

#SHIFTHAPPENS
@connectivecities

Digitization

Digitalization

Digital Transformation

GCI 2016 ranking table

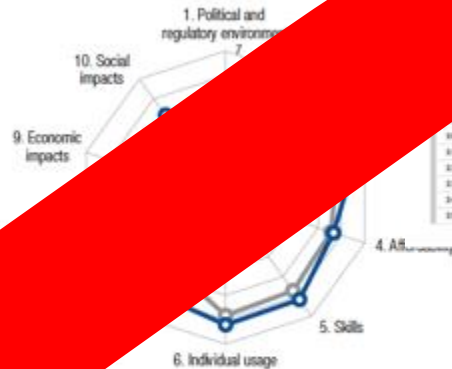
Frontrunners	score	Adopters	score
1 United States	74	17 Spain	51
2 Singapore	72	18 Portugal	50
3 Sweden	70	19 United Arab Emirates	50
4 Switzerland	68	20 Czech Republic	48
5 United Kingdom	65	21 Qatar	47
6 Denmark	64	22 Italy	46
7 South Korea	63	23 China	44
8 Netherlands	63	24 Chile	44

Score	Rank	Country Name	Score
56.21	26	Portugal	33.41
56.23	27	Chile	33.35
53.52	28	Slovenia	33.17
53.41	29	China	32.38
53.32	30	Turkey	31.85
51.79	31	Czech Republic	31.87
51.49	32	Saudi Arabia	31.87
51.17	33	South Africa	30.86
50.63	34	Brazil	28.84
49.86	35	Thailand	28.42
49.63	36	Slovak Republic	28.37
48.14	37	Mexico	27.23
47.18	38	Italy	27.13
47.84	39	Poland	26.73
46.26	40	Russia	24.65
46.81	41	Greece	24.88
46.71	42	India	23.17
44.13	43	Colombia	22.97
44.87	44	Hungary	21.93
43.48	45	Vietnam	20.39
43.29	46	Indonesia	19.85
39.69	47	Philippines	19.38
39.43	48	Egypt	17.38
39.34	49	Kenya	16.88
37.39	50	Nigeria	13.77

Global rank*

1
2
3
4
5
6
7
8
9
10

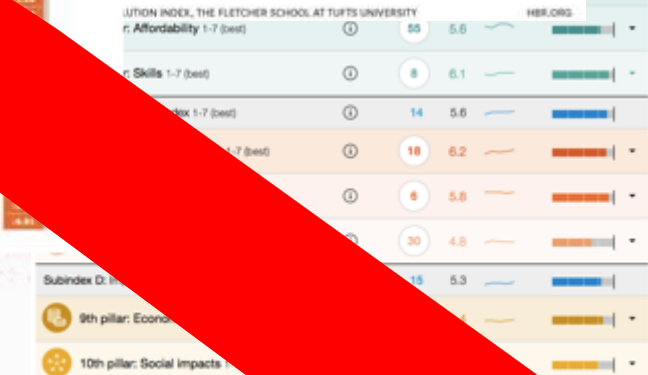
by information well-being.



Germany

High-income group average

HOW COUNTRIES SCORED ACROSS FOUR PILLARS OF DIGITAL EVOLUTION INDEX (OUT OF 100)



ASK FIRST

THEN UNDERSTAND

AND THEN UNLEARN

BEFORE YOU
RELEARN

SHIFT SCHOOL



A **smart city** is an urban area that uses different types of **electronic data collection sensors** to supply information which is used **to manage assets and resources efficiently**. This includes **data collected from citizens**, devices, and assets that is **processed and analyzed to monitor and manage** traffic and transportation systems, power plants, water supply networks, waste management, law enforcement, information systems, schools, libraries, hospitals, and other community services. The smart city concept integrates information and communication technology (ICT), and various physical devices connected to the network (the Internet of things or IoT) to **optimize the efficiency of city operations** and services and connect to citizens. Smart city technology allows city officials to interact directly with both community and city infrastructure and to **monitor what is happening in the city** and how the city is evolving.

USER EXPECTATION



OPEN
24 HOURS





WHO WANTS CHANGE?



