



VÍNCULO
TIC EDUCACIÓN

TICEducación

Tecnologías de Información y Comunicaciones en en la Educación

Rafael Fernández Corro
VínculoTIC

Agenda

- Qué es VínculoTIC
- TICEducación, Agenda
- Tecnologías de Información y Comunicaciones en la Educación
 - Hole in the Wall experience
 - OLPC One Laptop per child project
 - MITx project
 - Experiencia de VideoJuegos en Educación superior





¿Qué es VínculoTIC?

Creamos **Vínculos** entre los usuarios de las **Tecnologías de Información y Comunicaciones (TIC)**, y el segmento **Educativo**.



El **objetivo** de este Vínculo es que el **usuario de las TICs** pueda mantenerse actualizado de los **últimos avances, experiencias y casos de éxito** de las TICs en la **Educación**



VÍNCULO
TIC EDUCACIÓN



VÍNCULO
TIC SALUD



VÍNCULO
TIC FINANZAS



VÍNCULO
TIC DILEMA ENERGÉTICO



VÍNCULO
TIC TURISMO



VÍNCULO
TIC EDIFICIOS INTELIGENTES



VÍNCULO
TIC SEGURIDAD PÚBLICA



VÍNCULO
TIC RETAIL



9:00 – 9:30

**Conferencia Inaugural**

LAS TECNOLOGÍAS DE LA INFORMACIÓN Y COMUNICACIONES EN LA EDUCACIÓN.

Rafael Fernández Corro

VÍNCULO TIC

9:30 – 10:15

**Primera Experiencia.**

STUDENT EXPECTATIONS AND TECHNOLOGY TRENDS FOR HIGHER EDUCATION

Alejandro Luis Graziadio

Director de sistemas México & Centroamérica

LAUREATE INTERNATIONAL UNIVERSITIES

10:15 – 11:00

**Segunda Experiencia.**

ALINEACIÓN DE LAS TECNOLOGIAS DE INFORMACION AL NEGOCIO

Yessika Lozada

Directora de Tecnologías de la Información y operaciones

IPADE

11:00 – 11:30

RECESO

11:30 – 12:15



CONSTRUCCION DE ESPACIOS COMUNES EN EDUCACION SUPERIOR, MEDIADOS POR TIC.

Dr. Erick Huesca

Presidente de la Fundación para el Conocimiento y la Cultura Digital.

FCCD

12:15 – 13:00



TECNOLOGIAS DE TELEPRESCENCIA EN EDUCACION

Adolfo Garza

Solutions Manager.

HUAWEI ENTERPRISE

	
13:00 - 13:45	MESA REDONDA DE CIOs DEL SECTOR EDUCATIVO        RAFAEL CORRO ALEJANDRO GRAZIADIO FERNANDO LUSARRETA ERICK HUESCA ADOLFO GARZA JUAN SALDIVAR GUILLERMO CANCHOLA
13:45 - 15:15	SE TRANSMITIRÁ PARTIDO DURANTE LA COMIDA  vs 
15:15 - 16:00	 DESARROLLO DE CAPITAL HUMANO EN TIC Juan Saldivar Director de Promoción de Capital Humano. MEXICO FIRST
16:00 - 16:45	 MOVILIDAD EN LAS COMUNICACIONES DE VOZ/VIDEO DENTRO DEL CAMPUS. Guillermo Canchola Solutions Engineer. SHORETEL
16:45 - 17:00	CIERRA DEL EVENTO

Sede del evento:

Hotel Royal Pedregal

Periferico Sur 4363 Col. Jardines en la Montaña

Hole In The Wall

Sugata Mitra, Experimento A Hole in The Wall en 1999



Hole In The Wall

- **Sugata Mitra**, Experimento A hole in the wall en 1999



Hole In The Wall

- **Sugata Mitra**



Hole In The Wall

- **Sugata Mitra** es actualmente *Professor of Educational Technology at the School of Education, Communication and Language Sciences* en la Universidad de Newcastle, Reino Unido



One Laptop Per Child



One Laptop Per Child





Massachusetts Institute of Technology MITx

MITx



MIT launches online learning initiative

'MITx' will offer courses online and make online learning tools freely available.

