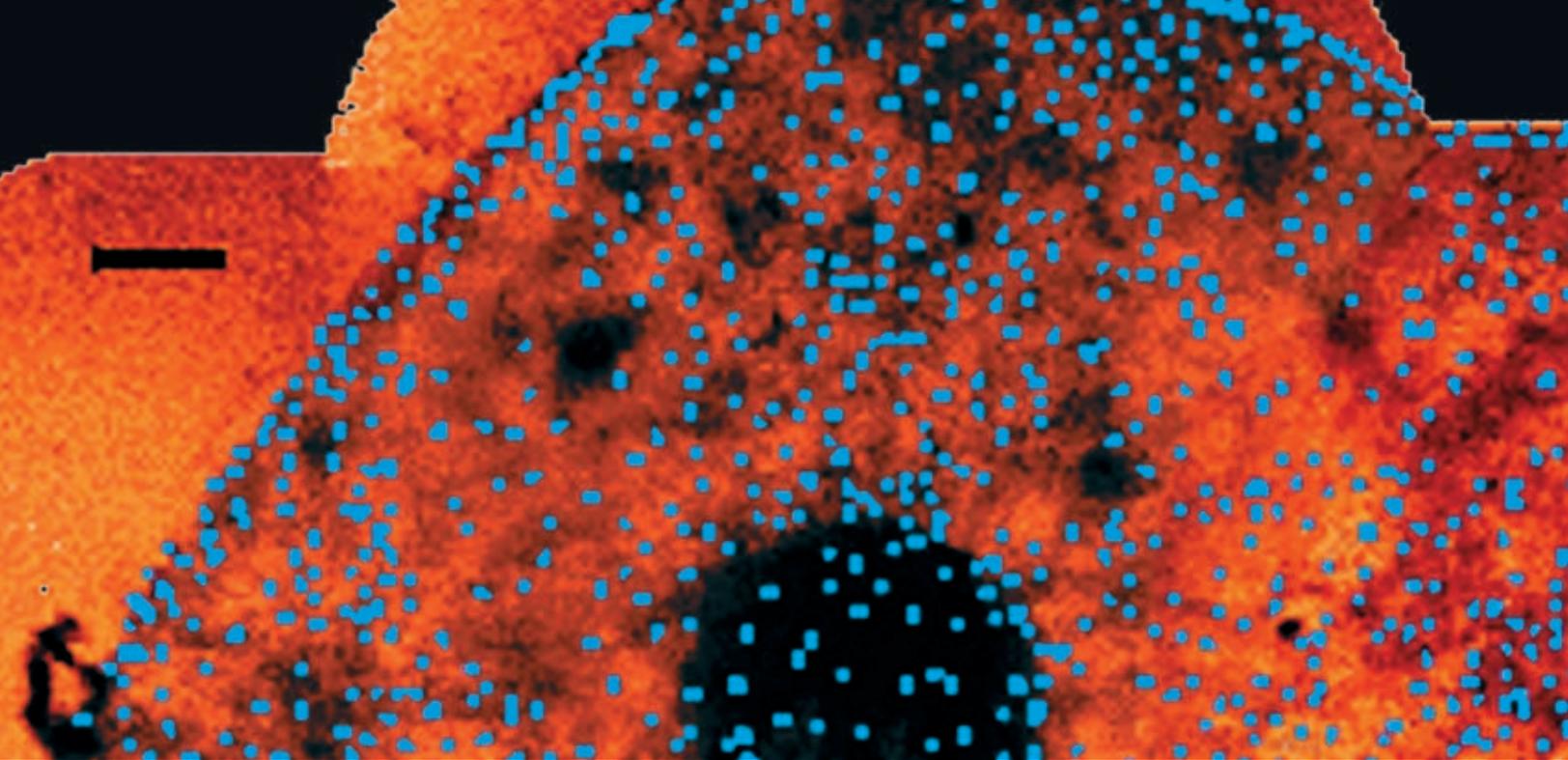


THE FUTURE IS HERE



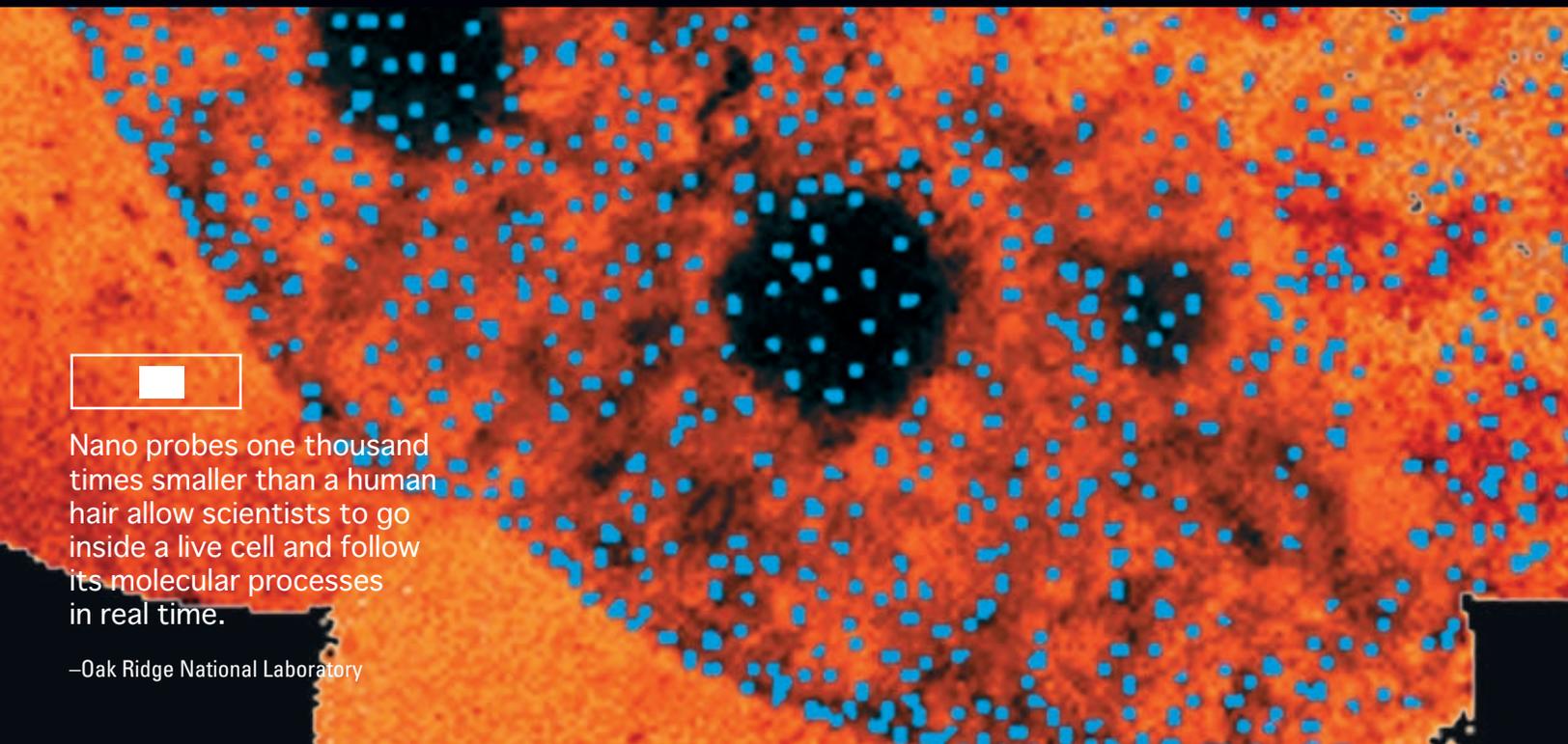


“People are now starting to think more in terms of ‘**Fantastic Voyage**,’ that sci-fi movie where they miniaturized a surgical team and injected it into someone.”

—Sangeeta Bhatia, Associate Professor, MIT Department of Electrical Engineering and Computer Science and the Harvard-MIT Division of Health Sciences and Technology

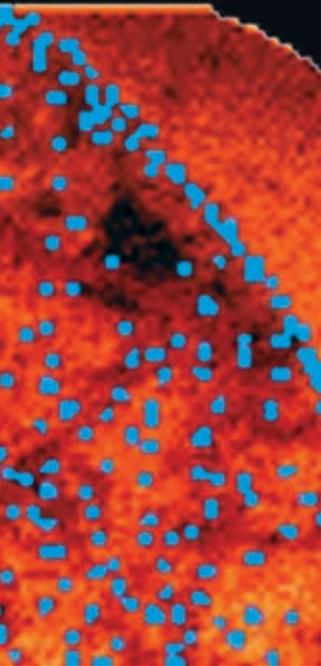


Image courtesy of: Oak Ridge National Laboratory



Nano probes one thousand times smaller than a human hair allow scientists to go inside a live cell and follow its molecular processes in real time.

—Oak Ridge National Laboratory



Jim Brazell’s message is unique. We are living in the tectonic shift between the information age and the age of re-creation. In this new age, humans have the power to re-design life, to mimic biology, to redefine what it is to be human.

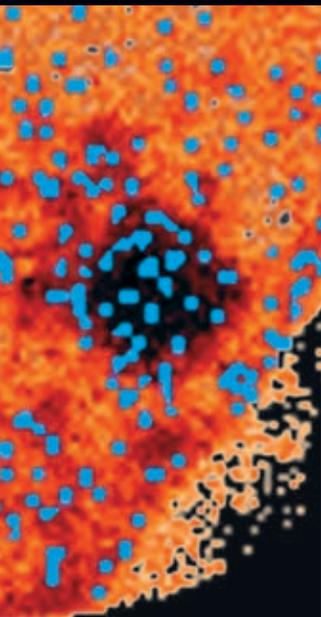
What choices will we make?

