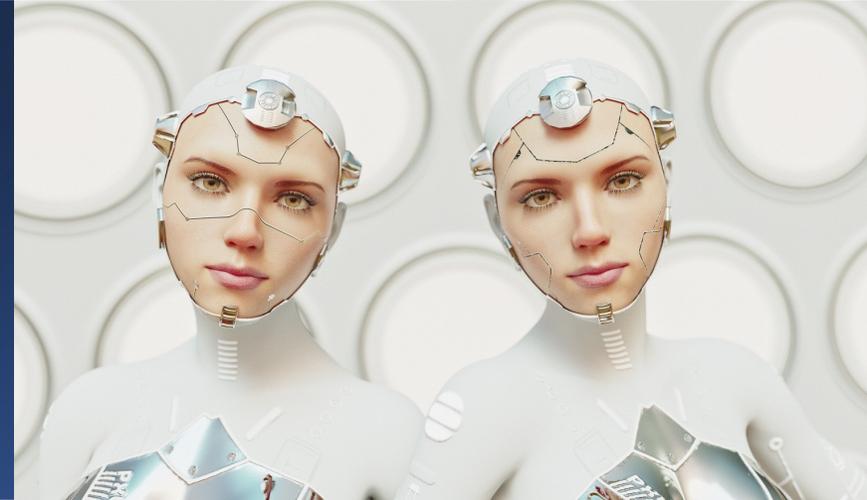
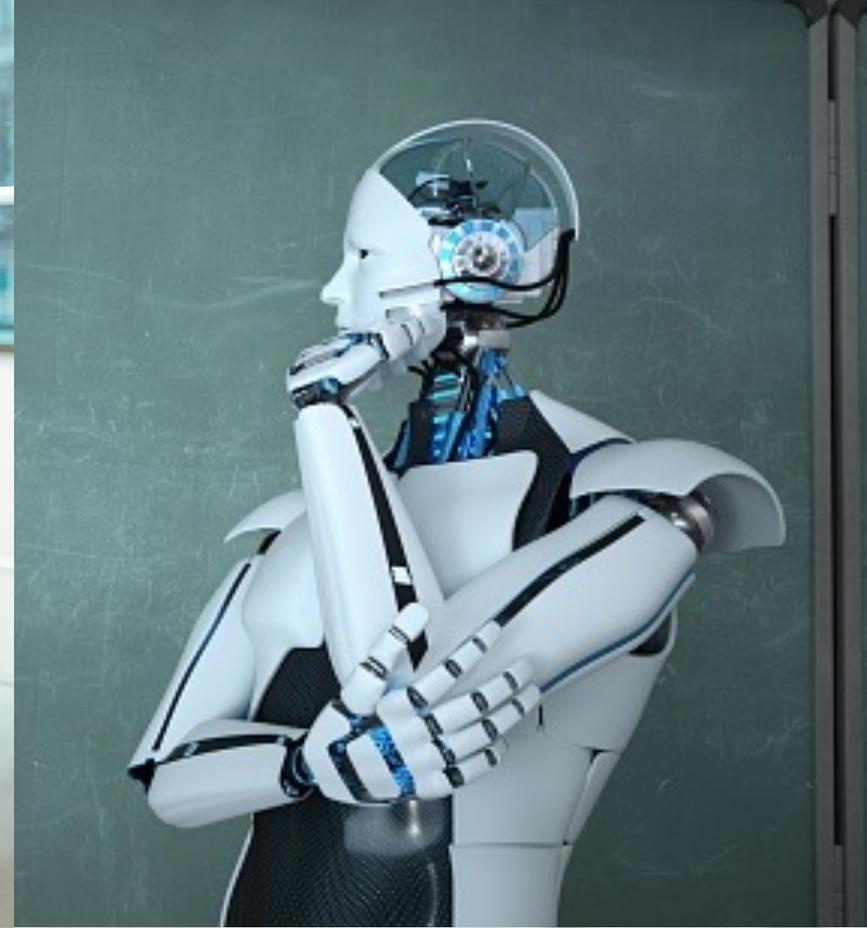
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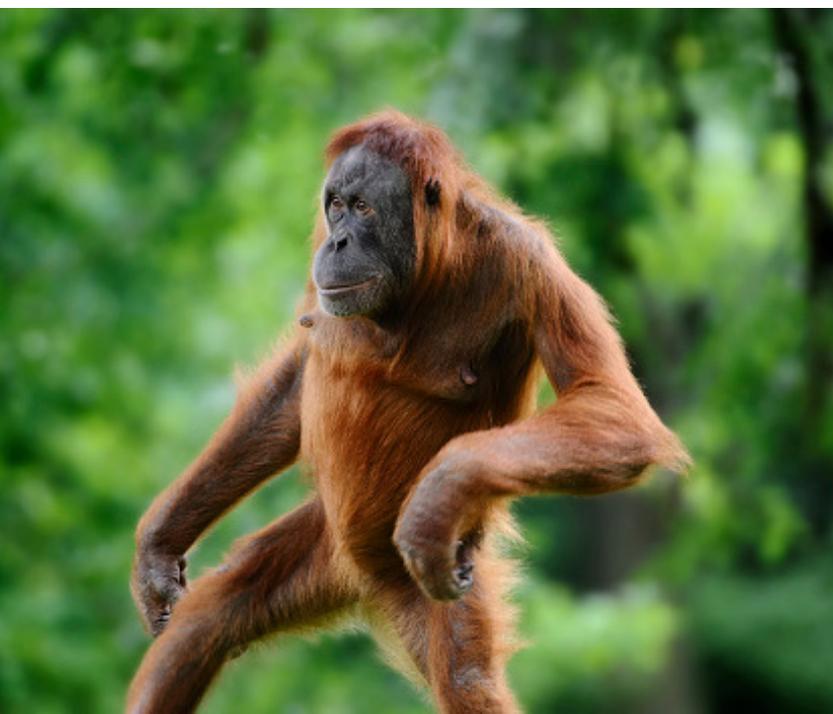
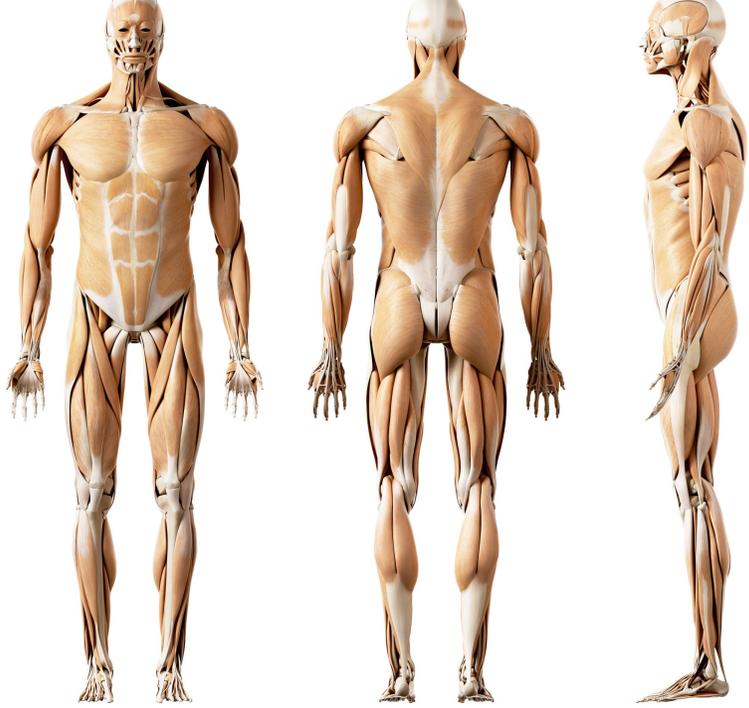