News Office

today's news

Disruptive innovation — in education



Anant Agarwal
Photo: M. Scott Brauer

For Anant Agarwal, MITx, the Institute's new online-learning initiative, isn't just a means of democratizing education. It's a way to reinvent it.

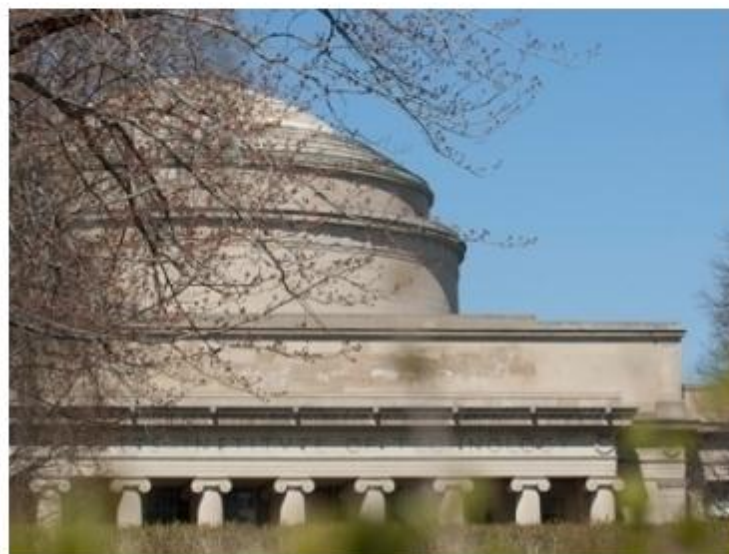
New study links air pollution and early death in the U.K.

December 19, 2011



MIT today announced the launch of an online learning initiative internally called "MITx." MITx will offer a portfolio of MIT courses through an online interactive learning platform that will:

- organize and present course material to enable students to learn at their own pace
- feature interactivity, online laboratories and student-to-student communication
- allow for the individual assessment of any student's work and allow students who demonstrate their mastery of subjects to earn a certificate of completion awarded by MITx
- operate on an open-source, scalable software infrastructure in order to make it



related

FAQ: What is MITx?

Provost L. Rafael Reif

Anant Agarwal

Computer Science and Artificial Intelligence Laboratory (CSAIL)

MIT OpenCourseWare

tags

education, teaching, academics

faculty

international relations

MITx, página principal



MITx MIT's new online learning initiative

MITx will offer a portfolio of MIT courses for free to a virtual community of learners around the world. It will also enhance the educational experience of its on-campus students, offering them online tools that supplement and enrich their classroom and laboratory experiences.

The first MITx course, 6.002x (Circuits and Electronics), will be launched in an experimental prototype form. Watch this space for further upcoming courses, which will become