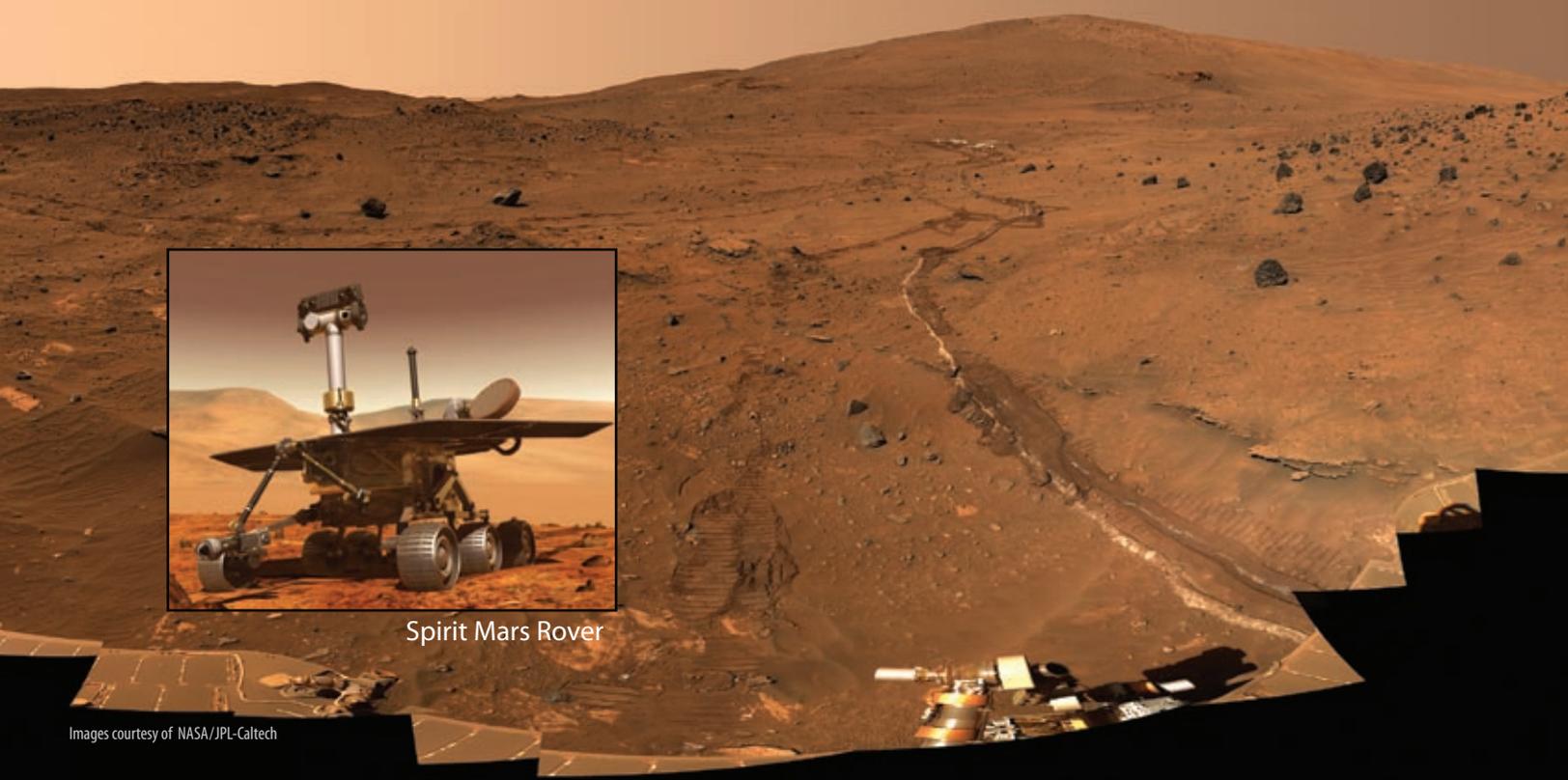
Since 1995, Jim has entertained, motivated and captured the imagination of audiences worldwide. Whether you are an executive, an educator, a student, a workforce boardmember, an economic developer, an employer or a parent, Jim has a message for you.

The future is here!

Speeches

5th World – <i>General Audience</i>	2
Technopolis – <i>Economic Development Audiences</i>	4
Workforce Mergers – <i>Workforce Audience</i>	6
Education Mergers – <i>Education Audience</i>	8
Light Speed Generation – <i>General Audience</i>	10
Game Camp – <i>General Audience</i>	12
Heart of Innovation – <i>San Antonio Conferences</i>	14
Jim Brazell.....	16
<i>Bio</i>	17
<i>Audiences</i>	18-19
<i>Experience</i>	20
<i>Publications</i>	21-23