WHO WANTS TO CHANGE?







6%

AVERAGE OF ADULTS THAT DEMONSTRATED THE HIGHEST LEVEL OF PROFICIENCY IN “PROBLEM-SOLVING IN TECHNOLOGY-RICH ENVIRONMENTS.”

Source: World Economic Forum 2017

21st-Century Skills

Foundational Literacies

How students apply core skills to everyday tasks



1. Literacy



2. Numeracy



3. Scientific literacy



4. ICT literacy



5. Financial literacy



6. Cultural and civic literacy

Competencies

How students approach complex challenges



7. Critical thinking/ problem-solving



8. Creativity



9. Communication



10. Collaboration

Character Qualities

How students approach their changing environment



11. Curiosity



12. Initiative



13. Persistence/ grit



14. Adaptability



15. Leadership



16. Social and cultural awareness

Lifelong Learning

[peccatum mortiferum digitalis] THE DIGITAL VICES



[*superbia*] PRIDE

↔ humility

wrong mindset

no rolemodels

SHIETSCHIEDL

SVPERBIA



GROWTH

#challenge

#feedback

#development

#persistence

#teamplayer

#failureculture

#lifelonglearning

FIXED

#avoidance

#ignorance

#fixedtalent

#givingup

#lonelyhero

#perfectionism

#entitlement





[avaritia]
GREED

↔ generosity

defending status quo

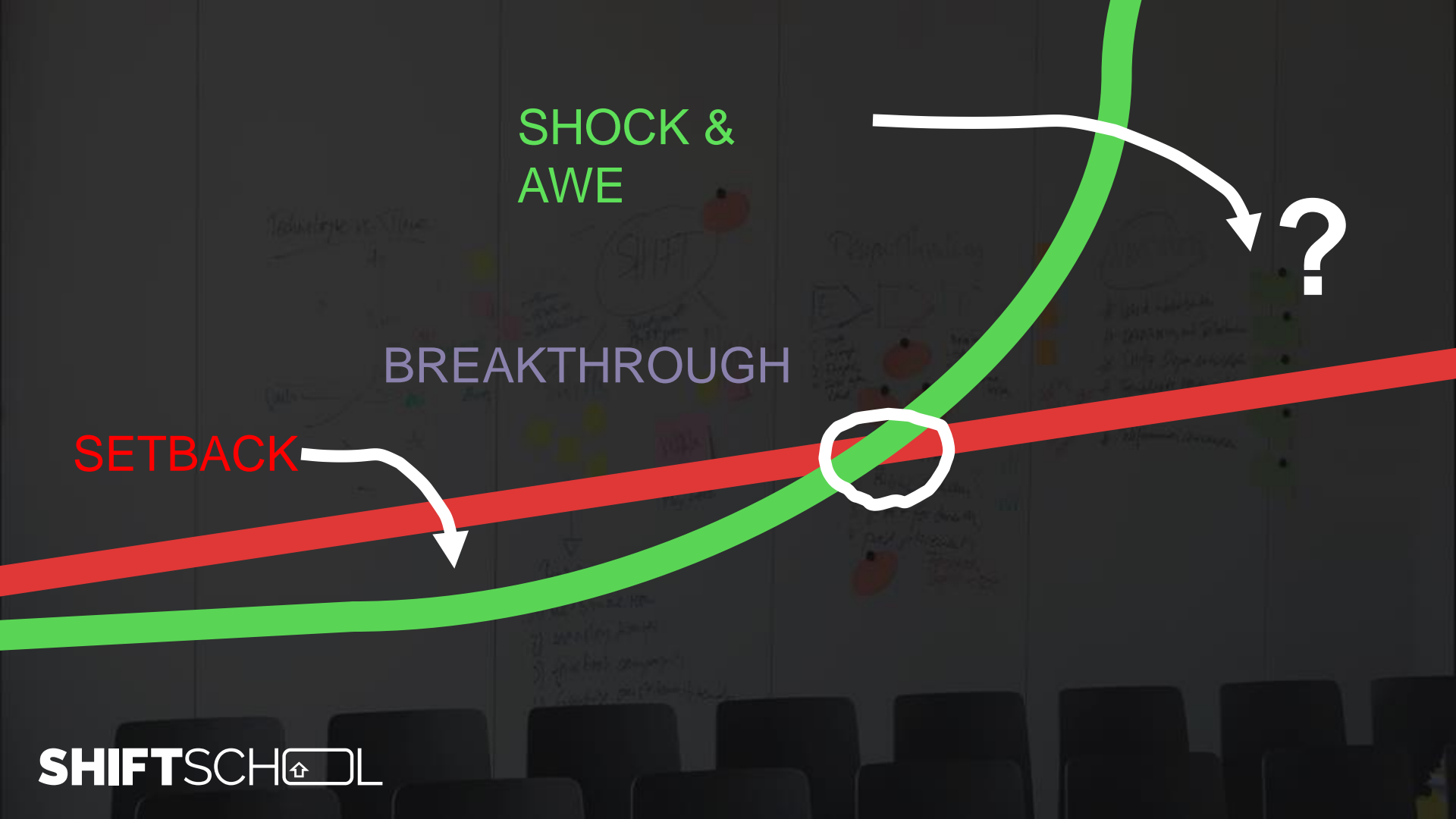
no risk, no fun

SHOCK &
AWE

BREAKTHROUGH

SETBACK

?



The current campaign
against individual mobility
and thus against the car
is taking on existentially
threatening proportions.





