2050 – The Era of the Useless Class

Not just unemployed, but unemployable
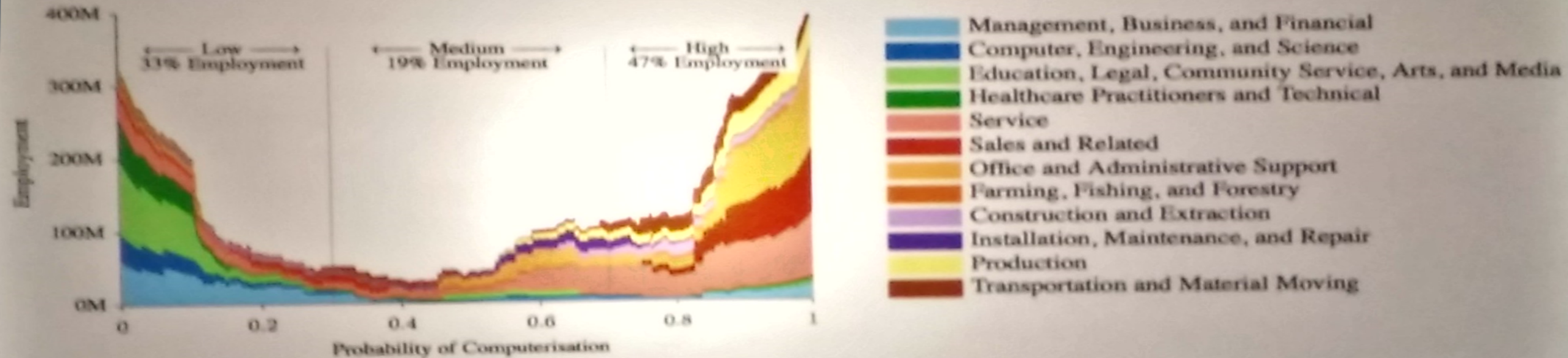
@NickvBreda – Time to gamify life, break comfort zones & show our failures

The meaning of life in a world without work
what will keep us busy?

Purposeful activities for the mass

People must engage in purposeful activities, or they go crazy.

So what will the useless class (and classrooms) do or be all day?

https://www.theguardian.com/technology/2017/may/08/virtual-reality-religion-robots-sapiens-book

The gamer in every human being

"If you have at home a teenage son who likes computer games, you can conduct your own experiment. Provide him with a minimum subsidy of Coke and pizza, and then remove all demands for work and all parental supervision. The likely outcome is that he will remain in his room for days, glued to the screen. He won't do any homework or housework, will skip school, skip meals and even skip showers and sleep. Yet he is unlikely to suffer from boredom or a sense of purposelessness. At least not in the short term." - *Yuval Noah Harari lectures at the Hebrew University of Jerusalem*

Figuring out your purpose – The 4ᵗʰ dimension

NICK VAN BREDA

Why — motivation
How — proces
What — product

- Why? Many people die before they have lived their passions. I aim to reduce the 70%> of people that have a job that drains their energy and doesn't drive any passions or ambitions they have.

- How? By independently organizing impactful events like hackathons & creating self-organized learning platforms. I offer people with dreams a place where they can teach themselves the 21st century skills, enable them to create their own jobs.

- What? Before I become 30 years old I will train 1 million people in how to turn their ideas, curiosity and passion into a job.

- Vision: To prepare and lead a society of changemakers that are able to create new jobs, tackle world problems and find purpose in their life & work.

IN NUMBERS - THE PROBLEMS I'M TACKLING

- 87% of todays' employees don't do work they are intrinsically motivated about.

- 74% of people under 20 play games of which many are not motivated to go to school

- 1,7 million Dutch citizens are lonely, 3x as much as in 2001.

- Over 85% of entrepreneurs have intrinsically decided to become one.

