



Microsoft Educação

Empoderar todos
os alunos e
professores no
mundo a
atingirem mais

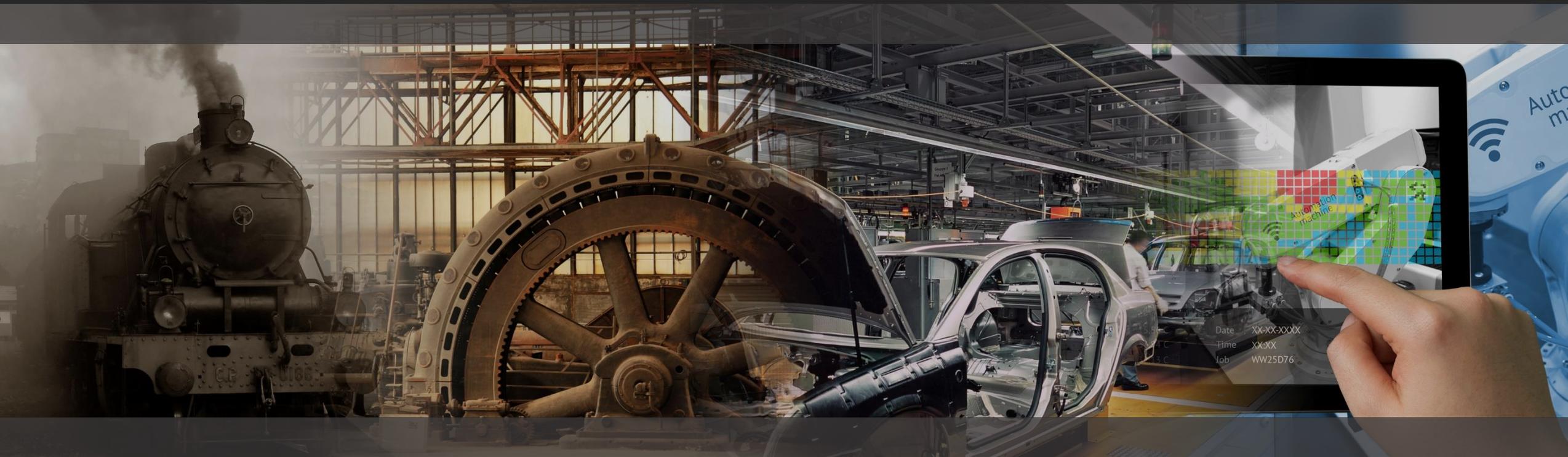
Fabio Negreiros

fabio.negreiros@microsoft.com

Education Team



UMA MUDANÇA SIGNIFICATIVA VEM OCORRENDO...



