Robotics In Education Education In Robotics Shifting

This proceedings volume showcases the latest achievements in research and development in Educational Robotics presented at the 7th International Conference on Robotics in Education (RiE) held in Vienna, Austria, during April 14-15, 2016. The book offers a range of methodologies for teaching robotics and presents various educational robotics curricula. It includes dedicated chapters for the design and analysis of learning environments as well as evaluation means for measuring the impact of robotics on the students' learning success. Moreover, the book presents interesting programming approaches as well as new applications, the latest tools, systems and components for using robotics. The presented applications cover the whole educative range, from elementary school to high school, college, university and beyond, for continuing education and possibly outreach and workforce development. The book provides a framework involving two complementary kinds of contributions: on the one hand on technical aspects and on the other hand on matters of didactic.

How to educate the next generation of college students to invent, to create, and to discover—filling needs that even the most sophisticated robot cannot. Driverless cars are hitting the road, powered by artificial intelligence. Robots can climb stairs, open doors, win Jeopardy, analyze stocks, work in factories, find parking spaces, advise oncologists. In the past, automation was considered a threat to low-skilled labor. Now, many high-skilled functions, including interpreting medical images, doing legal research, and analyzing data, are within the skill sets of machines. How can higher education prepare students for their professional lives when professions themselves are disappearing? In Robot-Proof, Northeastern University president Joseph Aoun proposes a way to educate the next generation of college students to invent, to create, and to discover—to fill needs in society that even the most sophisticated artificial intelligence agent cannot. A "robot-proof" education, Aoun argues, is not concerned solely with topping up students' minds with high-octane facts. Rather, it calibrates them with a creative mindset and the mental elasticity to invent, discover, or create something valuable to society—a scientific proof, a hip-hop recording, a web comic, a cure for cancer. Aoun lays out the framework for a new discipline, humanics, which builds on our innate strengths and prepares students to compete in a labor market in which smart machines work alongside human professionals. The new literacies of Aoun's humanics are data literacy, technological literacy, and human literacy. Students will need data literacy to manage the flow of big data, and technological literacy to know how their machines work, but human literacy—the humanities, communication, and design—to function as a human being. Life-long learning opportunities will support their ability to adapt to change. The only certainty about the future is change. Higher education based on the new literacies of humanics can equip students for living and working through change.

This book describes recent approaches in advancing STEM education with the use of robotics, innovative methods in integrating robotics in school subjects, engaging and stimulating students with robotics in classroom-based and out-of-school activities, and new ways of using robotics as an educational tool to provide diverse learning experiences. It addresses issues and challenges in generating enthusiasm among students and revamping curricula to provide application focused and hands-on approaches in learning . The book also provides effective strategies and emerging trends in using robotics, designing learning activities and how robotics impacts the students' interests and achievements in STEM related subjects. The frontiers of education are progressing very rapidly. This volume brought together a collection of projects and ideas which help us keep track of where the frontiers are moving. This book ticks lots of contemporary boxes: STEM, robotics, coding, and computational thinking among them. Most educators interested in the STEM phenomena will find many ideas in this book which challenge, provide evidence and suggest solutions related to both pedagogy and content. Regular reference to 21st Century skills, achieved through active collaborative learning in authentic contexts, ensures the enduring usefulness of this volume. John Williams Professor of Education and Director of the STEM Education Research Group Curtin University, Perth, Australia

This proceedings book gathers the latest achievements and trends in research and development in educational robotics from the 10th International Conference on Robotics in Education (RiE), held in Vienna, Austria, on April 10–12, 2019. It offers valuable methodologies and tools for robotics in education that encourage learning in the fields of science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts for creating personally meaningful objects and addressing real-world societal needs. It also discusses the introduction of technologies ranging from robotics platforms to programming environments and languages and presents extensive evaluations that highlight the impact of robotics on students' interests and competence development. The approaches included cover the entire educative range, from the elementary school to the university level in both formal and informal settings. For the things we have to learn before we can do them, we learn by doing them. Aristotle Teaching should be such that what is offered is perceived as a valuable gift and not as a hard duty. Albert Einstein The second most important job in the world, second only to being a good parent, is being a good teacher. S.G. Ellis The fast technological changes and the resulting shifts of market conditions require the development and use of educational methodologies and opportunities with moderate economic demands. Currently, there is an increasing number of edu- tional institutes that respond to this challenge through the creation and adoption of distance education programs in which the teachers and students are separated by physical distance. It has been verified in many cases that, with the proper methods and tools, teaching and learning at a distance can be as effective

as traditional fa- to-face instruction. Today, distance education is primarily performed through the Internet, which is the biggest and most powerful computer network of the World, and the World Wide Web (WWW), which is an effective front-end to the Internet and allows the Internet users to uniformly access a large repertory of resources (text, data, images, sound, video, etc.) available on the Internet.

