

**“And so one becomes the boss of something, responsible of something”.  
Constructing information technology as a field for exploring new roles and activities**

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Abstract

A common belief is that information technology changes the ways we live, work and learn, and that people need to be educated in order to use such technologies adequately. While some people make use of the new opportunities they gain with these technologies, others feel inferior and overwhelmed by them.

One of the specific characteristics of most information technology is that it can be designed, constructed and reconstructed by the users themselves. What happens when users construct information technology? What educational potentials are offered by the activity of constructing Digital Media?

The presentation shows first results of my empirical study that investigates on the experiences lay designers make when constructing Digital Media. I have conducted around 30 interviews with learning designers, children and adults. I will introduce 2 interviews, one with a teenage girl and one with a secretary in her 50s and discuss my analysis of their experiences.

While both have a different attitude towards technology, they do express similar experiences about how constructing enabled them to put their ideas and products into the world and how – by doing so – they made new experiences about their own role in the world. They become fascinated by their impact on the world around them. The specific role that technology itself plays in this process, such as its architecture and open structure will be explained.