1780s

Vapor, água, produção
de equipamento
mecânico

1870s

Divisão do trabalho,
eletricidade, produção
em massa

1970s

Eletrônicos, TI, Internet,
Produção
automatizada

2016

Divisão entre o físico e
o digital

4ª REVOLUÇÃO INDUSTRIAL



A MUDANÇA NA
APRENDIZAGEM
ESTÁ ACONTECENDO
AGORA



O CONTEXTO PARA
DISCUSSÃO É A
TRANSFORMAÇÃO

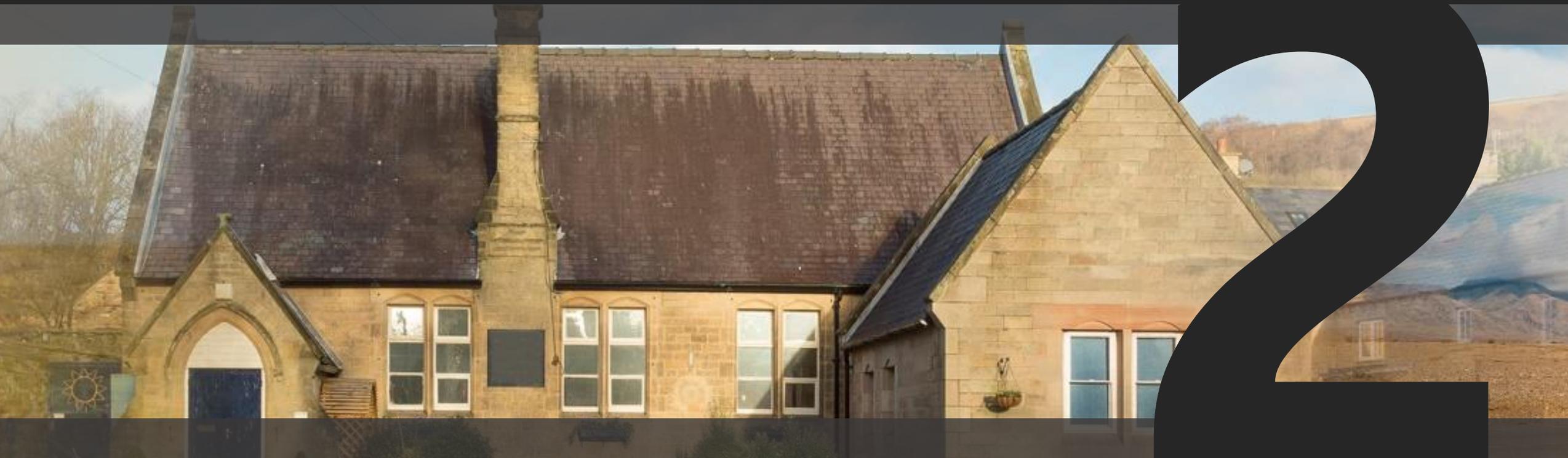
A TECNOLOGIA PRECISA IR

ALÉM DA DIGITALIZAÇÃO

A **TECNOLOGIA** NAS SALAS DE AULA FOI UTILIZADA POR POUCOS E ERA **LIMITADA EM SEU ESCOPO**



AÇÕES CORAJOSAS, COMPUTADORES PARA TODOS
DIGITALIZAÇÃO COM **IMPACTO LIMITADO**





NOSSO FOCO É
CRIAR
SOLUÇÕES QUE SÃO
**PRODUTIVAS
INTELIGENTES
& PESSOAIS**

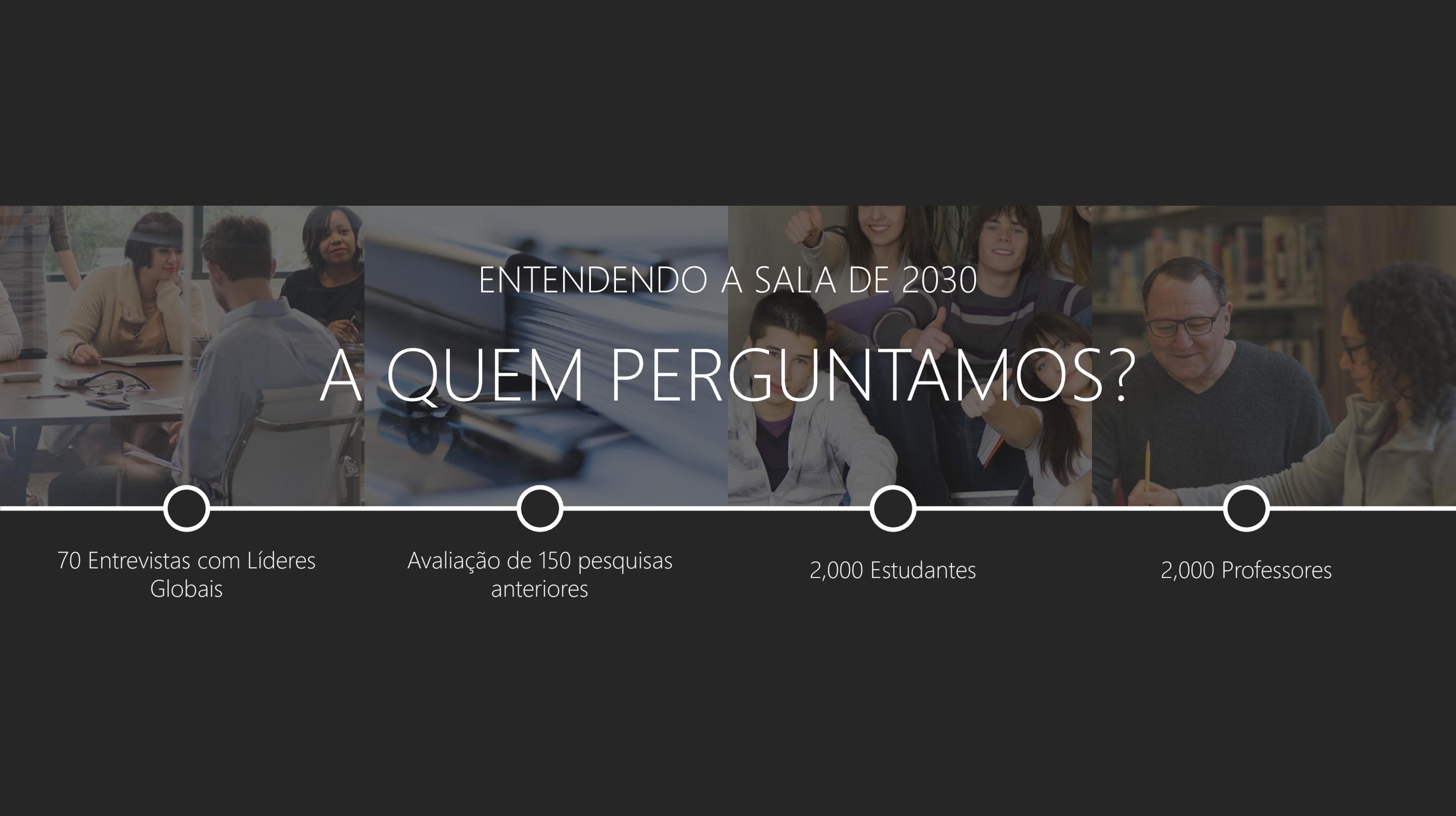




A APRENDIZAGEM MUDOU



O AMBIENTE DE TRABALHO MODERNO MUDOU



ENTENDENDO A SALA DE 2030

A QUEM PERGUNTAMOS?

