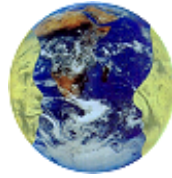


# David Boulton



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David Boulton is a visionary technologist and educational philosopher whose articles on learning and technology have been published internationally. As an educator and philosopher, he has given keynote addresses to a wide variety of audiences throughout the US and Canada. His work has been featured at both the National and California Educational Summits. He is a member of the 21st Century Learning Initiative and was formerly a member of the Dialogue Research Project at M.I.T.'s Organizational Learning Center. As a technologist, Mr. Boulton has been awarded four patents. One patent, "[A Method and Apparatus for Implementing User Feedback](#)", has broad implications for how the 'webs' of the future will perform and evolve. "Virtuality", the virtual university and electronic campus he designed for Apple Computer, won the Optimas Award. Mr. Boulton has founded five companies, one, which became the [2way Corporation](#), recently won the Smithsonian Award for Innovation and appeared on Upside Magazine's Top 100 private companies list.

## Companies and Special Projects

### **DiaCom Technologies: 1992-1998**

Founder, Chief Executive Officer and Director of DiaCom. Raised 6+ Million dollars in private capital. Conceptualized, architected, patented and led the development of [Distributed Dialogue Processing™](#), the world's first context-sensitive feedback technology. Clients included Boeing, PacBell, Arthur Anderson, Itron and the Cupertino Union School District. In 1997 DiaCom moved from California to Washington and was renamed the **2way Corporation** ([www.2waycorp.com](http://www.2waycorp.com)). 2way subsequently raised over sixteen million dollars in venture capital and continues to apply Mr. Boulton's concepts, patents and technology to a large and rapidly growing number of corporate intranet and internet customers.

### **Massachusetts Institute of Technology: 1992**

As an outgrowth of his relationship with the renowned physicist, philosopher and dialogue pioneer [David Bohm](#), Mr. Boulton was selected by M.I.T.'s Center for Organizational Learning as a founding member of the [Dia-logos Project](#) which was engaged in learning about and facilitating dialogue in organizational settings.

### **Apple Computer - Apple University: 1990 - 1991**

As a special consultant to Apple Computer's corporate university, conceived of, engineered and led a development team in designing and deploying "Project *Virtuality*: the Electronic Campus". The Electronic Campus was a performance support and on-demand learning system that interfaced desktop computers via network or remote access modem to Apple's organizational learning resources. The project was awarded Personnel Journal's Optimas Award in 1992.

### **Apple Computer - Apple International: 1988-1991**

As an "Evangelist for Learning" Mr. Boulton was engaged on a per event basis by Apple's International Marketing Division to present his "Future of Learning" vision to governmental and educational leaders from around the world.

### **Readtronics & Learning Insights: 1986 - 1989**

Founded these two R&D partnerships to patent, develop, prototype and explore market opportunities for an *Electronic Book*, whose operating system and '[learner interface](#)' were designed specifically to meet the unique and dynamically changing needs of individual learners. The intellectual property and patents generated by these partnerships were incorporated into DiaCom Technologies.

**Dynamic Processing Equipment: 1979 - 1984**

Founder and CEO - Designed and built robotic wet processing equipment used by the circuit board, semi-conductor and precious metals industries. Working with Digital Equipment, Stanford Applied Engineering and Ampex. Dynamic Processing Equipment developed the equipment technology that made it possible to manufacture plated disks for computer hard drives.

**Articles, Seminars and Speaking Engagements:**

Mr. Boulton's articles have been published in a variety of national & international journals and magazines including: [New Horizons for Learning](#), [The California School Boards Journal](#), [Quantum Leap: The Journal of the US-China Educational Institute](#), [Young Scholar](#), [Management & Conjoncture Sociale](#), [The American Music Teacher](#), [The Brain Mind Bulletin](#), [Centecemes and In Context – A Quarterly of Humane Sustainable Culture](#). His work has been featured in books including: [SCHOOL'S OUT – Hyperlearning, The New Technology and the end of Education](#); [POISONED APPLE – the Bell-Curve Crisis and How Our Schools Create Mediocrity and Failure](#); [WORKING WISDOM – Timeless Skills and Vanguard Strategies for Learning Organizations](#) and [THE INTERACTIVE CORPORATION – Using Interactive Media and Intranets to Enhance Business Performance](#). He developed a satellite-distributed seminar, *Designing Multimedia*, for the National Technological University's 1993 Spring series, entitled *Multimedia: The Emerging Giant - New Tools for New Times* which was distributed around the U.S. He has been the keynote or a featured speaker at: The California Education Summit, The World Futurists Society, The National Mobile Workforce Management Symposium, The State Department of Education in Hawaii, The Ministry of Education in Ontario, The 21<sup>st</sup> Century Learning Initiative and The International Baccalaureate Schools. He has given seminars, workshops and spoken frequently to political leaders, business executives, education professionals, organizations and individuals interested in new insights, practices and technologies for extending their capacities for learning.

**Technology Patents:**

- 1996 – [US Patent # 5537618](#)  
*Method and Apparatus for Implementing User Feedback (Pattern Visualization Side)*
- 1996 – [US Patent # 5566291](#)  
*Method and Apparatus for Implementing User Feedback (Collection Side)*
- 1990 – [US Patent # 4937821](#)  
*Pipeline Information Delivery System*
- 1991 – [US Patent # 4985697](#)  
*Electronic Book: educational publishing method using buried reference materials and alternate learning levels*

See [www.implicit.com](http://www.implicit.com) for more on Mr. Boulton's work.