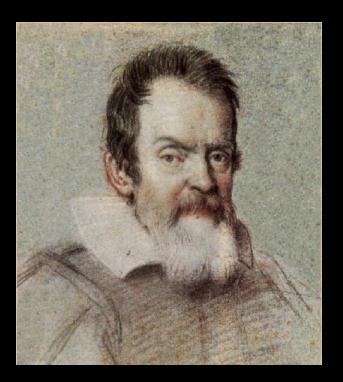
### Ten Years After

Stephen Downes NAWeb October, 2004

#### It was a time of revolution...



Galileo





Bacon, Descartes, Boyle, Cassini...

### New tools to look at the world...







1592

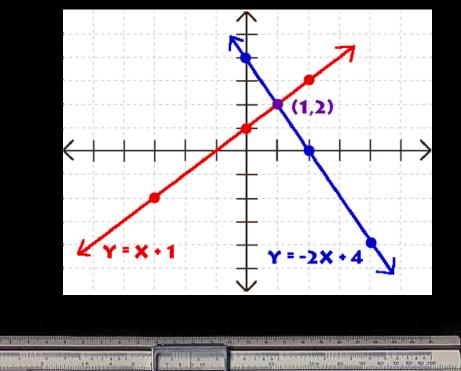


 $d = \frac{\alpha}{A_N}$ 



1609

### Mathematics





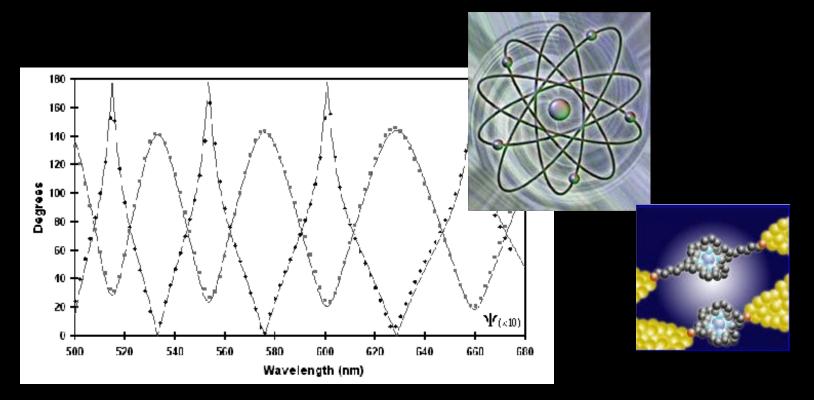
Calculating Machine (William Schickard, 1623)



Slide Rule (William Oughtred, 1622)

... a new way of looking at the world

#### The idea that the world could be measured

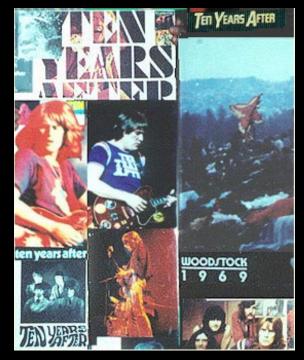


... as though it were a series of points...

