It's 1994

You are Tim Berners-Lee

How Would You Build the World Wide Web?

Learning Objects, Learning Repositories and Future Trends in eLearning

Stephen Downes

E-Learning, Let's Talk About It

Hull, Quebec, May 15, 2002

The Dynamic (Learning) Web

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The Future is Change

- Virginial Postrel *The Future and Its Enemies*
  http://www.dynamist.com/
  - Dynamists vs. Stacists (stability, control)
- Douglas Rushkoff *Playing the Future*
  http://www.rushkoff.com/
  - Riding the wave
- Marvin Minsky *The Society of Mind*
  http://web.media.mit.edu/~minsky/
  - Autonomous Agents

Overall Purpose

Explain what **learning objects** are and how they will contribute to the effective **management of learning** in organizations and to knowledge management. For the future trends, perhaps you could focus on **5 or 6 key trends** that will potentially effect eLearning over the next 5 years.

Themes (The Future)

- Constant Change (Riding the Wave)
- Autonomous Agents
- The Network
- Diversity and Choice
- Smart Everything
- The Ubiquitous Web

Trends

- Continuous Learning *not Classes*
- Individualized Learning *not LCMSs*
- Cottage Industry *not Big Publishers*
- Multiple Providers *not a Single System*
- Distributed Delivery *not the Web*
- Learning in a Sea of Knowledge

How?

- Learning Objects
- Distributed Repository Network
- Metadata Harvesting
- Content Aggregation
- Learning Communities
- The Semantic Web

REGISTRY / RESOLUTION

META-DATA REPOSITORY

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WORKING DRAFT

for example,
american psychological association

universities
curriculum certification

third party meta-data

MD
<-->
<-->
<-->

MD
<-->
<-->

MD
<-->
<-->
<-->

MD

WEB SERVICES ?

UIs / APIs

user profiles
statistics

harvesting / purging

keying

MD
<-->
<-->
<-->

WEB SERVICES

queries / searches

search results

distributed
learning object repository
network

LEARNING OBJECT REPOSITORY

LO
static
or
dynamic
(downloadable
or only accessible)

USERS

universities
colleges
schools

governmental and para-governmental

dedicated training organizations
internal training in industry

eL
e-Learning through
various mechanisms

individuals

agregators (LMS / LCMS / CMS / others)

learning communities

WEB SERVICES ?

DRM

$

upload

WEB SERVICES ?

multimedia artists
content developers
instructional designers
producers

digital rights management
business and management models
security issues

brokers
resellers
web services

LCMS