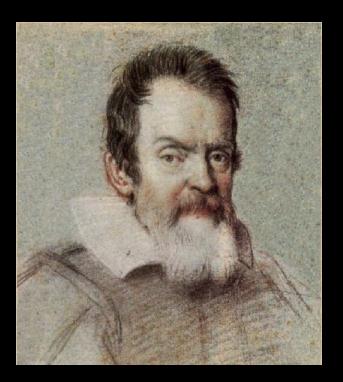
Ten Years After

Stephen Downes NAWeb October, 2004

It was a time of revolution...



Galileo





Bacon, Descartes, Boyle, Cassini...

New tools to look at the world...







1592

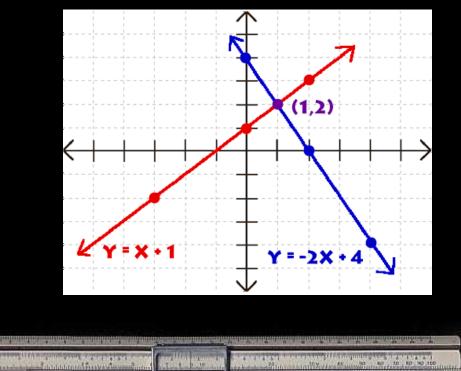


 $d = \frac{\alpha}{A_N}$



1609

Mathematics





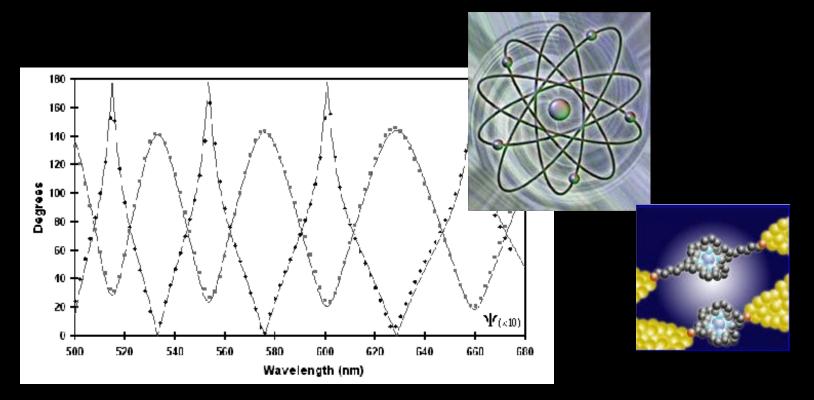
Calculating Machine (William Schickard, 1623)



Slide Rule (William Oughtred, 1622)

... a new way of looking at the world

The idea that the world could be measured

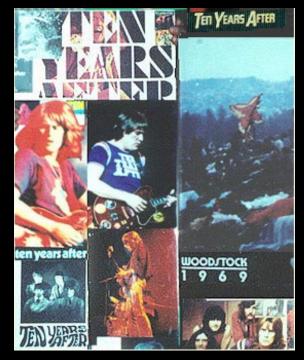


... as though it were a series of points...

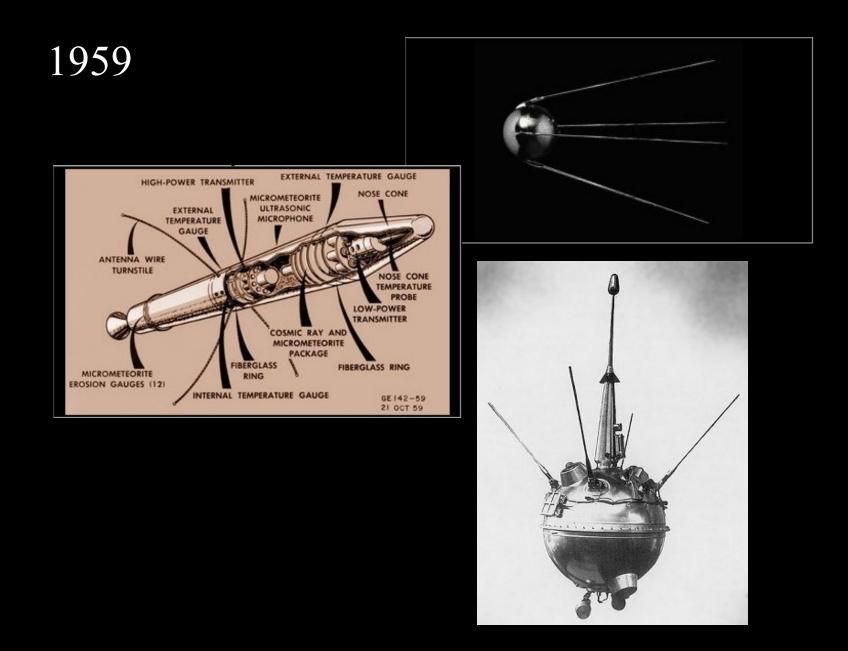
It was all based on one idea, simple, really: that the world should be viewed as parts, which could be exchanged and interchanged.