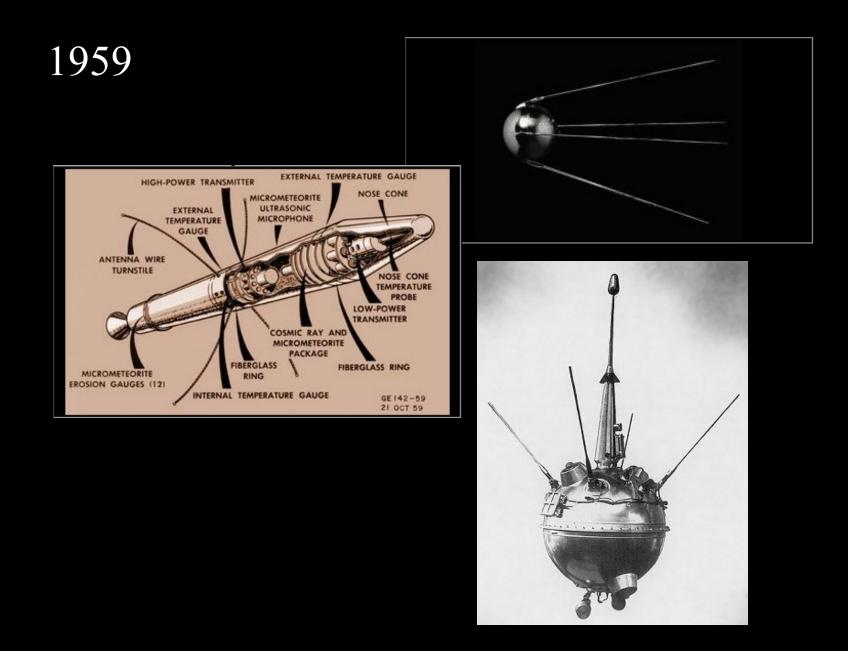
It was all based on one idea, simple, really: that the world should be viewed as parts, which could be exchanged and interchanged.

Understand those parts, and you could understand the world.

