What E-Learning 2.0 Means To You

Stephen Downes
OCRI Advanced Learning Group
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National Research
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Conseil national
de recherches Canada

Three Views of Learning Resources

1. **Learning Resources as a *thing***

   – Book, content object, etc

2. **Learning Resources as *events***

   – *Class, lecture, seminar, meeting*

3. **Learning Resources as *flow***

   – Experience?

- **The first two models are *information-theoretic* and *medium-based* models**

The information-theoretic view…

- **Communication consists in getting a bit of knowledge P from point A to point B**

- **In learning, the concept of *transactional distance (Moore)* is based on this idea**

- **Pedagogy therefore consists in *improved communication* and *interaction***

In effect…

- **'Knowledge' is like sentences (RDF anyone?)**

- **Vocabulary is unambiguous; meaning is fixed and universally understood (cf. pedagogically neutral technology – Goldberg)**

- **Description (and for that matter, truth) does not vary from person to person (a 'horse' is a horse (of course, of course))**

But none of this is true, can't be true…

- **If it were true, *context* would have no effect on truth or meaning**

- **But *context-sensitivity* is everywhere**

- **Wittgenstein (meaning), Quine (observation), van Fraassen (explanation), Hanson (causation), Lakoff (categorization), Stalnaker and Lewis (modality)**

The web is changing…

- **Web 2.0 – not just a slogan**

- **A shift from the idea of the web as *medium* to the idea of the web as *platform***

- **This *just is* a shift from the idea of the web as communication (information theory) to the idea of the web as *network* (or environment… pick your metaphor)**

- **Web 2.0 – the idea of the web as platform rather than medium – checklist**
  - Structured microcontent
  - Distributed data (data outside)
  - Feeds and integration - APIs – the Google Maps API, the Flickr API, the Skype API
  - Single identity

- **Some Aspects (Masie)**
  - **Velocity – a shift from the idea of static to dynamic content (and learning)**
  - **Ubiquity (scalability) – an information network that reaches to every person, and more importantly, *from* every person**
  - **Personalization – *My* EWeb 2.0**
  - **Mobility – my online presence follows me, and *interacts* with location-based services (makes a mash of the idea of *integration*)**

- The Interactive Web...
- Social networks, power laws
  - **MacManus and Porter**
  - **Shirkey** – **Power Laws**
  - **Downes** – **Semantic SN**
  - **Bond**
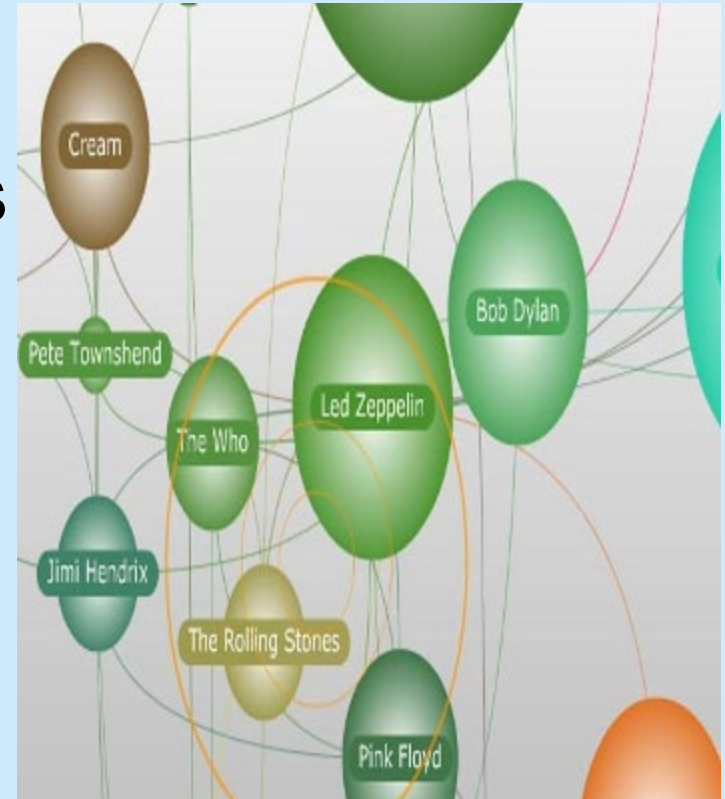
Distributed Resource Descriptions… information not only on a person's c.v., but in school transcripts, police records, credit bureau…
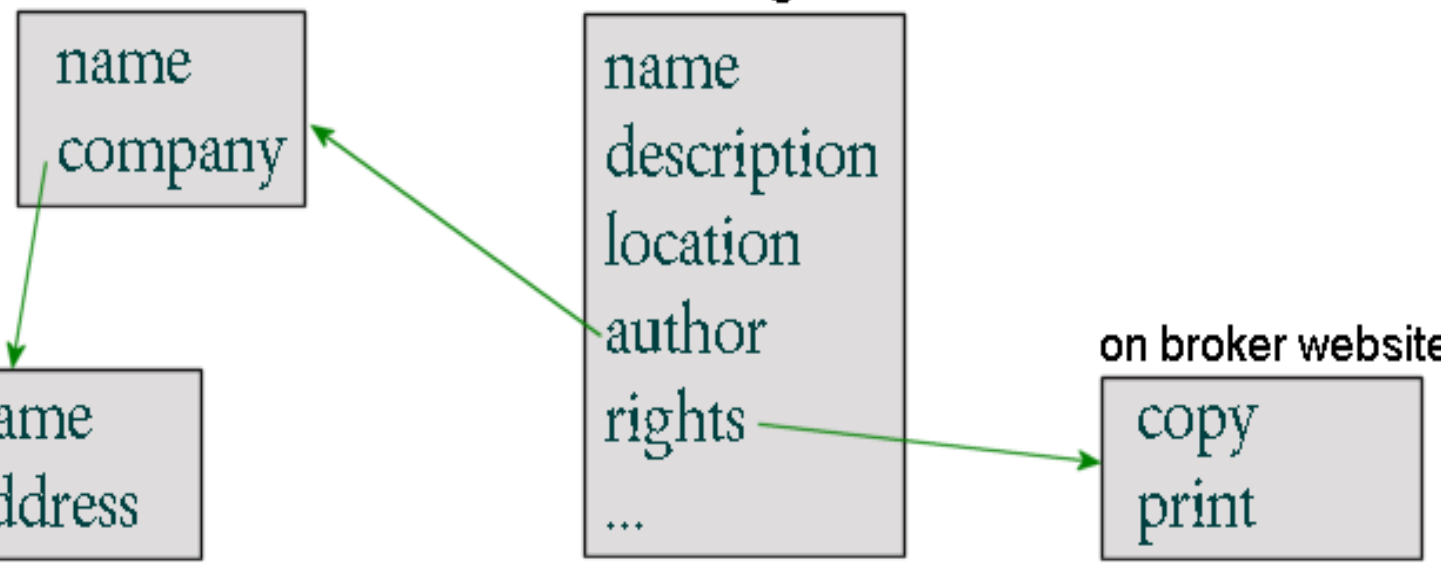
Think about what we *know* about a person (and how we know it)

