図書館だより

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NATIONAL INSTITUTE OF TECHNOLOGY KAGAWA COLLEGE

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写真：電子システム工学科 5 年　瀧川健太　「故郷」

First you learn to read, then you read to learn.

電子システム工学科
Johnston, Robert Weston

Reading is the first key to autonomous learning. Engaged in current research here at Kagawa Kousen along with myself, many Professors here in the general and advanced education departments are continually looking for ways to cultivate autonomous learning skills in our students.

I remember as a child, I could already read before attending kindergarten, as taught by my mother. It was my first step at becoming an autonomous learner. It gave me a learning edge to acquire information and pattern recognition skills that helped me all through school.

At an early age, my parents bought me and my brothers a set of science encyclopedias that launched me into my second step adventures into autonomous learning. I have many treasured memories of reading those encyclopedias.

From that first set of encyclopedias I first learned about everything from biology to physics to chemistry to electronics.

Besides that, in the late 1970's, I was also interested in role-playing games like "Dungeons & Dragons" and all of the new video games and systems coming out. I really wanted one of those new video game systems to play games like "Adventure" on the Atari 2600.

But, my parents were opposed to it. At the time however, there was also a boom in home computers. My father had the insight to purchase one for the family, a "Commodore 64". It was and incredible system at the time with 16 different colors and 64kb of memory and sprite capabilities. It was his idea that if I wanted to play video games, I would have to learn to program them for myself. From then on, I often went to the book store to buy home computer programming magazines and also to the library to borrow books on game programming. It was a third step into autonomous learning.

After gaining much information and programming skills from independent study, I was able to program my own first RPG game similar to the original first computer RPG dungeon explorer game called "rogue" but with computer graphics as opposed to ASCII graphics.

While all of the source code and computer system were surrendered at a family garage sale, the experiences and enjoyment still live on in my memory.

Like Professor Clark is famous for saying a long time ago,"Boys, be ambitious!"

Ambition is also another key to life-long learner autonomy.

However, today we live in a different era. While you can still do a lot of reading to learn at the library or from book stores, it doesn't stop there. We now have the internet that Ray Kurzweil had predicted and the wealth of information on the internet has surpassed that of books...but that has brought some new problems with it like quality versus quantity of information. So autonomous learners have to also gain critical thinking skills to evaluate the validity of sources.

All that being said, students today live in an age ripe for becoming autonomous learners.

So challenge yourself and go read and learn something new today.

夏休み読書感想文・千頁読破記・夏休み体験文　入賞結果発表

今年度の夏休み読書感想文・千頁読破記・夏休み体験文の入賞者の表彰式を、高松キャンパスでは11月18日（水）に、詫間キャンパスでは11月17日（火）に実施しました。
入賞者は以下のとおりです。