

# **Learning Networks**

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National Research Council Canada
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# The New Empowerment



http://www.cluetrain.com/

- The millenials a generation that has become empowered
- Cluetrain evolution from consumption to coproduction
- Learner centered design the interdependence between teacher and learner – a sharing of power



# **Empowering Technology**



- The Interactive Web (Web 2.0)
- Blogs, CMSs, Wikis
- Podcasts, screencasts, video
- Instant messaging, Skype
- Wireless access, the mobile web

- This is how it happens...
- Where do we go next?

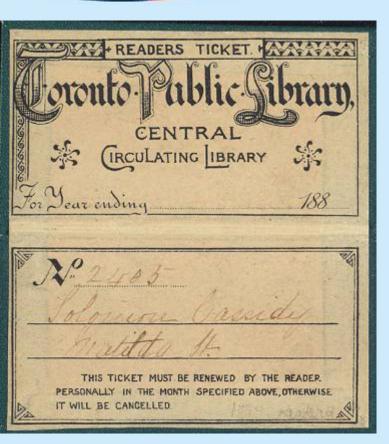
#### Learning...

#### 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



#### Foundational Ideas...



 Connectivism - knowledge resides in a diversity of opinions

http://www.elearnspace.org/Articles/connectivism.htm

 Open Access - file-sharing, open source, open content

http://creativecommons.org/

http://www.soros.org/openaccess/

 The Open Society – transparency, accountability, partnerships

http://www.nplc.com/

#### Radical Ideas...

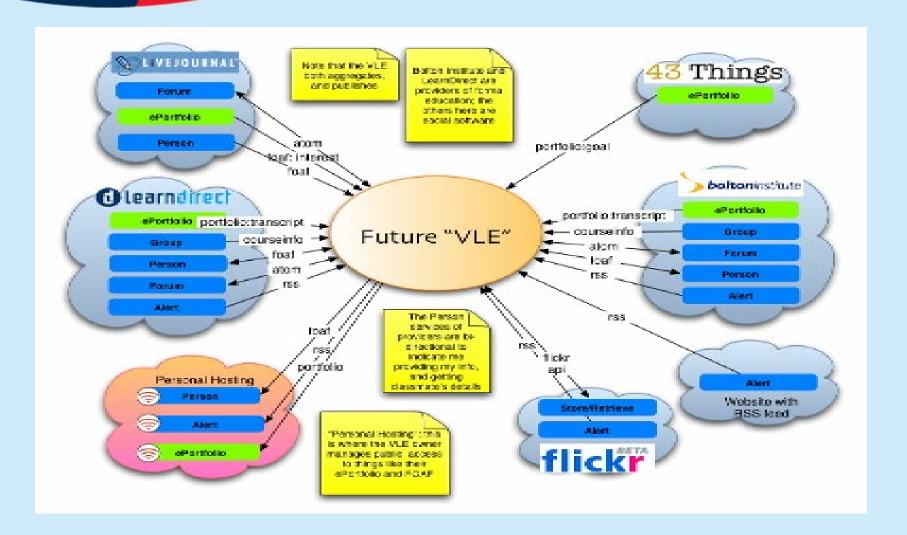
## **Three Principles of Effective E-Learning:**

- <u>Interaction</u> participation in a learning community (aka a community of practice)
- <u>Usability</u> simplicity and consistency
- <u>Relevance</u> aka salience, that is, learning that is relevant to you, now

More on these...