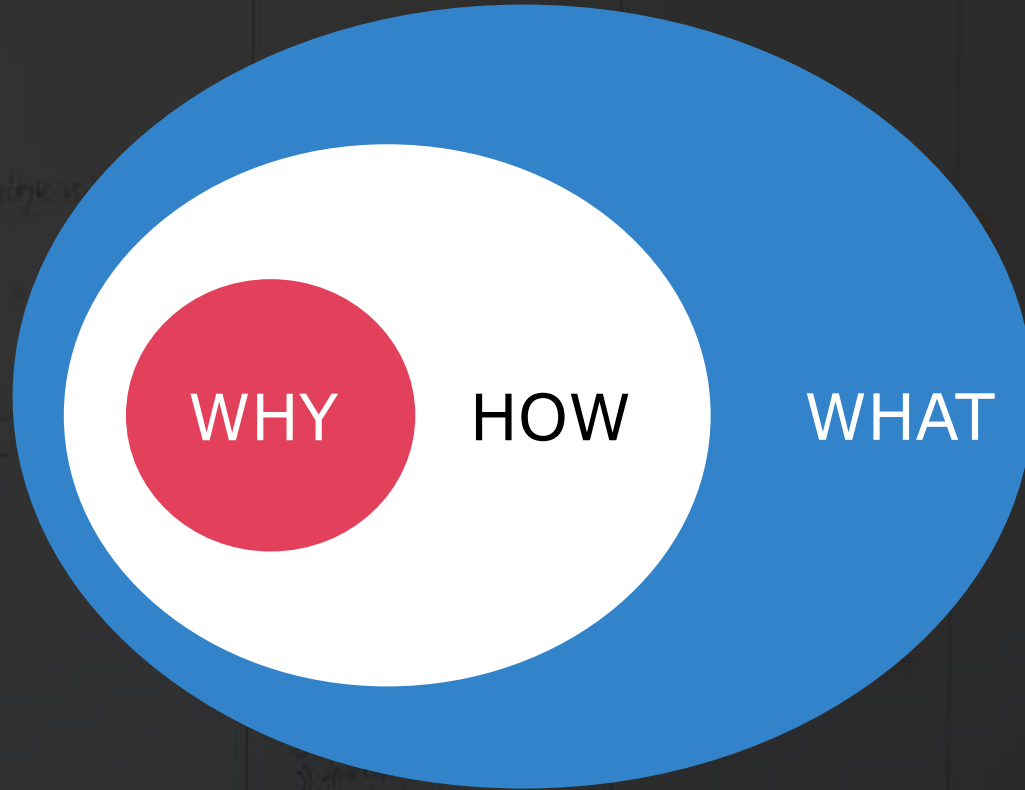
[luxuria] HEDONISM

↔ responsibility

me, myself, and I

lack of entrepreneurship







[ira]
WRATH

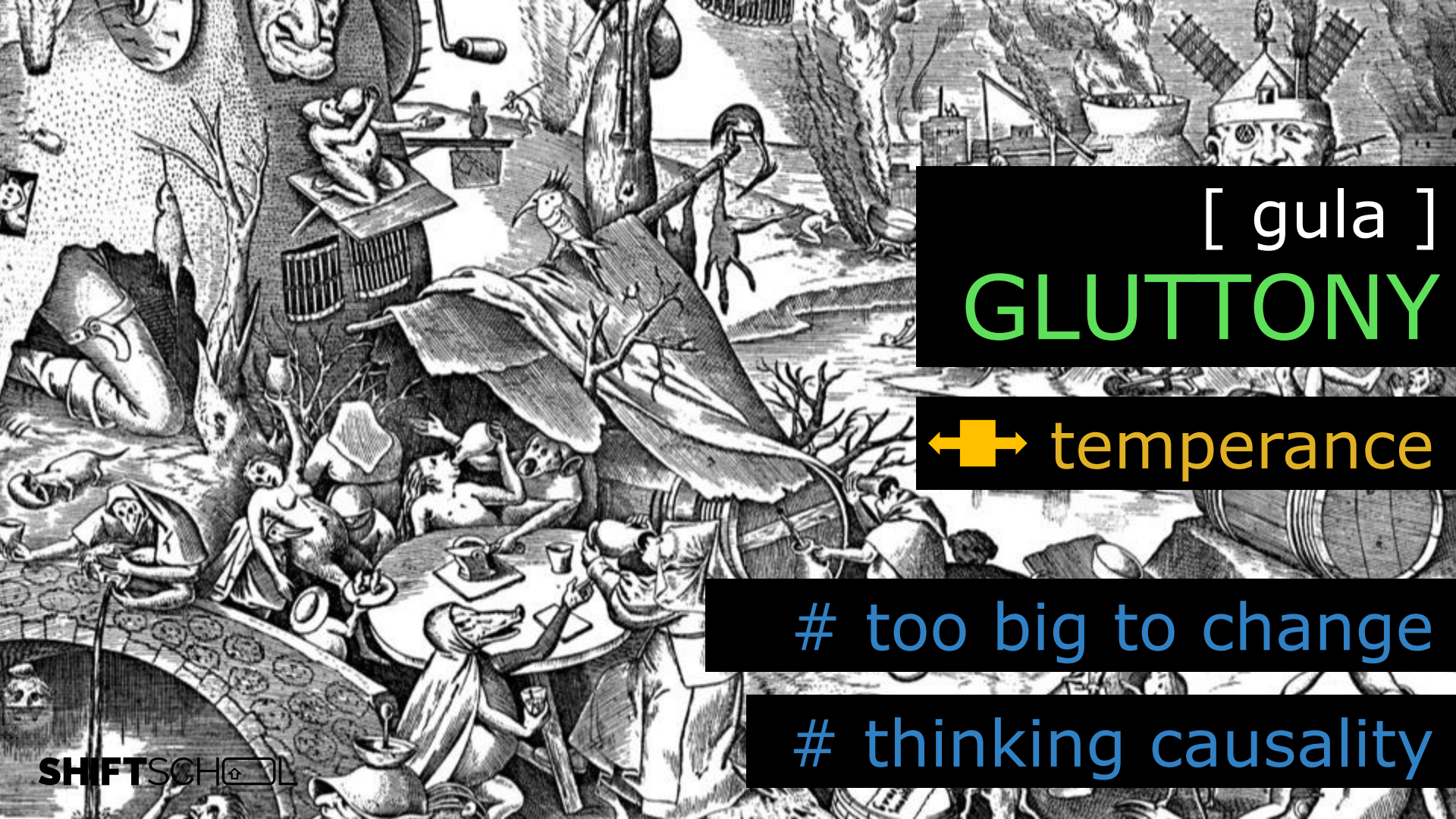
↔ perseverance

lots of actionism / lip service

no endurance

VISION	SKILLS	INCENTIVES	RESOURCES	ACTION	= SUCCESS
	SKILLS	INCENTIVES	RESOURCES	ACTION	= CONFUSION
VISION		INCENTIVES	RESOURCES	ACTION	= ANXIETY
VISION	SKILLS		RESOURCES	ACTION	= RESISTANCE
VISION	SKILLS	INCENTIVES		ACTION	= FRUSTRATION
VISION	SKILLS	INCENTIVES	RESOURCES		= FALSE STARTS