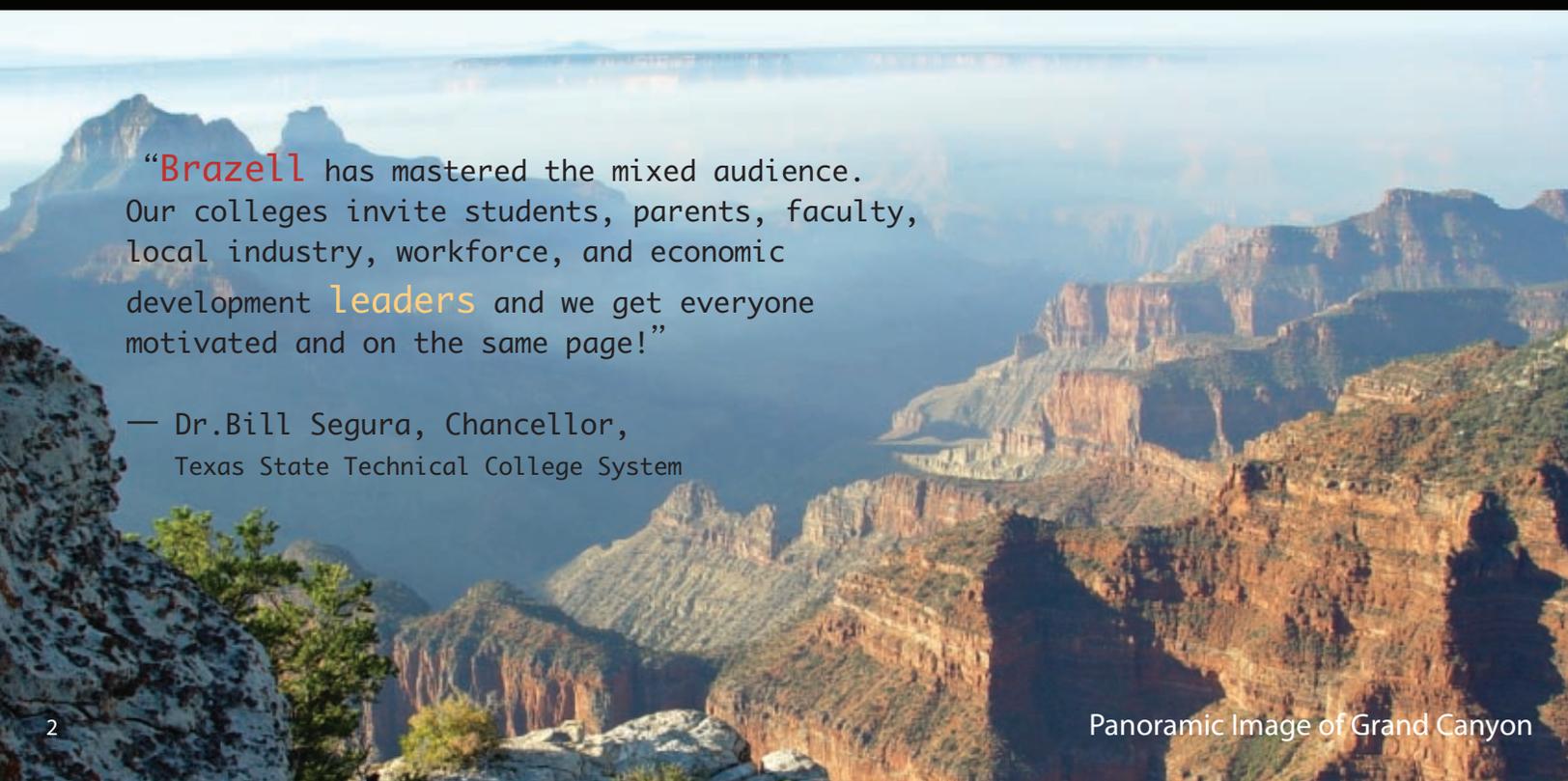
Spirit Mars Rover

Images courtesy of NASA/JPL-Caltech

5th World

“**Brazell** has mastered the mixed audience. Our colleges invite students, parents, faculty, local industry, workforce, and economic development **leaders** and we get everyone motivated and on the same page!”

— Dr. Bill Segura, Chancellor,
Texas State Technical College System



Panoramic Image of Grand Canyon

5th World

Star Trek.

Star Wars.

Brave New World.

Current science and technology resembles science fiction. Scientists can now see inside of a single cell with a very small optical thread. Researchers test micro and nano scale robots in laboratories to combat cancer, enhance national security and sample other planets' environments.

Today,

- if you have a broken foot, a robotic cast can help you heal and avoid injury;
- if you are a good candidate, you can get a vaccine for obesity and cancer and
- if you have an Xbox or a PS3 video game in your home, you have the equivalent of a \$50 million dollar super computer from 1996.

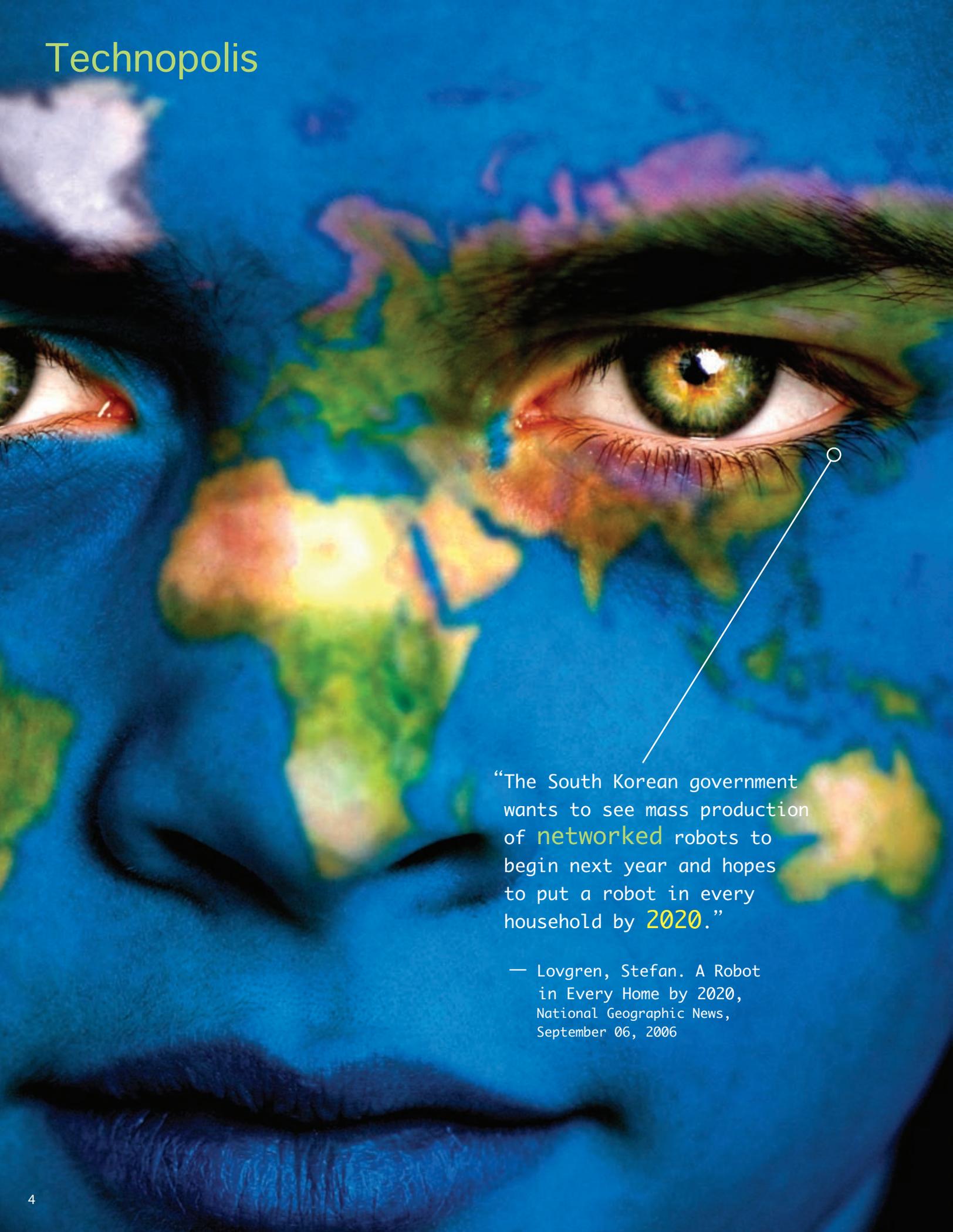
Beyond the popular notion of science fiction, Jim exposes a new way of seeing technology. How are we harnessing this power? What are the social, political and economic implications? How can we organize workforce, education and economic development initiatives to create innovation? In 5th World, Jim helps participants explore the evolving nature of technology and its relationship to people, work, learning and play.