NICK VAN BREDA (CAMPUS PARTY)

Nick van Breda (Campus Party): "In 6 jaar wil ik 1 miljoen mensen helpen leren ondernemen"

Jobs are task based & 91% hates it

Worldwide, Actively Disengaged Employees Outnumber Engaged Employees by Nearly 2-1

2011-2012 results among employed residents, aged 18 and older, in 142 countries and areas

	2009-2010	2011-2012
Actively disengaged	27%	24%
Not engaged	62%	63%
Engaged	11%	13%

GALLUP

KEY: **Change in share of jobs, 1980 to 2012** ● Fell ● About the same ● Grew
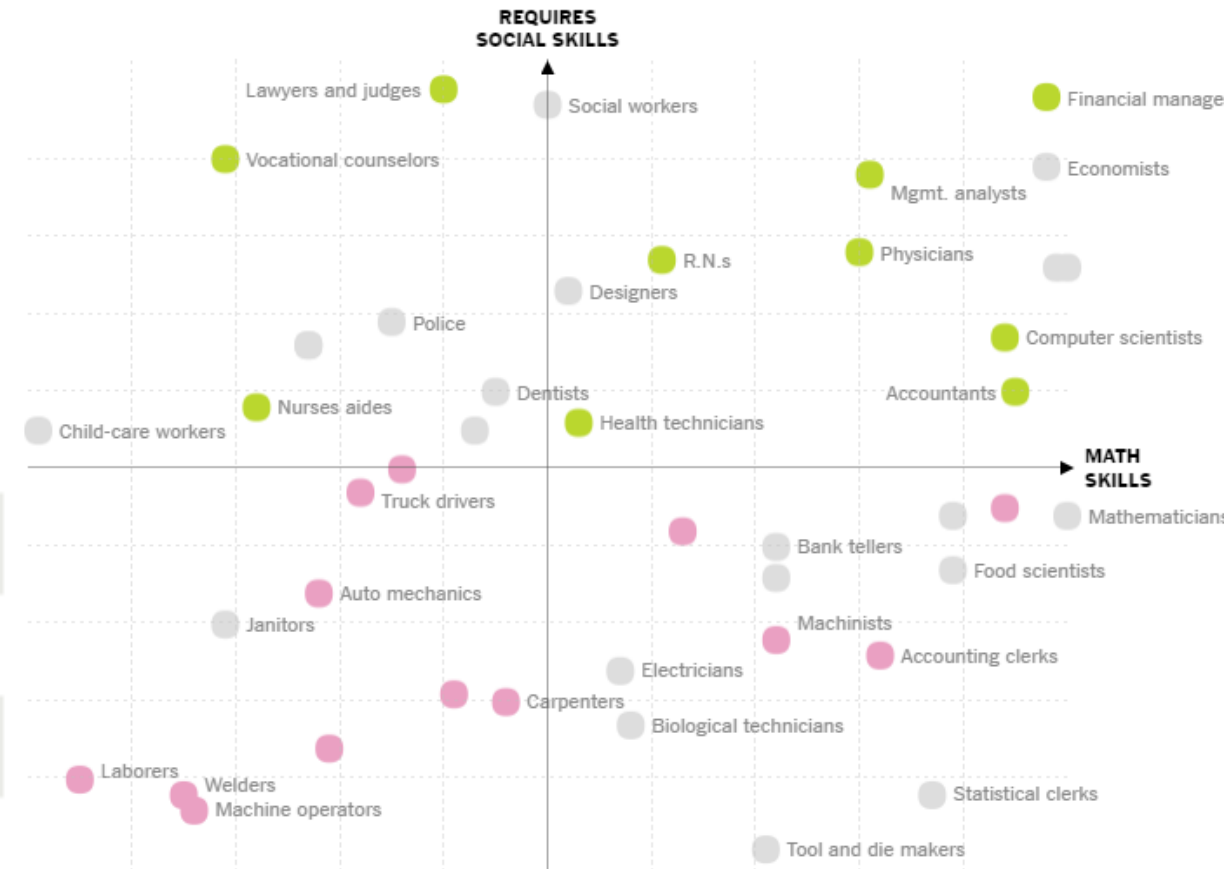
Source: David Deming, Harvard University

Trends

Table 3: Significance of drivers of change, by industry
Share of respondents rating driver as top trend, %

