Careers in a Creative Destruction World

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Creative Destruction

- Usually inferior product or service
- Takes several years to enter market
- Leapfrogs existing product or service
Other Terms

• Disruptive Technologies
• Creative Disruption
• Disruptive Innovation.

• All mean the same thing—GOT YA!
Scientists from the RAND Corporation have created this model to illustrate how a “home computer” could look like in the year 2000. However, the needed technology will not be economically feasible for the average home. Also, the scientists readily admit that the computer will require not yet invented technology to actually work, but 50 years from now scientific progress is expected to solve these problems. With teletype interface and the FORTRAN language, the computer will be easy to use.
Example
Millennials

Won’t want this
Impact on Learning

• Trickle learning—
• Anyone
• Anything
• Anywhere
• Anytime
• From any source
The Avatar Teacher

• Your virtual persona – You in the Web.
• See IKEA’s Anna
• Call Cox Communications for technical assistance.
Your World—Linux Cluster

- Curve 2: capacity (PC processor, open-source software)
- Curve 1: capability (vendor-integrated scalable multiprocessor cluster and software)
- Curve 3: disruptive (cell-based)

- $170,000 per teraflops (IBM BlueGene/L)
- $2 million per teraflops (ASCI Purple)
- $0.75 million per teraflops
- $1.2 million per teraflops (MCR)
- $10 million per teraflops (ASCI White)
Or, graphics cards and...
Are These Potential Disruptive Technologies?

Quantum computing
Flash storage
Cheap and low power optical communications
3D chip stacking.

(Source: SCO8)
The Future For Educators

• Partner with a really great programmer.
• Keep learning—As they say in Systems Theory, to be a professional, you must be an amateur.
• Keep watching the sky!!
To Learn More. . .

- Try VoodooPad
  (www.flyingmeat.com/voodoopad.html)
- Or WikiWikiWeb -- Hawaiian for “quick” (c2.com.cgi.wiki)
- Lockergnome
  (channels.lockergnome.com)
- Blog article
  (http://www.syllabus.com/article.asp?id=6774)
And more . . .

  static.cognitivearchitects.com/gems/Seblogging/EdMediaSymposium.pdf

• This topic has been on the agenda of the last three SCO conferences.
And finally, . . .

- Dr. Clayton Christensen, Harvard
- Dr. Paul Saffo, Stanford
- [www.tcpd.org/Thornburg/Presentations/Disrupt.html](http://www.tcpd.org/Thornburg/Presentations/Disrupt.html) -- PowerPoint presentation.
- [isds.bus.lsu.edu/cvoc/talks/edu4_99.ppt](http://isds.bus.lsu.edu/cvoc/talks/edu4_99.ppt) -- Impact on Business Schools
• Yesterday I Googled “disruptive technology and supercomputing” and got 131,000 hits. How many will I get next year? I wonder?