This proceedings volume comprises the latest achievements in research and development in educational robotics presented at the 9th International Conference on Robotics in Education (RiE) held in Qawra, St. Paul's Bay, Malta, during April 18-20, 2018. Researchers and educators will find valuable methodologies and tools for robotics in education that encourage learning in the fields of science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts for creating personally meaningful objects and addressing real-world societal needs. This also involves the introduction of technologies ranging from robotics platforms to programming environments and languages. Extensive evaluation results are presented that highlight the impact of robotics on the students' interests and competence development. The presented approaches cover the whole educative range from elementary school to the university level in both formal as well as informal settings.

Artificial Intelligence (AI) serves as a catalyst for transformation in the field of digital teaching and learning by introducing novel solutions to revolutionize all dimensions of the educational process, leading to individualized learning experiences, teachers playing a greater role as mentors, and the automation of all administrative processes linked to education. AI and machine learning are already contributing to and are expected to improve the quality of the educational process by providing advantages such as personalized and interactive tutoring with the ability to adjust the content and the learning pace of each individual student while assessing their performance and providing feedback. These shifts in the educational paradigm have a profound impact on the quality and the way we live, interact with each other, and define our values. Thus, there is a need for an earnest inquiry into the cultural repercussions of this phenomenon that extends beyond superficial analyses of AI-based applications in education. Revolutionizing Education in the Age of AI and Machine Learning addresses the need for a scholarly exploration of the cultural and social impacts of the rapid expansion of artificial intelligence in the field of education including potential consequences these impacts could have on culture, social relations, and values. The content within this publication covers such topics as AI and tutoring, role of teachers, physical education and sports, interactive E-learning and virtual laboratories, adaptive curricula development, support critical thinking, and augmented intelligence and it is designed for educators, curriculum developers, instructional designers, educational software developers, education consultants, academicians, administrators, researchers, and professionals.

This book comprises the latest achievements in research and development in educational robotics presented at the 12th International Conference on Robotics in Education (RiE), which was carried out as a purely virtual conference from April 28 to 30, 2021. Researchers and educators find valuable methodologies and tools for robotics in education that encourage learning in the fields of science, technology, engineering, arts, and mathematics (STEAM) through the design, creation, and programming of tangible artifacts for creating personally meaningful objects and addressing real-world societal needs. This also involves the introduction of technologies ranging from robotics platforms to programming environments and languages. Evaluation results prove the impact of robotics on the students' interests and competence development. The presented approaches cover the whole educative range from kindergarten, primary and secondary school, to the university level and beyond.

This proceedings volume highlights the latest achievements in research and development in educational robotics, which were presented at the 8th International Conference on Robotics in Education (RiE 2017) in Sofia, Bulgaria, from April 26 to 28, 2017. The content will appeal to both researchers and educators interested in methodologies for teaching robotics that confront learners with science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts, giving them the chance to create personally meaningful objects and address real-world societal needs. This also involves the introduction of technologies ranging from robotics controllers to virtual environments. In addition, the book presents evaluation results regarding the impact of robotics on students' interests and competence development. The approaches discussed cover the whole educational range, from elementary school to the university level, in both formal as well as informal settings.

Over the last few years, increasing attention has been focused on the development of children's acquisition of 21st-century skills and digital competences. Consequently, many education scholars have argued that teaching technology to young children is vital in keeping up with 21st-century employment patterns. Technologies, such as those that involve robotics or coding apps, come at a time when the demand for computing jobs around the globe is at an all-time high while its supply is at an all-time low. There is no doubt that coding with robotics is a wonderful tool for learners of all ages as it provides a catalyst to introduce them to computational thinking, algorithmic thinking, and project management. Additionally, recent studies argue that the use of a developmentally appropriate robotics curriculum can help to change negative stereotypes and ideas children may initially have about technology and engineering. The Handbook of Research on Using Educational Robotics to Facilitate Student Learning is an edited book that advocates for a new approach to computational thinking and computing education with the use of educational robotics and coding apps. The book argues that while learning about computing,

young people should also have opportunities to create with computing, which have a direct impact on their lives and their communities. It develops two key dimensions for understanding and developing educational experiences that support students in engaging in computational action: (1) computational identity, which shows the importance of young people's development of scientific identity for future STEM growth; and (2) digital empowerment to instill the belief that they can put their computational identity into action in authentic and meaningful ways. Covering subthemes including student competency and assessment, programming education, and teacher and mentor development, this book is ideal for teachers, instructional designers, educational technology developers, school administrators, academicians, researchers, and students.