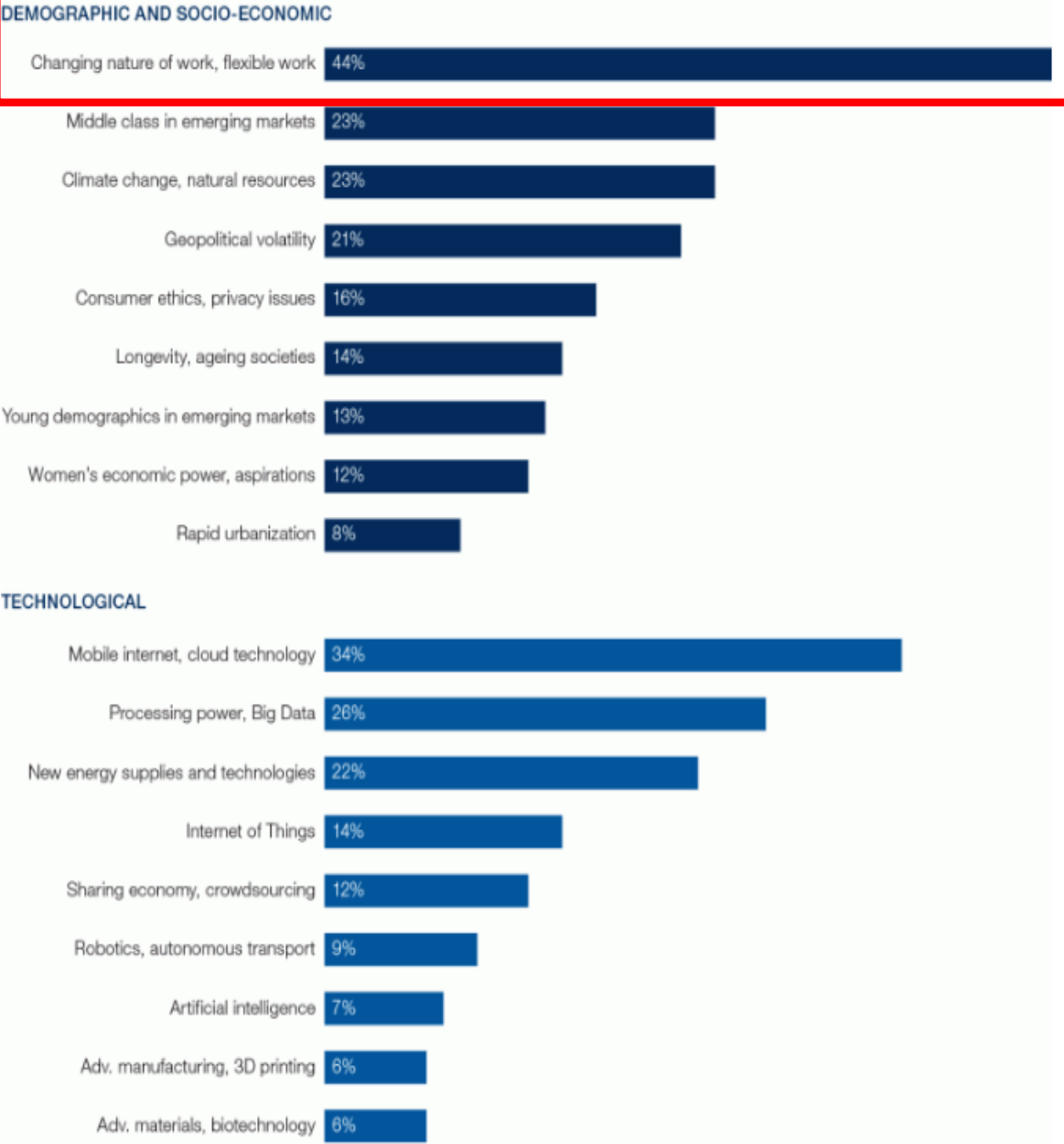| Driver of change	BAS	CON	EN	FS	HE	ICT	MEI	MOB	PS	OVERALL
Changing nature of work, flexible work	46	42	46	26	20	36	36	35	63	44
Mobile internet, cloud technology	8	17	0	41	50	69	57	16	38	34
Processing power, Big Data	5	8	4	44	20	44	36	6	40	26
Middle class in emerging markets	15	42	0	41	40	8	21	39	13	23
New energy supplies and technologies	38	21	71	3	10	17	0	26	5	22
Climate change, natural resources	49	21	50	3	0	8	7	32	8	23
Geopolitical volatility	28	25	29	26	0	3	14	16	10	21
Consumer ethics, privacy issues	3	21	8	18	20	31	21	10	20	16
Internet of Things	8	13	4	12	10	33	14	6	15	14
Longevity, ageing societies	13	17	13	9	40	14	14	3	13	14
Young demographics in emerging markets	10	17	17	24	10	3	21	13	8	13
Sharing economy, crowdsourcing	3	4	4	18	10	11	21	6	25	12
Women's economic power, aspirations	10	21	13	9	10	3	7	6	15	12
Robotics, autonomous transport	15	8	4	3	0	0	7	29	5	9
Rapid urbanization	13	4	13	3	0	6	14	10	8	8
Adv. manufacturing, 3D printing	10	4	8	0	0	6	0	16	3	6
Artificial intelligence	5	0	8	3	0	6	7	16	5	7
Adv. materials, biotechnology	8	4	0	3	30	0	0	13	0	6