70 Entrevistas com Líderes
Globais

Avaliação de 150 pesquisas
anteriores

2,000 Estudantes

2,000 Professores



CONHEÇA A SALA DE 2030

FOCADA NO ESTUDANTE



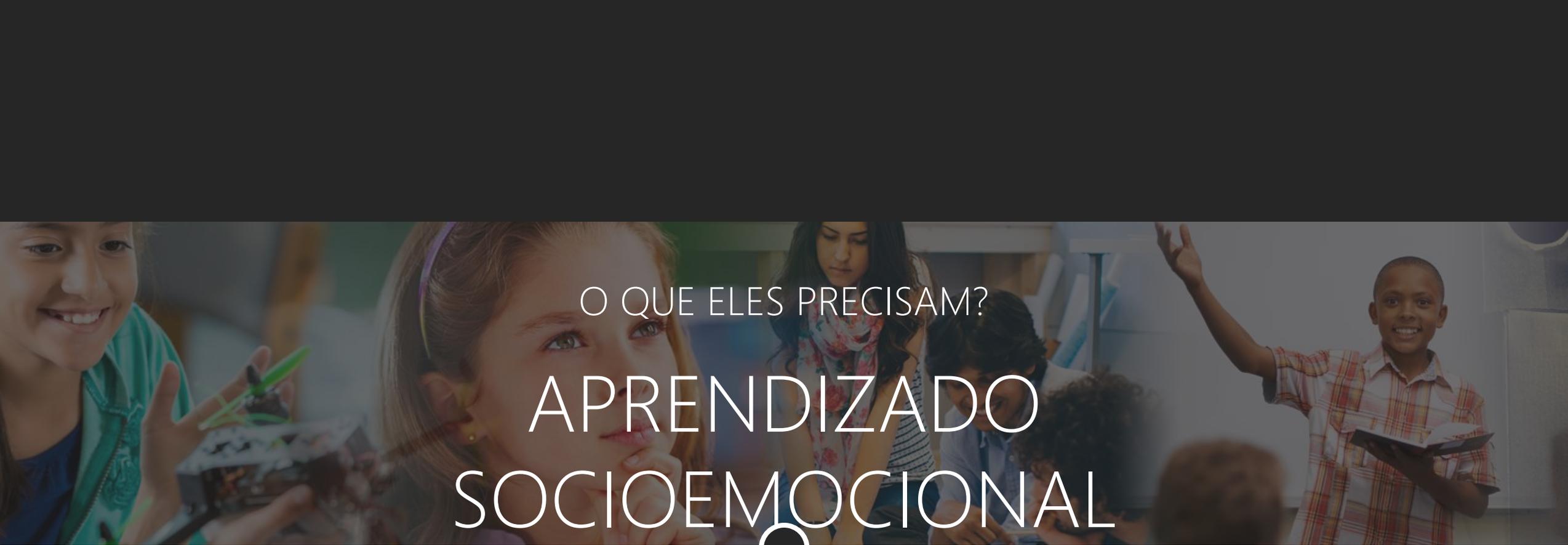
Os estudantes querem desenvolver habilidades para gerenciarem seu próprio aprendizado.

A group of diverse school children in a hallway, smiling and talking. The children are wearing school uniforms (white shirts and dark sweaters) and backpacks. The scene is brightly lit, suggesting a modern school environment.

CONHEÇA A SALA DE 2030

Apoiada pela Tecnologia

A white circle graphic, positioned below the main text and centered horizontally.



O QUE ELES PRECISAM?

APRENDIZADO SOCIOEMOCIONAL

O futuro da aprendizagem e do trabalho é profundamente social



ESTUDANTES QUEREM

PERSONALIZAÇÃO

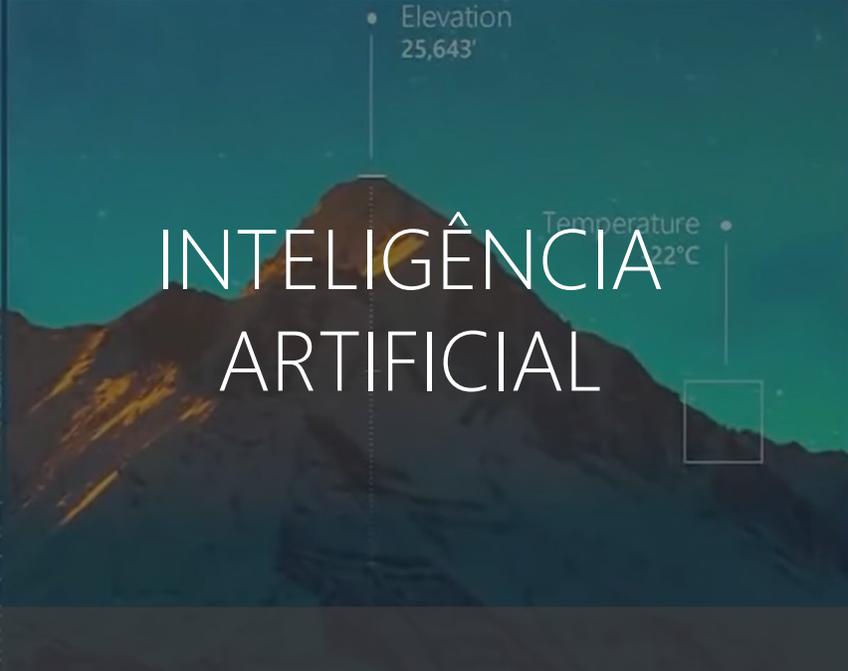
NÃO AUTOMATIZAÇÃO



A TECNOLOGIA MELHORA OS RESULTADOS DE
APRENDIZAGEM?