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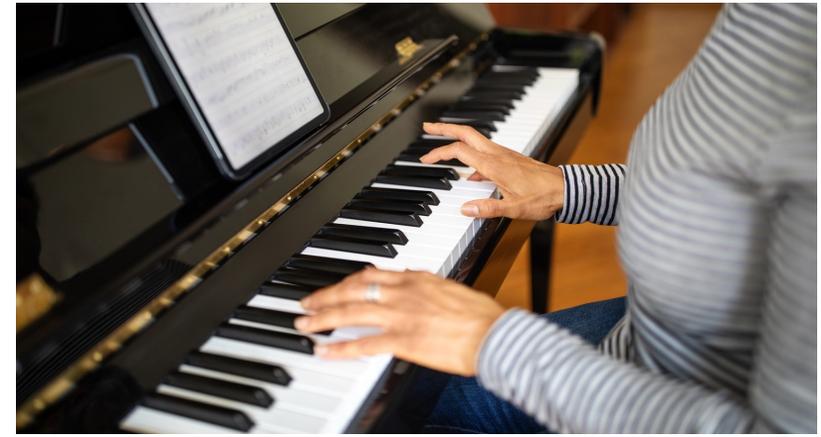
Celebrating **40 years** of quality and innovation in ELICOS



Human Educators in 2050: Anticipating *The Artificials*?

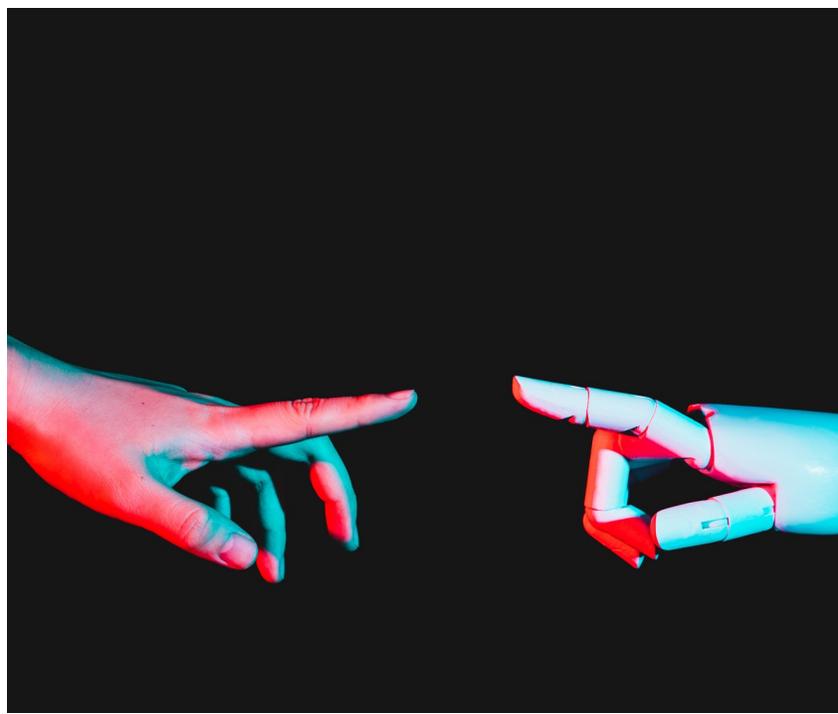
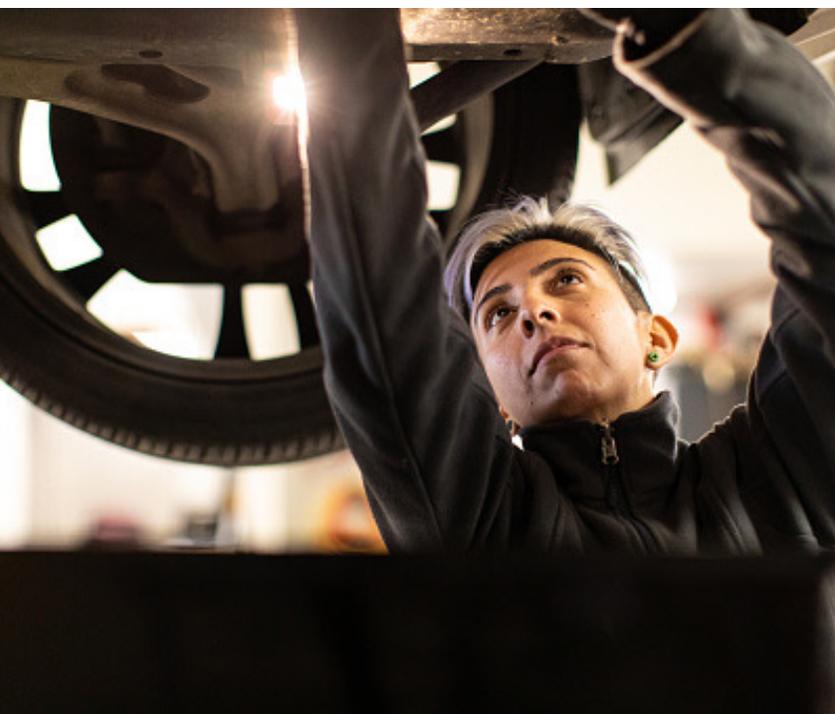




