

2020 Series 1 Course E

Title	From Antikythera to Artificial Intelligence A Short History of Computing
Dates	Thursdays 27 February – 2 April 2020
Time	2.15 pm – 4.15 pm
Venue	Leith Bowling Club, 2 Duke Street, North Dunedin
Convenor	<b>Stuart Strachan</b> Email: sjstrachanz@gmail.com Phone: 03 482 2339
Developer	Peter Brook
Course fee	\$45

This course outlines the history of computing in western society and its predecessors to present day computer applications, with some attention to the New Zealand context. The presenter Peter Brook, Principal Lecturer at Otago Polytechnic, is an experienced IT specialist teacher with particular interests in computing history and modern robotics. Extensive use will be made of visuals, 'maybe little clips and even some humour'.

All applications must be received by **Thursday 30 January 2020**. You will receive a response to your application by **Monday 10 February 2020**.

Please contact the Programme Secretary <u>courses@u3adunedin.org.nz</u>, phone 467 2594 with any queries.

## From Antikythera to Artificial Intelligence A Short History of Computing

27 February	<b>Counting in antiquity</b> The various cultural responses to depicting numbers and calculating. Early number systems and calculations including Egyptian, Babylonian and Greek.
5 March	<b>It's not all Greek</b> The antikythera, an ancient Greek computing device. The medieval scene. No internet but surprising creativity in technology.
12 March	<b>Calculation and navigation</b> Some early devices we now call calculators will be discussed. Technology changes and early navigation demands lead to more sophisticated devices and tables. Napier's bones activity.
19 March	Enter Charles Babbage The irascible genius. The need to automate tabular numbers gives rise to Babbage's famous Difference Engine, the first real computer or was it? Babbage's Dunedin connections.
26 March	From mainframe to PC Some early machines are followed by the story of the rise of the personal computer. A few New Zealand characters and unique machines are briefly presented.
2 April	<b>The way ahead</b> Where to from here? Previous predictions about computers have usually been wrong. The rise of robots and artificial intelligence.