Source Villa/Thousan, Framework for Thinking about System Change, 2000



[gula]

GLUTTONY

↔ temperance

too big to change

thinking causality

YESTERDAY

TODAY



[invidia]
ENVY

↔ gratitude

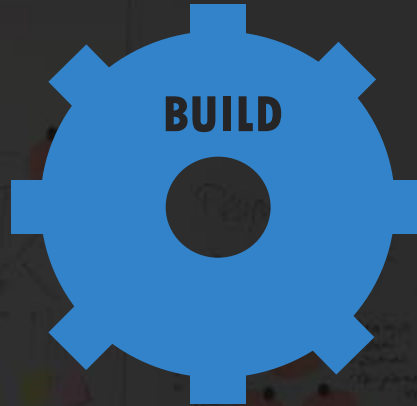
no innovation culture

stupid organizations

SHIFTSCHEIN

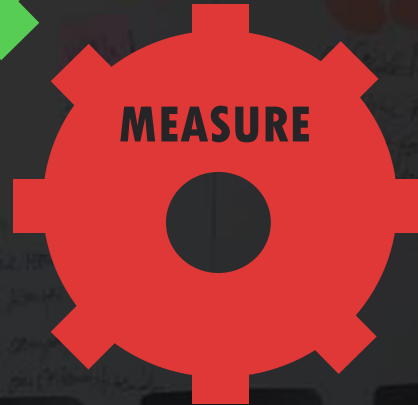
INVIDIA

***“Validated
learning.”***



***“Work smarter,
not harder.”***

***“Eliminate
uncertainty.”***



***“Develop
Minimum Viable
Products.”***

[acedia]
SLOTH

↔ industriousness

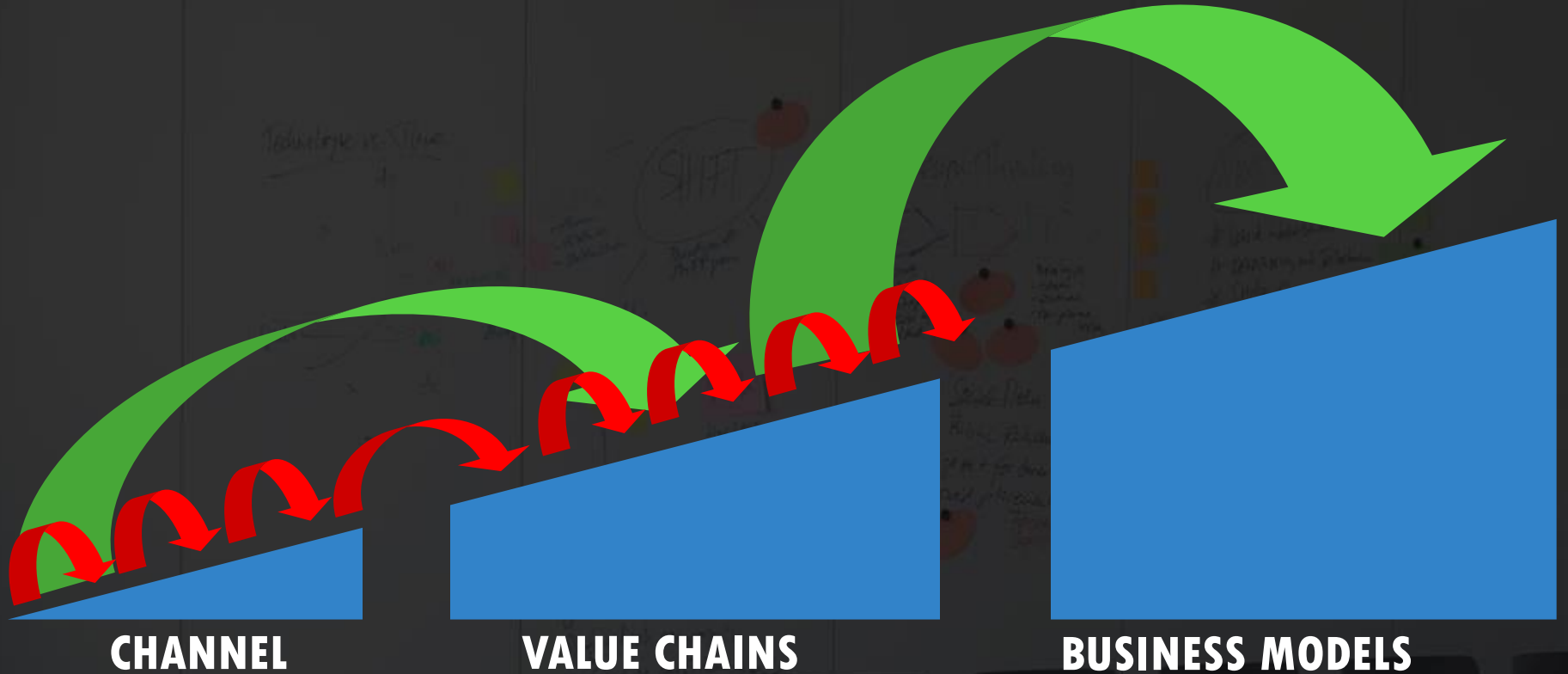
career entitlement

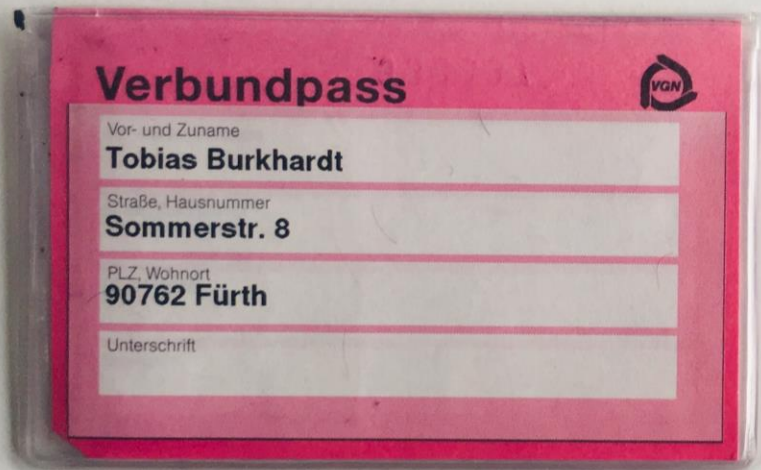
no adaptivity