In Learn Robotics with Raspberry Pi, you'll learn how to build and code your own robot projects with just the Raspberry Pi microcomputer and a few easy-to-get components - no prior experience necessary! Learn Robotics with Raspberry Pi will take you from inexperienced maker to robot builder. You'll start off building a two-wheeled robot powered by a Raspberry Pi minicomputer and then program it using Python, the world's most popular programming language. Gradually, you'll improve your robot by adding increasingly advanced functionality until it can follow lines, avoid obstacles, and even recognize objects of a certain size and color using computer vision. Learn how to: - Control your robot remotely using only a Wii remote - Teach your robot to use sensors to avoid obstacles - Program your robot to follow a line autonomously - Customize your robot with LEDs and speakers to make it light up and play sounds - See what your robot sees with a Pi Camera As you work through the book, you'll learn fundamental electronics skills like how to wire up parts, use resistors and regulators, and determine how much power your robot needs. By the end, you'll have learned the basics of coding in Python and know enough about working with hardware like LEDs, motors, and sensors to expand your creations beyond simple robots.

This book explores communication between humans and robots. Using a range of communication theories, it highlights how each theory provides a different perspective on the communication that occurs. The analysis of human interactions with a variety of forms of robot suggests new ways to perceive what communication, and being a communicator, entails.

This book includes papers presented at the International Conference "Educational Robotics 2016 (EDUROBOTICS)", Athens, November 25, 2016. The papers build on constructivist and constructionist pedagogy and cover a variety of topics, including teacher education, design of educational robotics activities, didactical models, assessment methods, theater robotics, programming & making electronics with Snap4Arduino, the Duckietown project, robotics driven by tangible programming, Lego Mindstorms combined with App Inventor, the Orbital Education Platform, Anthropomorphic Robots and Human Meaning Makers in Education, and more. It provides researchers interested in educational robotics with the latest advances in the field with a focus on science, technology,

engineering, arts and mathematics (STEAM) education. At the same time it offers teachers and educators from primary to secondary and tertiary education insights into how educational robotics can trigger the development of technological interest and 21st century skills in STEAM education (creative thinking, team working, problem solving).

This book will offer ideas on how robots can be used as teachers' assistants to scaffold learning outcomes, where the robot is a learning agent in self-directed learning who can contribute to the development of key competences for today's world through targeted learning - such as engineering thinking, math, physics, computational thinking, etc. starting from pre-school and continuing to a higher education level. Robotization is speeding up at the moment in a variety of dimensions, both through the automation of work, by performing intellectual duties, and by providing support for people in everyday situations. There is increasing political attention, especially in Europe, on educational systems not being able to keep up with such emerging technologies, and efforts to rectify this. This edited volume responds to this attention, and seeks to explore which pedagogical and educational concepts should be included in the learning process so that the use of robots is meaningful from the point of view of knowledge construction, and so that it is safe from the technological and cybersecurity perspective.

Do you believe that traditional education could be improved with the development of new technologies? Are you interested in learning the best practices of running a successful and effective online course? Have you ever thought about the potential impact that artificial intelligence could have on classrooms around the world? In today's world, changes in technology are happening much faster than we can appreciate, and we have a unique opportunity to learn from and apply these tools in new and creative ways, impacting the ways that we learn every day. After reading this book you will know: Best practices and techniques for e-learning that you can quickly implement for your own Online courses. How artificial intelligence will impact our world in the not-so-distant future and the changes it will generate in the field of education. How immersive technologies like virtual reality and augmented reality can be implemented in education. A summary of skills that will be most sought after in the world of the future. And a whole lot more... You will also find valuable opinions on the world of technology and education from various experts in their fields. Take action today! Scroll to the top and select the "BUY" button.