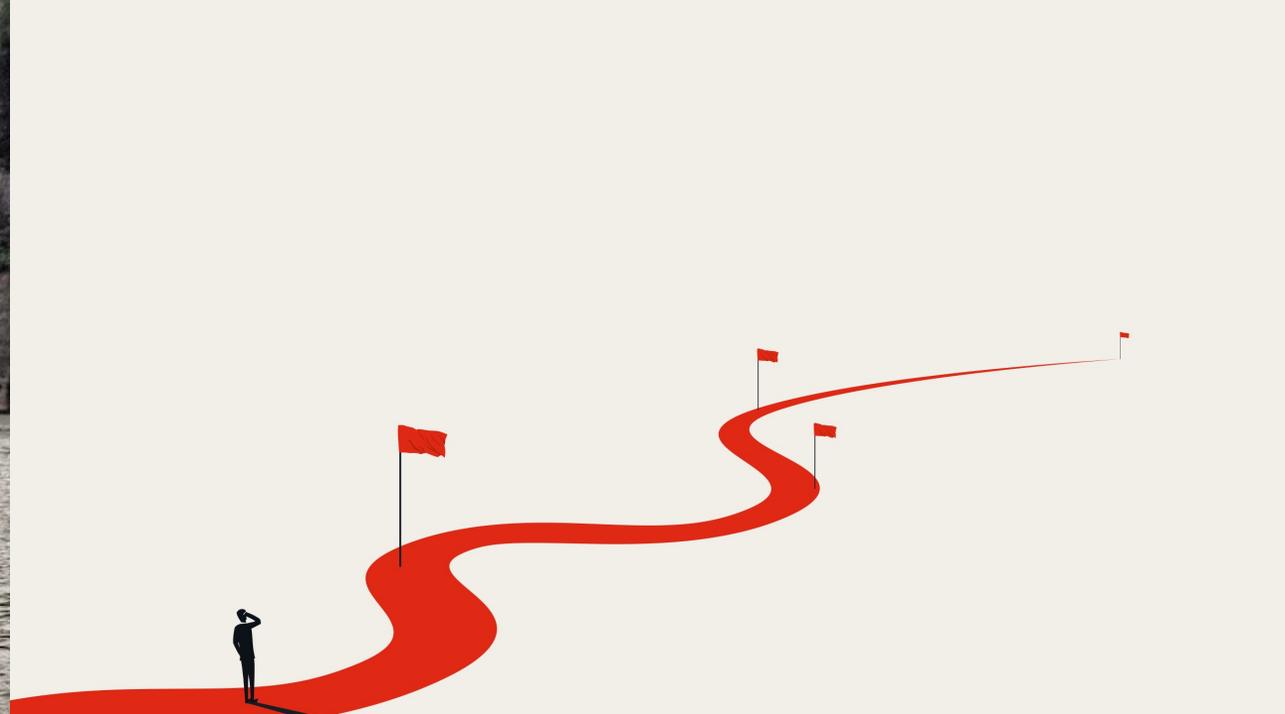


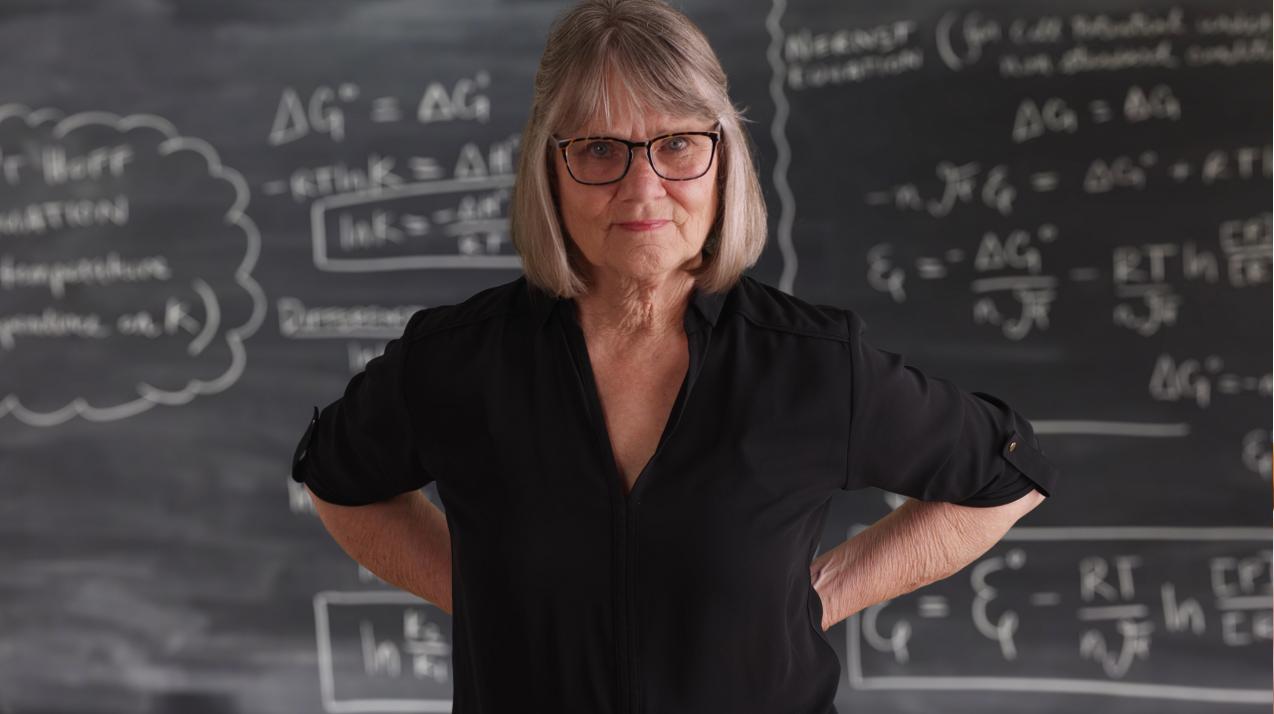


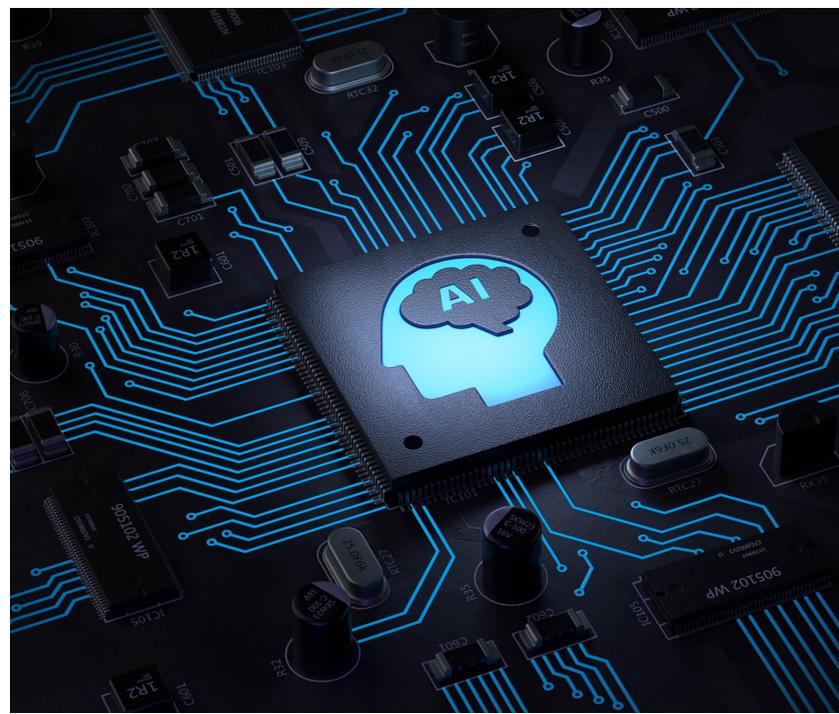












The Road to Artificial General Intelligence

1. Weak AI, task, non-simulation:

The computer can perform tasks that previously required intelligence, but no intelligence is required of the machine whose states have nothing to do with human or other cognition.

2. Weak AI, simulation, non-human:

A computer can simulate the cognitive processes in a non-human brain, but the states of the machine may or may not be related to those in the non-human brain.

3. Weak AI, simulation, human:

A computer can simulate human cognitive processes, but there is no specific correlation between the computer states and the cognitive states of the brain.

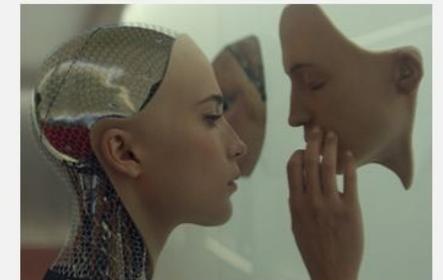
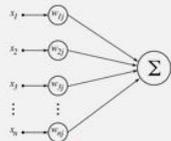
4. Strong AI, non-human:

The cognitive states found in machines are not functionally identical to those in the brain and therefore cannot be used to recreate human thought processes.

5. Strong AI, human:

The cognitive states of the machines are functional (although not physical by nature) identical to those found in the human brain.