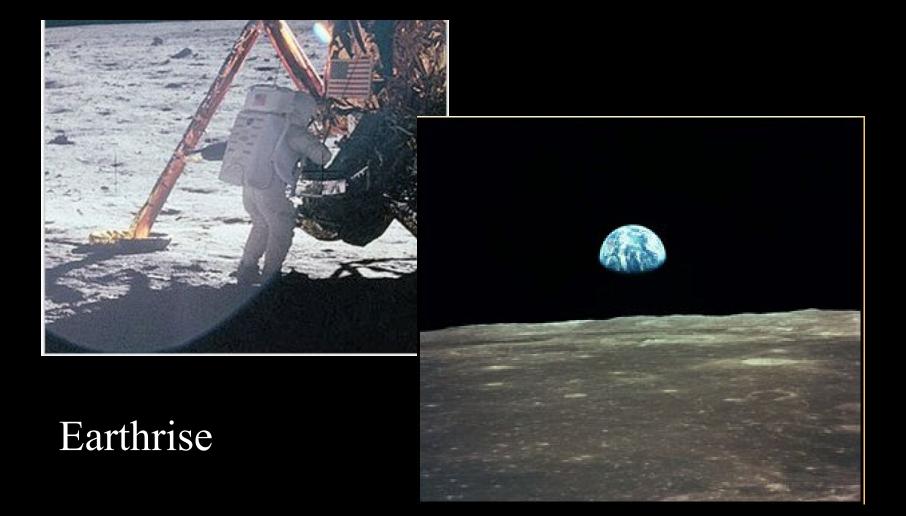




#### Ten Years After

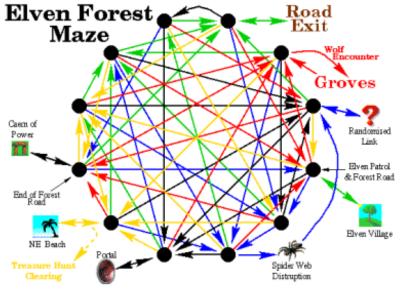


### 

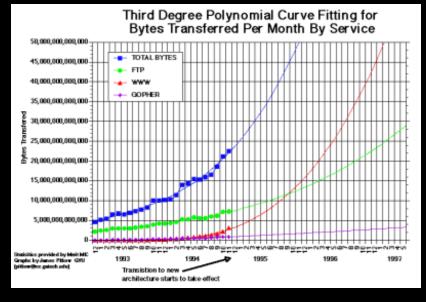


#### 1995



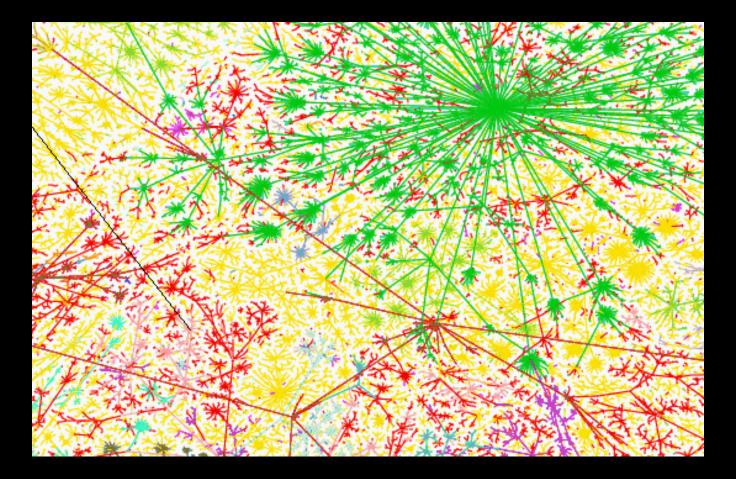


### The Emergence of the World Wide Web

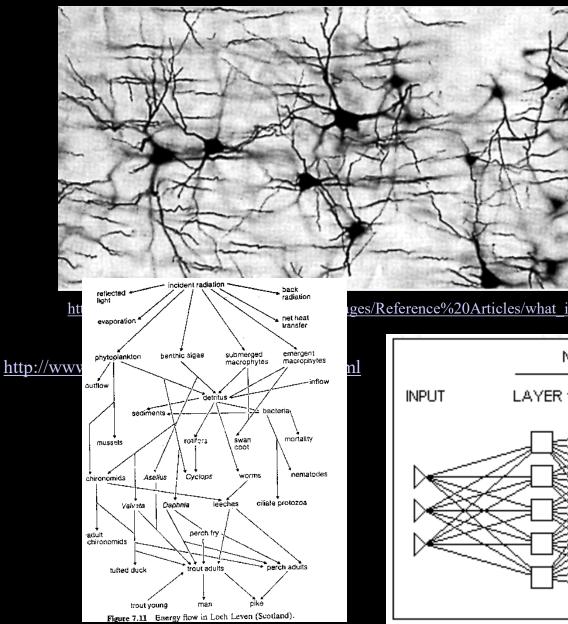


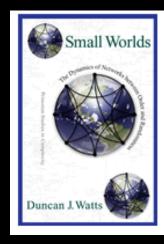
### Something wonderful is going to happen...





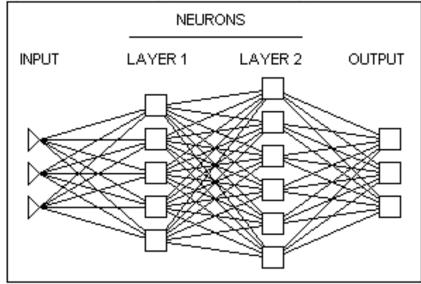
A New Way of Looking at the World <a href="http://research.lumeta.com/ches/map/">http://research.lumeta.com/ches/map/</a>

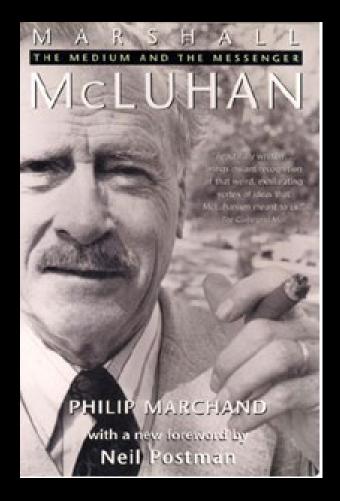




### Networks

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

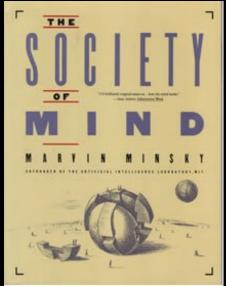
It is not only the parts which are important, but also, how those parts interact. Or: it is not only data which matters, but how data is processed. Or: it is not only individuals that matter, but how those individuals form communities.