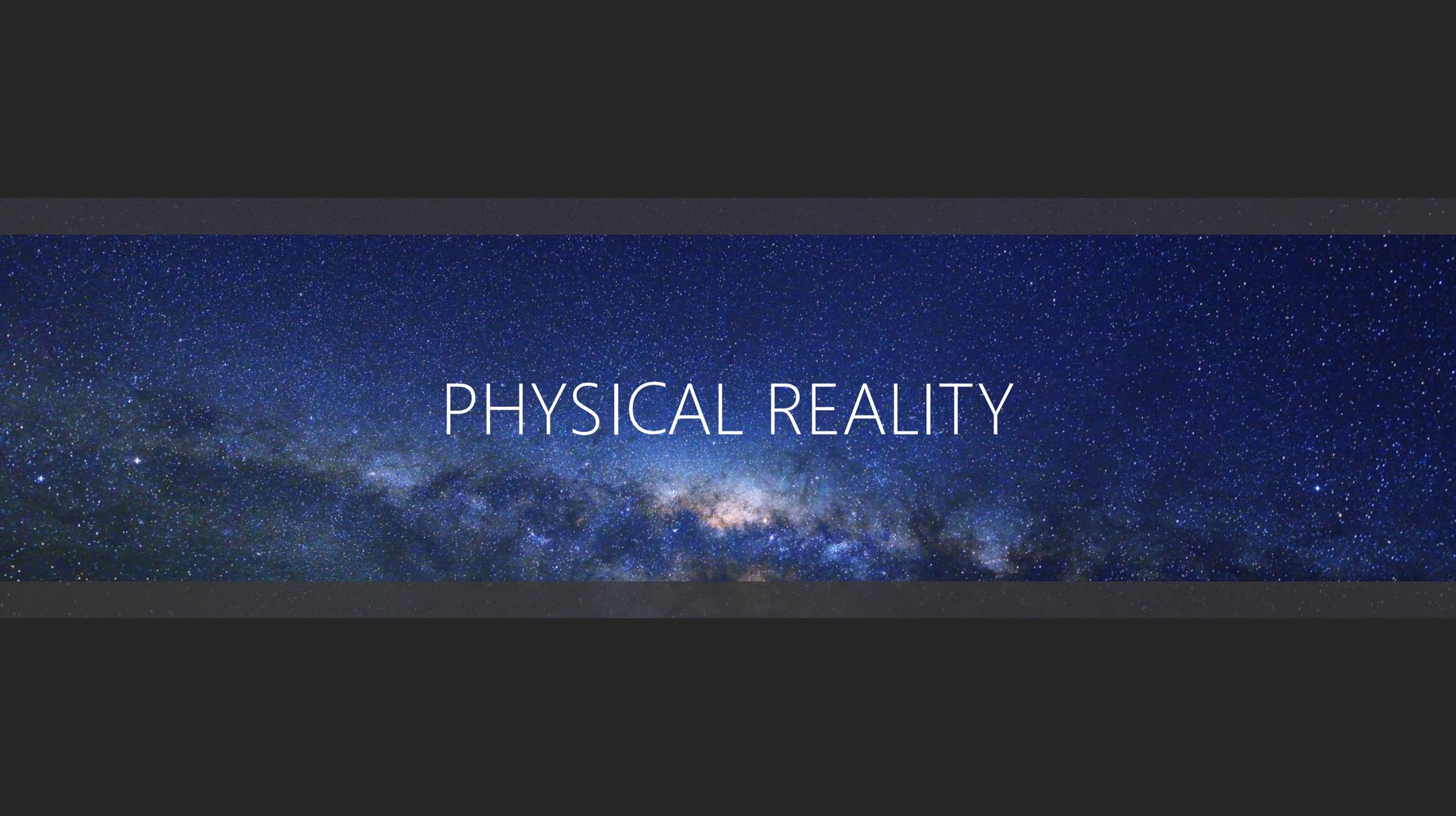
REALIDADE
MISTA



INTELIGÊNCIA
ARTIFICIAL



COMPUTAÇÃO
QUÂNTICA



PHYSICAL REALITY

DIGITAL REALITY





PHYSICAL REALITY



MIXED REALITY



DIGITAL REALITY

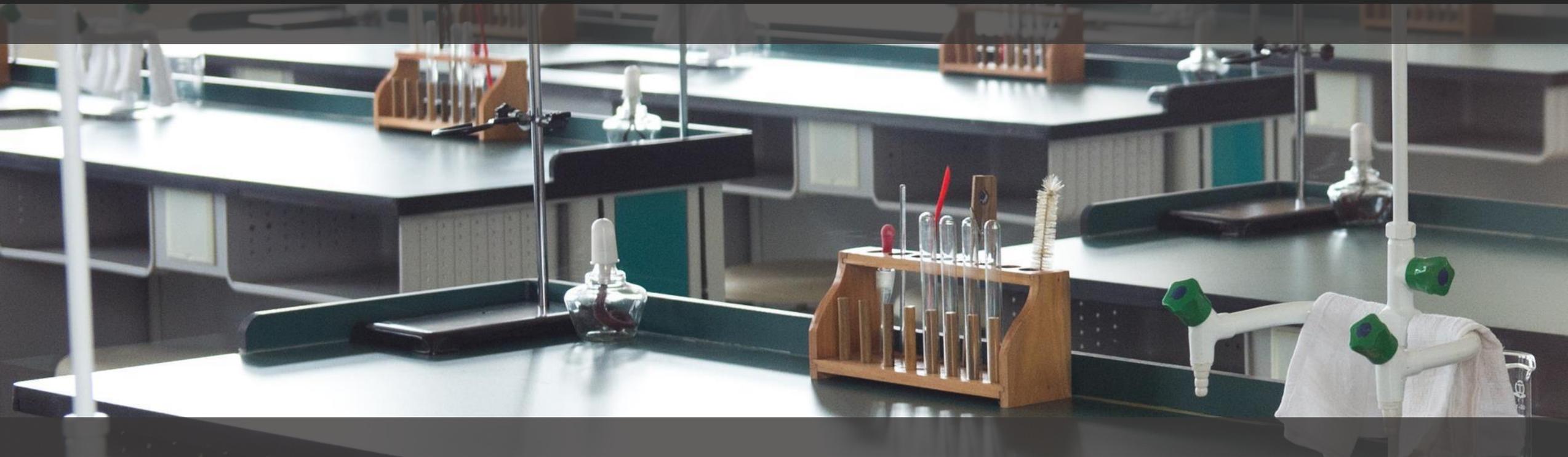
THE MIXED REALITY SPECTRUM



AUGMENTED
REALITY

VIRTUAL