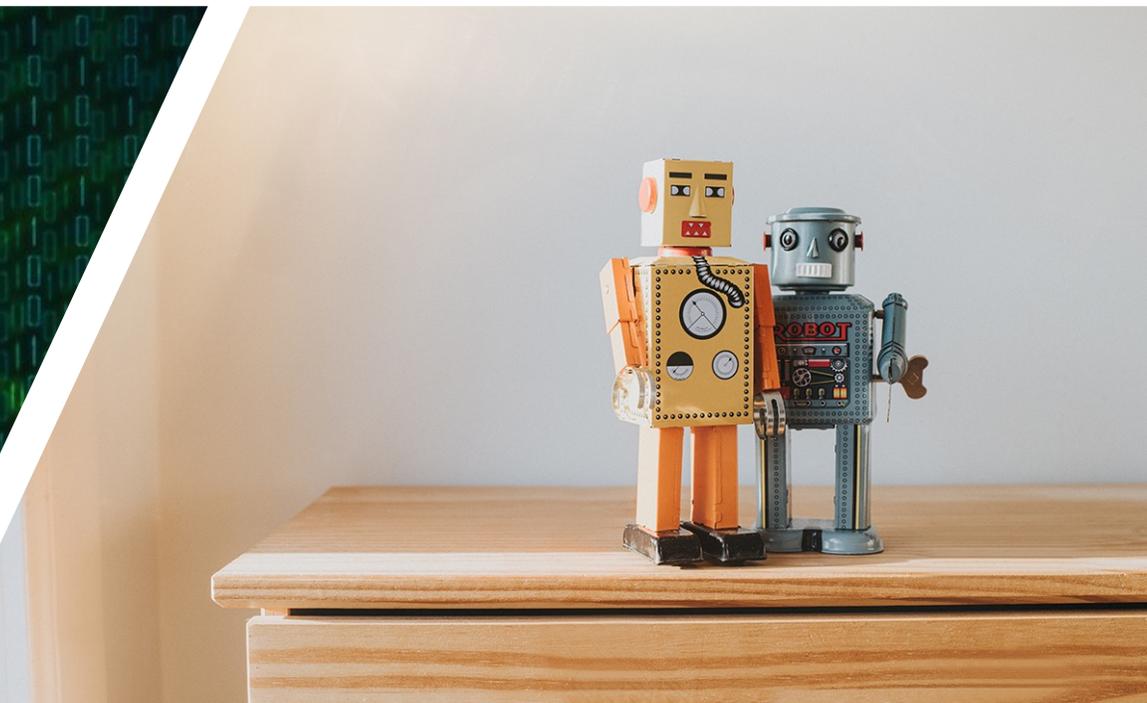
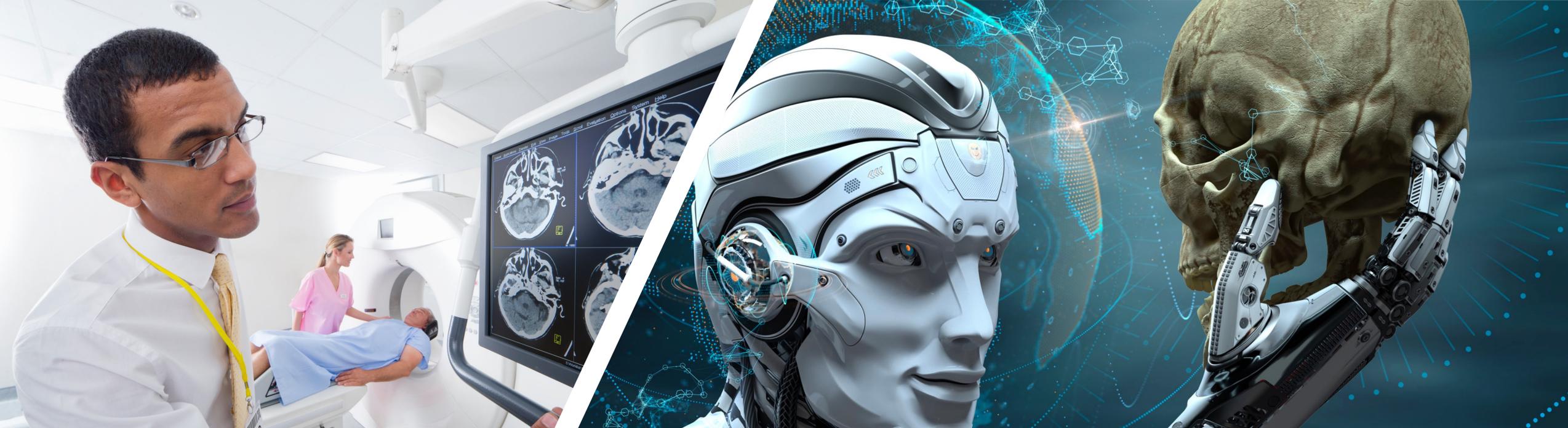
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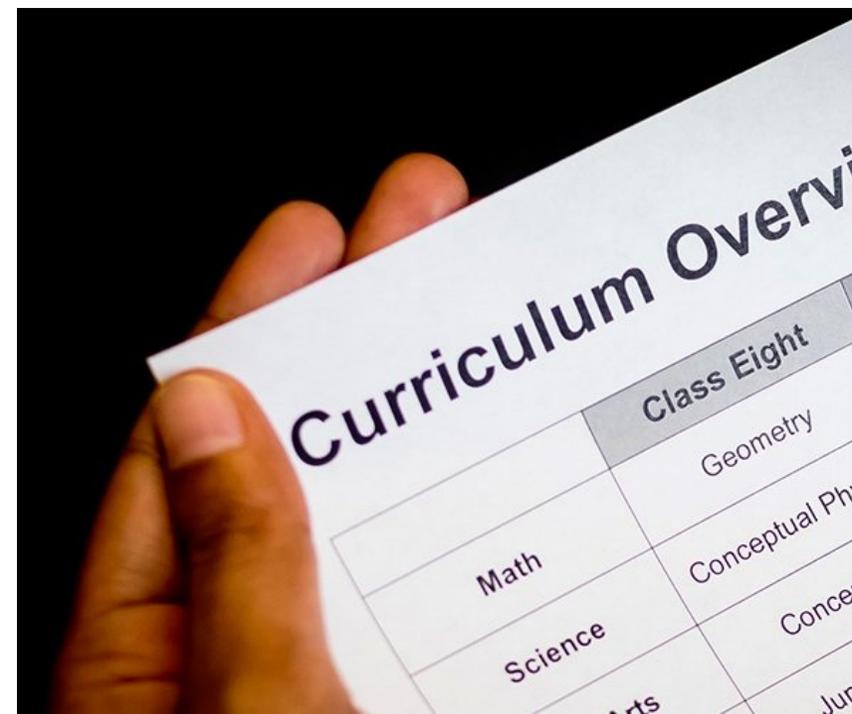
Now - 2025

2025 - 2040

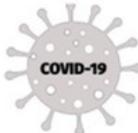
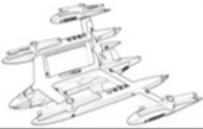
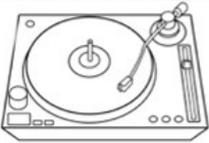
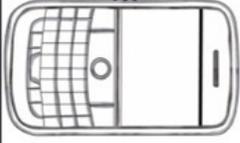
2040