At a time when ICTs are proliferating various facets of society and human interactivity, optimizing the use of these tools and technologies not only enhances learning but also transforms learning experiences all together, resulting in an increase of effectiveness and quality of education around the globe. As such, teachers are being challenged to implement a wide range of tools, such as mobile learning and augmented reality, to create smarter learning environments inside and outside of the classroom. Cases on Smart Learning Environments explores the potential of SLE tools for enhanced learning outcomes as experienced by educators, learners, and administrators from various learning institutions around the world. This publication presents cases on the real-world implementation of SLEs in 11 countries that span the continents of Asia, Africa, Europe, and North and South America. Featuring coverage on a broad range of topics such as learner engagement, teacher training, and intelligent agent technology, this book is ideally designed for academicians, instructors, instructional designers, librarians, educational stakeholders, and curriculum developers.

Traditional education revolves around the teaching of technical skills, especially within STEM fields. However, soft skills--broadly, communication and intrapersonal skills--are essential within all fields, especially those frequently involving research and collaboration. However, the focus on teaching students to be adept communicators and team members remains woefully underdeveloped. Innovations and Technologies for Soft Skill Development and Learning is a pivotal reference source that explores the mental and psychological growth of individual learners at different stages of education concerning soft skills and the need for innovation and creativity to lead a successful career. Highlighting topics including higher education, emotional intelligence, and student behavior, this book is ideally designed for educators, curriculum developers, instructional designers, administrators, policymakers, academicians, researchers, and students.

Coding as a Playground, Second Edition focuses on how young children (aged 7 and under) can engage in computational thinking and be taught to become computer programmers, a process that can increase both their cognitive and social-emotional skills. Learn how coding can engage children as producers—and not merely consumers—of technology in a playful way. You will come away from this groundbreaking work with an understanding of how coding promotes developmentally appropriate experiences such as problem-solving, imagination, cognitive challenges, social interactions, motor skills development, emotional exploration, and making different choices. Featuring all-new case studies, vignettes, and projects, as well as an expanded focus on teaching coding as a new literacy, this second edition helps you learn how to integrate coding into different curricular areas to promote literacy, math, science, engineering, and the arts through a project-based approach and a positive attitude to learning.

Robots in EducationAn Introduction to High-Tech Social Agents, Intelligent Tutors, and Curricular ToolsRoutledge

The growing trend for high-quality computer science in school curricula has drawn recent attention in classrooms. With an increasingly information-based and global society, computer science education coupled with computational thinking has become an integral part of an experience for all students, given that these foundational concepts and skills intersect cross-disciplinarily with a set of mental competencies that are relevant in their daily lives and work. While many agree that these concepts should be taught in schools, there are systematic inequities that exist to prevent students from accessing related computer science skills. The Handbook of Research on Equity in Computer Science in P-16 Education is a comprehensive reference book that highlights relevant issues, perspectives, and challenges in P-16 environments that relate to the inequities that students face in accessing computer science or computational thinking and examines methods for challenging these inequities in hopes of allowing all students equal opportunities for learning these skills. Additionally, it explores the challenges and policies that are created to limit access and thus reinforce systems of power and privilege. The chapters highlight issues, perspectives, and challenges faced in P-16 environments that include gender and racial imbalances, population of growing computer science teachers who are predominantly white and male, teacher preparation or lack of faculty expertise, professional development programs, and more. It is intended for teacher educators, K-12 teachers, high school counselors, college faculty in the computer science department, school administrators, curriculum and instructional designers, directors of teaching and learning centers, policymakers, researchers, and students.

Robots in Education is an accessible introduction to the use of robotics in formal learning, encompassing pedagogical and psychological theories as well as implementation in curricula. Today, a variety of communities across education are increasingly using robots as general classroom tutors, tools in STEM projects, and subjects of study. This volume explores how the unique physical and social-interactive capabilities of educational robots can generate bonds with students while freeing instructors to focus on their individualized approaches to teaching

and learning. Authored by a uniquely interdisciplinary team of scholars, the book covers the basics of robotics and their supporting technologies; attitudes toward and ethical implications of robots in learning; research methods relevant to extending our knowledge of the field; and more.

"This book explores the theory and practice of educational robotics in the K-12 formal and informal educational settings, providing empirical research supporting the use of robotics for STEM learning"--Provided by publisher.