REALITY











IMMEDIATE RETENTION

RETAINED (2WK) RETENTION

VIRTUAL REALITY

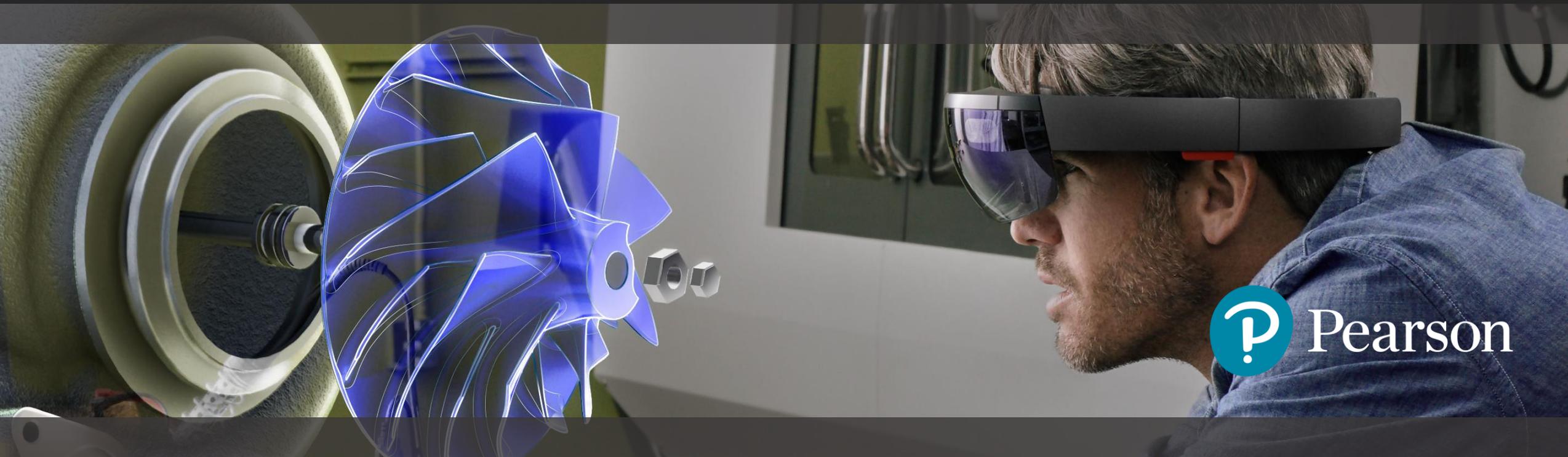
93%

90%

TRADITIONAL

73%

60%





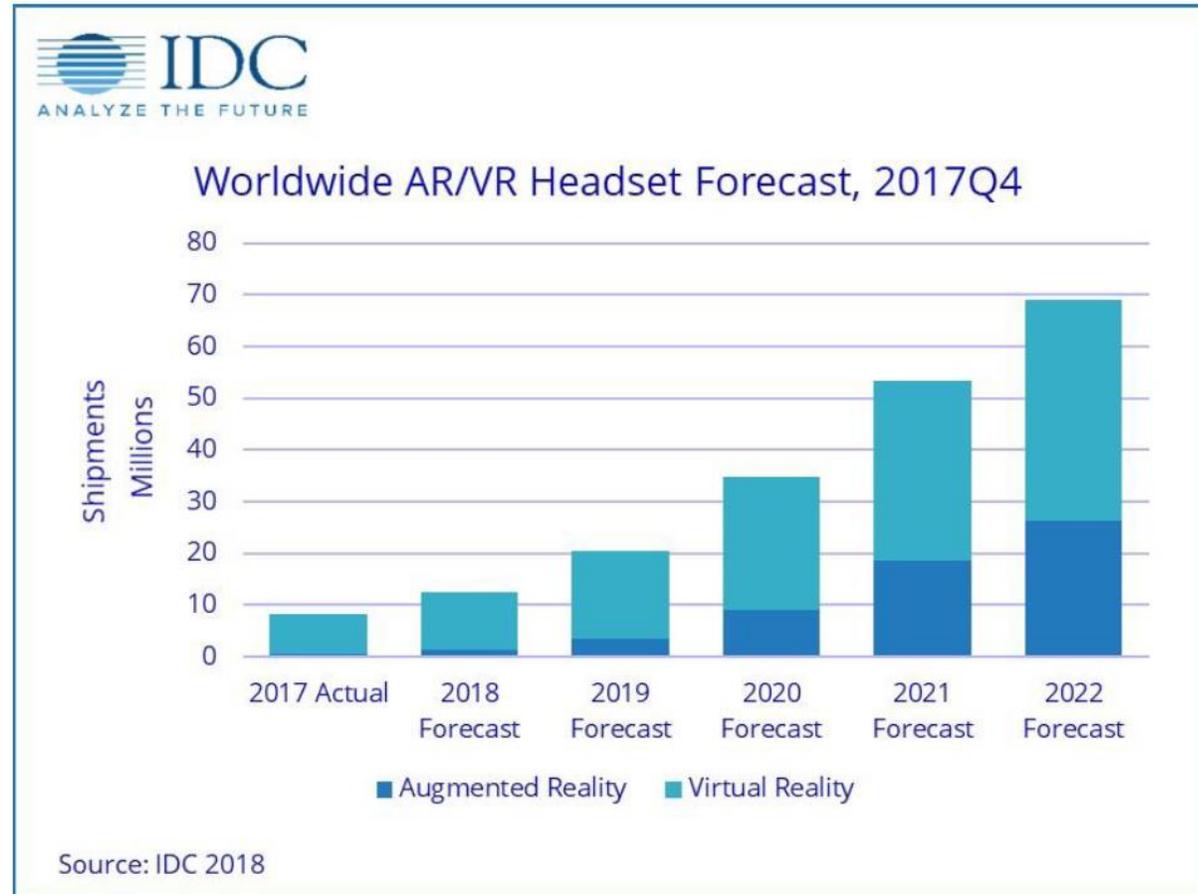
Demand for Augmented Reality/Virtual Reality Headsets Expected to Rebound in 2018, Says IDC

