# E-Learning in Easy Pieces

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## Stages...

- Technology advances in stages...
- First Stage: emulating the old technology
  - The *ice box* for example
  - Or the horseless carriage
- Second Stage: leveraging the new tech
  - *Ice-makers*, *Mr. Freeze*, the *Zamboni*
  - Coaches, transports, 747s

### In With the Old...

- E-Learning is busy completing the first stage...
  - The traditional classroom is being replaced with the electronic 'classroom'
  - Online courses, complete with lesson, quizzes and even attendance sheets
  - Textbooks and exercises being replaced with 'learning objects'

#### State of the Art...

- Interoperability big pieces tightly joined <a href="http://standards.edna.edu.au/idea/evan\_arthur.pdf">http://standards.edna.edu.au/idea/evan\_arthur.pdf</a>
- Frameworks, technical architectures, and common services <a href="http://standards.edna.edu.au/idea/kerry\_blinco.pdf">http://standards.edna.edu.au/idea/kerry\_blinco.pdf</a>
- Repositories and the Federation <a href="http://standards.edna.edu.au/idea/john\_townsend.pdf">http://standards.edna.edu.au/idea/john\_townsend.pdf</a>
- Digital rights expression and management <a href="http://standards.edna.edu.au/idea/jon\_mason.pdf">http://standards.edna.edu.au/idea/jon\_mason.pdf</a>
- Learning Activity Sequences and Content Design <a href="http://standards.edna.edu.au/idea/james\_dalziel.pdf">http://standards.edna.edu.au/idea/james\_dalziel.pdf</a>

## Affordances...

- That is, what does the new technology buy us that the old technology didn't?
  - Autonomy... have laptop, will travel
  - Choice... a billion channels and counting
  - Power... load sharing... the web is distributed
  - Nearly free content... 'nuff said
  - Shared spaces, communication, virtual worlds, simulations, and all that open-ended stuff

## The Sticking Point...

- In a word, you can't get there from here
- In more words...
  - The 'state of the art' runs counter to the affordances of the internet at every step
  - In particular, it represents the centralized,
     controlled, standardized and mechanized
     processes that characterize the industrial age of learning

# Five Steps Forward

- 1. Learning Objects the new holy grail
- 2. Repositories a place to store the dishes
- 3. Syndication learning to share
- 4. Personalization a mug of your own
- 5. Learning Environments setting the table

## Step Three

- We need to make the leap from repositories to syndication (the anti-library view of the net, the anti-AOL view)
- This is *already happening* (not that it has any official support or sanction)
- Many ways to characterize this shift for example, from a *broadcast* model to a *network* model

## Some Examples...

- Weblogs... four million (or so) angst-ridden teen-aged girls can't be wrong
- *RSS* we can't agree on what it's called, much less how it should be designed, but it works
- Open Archives Initiative the radical proposal that people who pay for content should be allowed to read it
- Instant Messaging, Wiki, PostNuke, more...

### What's the Difference?

- Linear → Multi-threaded
- Content Delivery  $\rightarrow$  immersive, interactive
- Static, paced → dynamic, unpaced
- Demonstration → experience
- Learning objectives → learner goals
- Motivation → desire

# Spot the Pigeon

#### Federated Search

- Large repositories join a network
- Searches are propagated through the network
- No ranking or 3<sup>rd</sup> part interference allowed

#### Harvest Search

- 'Aggregators' harvest from everyone
- Single search point
- Expect thinks like ratings, PageRank

## Aggregate, Re-aggregate

- While federated search is a single-layered search (the library mode), the harvest search is multilayered
- Think, for example, of *Google Hacks*
- My own contributions... Edu\_RSS

  <a href="http://www.downes.ca/xml/edu\_rss.htm">http://www.downes.ca/xml/edu\_rss.htm</a> and DLORN

  <a href="http://www.downes.ca/cgi-bin/dlorn/dlorn.cgi">http://www.downes.ca/cgi-bin/dlorn/dlorn.cgi</a>
- Syndication, realized... <a href="http://www.technorati.com">http://www.technorati.com</a> <a href="http://www.technorati.com">htt

## Easy Pieces

- All those standards... and still no way to create learning objects
- What learning objects *should* look like... <a href="http://www.downes.ca/dnd">http://www.downes.ca/dnd</a>
- Be ready for (or maybe help build) the 'blogger' of learning objects

## Practical Steps...

- Eschew Big Ed spending time and money on major LMS systems is like trying to patch the Titanic
- If you must use such systems...
  - Use open source ones, like Moodle
  - Expect and demand *true* content syndication
  - If it requires specific software (yes, even Microsoft) to run, it's broken

## Practical Steps (2)

- Start building small pieces...
  - Empower yourselves, your staff, with blogs and wikis (or even PostNuke or Drupal)
  - Learn XSLT and start using it...
  - Be sure you offer RSS feeds for all your content
  - Register your RSS in places like DLORN

## Practical Steps (3)

- Embrace Open Access use Creative Commons, open source software (Apache, MySQL, Firefox, Thunderbird, more...)
- Be ready for the next wave... read books like Six Degrees <a href="http://www.wwnorton.com/catalog/fall03/032542.htm">http://www.wwnorton.com/catalog/fall03/032542.htm</a>
- Play video games and learn about self-directed environments (then read some Seymour Papert) <a href="http://www.papert.org/">http://www.papert.org/</a>

http://www.downes.ca