This book gathers papers presented at the International Conference "Educational Robotics in the Maker Era – EDUROBOTICS 2018", held in Rome, Italy, on October 11, 2018. The respective chapters explore the connection between the Maker Movement on the one hand, and Educational Robotics, which mainly revolves around the constructivist and constructionist pedagogy, on the other. They cover a broad range of topics relevant for teacher education and for designing activities for children and youth, with an emphasis on using modern low-cost technologies (including block-based programming environments, Do-It-Yourself electronics, 3D printed artifacts, intelligent distributed systems, IoT technology and gamification) in formal and informal education settings. The twenty contributions collected here will introduce researchers and practitioners to the latest advances in educational robotics, with a focus on science, technology, engineering, arts and mathematics (STEAM) education. Teachers and educators at all levels will find valuable insights and inspirations into how educational robotics can promote technological interest and 21st century skills – e.g. creativity, critical thinking, teamwork, and problem-solving – with a special emphasis on new making technologies.

The purpose of this book is to reach out to teachers, parents, coaches, and students who may be hoping to, or just investigating the possibility of, how to get started with robotics. At the same time, we hope to leverage the efforts of those who have been hard at work and "play" in this massive movement for many years, applaud their efforts, and provide them with documentation, support, and additional resources to reach further into the possibilities they can help create for all of us in bringing the power and potential of learning through robotics to more students, to the classroom and beyond. Not only does this book provide resources and firsthand insight into this exciting field, but it also provides one-of-a-kind perspectives of curricular applications of robotics for student learning.

In the years since the Mars Exploration Rover Spirit and Opportunity first began transmitting images from the surface of Mars, we have become familiar with the harsh, rocky, rusty-red Martian landscape. But those images are much less straightforward than they may seem to a layperson: each one is the result of a complicated set of decisions and processes involving the large team behind the Rovers. With Seeing Like a Rover, Janet Vertesi takes us behind the scenes to reveal the work that goes into creating our knowledge of Mars. Every photograph that the Rovers take, she shows, must be processed, manipulated, and interpreted—and all that comes after team members negotiate with each other about what they should even be taking photographs of in the first place. Vertesi's account of the inspiringly successful Rover project reveals science in action, a world where digital processing uncovers scientific truths, where images are used to craft consensus, and where team members develop an uncanny intimacy with the sensory apparatus of a robot that is millions of miles away. Ultimately,

Vertesi shows, every image taken by the Mars Rovers is not merely a picture of Mars—it's a portrait of the whole Rover team, as well.

This poneering books shows how to successfully use technology in the early childhood classroom.

The book offers a range of methodologies for teaching robotics and presents various educational robotics curricula. It includes dedicated chapters for the design and analysis of learning environments as well as evaluation means for measuring the impact of robotics on the students' learning success. Moreover, the book presents interesting programming approaches as well as new applications, the latest tools, systems and components for using robotics. The presented applications cover the whole educative range, from elementary school to high school, college, university and beyond, for continuing education and possibly outreach and workforce development.

This book offers a thorough and reader-friendly discussion of the relevance of incorporating robotics into the 21st century classroom. It explores essential topics including outcome-based education, robotics technology, the use robotics in education, and its theoretical underpinnings, among others. It also provides a wide range of examples and figures, making the book relevant across multiple disciplines in the social, educational and computer sciences. As such, it will appeal to students, teachers, researchers, and practitioners who intend to conduct robotics training in schools or institutions.

Cases on 3D Technology Application and Integration in Education highlights the use of 3D technologies in the educational environment and the future prospects of adaption and evolution beyond the traditional methods of teaching. This comprehensive collection of research aims to provide instructors and researchers with a solid foundation of information on 3D technology.

How might digital technology and notably smart technologies based on artificial intelligence (AI), learning analytics, robotics, and others transform education? This book explores such question. It focuses on how smart technologies currently change education in the classroom and the management of educational organisations and systems.