FRAMINGHAM, Mass., March 19, 2018 – Worldwide shipments for augmented reality (AR) and virtual reality (VR) headsets will grow to 68.9 million units in 2022 with a five-year compound annual growth rate (CAGR) of 52.5%, according to the latest forecast from the International Data Corporation ([IDC](#)) [Worldwide Quarterly Augmented and Virtual Reality Headset Tracker](#). Despite the weakness the market experienced in 2017, IDC anticipates a return to growth in 2018 with total combined AR/VR volumes reaching 12.4 million units, marking a year-over-year increase of 48.5% as new vendors, new use cases, and new business models emerge.

The worldwide AR/VR headset market retreated in 2017 primarily due to a decline in shipments of screenless VR viewers. Previous champions of this form factor stopped bundling these headsets with smartphones and consumers have shown little interest in purchasing such headsets separately. While the screenless VR category is waning, Lenovo's successful fourth quarter launch of the Jedi Challenges Mirage headset—a screenless viewer for AR—showed the form factor may still have legs if paired with the right content. Other new product launches during the quarter included the first Windows Mixed Reality VR tethered headsets with entries from Acer, ASUS, Dell, Fujitsu, HP, Lenovo, and Samsung.

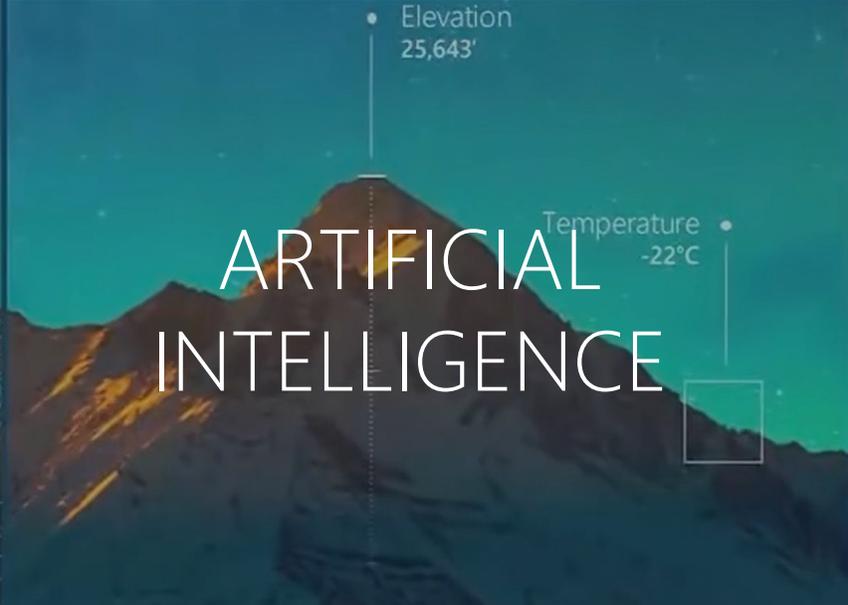
AR/VR Headset Market Share by Form Factor, 2018 and 2022			
Technology	Form Factor	2018*	2022*
Augmented Reality	Screenless Viewer	6.7%	1.1%
	Standalone HMD	2.4%	19.1%
	Tethered HMD	1.0%	17.9%
Virtual Reality	Screenless Viewer	34.9%	8.8%
	Standalone HMD	11.7%	29.8%
	Tethered HMD	43.3%	23.3%
Total		100.0%	100.0%