Format –	Keynote or Facilitated Workshop
Time –	20 Minutes to 2 Hours
Topics –	Science, Technology & Society
Audience –	General

Charmed Labs \$250
Consumer robot for
panoramic pictures



Technopolis



“The South Korean government wants to see mass production of **networked** robots to begin next year and hopes to put a robot in every household by **2020**.”

— Lovgren, Stefan. A Robot in Every Home by 2020, National Geographic News, September 06, 2006

Technopolis



Countries, regions, companies and individuals all over the world are now forming relationship networks to compete in the global economy. These networks transcend geographic, industry, market, technology and academic boundaries, creating competitive advantages by exploiting the integration of science, arts, culture and commercialization.

Emerging technopolies have organized to compete in the world by “integrating” economic development clusters across boundaries. While technopolies are networking across functional boundaries, other markets are experiencing paralysis because they cannot communicate or collaborate across silos.

In Technopolis, Jim identifies:

- the emerging markets for technology advancement,
- how technopolies organize to create innovation,
- how public and private partnerships are redefining economic development.

Characterized by inter-organizational networks, these regions are giving birth to invisible economic corridors. Technopolis is a must for economic development organizations seeking to connect and build a larger community of practice.

Format –	Keynote or Facilitated Workshop
Time –	20 Minutes to 2 Hours
Topics –	Culture of Innovation
Audience –	Economic Development

Workforce Mergers

“In most industries you have electricians, mechanics, and IT. In wind energy, you do everything.”

— Bryan Gregory, Jr., Interview,
TSTC Emerging Technologies
November, 1, 2006

Workforce Mergers

According to the US National Council on Competitiveness, the number of jobs requiring technical training is growing at five times the rate of other occupations. At the same time that the demand for technical skills is increasing, demand for people who can integrate technical skills from multiple technical fields is also on the rise.

Increasingly, employers expect people to operate across functional boundaries with a systems view rather than a compartmentalized view of their work. Many industries are now seeking “multi-craft” technicians, engineers and scientists.

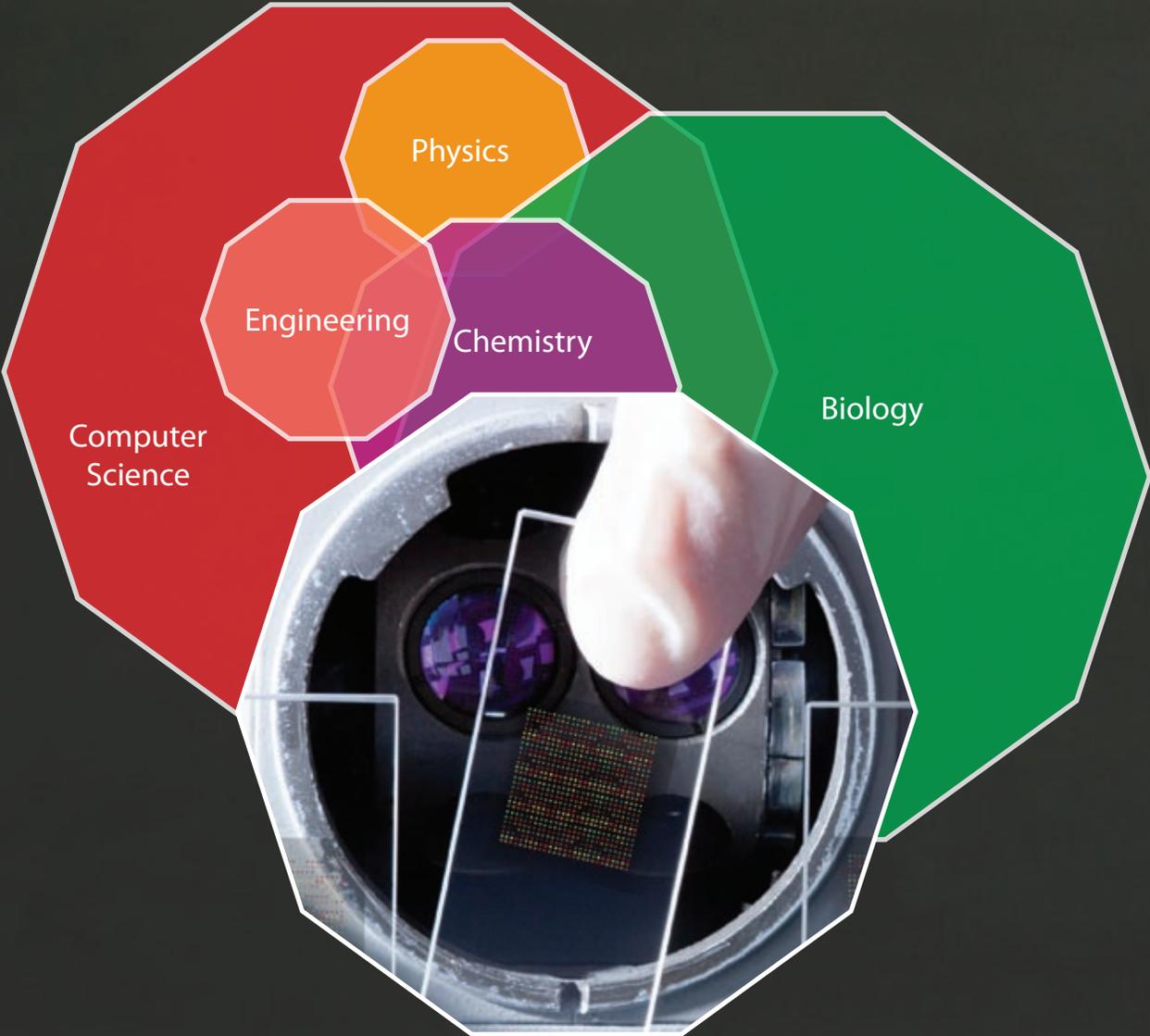
In workforce mergers, Jim explores:

- how technology is changing the nature of technical, engineering and scientific work,
- the strategies being developed to merge jobs and skills and
- the jobs requiring skill mergers today and how to prepare incumbent, dislocated and entry workers.

The result of increasingly integrated science and technology is workforce mergers—skill mergers and job mergers. Workforce mergers are prevalent in industries that depend on intelligent mechanical systems from biotechnology, life science and medical segments to aerospace, manufacturing, homeland security and defense. Discover workforce mergers and have the tools to produce a world-class competitive workforce.

Format –	Keynote or Facilitated Workshop
Time –	20 Minutes to 2 Hours
Topics –	Evolving Occupations
Audience –	Workforce

Education Mergers



A fusion of biology, chemistry, physics, computer science and engineering DNA chips have many immediate applications including gene discovery, disease diagnosis, drug discovery and toxicological research.

Education Mergers

Tectonic shifts in demography, globalization and technology are now redefining the world. These shifts are pressuring educational systems to become more relevant to the worlds of work and 21st century society. While our schools and education systems are defined by traditions of agrarianism and the needs of the industrial revolution, many educational leaders are seeking an organizing framework for educational reform.

In Education Merges, Jim illustrates:

- the shifts from industrial and informational work to transdisciplinary work,
- the imperative to integrate the Arts and general academics and
- insight, case studies and relevant research to inform and inspire.

21st century skills are emerging from industry, the government, military and even civil society. A key need is for Trans disciplinary actors who can integrate knowledge from across academic boundaries and solve real world problems. The pace of science, engineering and technology growth is exponential. What we lack is the human capital to engage technology that exists– and is changing in 3-6 growth cycles.

Format –	Keynote or Facilitated Workshop
Time –	20 Minutes to 2 Hours
Topics –	Transdisciplinary Learning
Audience –	Education

Light Speed'ers



29 is the average age of gamers
75% of Americans play video games
17% of gamers are 50 or older
26% of gamers are women 18 or older
21% of gamers are boys 6 to 17

Source: Entertainment Software Association



Light Speed'ers

Light speed'ers exemplify a new cultural, artistic and technological movement, which many of us neither see nor understand. The movement is happening in online worlds and games where virtual, imaginary and physical realities intersect. Light Speed'ers are transforming human collaboration and communication from the physical symbolic world to cyberspace worlds where the surreal is a way of living inside and through art.

Light speeder characteristics include:

- swarming,
- learning-by-doing,
- making fungible media,
- ad hoc teaming and
- integrated worldview.

Transnational, transcultural and transgenerational, light speed'ers leap across the digital divide. They are the builders, thinkers and architects of the network world. Workforce, economic development, industry and education audiences concerned with creating capacity for innovation will enjoy Light Speed'ers.

Format –	Keynote or Facilitated Workshop
Time –	20 Minutes to 2 Hours
Topics –	Beyond Millennials
Audience –	General



Game Camp

Whyville.net



Game Camp

While we were not looking, video games leaped out of the box of entertainment into serious domains such as health care and military training. This explosion of gaming genre is birthing new modes of play, learning and socializing in the 21st century.

Game Camp is a way to pierce the veil of play and find out what is happening in the dynamic world of network-based video games. From emergency response training to language acquisition, video games and virtual worlds are transforming the halls and “web pages” of education.

In Game Camp, discover:

- how video games and virtual worlds are being used to teach,
- serious games and their implications and
- how games and virtual worlds are being used in workforce and economic development initiatives.

Game Camp makes the world of the “light speed generation” visible to those of us who are missing the artistic, cultural, social and technological renaissance spurred by network worlds and games. Ideal for instructional designers, teachers, community groups or executive teams, Game Camp is a keynote or a hands-on computer workshop. *Let the games begin!*

Format –	Keynote or Facilitated Workshop*
Time –	20 Minutes to 2 Hours
Topics –	Serious games
Audience –	General

*Workshop length 1-to-4 hours for up to 100 players.



1965



Ed White
San Antonian

First US Astronaut to walk in space

June 3, 1965



Evan Gray
San Antonian

World Robotic Champion

Three time international Champion of the
K*Bot K*Nex Robot Competition



2007

"In the spirit of Ed White, children such as Evan Gray make it in the realm of possibilities that the first person to walk on Mars will be from San Antonio."

- Dr. Francis X. Kane, Father of Global Positioning Systems

© 2007 • Rio Design



Heart of Innovation

San Antonio 1910 to Present

What do Mount Rushmore, aerobics, the first US Astronaut to walk in space and the Loch Ness Monster have in common?

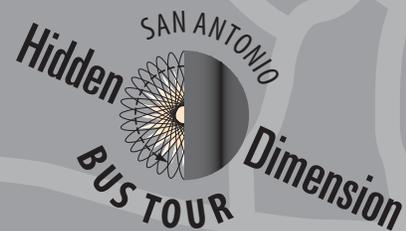
San Antonio.