How the technological changes that are reshaping the future of work will transform the American high school as well. What will high school education look like in twenty years? High school students are educated today to take their places in a knowledge economy. But the knowledge economy, based on the assumption that information is a scarce and precious commodity, is giving way to an economy in which information is ubiquitous, digital, and machine-generated. In Running with Robots, Greg Toppo and Jim Tracy show how the technological advances that are already changing the world of work will transform the American high school as well. Toppo and Tracy--a journalist and an education leader, respectively--look at developments in artificial intelligence and other fields that promise to bring us not only driverless cars but doctorless patients, lawyerless clients, and possibly even teacherless students. They visit schools from New York City to Iowa that have begun preparing for this new world. Toppo and Tracy intersperse these reports from the present with bulletins from the future, telling the story of a high school principal who, Rip Van Winkle-style, sleeps for twenty years and, upon awakening in 2040, can hardly believe his eyes: the principal's amazingly efficient assistant is a robot, calculation is outsourced to computers, and students, grouped by

competence and not grade level, focus on the conceptual. The lesson to be learned from both the present and the book's thought-experiment future: human and robotic skillsets are complementary, not in competition. We can run with robots, not against them.

"Unlike other robotics books and curriculum, Rev Up Robotics takes a cross-curricular approach, showing educators how to begin incorporating robotics in tandem with computational thinking into content area lessons or adapting for electives. The book meets readers where they are and is arranged in three major parts. Part 1 covers the basics, defining robotics and sharing real-world applications along with how to teach foundational skills for computational thinking and computer science. Part 2 shows robotics in practice within the context of content areas and features lesson plans mapped to academic and technology standards, including the ISTE Standards and the Computer Science Teachers Association Standards. Part 3 offers advice on pedagogy and teaching strategies backed by research from the learning sciences, and shares approaches to teaching robotics using project-based learning or as part of after-school clubs or robotics competitions. Included in the book are programming considerations, including a pathway from working with visual blocks to programming in C++ and K-8 applicable resources from leading organizations, including Carnegie Mellon, LEGO Education, littleBits, Ozobot, VEX Robotics, Code.org and NASA. The book also features actionable steps, pro tips and resources for getting started, improving practice and preparing students for computational thinking, programming, core coding concepts and computer science fundamentals. The goal of Rev Up Robotics is to provide an evergreen professional development resource that both teachers and schools can use to discover how to incorporate computational thinking, robotics and computer science into lessons that engage students and activate learning"--

This volume constitutes the proceedings of the 16th International Conference on Intelligent Tutoring Systems, ITS 2020, held in Athens, Greece, in June 2020. The 23 full papers and 31 short papers presented in this volume were carefully reviewed and selected from 85 submissions. They reflect a variety of new techniques, including multimodal affective computing, explainable AI, mixed-compensation multidimensional item response, ensemble deep learning, cohesion network analysis, spiral of silence, conversational agent, semantic web, computer-supported collaborative learning, and social network analysis.

The education system is constantly growing and developing as more ways to teach and learn are implemented into the classroom. Recently, there has been a growing interest in teaching computational thinking with schools all over the world introducing it to the curriculum due to its ability to allow students to become proficient at problem solving using logic, an essential life skill. In order to provide the best education possible, it is imperative that computational thinking strategies, along with programming skills and the use of robotics in the classroom, be implemented in order for students to achieve maximum thought processing skills and computer competencies. The Research Anthology on Computational Thinking, Programming, and Robotics in the Classroom is an all-encompassing reference book that discusses how computational thinking, programming, and robotics can be used in education as well as the benefits and difficulties of implementing these elements into the classroom. The book includes strategies for preparing educators to teach computational thinking in the classroom as

well as design techniques for incorporating these practices into various levels of school curriculum and within a variety of subjects. Covering topics ranging from decomposition to robot learning, this book is ideal for educators, computer scientists, administrators, academicians, students, and anyone interested in learning more about how computational thinking, programming, and robotics can change the current education system.

Staying true to his trademark journalistic approach, Andrés Oppenheimer takes his readers on yet another journey, this time across the globe, in a thought-provoking search to understand what the future holds for today's jobs in the foreseeable age of automation. The Robots Are Coming! centers around the issue of jobs and their future in the context of rapid automation and the growth of online products and services. As two of Oppenheimer's interviewees -- both experts in technology and economics from Oxford University -- indicate, forty-seven percent of existing jobs are at risk of becoming automated or rendered obsolete by other technological changes in the next twenty years. Oppenheimer examines current changes in several fields, including the food business, legal work, banking, and medicine, speaking with experts in the field, and citing articles and literature on automation in various areas of the workforce. He contrasts the perspectives of "techno-optimists" with those of "techno-negativists" and generally attempts to find a middle ground between an alarmist vision of the future, and one that is too uncritical. A self-described "cautious optimist", Oppenheimer believes that technology will not create massive unemployment, but rather will drastically change what work looks like.

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