Source: Future of Jobs Survey, World Economic Forum.
Note: Names of drivers have been abbreviated to ensure legibility.

Figure 2: Drivers of change, industries overall
Share of respondents rating driver as top trend, %

DEMOGRAPHIC AND SOCIO-ECONOMIC

- Changing nature of work, flexible work — 44%
- Middle class in emerging markets — 23%
- Climate change, natural resources — 23%
- Geopolitical volatility — 21%
- Consumer ethics, privacy issues — 16%
- Longevity, ageing societies — 14%
- Young demographics in emerging markets — 13%
- Women's economic power, aspirations — 12%
- Rapid urbanization — 8%

TECHNOLOGICAL

- Mobile internet, cloud technology — 34%
- Processing power, Big Data — 26%
- New energy supplies and technologies — 22%
- Internet of Things — 14%
- Sharing economy, crowdsourcing — 12%
- Robotics, autonomous transport — 9%
- Artificial intelligence — 7%
- Adv. manufacturing, 3D printing — 6%
- Adv. materials, biotechnology — 6%

Source: Future of Jobs Survey, World Economic Forum.
Note: Names of drivers have been abbreviated to ensure legibility.

Why? More complex problems to solve

- Climate change (2 degrees Celsius global temperature rise = unliveable planet)
- Refugee growth (50M > 250M refugees in 2050)
- Healthcare (Affordable healthcare, aging)
- Water crisis (Clean water depletion)
- Drought (7% year over year drought)
- Loneliness (31% is lonely)
- Work engagement (91% is not engaged)
- Burnouts + Suicidal rate (over 20% of teachers get a burnout, 31% of UK students under 16 need psychological aid)

Time to use **gamification** in education to solve these challenges

human population (7)

human rights issues (11)

international criminal court (6)

refugee crisis (3)

natural disasters (6)

nuclear weapons (5)

sustainable development (13)

third world debt undermines development (11)

trade, economy, & related issues (67)

Aid (6)

- HACKATHONS (24h+)
- MAKATHONS (4-24h)
- IDEATHONS (4-8h)

http://www.globalissues.org/issue

Arms Control (7)

Biodiversity (9)

Causes of Poverty (14)

Climate Change and Global Warming (32)

Corporations (13)

Environmental Issues (50)

Fair Trade (5)

Food and Agriculture Issues (26)

Food Dumping [Aid] Maintains Poverty (3)

Free Trade and Globalization (14)

G8: Too Much Power? (4)

Genetically Engineered Food (10)

Geopolitics (45)

Health Issues (15)

Postnormal Era
Pull → Attraction,
Leaderless organizations,[1] connectivity and collaboration
Passion, stakeholder value
Non-linear planning
Ecosystem building
Free-lancer income, key customers
Effectual entrepreneurship
Social capital
Community building
Local 3D printing, Third Industrial Revolution[2]
Free-lancers, CNOs, coworking, maker/hacker spaces,
Serendipity management
Rhizome[3]
Flow of information
MOOCs (like Coursera)
Agility, networked model
Gaining from unexpectedness
Sharing economy
Klout – score[4]
Business Model Canvas
Access
Nomadic life style
Global communities
Work-life balance
(lifetime)
Antifragile[5]

24 HOURS EDUCATION HACKATHON
HACKING THE WORLD

SOLEspaces (Self-organized learning spaces)