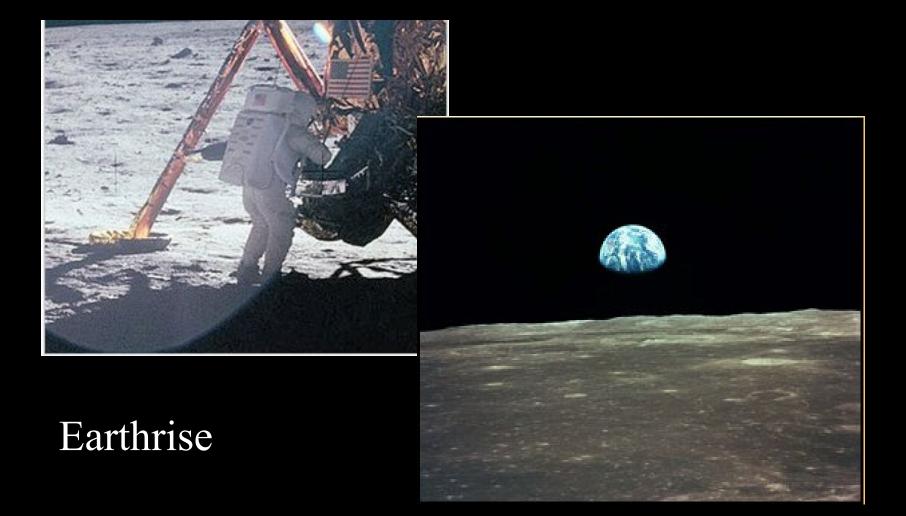
Understand those parts, and you could understand the world.