## E-Learning 2.0...

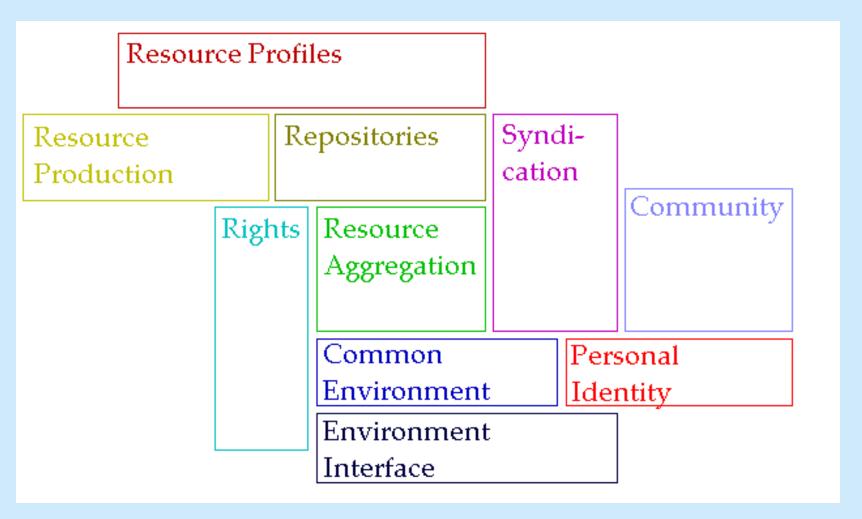


http://elearnmag.org/subpage.cfm?section=articles&article=29-1



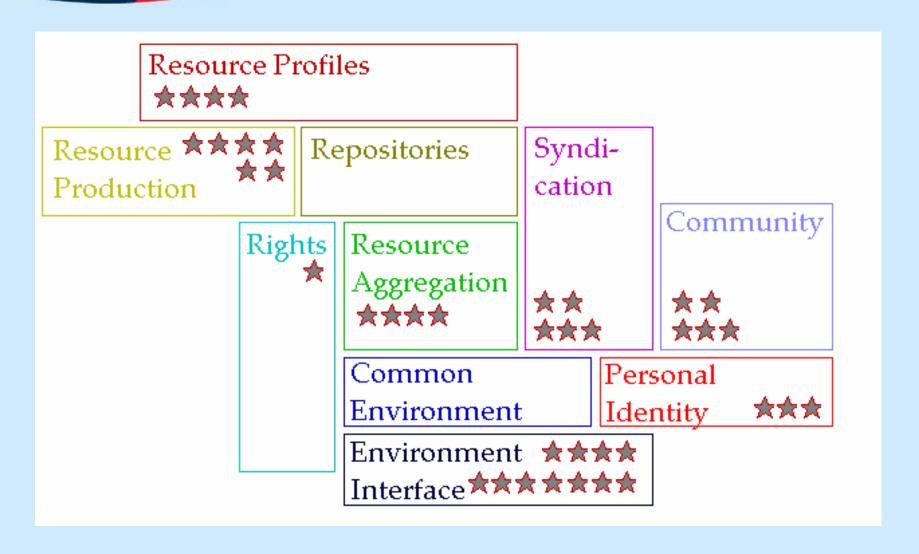
#### **Architecture**

Rethinking Learning Resources...