Gutzon Borglum, designer of Mount Rushmore, planned his sculptural project in San Antonio and wintered in town as work progressed. Dr. Kenneth Cooper invented aerobics while stationed in San Antonio at the School of Aerospace Medicine. San Antonian Ed White performed the first US space walk during the Gemini 4 mission. And Tom Slick, Jr. was an Indiana Jones-style adventurer who hunted the Loch Ness Monster, Big Foot and the Yeti.

Journey from 1910 to present and discover San Antonio's character, its hidden history and its unique capacity for innovation. In this richly illustrated and entertaining speech, Jim shares a great story while exemplifying a method for connecting history to industry, education, workforce and economic development initiatives called "historical marketing."

If your conference or group is plans to meet in San Antonio, book Jim Brazell for an unparalleled program that can scale from an after dinner keynote to a bus tour of the city's sites of innovation.

Format –	Keynote or Facilitated Workshop
Time –	20 Minutes to 2 Hours
Topics –	Historical Marketing
Audience –	General



Jim Brazell

Bio

Audiences

Experience

Publications



Bio-Jim Brazell

Jim Brazell is an orator focusing on 21st century science, technology and society. Since 2004, Jim has addressed many organizations and conferences including the California Community College Economic and Workforce Development Program, National Institute for Staff and Organizational Development, Texas Industry Cluster Initiative, the US Army Morale Welfare and Recreation Conference, the National Security Agency, the National School Boards Association, the Texas Economic Development Council, the Texas Workforce Commission, the Norwegian Digital Learning Landscapes Conference, the World Congress on Information Technology and the Chautauqua Institute.

Currently, Jim serves as a consulting analyst to the Texas State Technical College System (TSTC) and the University of Texas at Austin (UTA). At TSTC, Jim is responsible for developing a strategy to expand K-12 Career and Technology Education through partnerships with higher education, workforce and industry. At UTA, Jim provides analysis and strategy in support of research projects with the IC² Institute (IC²) and the Digital Media Collaboratory (DMC).

Jim leads and provides support to economic development and workforce education projects at IC² including the Digital Convergence Initiative and two reports on emerging technologies and their implications for Texas community and technical colleges. At the DMC, Jim creates teams for industry and defense research projects and specializes in serious games—the application of video games to domains other than entertainment.

Jim received a Bachelor of Science in sociology, Summa Cum Laude, at Bradley University, Peoria, Illinois, in 1995. While at Bradley, Jim was a George Gilder Fellow in High Technology and Public Policy and a Principal Investigator of the Interlabs Research Institute and the Social Informatics Minor. Jim earned national rankings for the Bradley Speech Team, including awards as a national champion in the American Forensics League and a top-ten overall speaker in the National Forensics League.

Audiences

Special Events

- 10th International Conference for Technology Policy and Innovation, Stavanger, Norway*
- Chautauqua Institute, Women's Club, Chautauqua, NY
- World Congress on Information Technology, Austin, TX
- World Book Fair, Cyber Education, Singapore
- Otronicon, Orlando Science Museum, Orlando, FL
- International Trade and Technology Summit, San Antonio, TX
- BioDefense Summit, New Braunfels, TX
- National Security Agency, Associate Directorate for Education and Training, Fort Meade, MD

Workforce and Economic Development Conferences

- National Council on Workforce Education, San Antonio, TX and Savannah, GA*
- Ninth Annual Texas Workforce Conference, Texas Workforce Commission, Houston, TX
- Tenth Annual Texas Workforce Conference, Texas Workforce Commission, Grapevine, TX
- Texas Economic Development Council Annual Conference, Houston, TX
- Texoma Workforce and Economic Development Conference, Pottsboro, TX
- San Antonio Regional Workforce Development Conference, San Antonio, TX
- Legislative Summit, California Community College Economic and Workforce Development Program, Sacramento, CA

Technology and Media Conferences

- GameOn, Monterey, CA and Orlando, FL*
- Game Developers Conference, Austin, TX
- South-by-Southwest, Austin, TX
- Consumer Communications and Networking Conference, IEEE, Las Vegas, NV
- Linucon: Linux, Gaming and Science Fiction Conference, Austin, TX
- M2M United, Chicago, IL and San Antonio, TX

Education and Educational Technology Conferences

- Technology, Leadership and Learning Conference, National School Boards Association, Dallas, TX and Opryland, Nashville*
- International Conference of Teaching and Leadership Excellence, National Institute for Staff and Organizational Development, Austin, TX
- Texas Association of College Technical Educators and Texas Community College Instructional Administrators Joint Conference, South Padre Island, TX
- Government, Academic, Military, Entertainment and Simulation (G.A.M.E.S.) Synergy Summit, Orlando, FL
- The Future of Learning, Learning Strategies Consortium Conference, Orlando, FL
- Training 2006 Conference and Expo, Orlando, FL
- Texas P-16 Leadership Conference, Austin, TX
- National Tech Prep Network Conference, Dallas, TX
- EdNet, Chicago, IL, AZ, WA and Toronto, Canada

Audiences

Workforce and Economic Development

- National Council for Workforce Education*
- California Workforce and Economic Development Program
- Greater Stavanger Economic Development Roundtable*
- Alamo Worksource
- Texas Workforce Solutions
- Workforce Solutions Brazos Valley
- Career and Technology Association of Texas*
- Texas Workforce Commission
- Texas Industry Cluster Initiative

Military

- Air Education Training Command
- Naval Post Graduate School
- US Army Morale, Recreation and Welfare
- National Security Agency
- Military Aviation Careers Consortium
- Defense Language Institute*
- Naval Technical Training Center

Industry

- The Gallop Organization
- Verizon Wireless
- Lyse, Norwegian Telecom Provider
- Caterpillar
- Saturn
- San Antonio City Public Service

