## IEEE TEMS, PCS, SSIT Technological Stewardship Workshop

Date: Monday, February 24th, 2020

Time: 6:00 PM - 8:00 PM

Location: Vitesse Re-Skilling Canada

359 Terry Fox Drive, Suite 200, Kanata, K2K 2E7

## **Event Information:**

https://www.eventbrite.com/e/technological-stewardship-part-i-tickets-91177541481

Event Contact: Ray Barton (<a href="mailto:ray.barton@vitesse.ca">ray.barton@vitesse.ca</a>)

Technological Stewardship is a new concept intended to focus on the promise of technology to create a better future for society today and avoid the negative consequences. While Technologies have the promise to address key issues and create a better future, new developments often amplify inequities and create new kinds of risk. What does this mean for how to move forward?

Through this interactive 2-hour workshop, you will learn about Technological Stewardship and develop your ability to ensure technology makes the world a better place for all. You will also be introduced to a powerful tool for practically integrating these concepts into the product design / development process.

## Facilitator:

Mark Abbott is the Executive Director of the Engineering Change Lab, which serves as a catalyst for evolving the engineering community to reach its full potential as stewards of technology for the benefit of humanity. Over the past 5 years, over 125 organizations and 350+ individual leaders (CEOs, VPs, Deans, Directors) have collaborated using the Lab's platform advancing understanding and action to evolve engineering. Previously, Mark served as member of the Executive Team at Engineers without borders for several years.

This interactive workshop is limited to 45 attendees so as to create an optimal interactive and learning environment. This series of workshops is planned to have subsequent workshops taking place in March and April. We are especially interested in professionals willing to tryout the powerful tools and providing feedback on integrating the concepts into the product design / development process.