- **It includes pointers to external metadata about:**

    – Your property (which may cease one day to be associated with you)

    – Your pets (which you may give away)
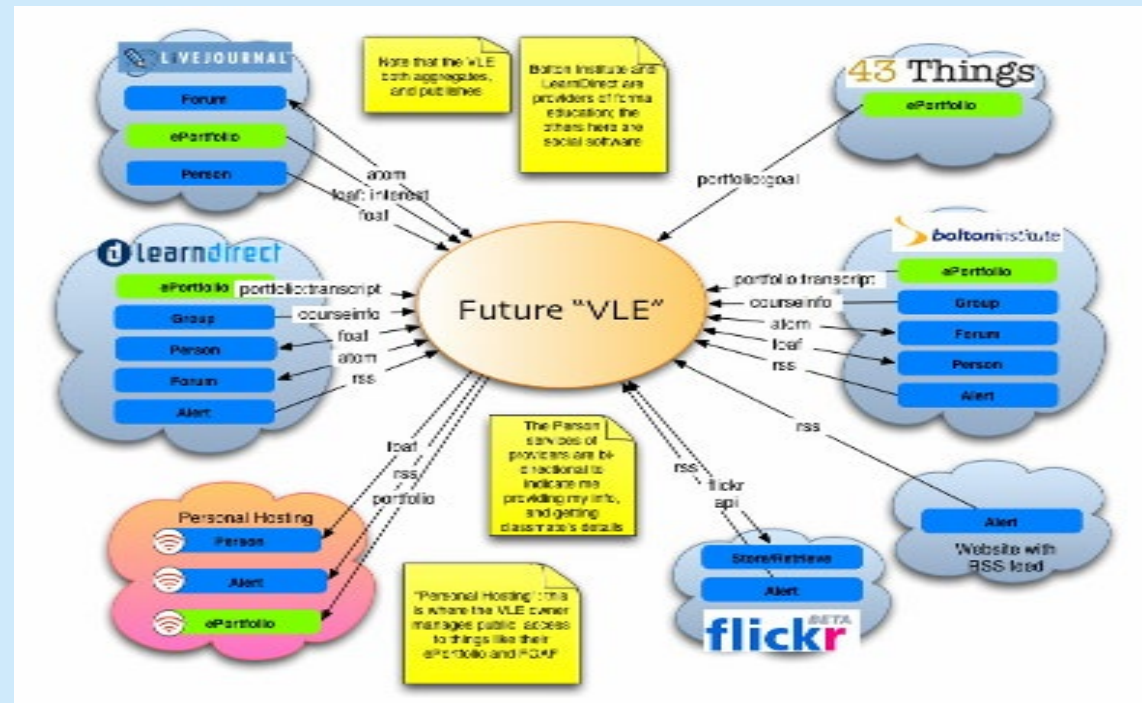
    – Your car (which you may sell)