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

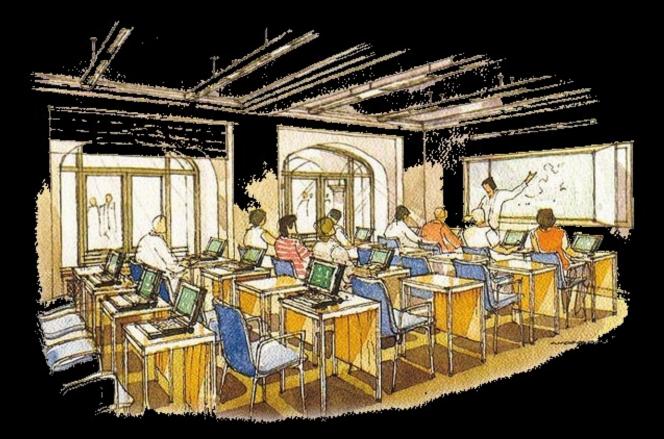
## The Semantics of Networks

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



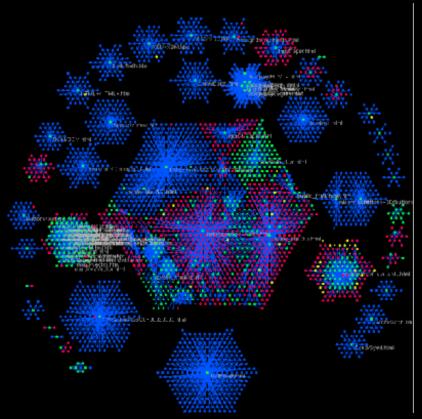


# The New Pedagogy



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

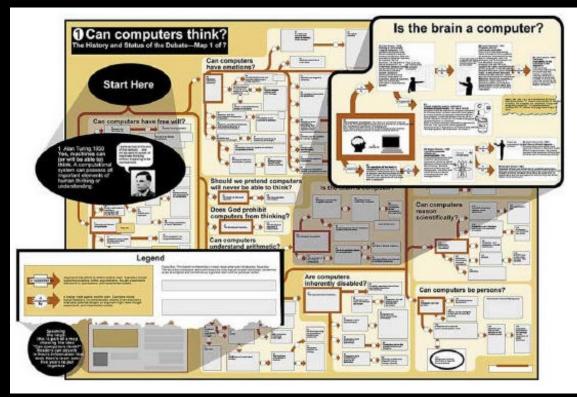


## Demonstration $\rightarrow$ Inference

#### Learning as what people do rather than

what people are *told*...

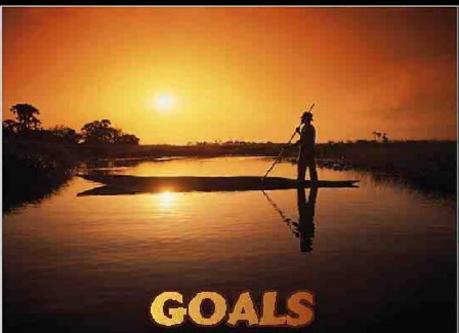
Austhink



## Objectives $\rightarrow$ Goals

#### The locus of control is changing...

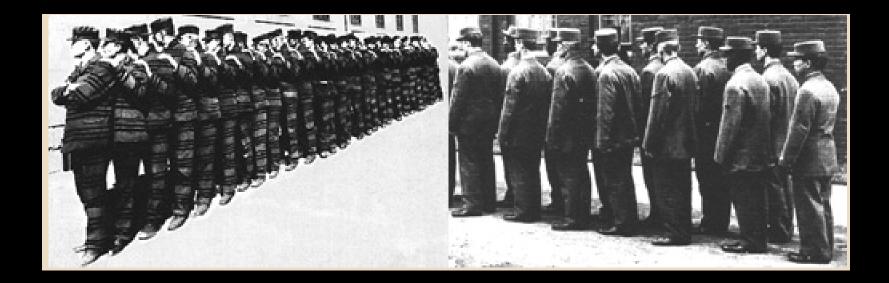
Learning 'objectives' are not set by a designer



It's what people do to reach their goals

# Uniformity $\rightarrow$ Diversity

#### From standardization to personalization



# The Writing on the Wall