SHIFT SCHOOL

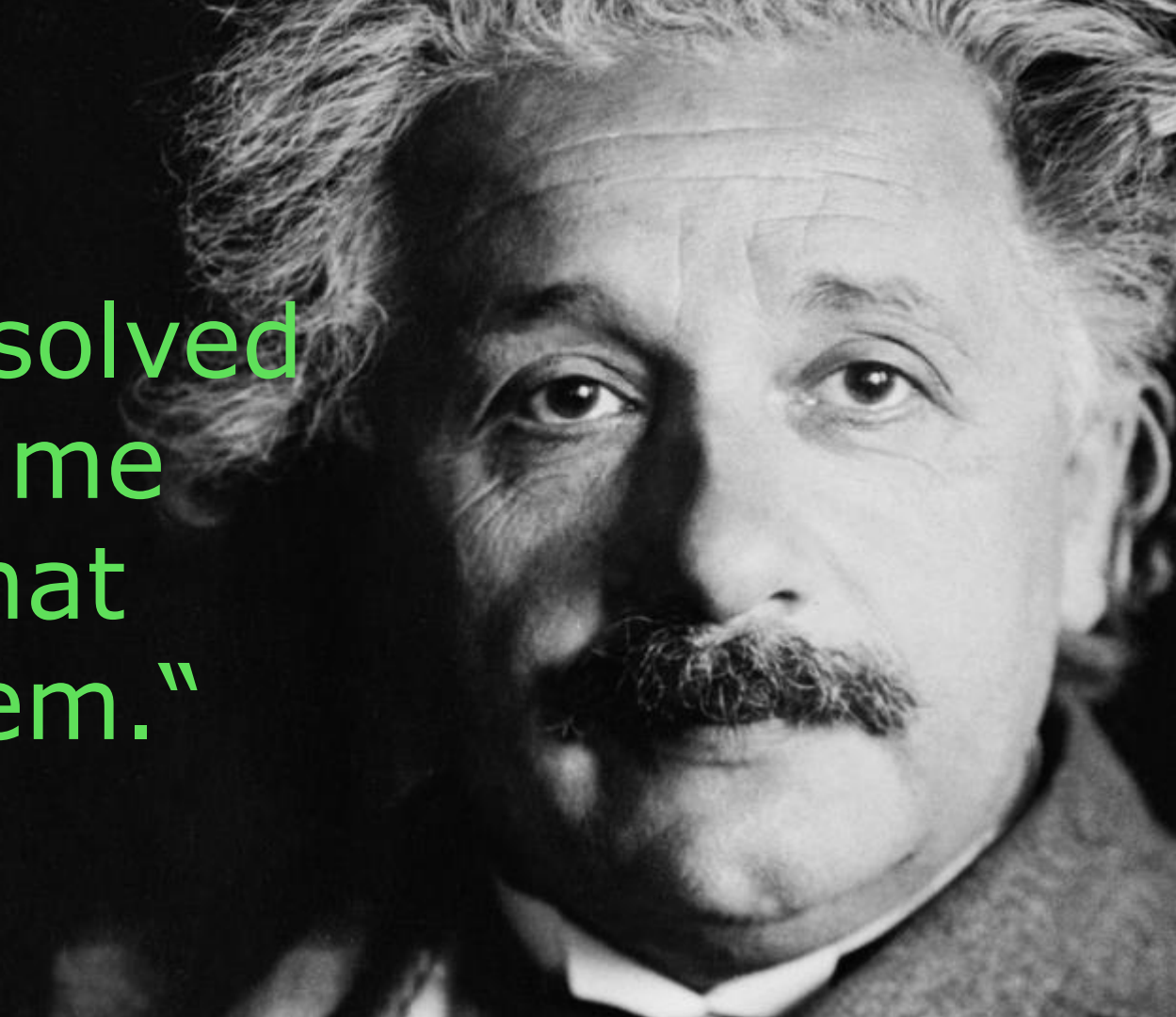
DESIDIA







„Problems
cannot be solved
with the same
mind set that
created them.“



```
14 <meta charset="utf-8" />
15 <meta name="viewport" content="width=device-width, initial-scale=1" />
16 <title><?php wp_title( '|', true, 'right' ); ?></title>
17 <link rel="profile" href="http://gmpg.org/xfn/11" />
18 <link rel="pingback" href="http://<?php bloginfo( 'pingback_url' ); ?>" />
19 <?php fruitful_get_favicon(); ?>
20 <!-- [If lt IE 9]><script src="http://<?php echo get_template_directory_uri(); ?>/js/html5.js"></script></!-->
21 <?php wp_head(); ?>
22 </head>
23 <body <?php body_class(); ?>>
24 <div id="page-header" class="hfeed site">
25 <?php
26 $theme_options = fruitful_get_theme_options();
27 $logo_pos = $menu_pos = '';
28 if (isset($theme_options['logo_position']))
29     $logo_pos = esc_attr($theme_options['logo_position']);
30 if (isset($theme_options['menu_position']))
31     $menu_pos = esc_attr($theme_options['menu_position']);
32 $logo_pos_class = fruitful_get_theme_options('logo_position');
33 $menu_pos_class = fruitful_get_theme_options('menu_position');
34 $responsive_menu_type = fruitful_get_theme_options('responsive_menu_type');
35 </div>
```

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