Source: IDC Worldwide Quarterly AR and VR Headset Tracker, March 19, 2018





MIXED
REALITY



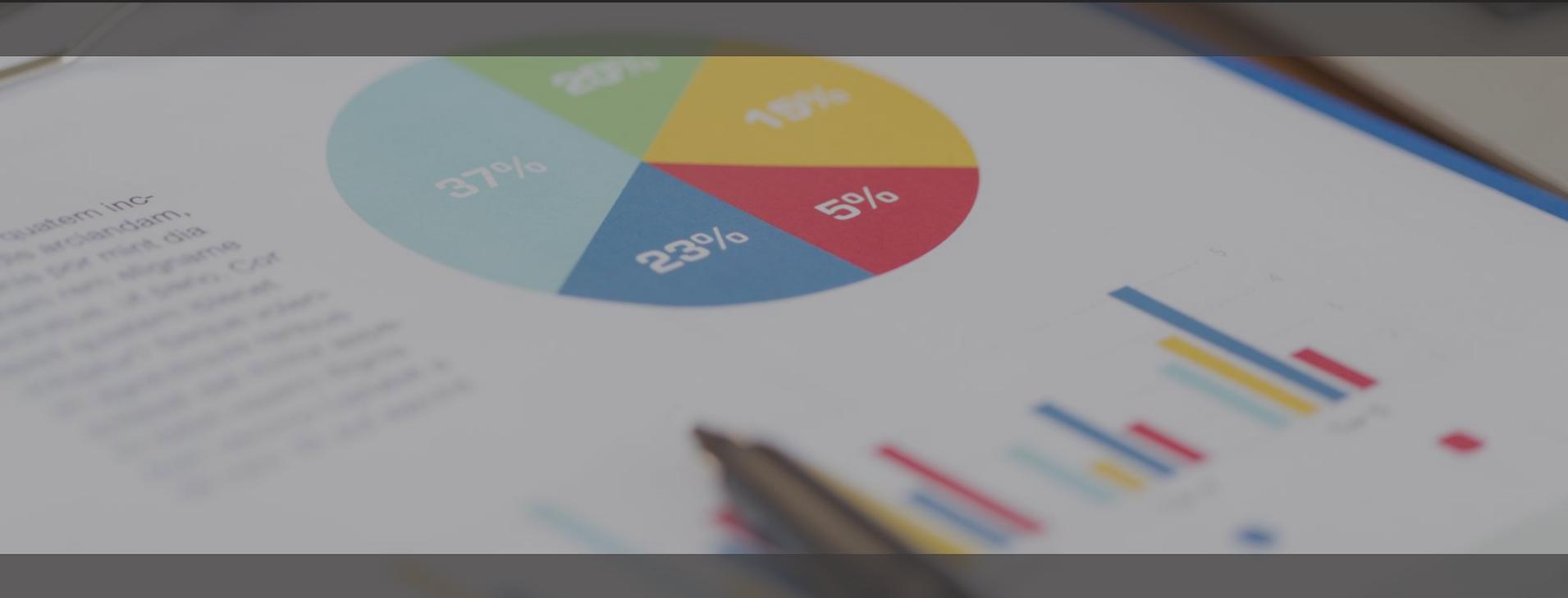
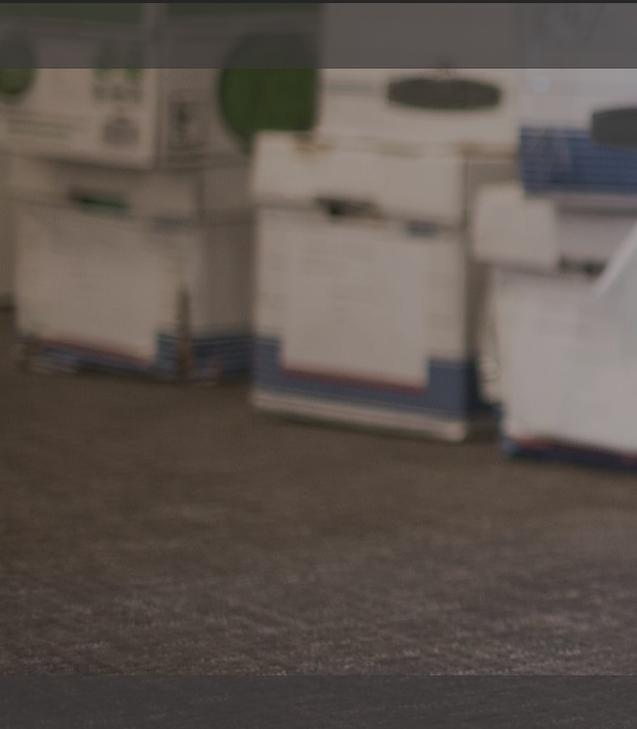
ARTIFICIAL
INTELLIGENCE