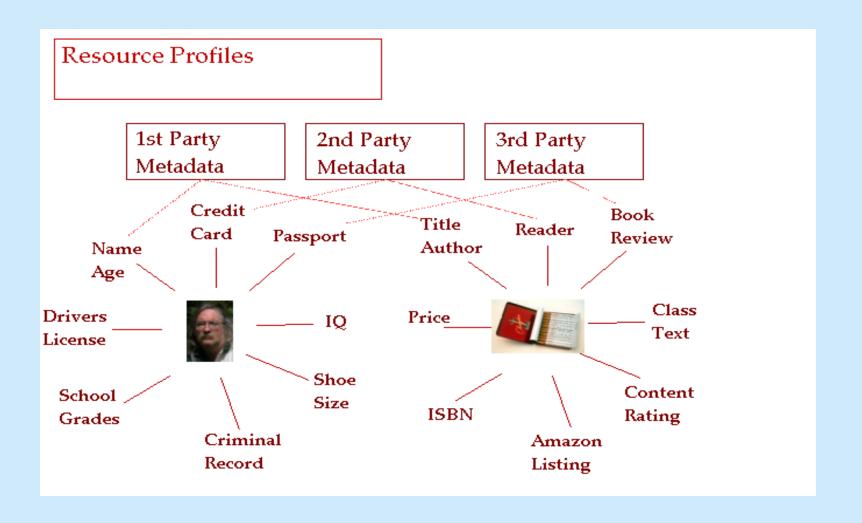


# The NRC Connection...





#### **Resource Profiles**





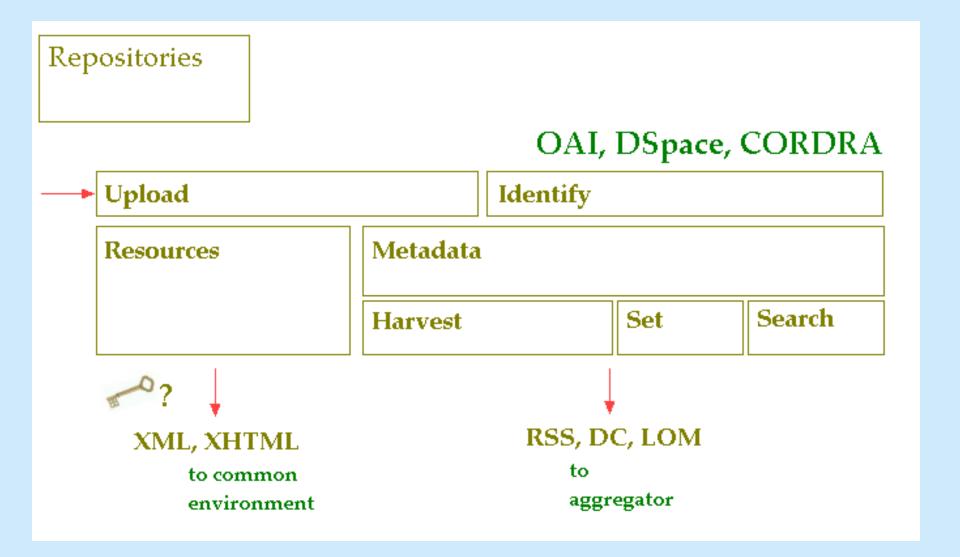
#### **Resource Production**

Resource Production



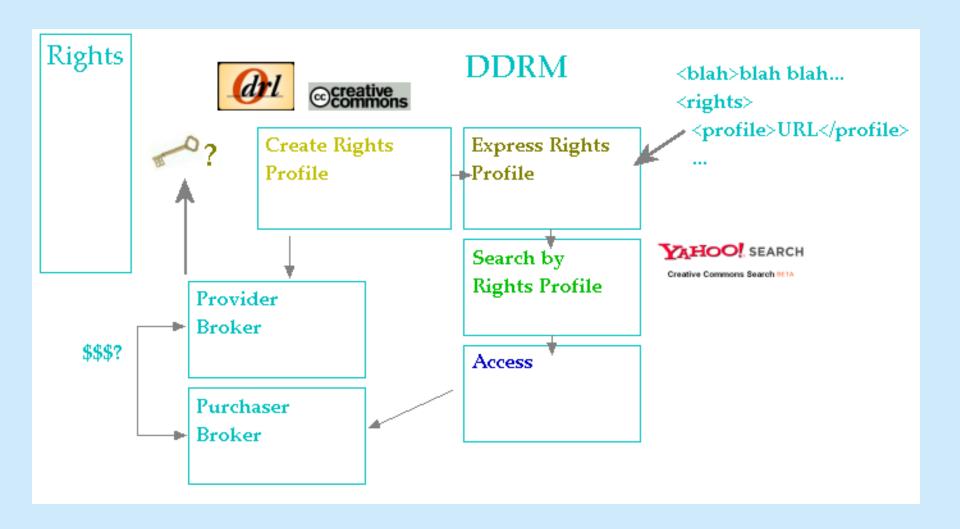


# Repositories



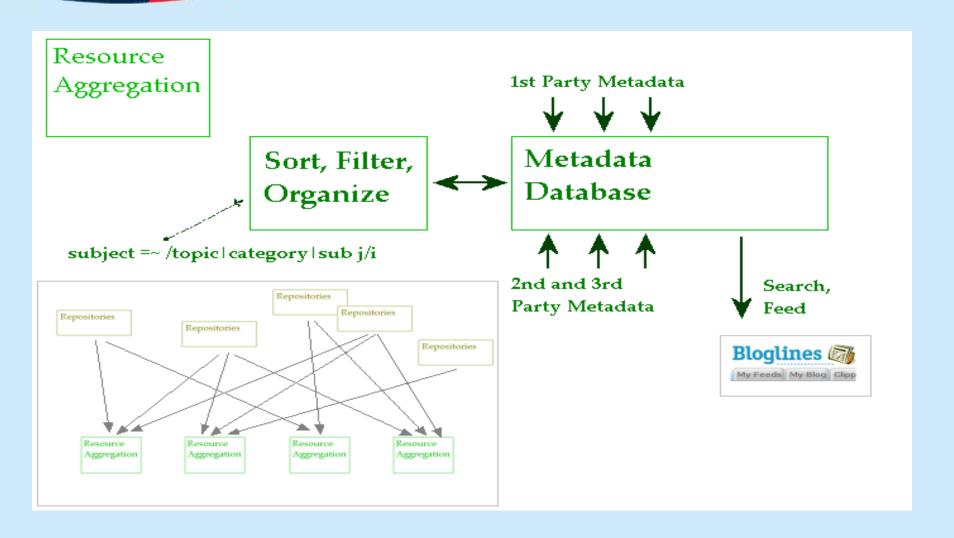


