

Philosophy on Education

“The word ‘education’ comes from the root *e* from *ex*, out, and *duco*, I lead. It means a leading out. To me, education is a leading out of what is already there in the pupil’s soul.” *The Prime of Miss Jean Brodie* (Muriel Spark).

In learning, one of the best methods of retaining knowledge is application. When the student is able to apply their knowledge it means that they have a good understanding of the material. I do not think of the teacher’s role as a lecturer, or as someone who puts knowledge and thoughts into people’s heads. The teacher is a leader and a role model, a mentor, to his or her students. This philosophy is further expressed in an environment where the student’s actions (and the consequences of said actions) act, in part, as the teacher. When a teacher works with a computer-simulated learning environment, they allow for the student to gain the knowledge, develop a deeper understanding of the knowledge, and, ultimately, apply and analyze the knowledge.

The educational videos and video games that I will develop will allow students an interactive method to apply their knowledge to the “real” world, via a computer-based simulation. Utilizing modern technology and the creativity of developers and users, I can create a virtual environment that models society where users can explore all aspects involved in maintaining a planet that promotes life, evolution, innovation, and technological, geological, and ecological growth. By maintaining a free online simulation, students from all backgrounds and countries will be able to benefit from the simulation’s tools. Combining social interaction, education, and interactivity will result in a Utopia learning environment.

Rather than confining myself to one specific school, I intend to instead work with various schools and districts as an independent company in order to freely develop and refine parts of my simulation or create entirely new programs in order to encourage learning and subject mastery. By working with educators, I will be able to adjust programs and simulations to specific classes and student types. A high school honor student would require a program that utilizes an interface different to that of a six year old special education student. Allowing the different students to integrate and interact via individual yet connected simulations will lead to a more highly developed and broadened social understanding, which, in turn, leads to better communication and behavioral skills. Knowing how to interact with others, both different and similar people, is key to learning and applying knowledge and skills.

I believe that education starts with the learner, the student. In order for me to teach the student successfully, he or she must first have some knowledge of the subject, have a desire or be motivated to further his or her knowledge, develop a goal to strive for in his or her learning, and, finally, be provided with the means and support indispensable to applying and testing his or her knowledge.