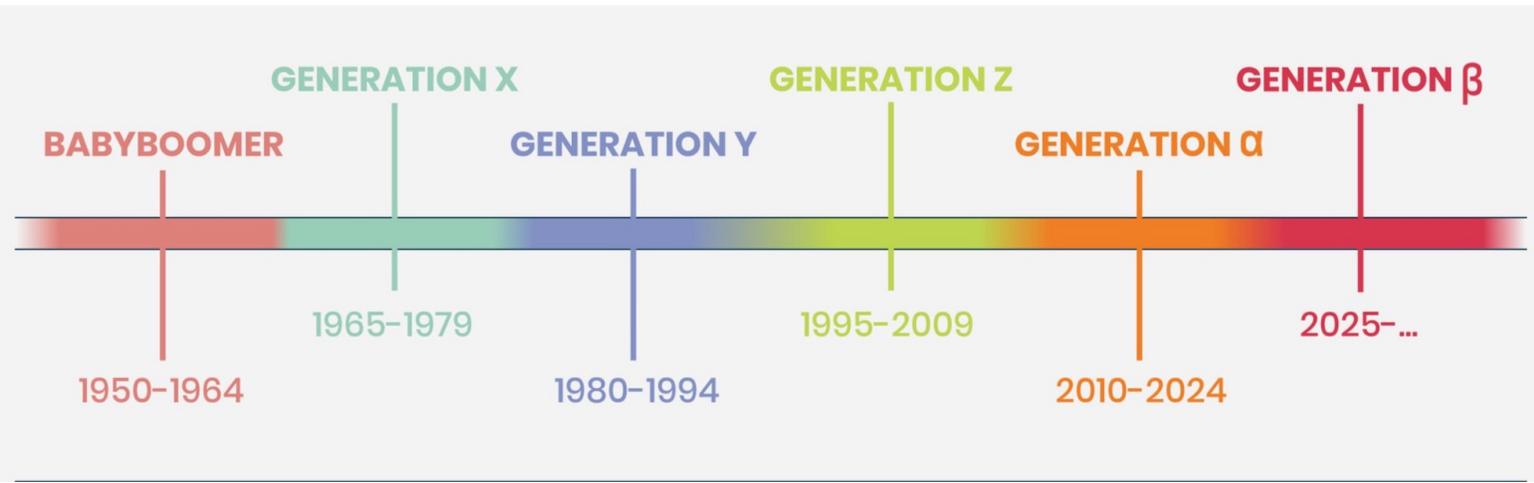






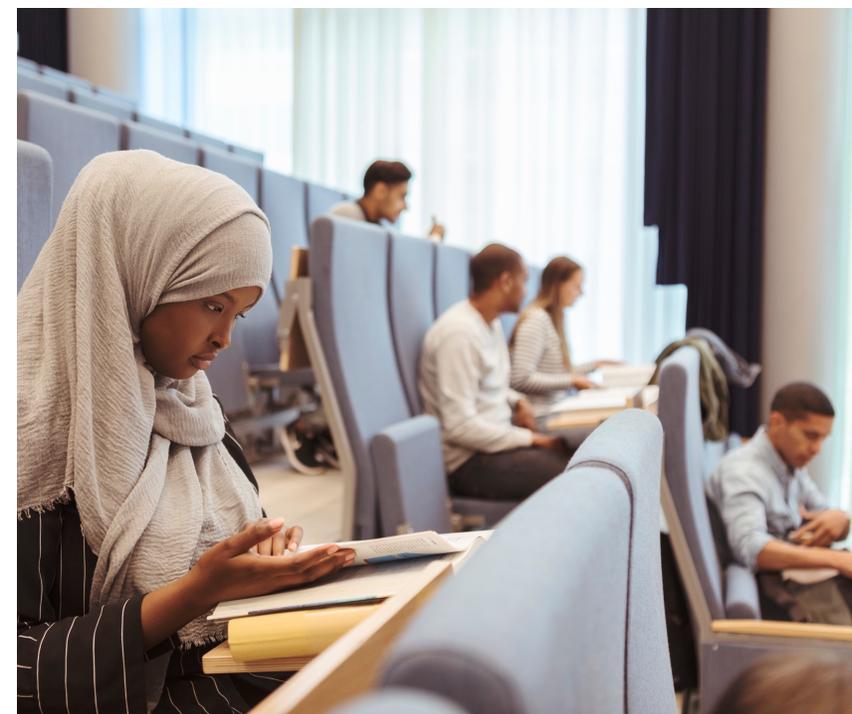
SOCIAL MARKERS AND DEVICES

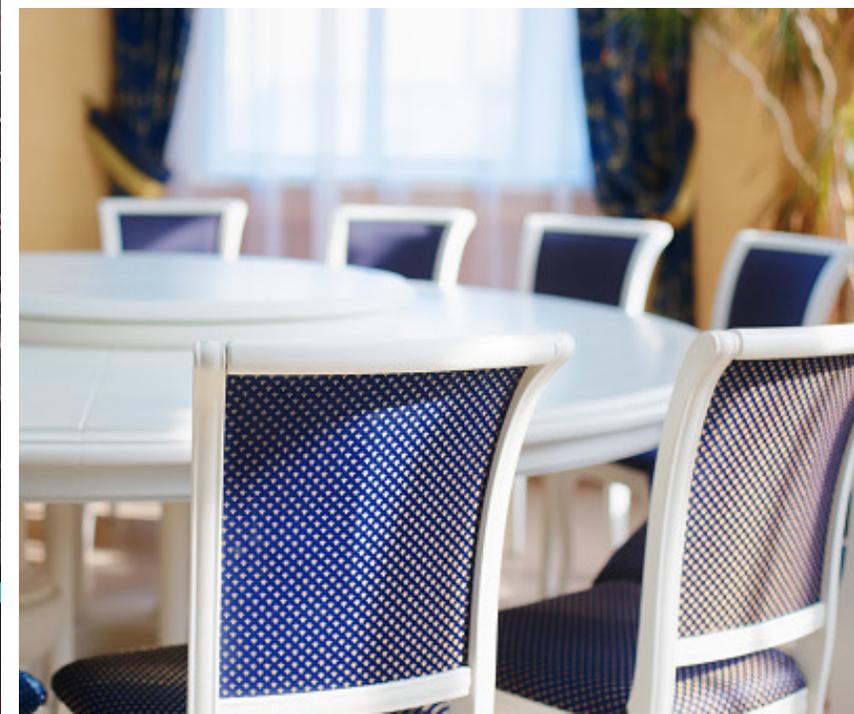
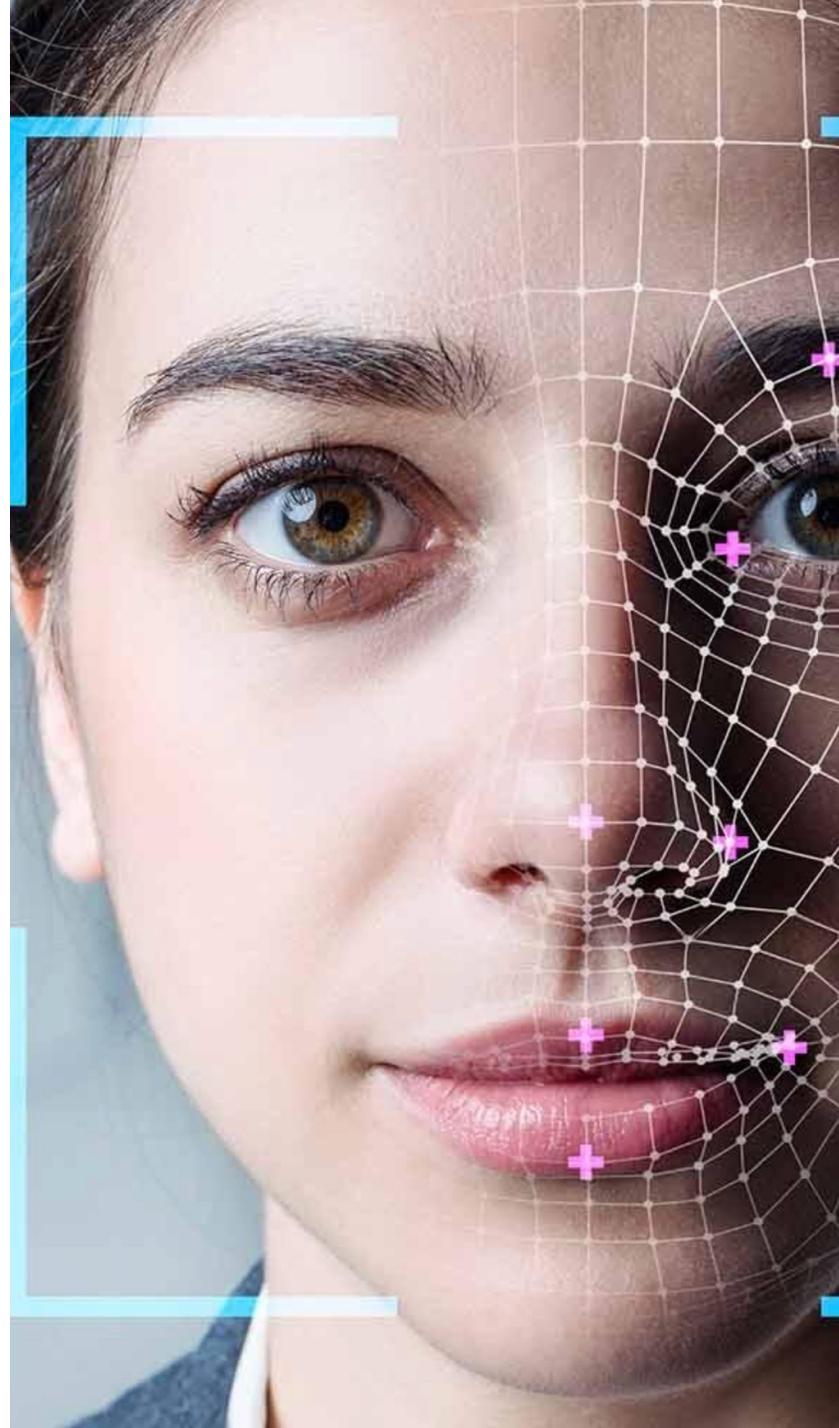
| | BUILDERS | BABY BOOMERS | GEN-X | MILLENNIALS | GEN-Z | GEN ALPHA | ARTIFICIALS |
|------------------------------|---|---|---|---|---|---|---|
| BORN |  <p>Before 1947</p> |  <p>1947-1964</p> |  <p>1965-1979</p> |  <p>1980-1994</p> |  <p>1995-2009</p> |  <p>2010-2024</p> |  <p>2025-2039</p> |
| SOCIAL MARKERS |  |  |  |  |  |  |  |
| ICONIC CARS |  |  |  |  |  |  |  |
| AUDIO DEVICES |  |  |  |  |  |  |  |
| COMMUNICATION DEVICES |  |  |  |  |  |  |  |