# **Rights**



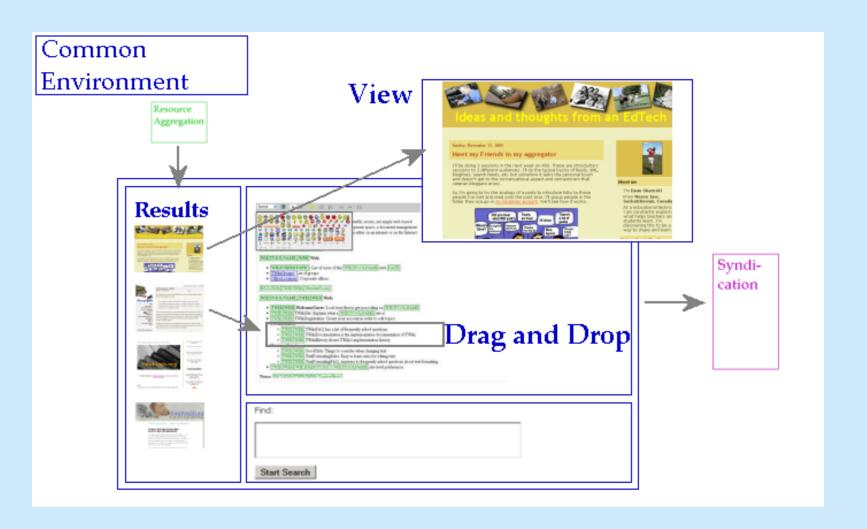


# **Resource Aggregation**





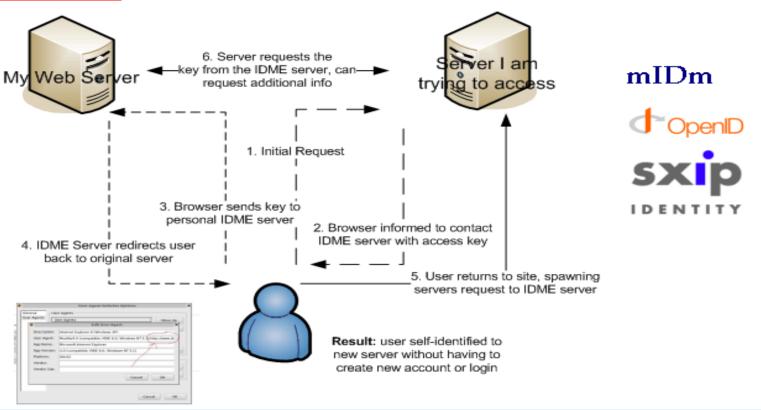
#### **Common Environment**





## **Personal Identity**

#### Personal Identity





#### **Environment Interface**

#### Environment Interface

Common Environment