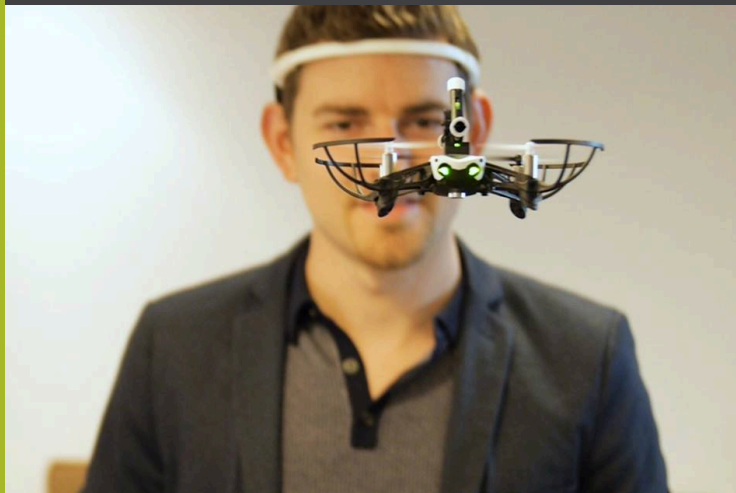|		
Permanent Beta	=	Minecraft
Burning Man	=	Rollercoaster Tycoon NGO
Eco-villages	=	Farmville
Co-working	=	Habbo Hotel
Innovation Campus	=	Age of Empires
Co-living spaces	=	Runescape / The Sims

What is disrupting education?

Personalized - Creativity driven

Context & Time relevant

Community impact based

YOUNG CREATOR OF THE YEAR 2017

Neuroscience & Brain control

Clean Energy sourcing

User generated content

Live, realtime, on demand, for free
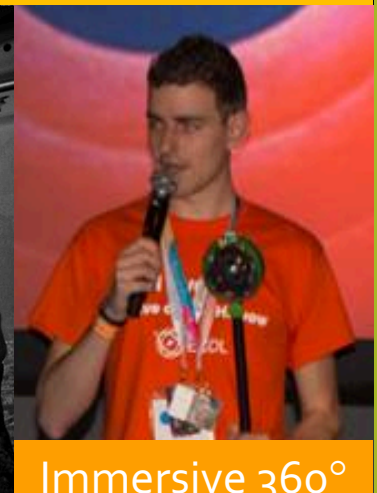
Immersive 360° content

21ˢᵗ century skills

Empowering over 20.000 people today

- Jobs
- Open labs
- VR
- SDG
- Escape Rooms
- Workload & Deep insights
- Blockchain
- International innovation
- IOT

New jobs creation: 500+ participants of hackathons turned their idea & showed skills into their work

Open source labs for sharing technology: 5 Permanent Future Labs

VR in Examination, Training & Coaching (Mental & Physical): Several startups & pilots

Bottom-up involvement in sustainable development goals: Participatory society evolvement

More personalised & practical testing through escape rooms: 2 schools using Escape Rooms

Digitalization of time consuming administration work with AI + Facial Recognition

Decentralized & Blockchain based learning platforms: Diploma's/portfolio secured, globally

Cross border teamwork, hacking, research: Quadruple stakeholder collaborations via AR

Crowdsourced & funded book of constant developing knowledge: IOT based booksharing

Will you help in turning this 20k into 1 million?

- Read and share our book, co-written with 18 Education Innovators via http://Edushifts.world

- Become part of the Education Hackathon community & learn from changemakers http://Fb.com/groups/educationhack

- Encourage your students to answer these questions: What problem do you want to solve & what will your role be to work on this with passion every day? (if they don't know the problems, let them explore the problems).

- Sign-up for http://blosm.io to be the first to experience Open source, AI & Blockchain based, free education for the mass early next year

Thanks!

EXCITING CHALLENGES GET YOU OUT OF BED EACH DAY

HACKING LEARNING = GETTING OVER YOUR COMFORT ZONE EVERY DAY

FASCINATION & CURIOSITY ARE KEY DRIVERS TO EXPONENTIAL GROWTH

@NickvBreda
#LELLE17

FAIL = FIRST ATTEMPT IN LEARNING