Resource Profiles…

- **Major features:**

  - **Different types of metadata (microformats)**

  - **The information is *distributed***

  - **Any given perspective is *aggregated***

What does this look like? (3)

- **A web of content**
- **The personal learning centre**
  - **Wilson**
  - **ELGG**

- **User generated Content - Personal, opinionated**

- **Network of interactions**

- **Blogs and learning** Downes – Educational Blogging Creating Blogs – Blogger, LiveJournal, more…

  – **Thinking of blogs as structured data**

    - **RSS, Atom, OAI**

  – **Aggregation – Bloglines, others… Filters – Feedster, Technorati**

- **How To Be heard** **– Plan (purpose, content, support), Design (font, speed, colours), Implement (tools, information flow, posting), Market (register, engage, RSS)**
- **Structuring existing information**
  - Tagging – how to tag
  - The Semantic Social Network – RSS referencing

- **Issues:**
  - Too much information, filtering info
  - Too many sources to scan, new sources
  - Localization, personalization, relevance
- **Newsmaster – example behind the scenes**
- **Content Manager, content management**
  - As enabler, not author

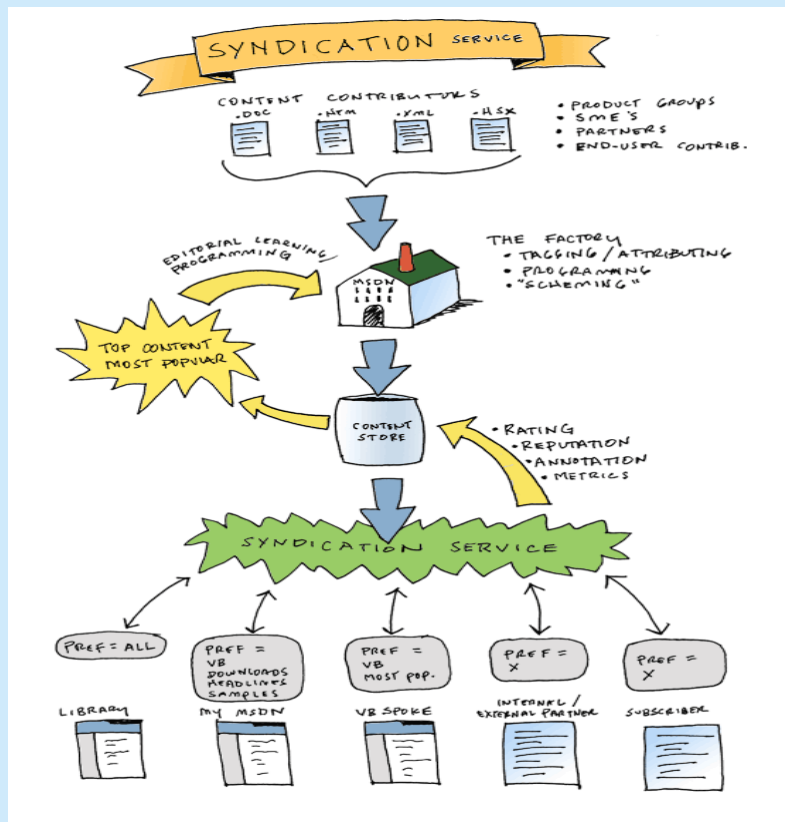# Podcasts, Screencasts and Beyond

• User generated multimedia

http://www.ipodder.org/ - iPodder

http://www.flickr.com – Flickr

http://en.wikipedia.org – Wikipedia

http://blog.ericrice.com/blog/_archives/2005/6/4/909411.html - Rice

http://blog.educause.edu/penrose/archive/2005/06/07/1902.aspx - Penrose

http://www.pocketcasting.com/archives/2005/01/06/featured-podcast-for-january-2005/

Content Syndication

- XML generation and aggregation

- 'Selective Attention' (like the brain)

- Aggregate, remix, repurpose, feed forward

http://www.google.ca/search?q=downes+rss – Downes

http://www.technorati.com – Technorati

http://www.blogdex.net – Blogdex

http://www.bloglines.com – Bloglines

Learning as a network phenomenon…

- **Web of user-generated content (eg. Wikipedia)…**

- **Social networks and communities (entails a genuinely portable (and *owned*) identity**

- **Networks of interactions (aggregate, remix, repurpose, feed forward) – syndication**

- **The *personal* learning centre**

Success Factors

1. The Network is Diverse – multiple views, multiple technologies

2. The Network is connected and interactive (*not* 'integrated') – small pieces, loosely joined

3. The Network is *open*

http://www.downes.ca

This presentation:
http://www.downes.ca/files/What_EL2_Means.ppt