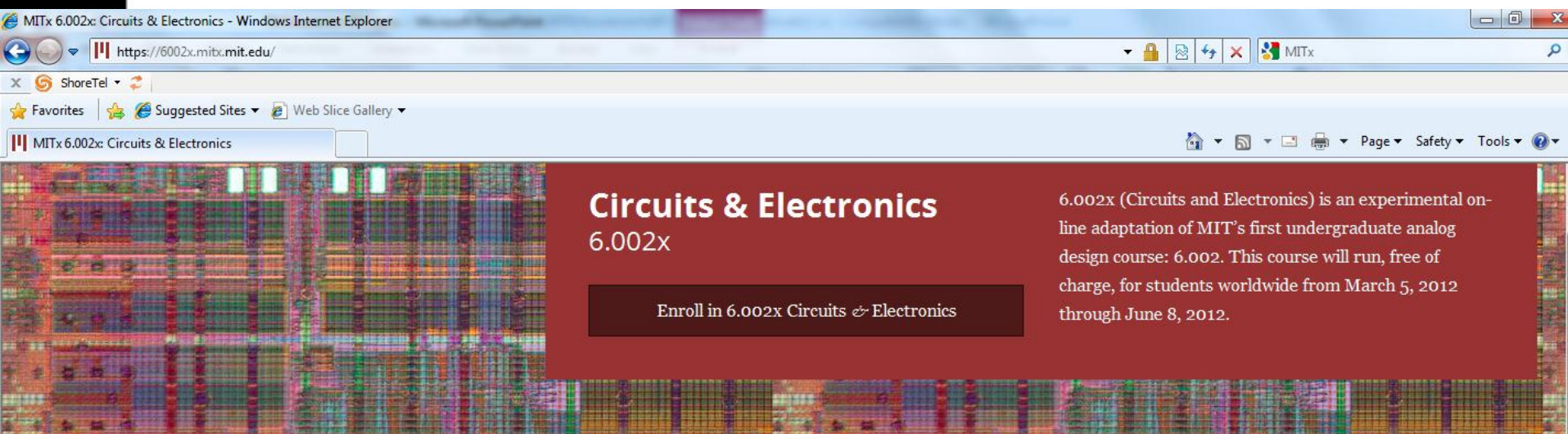
SPRING 2012 COURSE OFFERING



Circuits and Electronics

6.002x

MITx, Circuits & Electronics



About 6.002x

6.002x (Circuits and Electronics) is designed to serve as a first course in an undergraduate electrical engineering (EE), or electrical engineering and computer science (EECS) curriculum. At MIT, 6.002 is in the core of department subjects required for all undergraduates in EECS.

The course introduces engineering in the context of the lumped circuit abstraction. Topics covered include: resistive elements and networks; independent and dependent sources; switches and MOS transistors; digital abstraction; amplifiers; energy storage elements; dynamics of first- and second-order networks; design in the time and frequency domains; and analog and digital circuits and applications. Design and lab exercises are also significant components of

6.002x on MITx

If you successfully complete the course, you will receive an electronic certificate of accomplishment from MITx. This certificate will indicate that you earned it from MITx's pilot course. In this prototype version, MITx will not require that you be tested in a testing center or otherwise have your identity certified in order to receive this certificate.

The course uses the textbook *Foundations of Analog and Digital Electronic Circuits*, by Anant Agarwal and Jeffrey H. Lang. Morgan Kaufmann Publishers, Elsevier, July 2005. While recommended, the book is not required: relevant sections will be provided electronically as part of the online course for personal use in connection with this course only. The copyright for the book is owned by Elsevier. The book

ABOUT THE COURSE STAFF



Anant Agarwal

Director of MIT's Computer Science and Artificial Intelligence Laboratory (CSAIL) and a professor of the Electrical Engineering and Computer Science department at MIT. His research focus is in parallel computer architectures and cloud software systems, and he is a founder of several successful startups, including Tilera, a company that produces scalable multicore processors. Prof. Agarwal won MIT's Smullin and Jamieson prizes for teaching and co-authored the course textbook "Foundations of Analog and Digital Electronic Circuits."



Gerald Sussman

Video Juegos como herramienta de Educación

La experiencia demuestra el éxito de la fusión de TIC de Video Juegos con Educación en todos los niveles

- Educación Básica
- Educación Superior
- Posgrado



the education arcade

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Download our
newest white
paper:

"Moving Learning
Games Forward"



About the Education Arcade

The Education Arcade explores games that promote learning through authentic and engaging play. TEA's research and development projects focus both on the learning that naturally occurs in popular commercial games, and on the design of games that more vigorously address the educational needs of players.

[more...](#)

Now Featuring



Two White Papers Released

THE EDUCATION ARCADE releases two white papers to guide the development and dissemination of educational games (and other technologies): [Moving Learning Games Forward](#) and [Using the Technology of Today in the Classroom Today](#). These papers are part of TEA's ongoing mission to establish games as important learning tools, crucial to the successful development of 21st century students of all ages.

[more...](#)

Latest Post

The *New York Times Magazine* for September 19 has a lengthy article about New York City's **Quest to Learn school**, an experimental public secondary school that organizes learning around games and other 21st century literacies. The school was founded by our colleague Katie Salen of the New School's Parson School of Design. (Katie is one of the co-authors of the Ed Arcade's *Moving Learning Games Forward*, available here.)