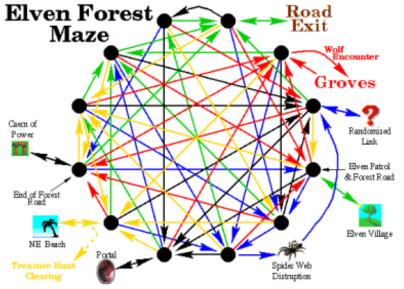
Ten Years After



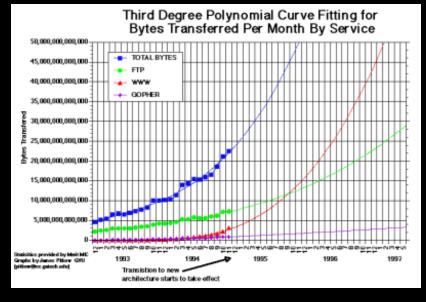


1995



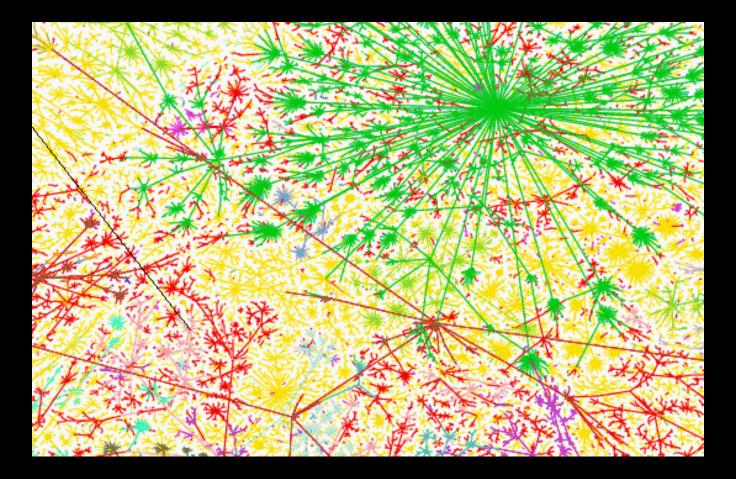


The Emergence of the World Wide Web

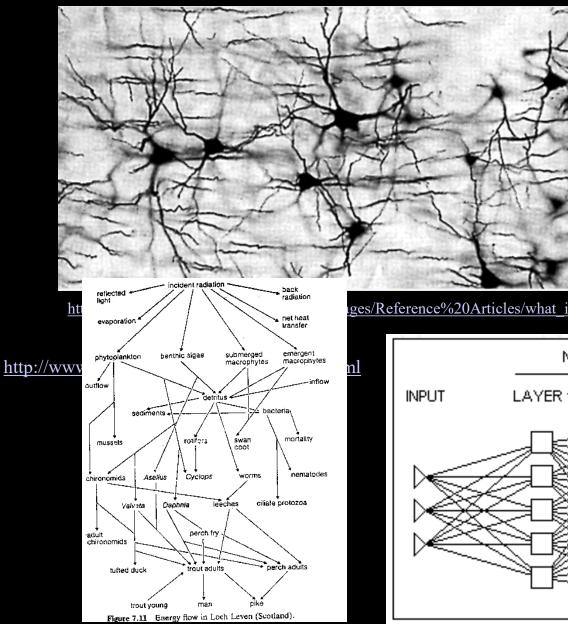


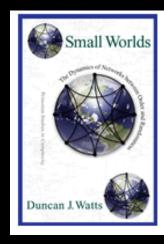
Something wonderful is going to happen...





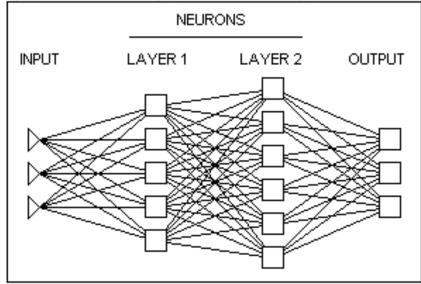
A New Way of Looking at the World http://research.lumeta.com/ches/map/

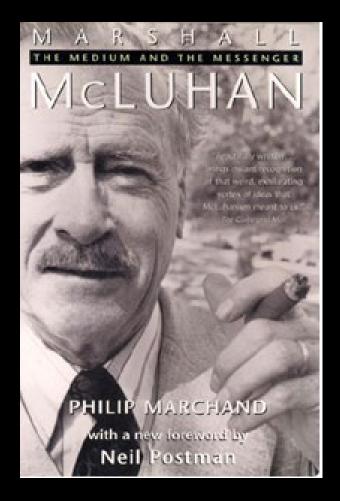




Networks

ges/Reference%20Articles/what is AI/What%20is%20AI10.html





the content of the information being transmitted is no more important - and possibly less important - than the means by which the information was transmitted

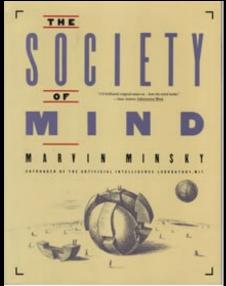
It is not only the parts which are important, but also, how those parts interact. Or: it is not only data which matters, but how data is processed. Or: it is not only individuals that matter, but how those individuals form communities.