Universities

- University of Chicago
- University of Maryland
- University of Illinois
- Bradley University
- University of Nebraska
- Texas A&M University
- University of Texas at Austin

- University of Texas at San Antonio
- University of Central Florida
- Texas State University
- Southern Methodist University
- St. Edwards University
- University of Stavanger*
- Nicaragua National University of Agriculture*
- Nicaragua National University of Engineering*
- Nicaragua Polytechnic University*

Community and Technical Colleges

- California Community College System
- Texas State Technical College System*
- Texas State Technical College at Waco*
- Texas State Technical College at Harlingen*
- Texas State Technical College at Sweetwater*
- Texas State Technical College at Marshall*
- South Texas College
- Genesee Community College*
- Northwest Vista College
- Austin Community College
- Weatherford Community College
- Houston Community College
- College of the Mainland
- San Jacinto College South
- Art Institute of Houston

K-12 Schools and Districts

- KPM Institute
- Abilene Independent School District*
- Breckenridge Independent School District*
- Sam Houston High School
- Edgewood Independent School District*
- Smithson Valley High School

Experience

Texas State Technical College

Jim serves as a consulting analyst to the Texas State Technical College and its program for emerging technologies. TSTC consists of four colleges: TSTC Harlingen, TSTC Marshall, TSTC Waco and TSTC West Texas (which has campuses in Abilene, Breckenridge, Brownwood and Sweetwater). Colleges within the TSTC System are among the top colleges in the nation in associate degrees conferred in computer and information sciences and support services and Hispanic graduates. TSTC also boasts the number one two-year college in the state in agriculture, agricultural operations and related sciences, precision production and the second public college in Texas in engineering-related technologies/technicians and computer and information sciences and support services (Community College Week, June 19, 2006). More than 15,000 students attend TSTC each year in credit programs and that number grows to nearly 30,000 with TSTC Corporate College included. www.tstc.edu.

IC² Institute, University of Texas at Austin (IC²)

Jim serves as a consulting analyst to Digital Media Collaboratory at the Institute for Innovation, Creativity, and Capital, known as IC², University of Texas at Austin. IC² is an international, transdisciplinary “think and do” tank devoted to solving unstructured problems to accelerate wealth and job creation and shared prosperity at home and abroad. As a research unit, IC² is focused on knowledge exploration, dissemination and application across a broad range of academic and applied areas. www.ic2.org.

Digital Media Collaboratory (DMC)

Jim serves as a consulting analyst to the Digital Media Collaboratory at the University of Texas at Austin. The DMC facilitates coordinated, inter-departmental research and development in digital and interactive media. DMC partners with motivated, collaborative and innovative individuals, research groups, organizations and institutions for applied research projects that transform the ways people learn and work. The primary goal of DMC is to research, develop, implement and study the impact and influence of new interactive technologies and digital content that enhance human performance and improve the social good. DMC is a pioneer in the field of serious games—games created for purposes other than entertainment. www.dmc.utexas.edu.

Publications



Jim served as principal analyst of the M2M forecast produced by Texas State Technical College. The report contains recommendations to educators who wish to develop curricula and analyzes the global “machine-to-machine” computing industry. The industry, worth US \$100 billion in 2005, may grow to US \$700 billion by 2010. The report describes M2M technologies for a lay audience, identifies the emerging and promising markets, and identifies the resources to play a leading role in this increasingly competitive arena. The M2M report describes the emergence of 4th generation computing. In 4th generation computing, computers advance from tools for the observation, control and manipulation of information to tools for the observation, control and manipulation of physical, chemical, biological and neurological processes.

Publications

Jim served as principal analyst for the Gaming forecast produced by Texas State Technical College. The report covers the entertainment video game market (not gambling) including industry, technologies, workforce needs and implications for Texas community, technical colleges and universities. The report may be of interest to students, teachers, policy makers, economic development officials, academic administrators, game industry businesses and investors. To date, Gaming is the most downloaded report in the series of TSTC Emerging Technologies reports. It is applicable to anyone interested in using games to bolster Technology, Engineering, Arts, Mathematics and Science (TEAMS) integration and to lure millennial learners into higher learning opportunities.



Publications

Jim served as the principal analyst for the comparative regions section of the Digital Convergence Initiative. The DCI report lays out a road map for Texas economic development across the many industries and technologies that make up the digital convergence super cluster. The report identifies drivers, constraints and centers of excellence, and provides a map of the technological structure of digital convergence. The report describes emerging technologies who have organized to compete in the world by “converging networks.” Convergence networks are the virtual and real economic corridors of the 21st century.



Quotes

“Jim is a powerful story-teller.”

— Dr. Anne Bryant, Executive Director, National School Boards Association

“The best economic development speech I have heard in fifty years.”

— General Robert F. McDermott, “Father of Military Training,” First Dean of the US Air Force Academy, Chairman and CEO USAA (1920–2006)

“Brazell is compelling. I have seen him captivate educational audiences from the US to Singapore.”

— Dr. Nelson Heller, President and Publisher, The Heller Reports, A QED Company

“In Stavanger, Norway, we think of elearning before Jim Brazell and after...”

— Atle Lokken, Director NettOP, University of Stavanger

“Brazell addresses the imperative of developmental planning necessary to transition the baton of leadership to the generation that will take us to Mars and beyond.”

— Dr. Francis X. Kane, “Father of Global Positioning System,”
President, Schriever Institute

“The best teacher professional development program I have attended in 20 years.”

— Teacher, Edgewood Independent School District

“Brazell has mastered the mixed audience. We invite students, parents, faculty, local industry, workforce, and economic development leaders and we get everyone motivated and on the same page!”

— Dr. Bill Segura, Chancellor, Texas State Technical College System



Robin Painovich
Speaker Agent

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