[more...](#)

Video Juegos como herramienta de Educación

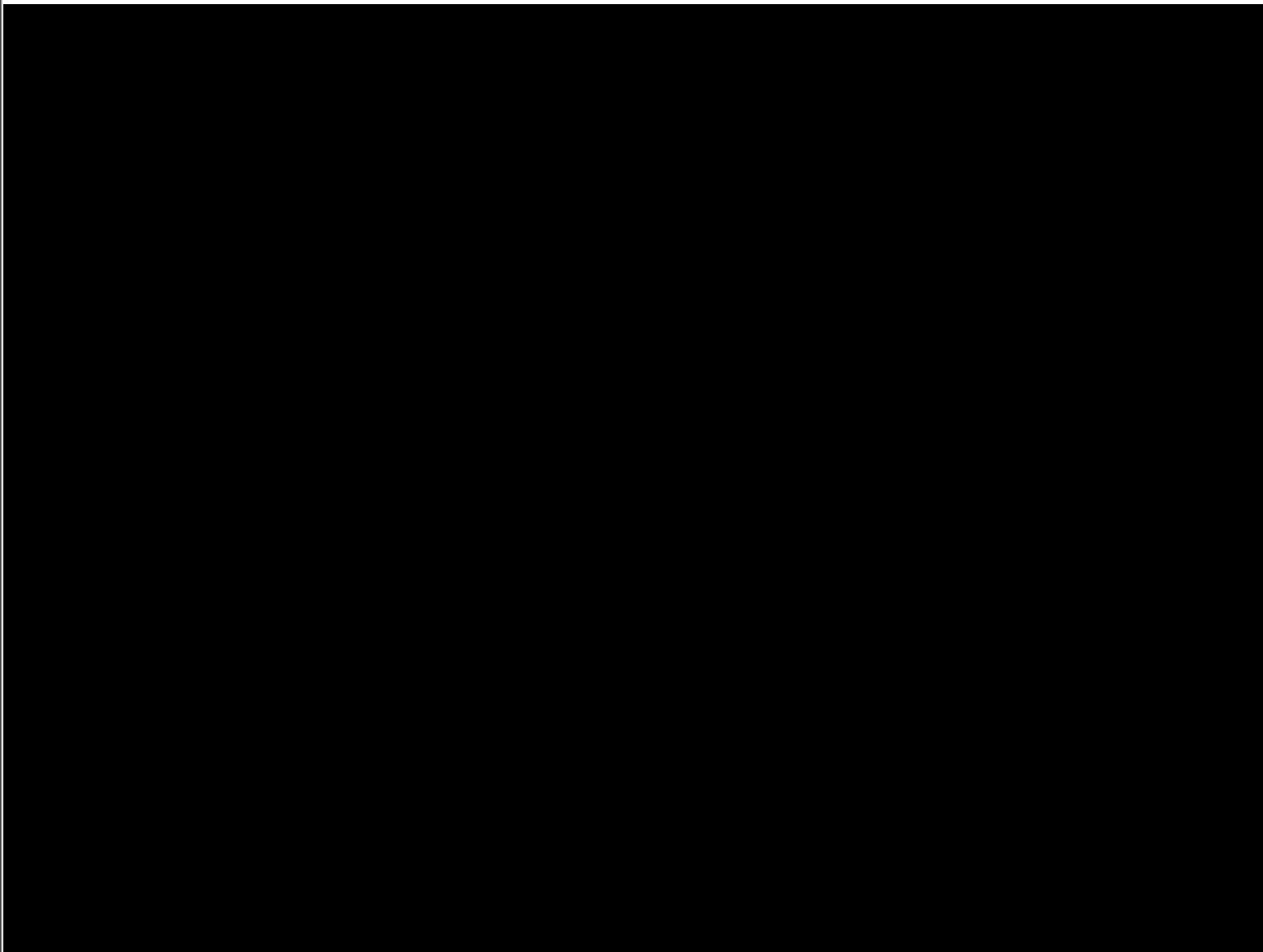
using the technology of today,
in the classroom today

The Instructional Power of
digital games
social networking
simulations
and How Teachers Can Leverage Them

Eric Klopfer, Scot Osterweil, Jennifer Groff, Jason Haas
an Education Arcade paper

the education arcade

http://education.mit.edu/papers/GamesSimsSocNets_EdArcade.pdf





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