XSLT +



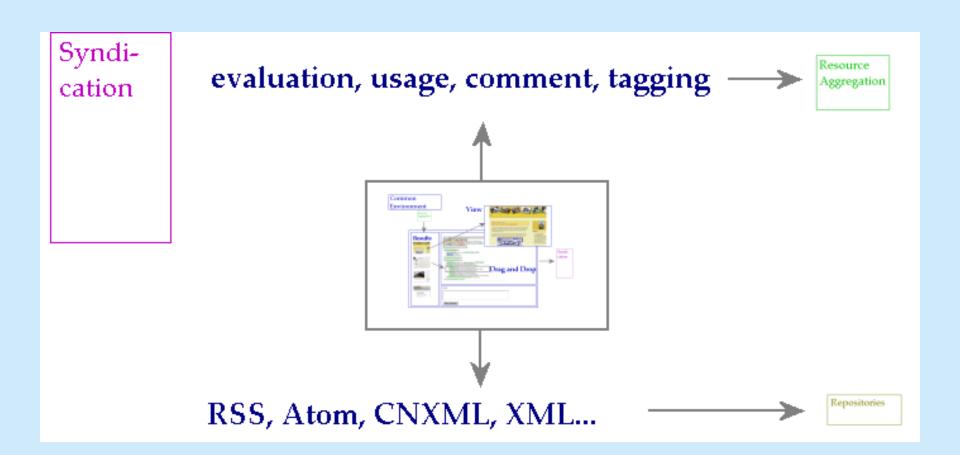




Workflow... games... simulations... appliances... courses...

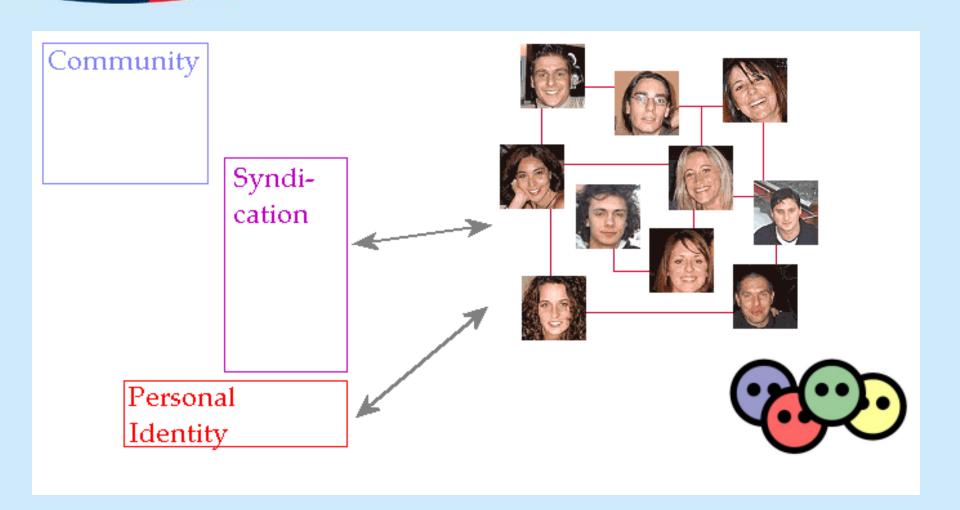


# **Syndication**





# **Community**



#### NRC CNRC

Institute for Information Technology



# Science --at work for\_\_\_ Canada



