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**COPY OF ABSTRACT**

***Computational Models of Thought as Educational Tools for the Fostering of Moral Education***

In this highly computerized era, students are spending plenty of time with their smartphones and other internet-connected computational devices (e.g. smartwatches). Their current use of these technologies is mostly limited to playing games, socializing and watching or listening to multimedia content. Moral education research has to strongly address the question of how to harness all the possibilities offered by modern science and technology in order to design new educational tools that could encourage students to delve deeper into the meaning and possibilities of moral education. Here I propose the novel idea that a computational model for generating trains of thought, one based on the General Pattern Theory of the mathematician Ulf Grenander, could serve as an educational tool for modeling a simple but observable thinking mind in action. I will show simulations of such a mind, and explain basically how it works mathematically and on a software level. Then I will share the reflections of my students while discussing the issue of how such a computational mind may help, in an educational setting, to foster moral education.