QUANTUM
COMPUTING

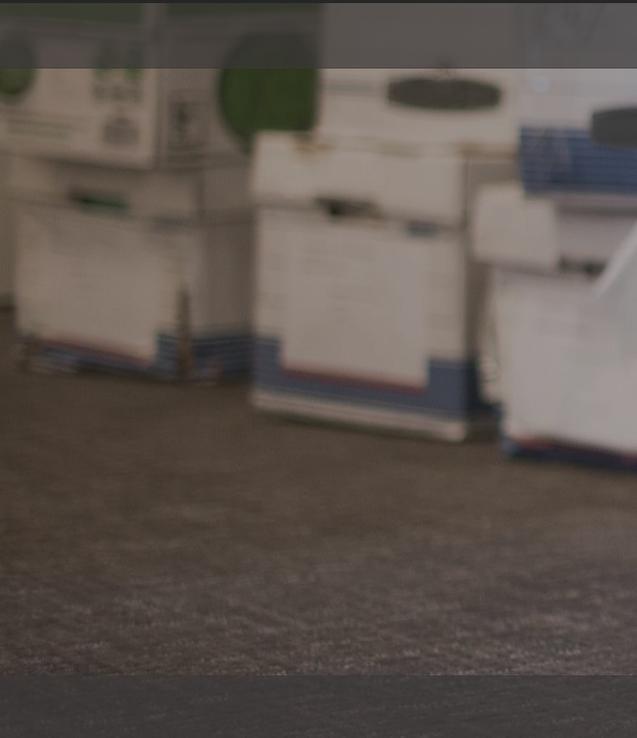


DATA COLLECTION



DATA
COLLECTION

DATA
DISPLAY



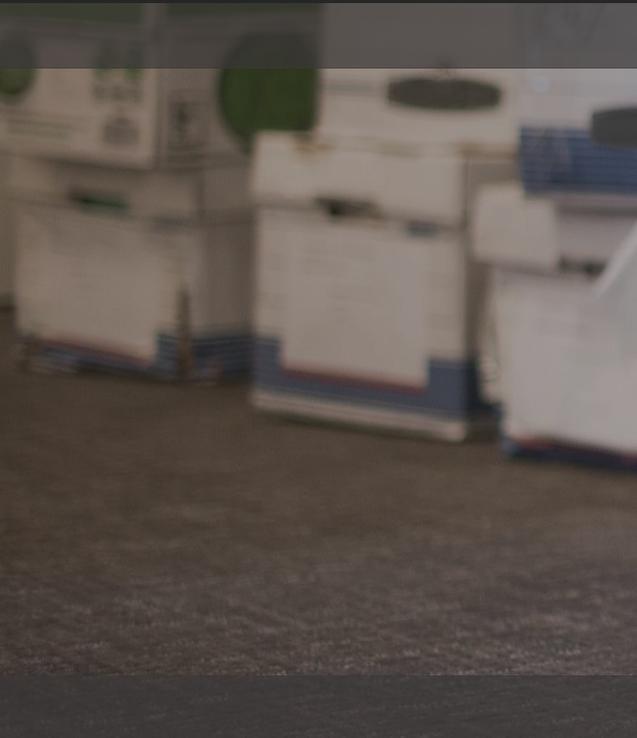
DATA
COLLECTION



DATA
DISPLAY



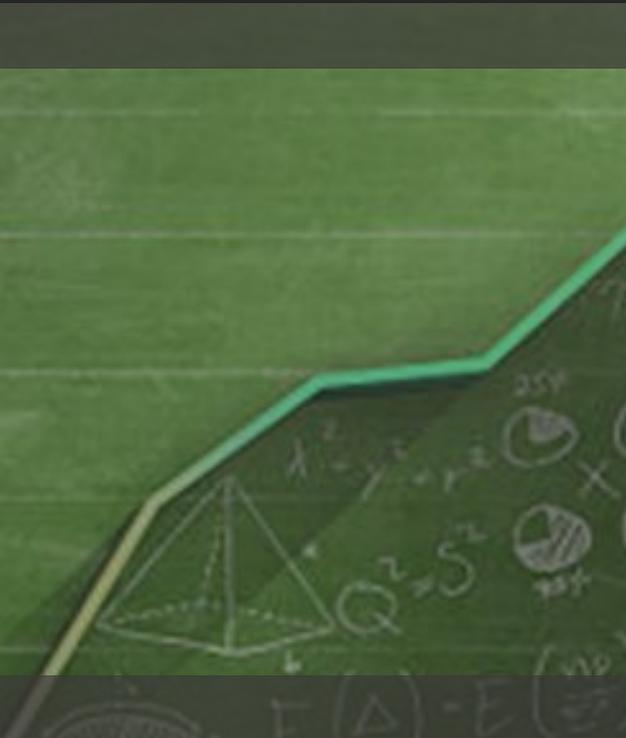
PREDICT
OUTCOMES



DATA
COLLECTION



DATA
DISPLAY

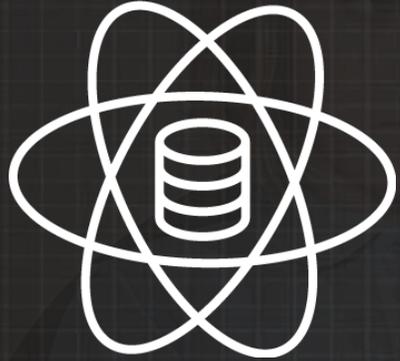


PREDICT
OUTCOMES



DRIVE
OUTCOMES

THREE CONVERGING TECHNOLOGIES



DATA



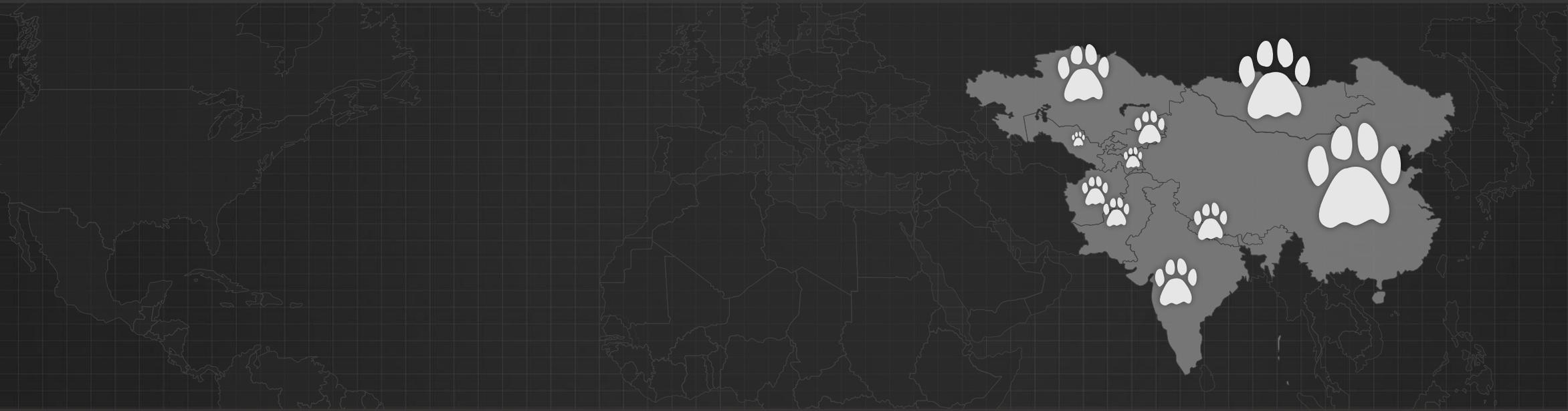
CLOUD PROCESSING



MACHINE LEARNING



Panthera uncia **SNOW LEOPARD**



*Population: 5,000**

**SOURCE: Snow Leopard Survival Strategy, Seattle, USA: International Snow Leopard Trust and Snow Leopard Network.*















