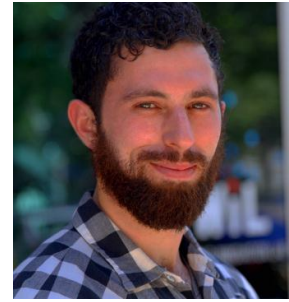


Panel Breakout 3A: The Future of Work

Speaker: Alexander Goldman

Research Manager, Technology Horizons, Institute for the Future (ITFF)



Alexander Goldman, with a background in videogame production/ design and politics, brings a systems-scale perspective to IFTF by combining an understanding of how complex multi-user environments are designed, experienced, and tested. He is passionate about researching how new ways to organise group efforts, collaborate, cooperate, and compete are solving human problems. In his role with IFTF, Alexander conducts strategic research on emerging technologies and how they impact the landscape of human interactions – whether with machines or other human beings. Alexander recently wrapped up a project with the San Francisco Office of Economic and Workforce Development exploring the future of workforce development in cities. The research report is freely available on IFTF's website.

Alexander has a special interest in the future of entertainment, particularly the expanding role of gaming and games-thinking on society. He is also interested in how the interface shapes the experience – in other words, how the changing field of interfaces impacts why and how people use computers and technology. Alexander holds a B.A. in Politics from Brandeis University and a Masters in Entertainment Technology from the School of Computer Science at Carnegie Mellon University.