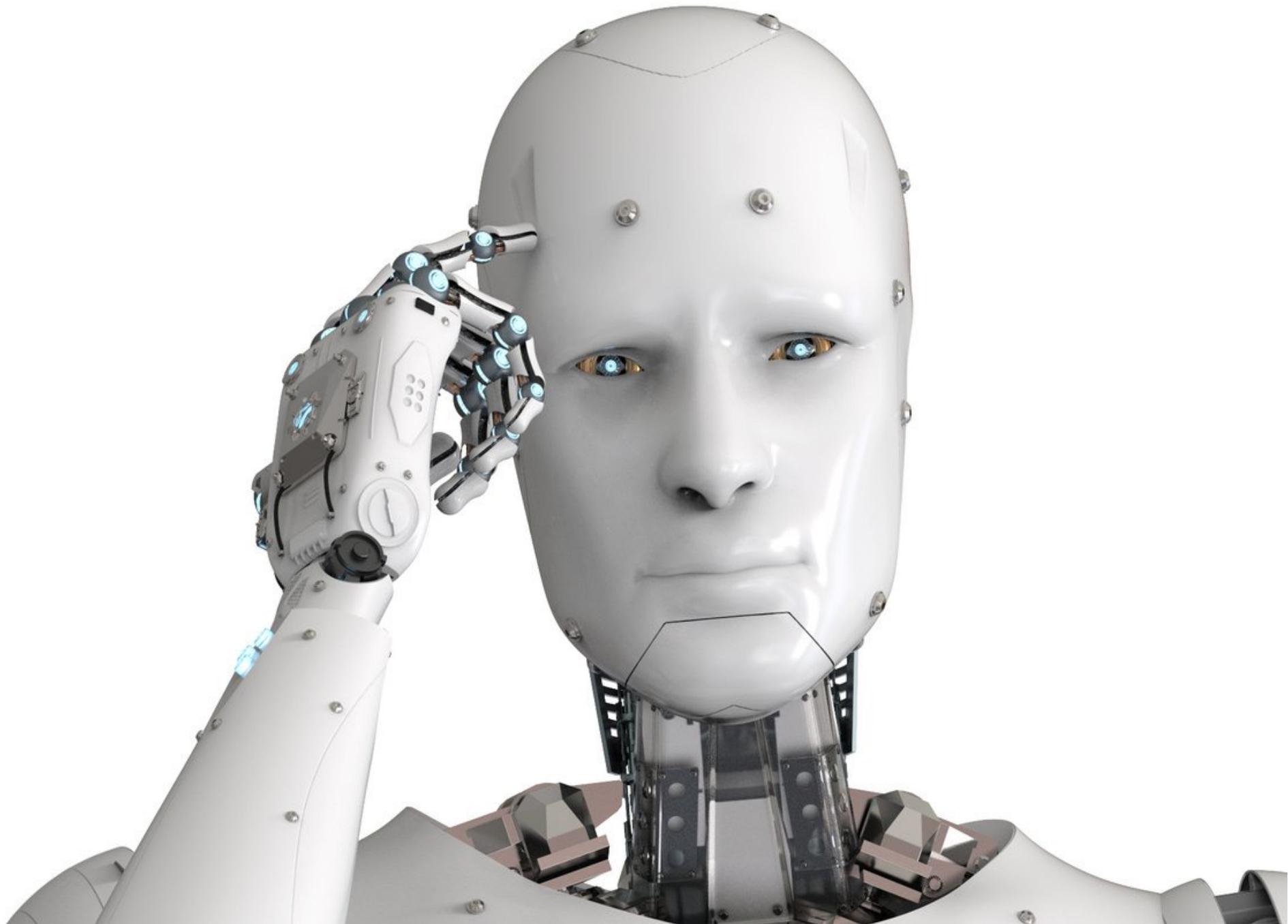






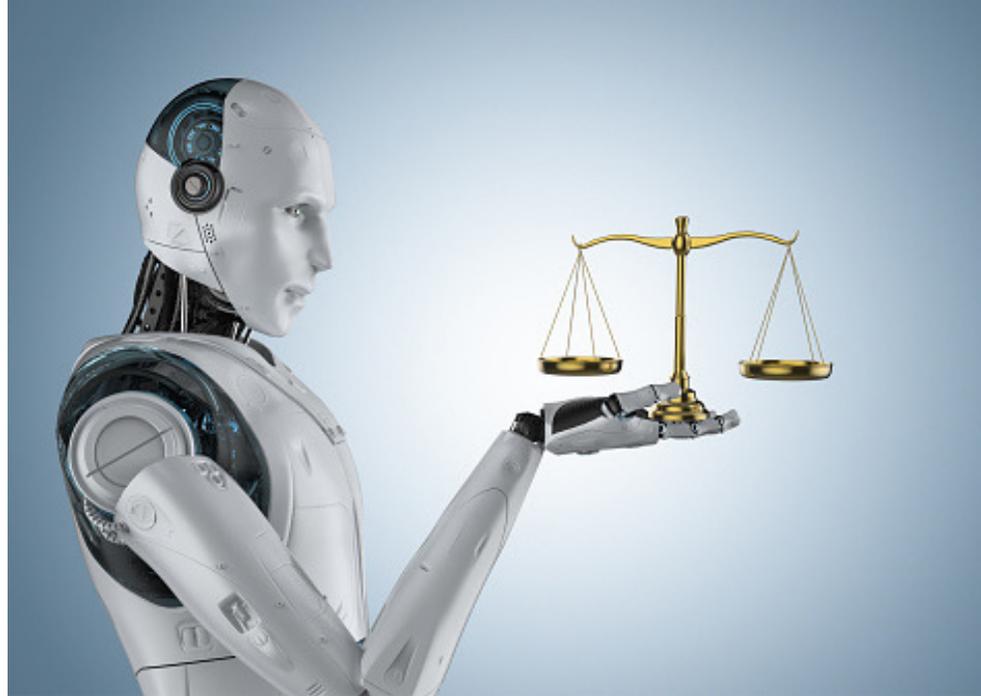












LAW OF ROBOTICS

First - A robot may not injure a **human being** or, through inaction, allow a **human being** to come to harm.

Second - A robot must obey the order given it by **human beings** except where such orders would conflict with the First Law.

Third - A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

Zeroth - A robot may not harm **humanity**, or, by inaction, allow **humanity** to come to harm.



Time is
Running out!



Future



THANK YOU!



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