When reality is composed both of parts and their interactions, then, when you change the interactions, you change reality

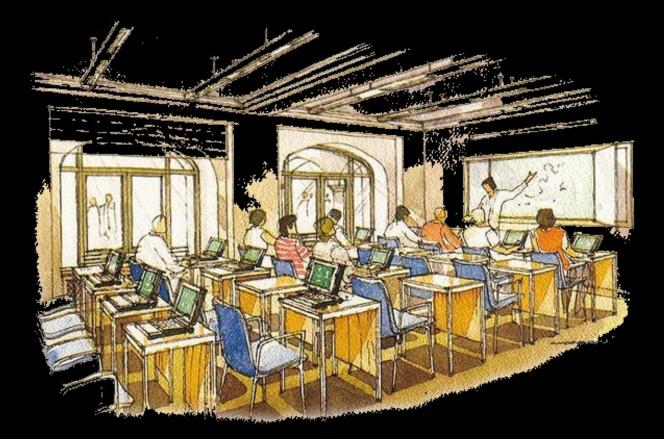
The Semantics of Networks

Meaning is not determined externally...It is created by the actions of individuals working in the network



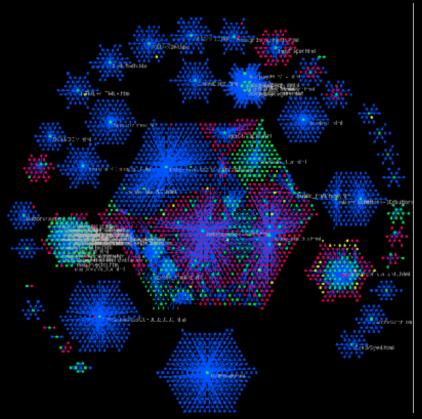


The New Pedagogy



Or: a guide to picking the winners...

Linear \rightarrow Multi-threaded





The idea of a web rather than a (causal) chain

Static \rightarrow Dynamic

Learning not as books and (objects) Learning as a resource Flowing, like water, electrictity Always available, always on





Content \rightarrow Experience

Moving away from the idea of 'delivery' Moving toward the idea of immersion, interaction

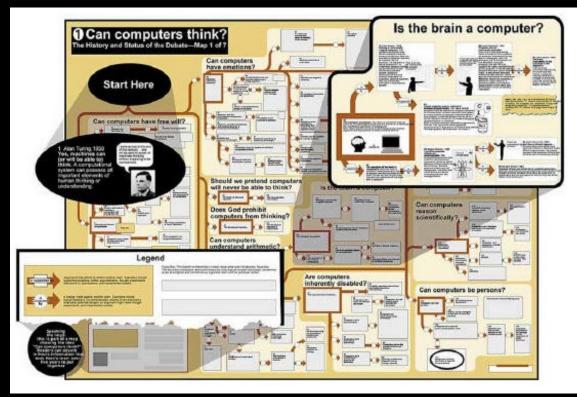


Demonstration \rightarrow Inference

Learning as what people do rather than

what people are *told*...

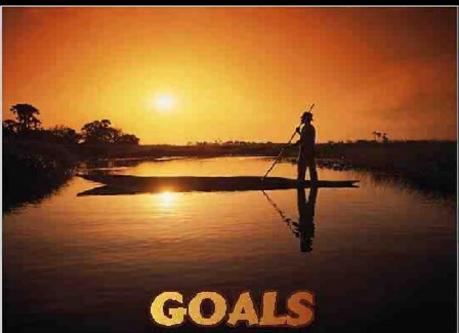
Austhink



Objectives \rightarrow Goals

The locus of control is changing...

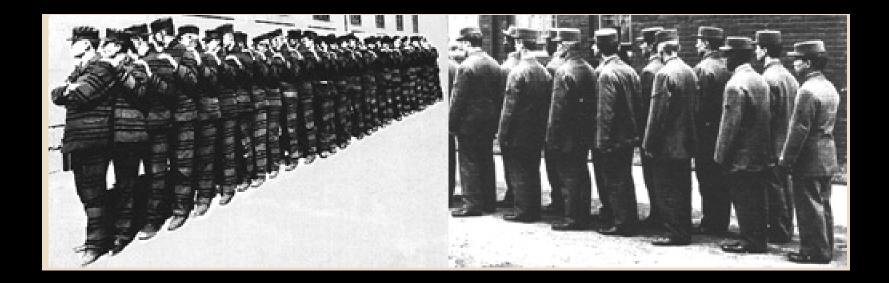
Learning 'objectives' are not set by a designer



It's what people do to reach their goals

Uniformity \rightarrow Diversity

From standardization to personalization



The Writing on the Wall



