Understanding Learning Networks



Stephen Downes, October 28, 2006

Web 2.0



O'Reilly: What is Web 2.0?

Content Creation & Posting

- Blogs <u>Blogger</u>, <u>WordPress</u>
- E-Portfolios ELGG
 - ePortfolios Helen Barrett
 - ELGG and blogging Miles Berry

(a good way of promoting learner autonomy and voice)

- Images Flickr
- Audio Odeo, Audacity
- Video <u>YouTube</u>, <u>Google Video</u>

Collaborative Writing

- Wikis PB Wiki, Media Wiki
 - RSS inside a Wiki
 Alan Levine
 - South African Curriculum on a wiki
- Collaborative Bookmarking <u>del.icio.us</u>,
 <u>Furl</u>
- Online Office Applications Writely, Gliffy, iRows

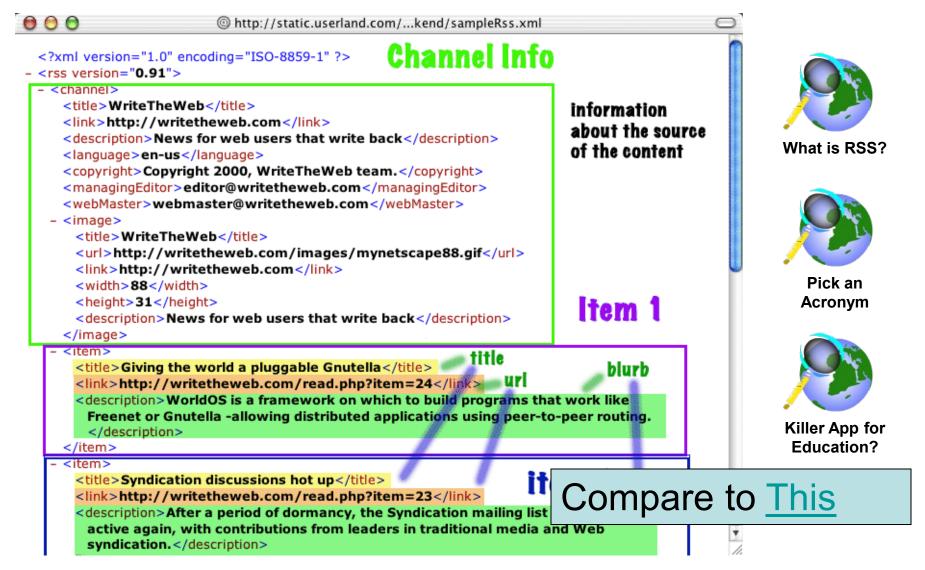
Web 2.0 is also mostly about

Content Syndication

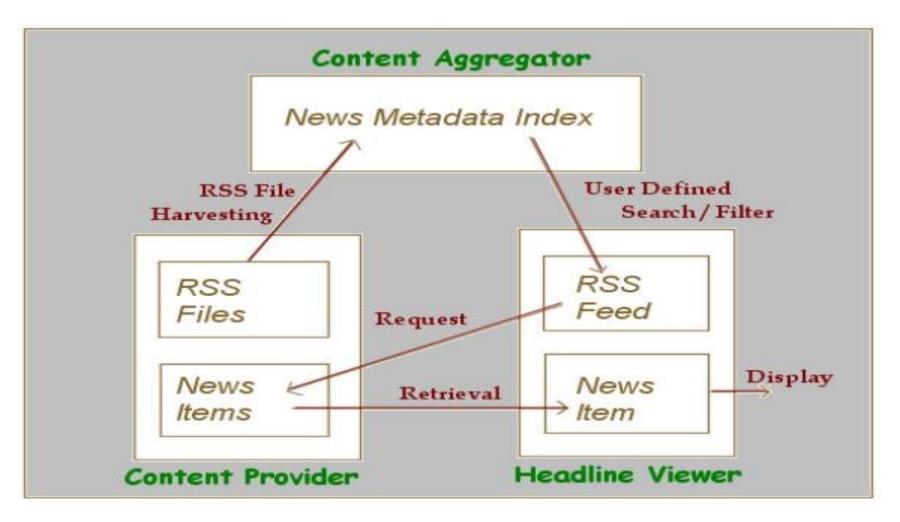


http://www.mcli.dist.maricopa.edu/show/merlot03/

RSS - Simplest of Meta-Data



How RSS Works



http://www.downes.ca/files/RSS_Educ.htm

RSS Network Examples

- Edu_RSS http://www.downes.ca/edurss02.htm
 - Threads Community comment topic list
 - Search Posts
 - Research lists of topics, publications and authors
 - Most Popular Links
 - Conversation
 - Edu RSS Most Recent harvested links
 - Most cited links
 - Feed List and Feed List OPML
- DLORN
 - http://www.downes.ca/cgi-bin/dlorn/dlorn

Context and Use

- Tarmo Toikkanen: "Learning for humans happens in context. Having complete reusability means having no context, and vice versa."
 - http://flosse.dicole.org/?item=intentional-learning-reflecting-the-discussion-in-the-blogsphere
- What does this mean? The learning is not in the object, but in the use of the object

Examples of Use

- Non-instructional performance interventions
 - Electronic Performance Support System (EPSS)
 - Workplace Design
 - Knowledge Management (KM)
 - Just-in-Time Support
 - Communities of Practice
 - Multimedia
 - Job Aids

Aggregators

- Aggregate This, Scott McLemee
- MetaxuCafe is "a network of literary blogs with over 300 members."
- Postgenomic, aggregates "posts from life science blogs."
- Edu RSS
- Intute the new face of the Resource Discovery Network (RDN)

Webtops

- 30Boxes, PageFlakes, ProtoPage, Goowy
 - Interfaces of the future
 Mark Oehlert
- The Personal Learning Environment
 - PLE Blog
- Windows Live
- <u>Netvibes</u> (Tony Hirst)

Enabling new forms of learning

Progress/Innovation



Linear, slow
Proprietary knowledge
Ideas as strategic advantage
Mentors
Learn by reverse-engineering
Progress by "Shoulders of Giants"
Wisdom of experts

Old (closed)



Exponential, networked, quick Shared knowledge Ideas "paid forward" Micromentors Lessons-learned benefit all Progress by "The Mosh Pit" Wisdom of crowds



E-Learning 2.0

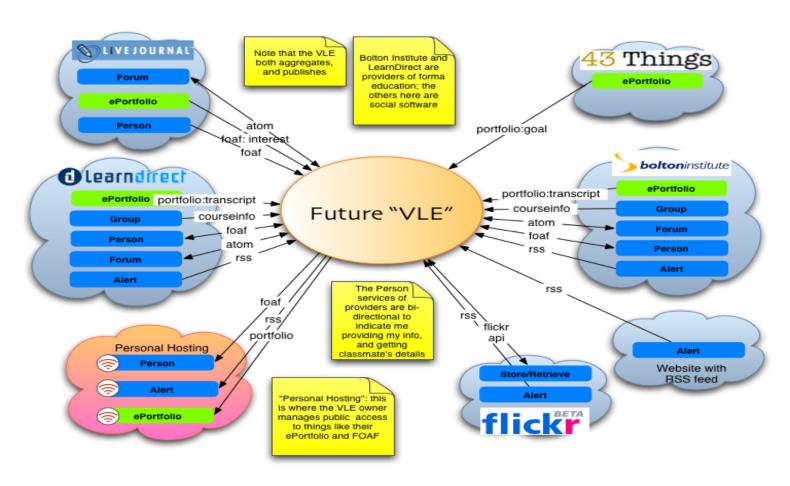
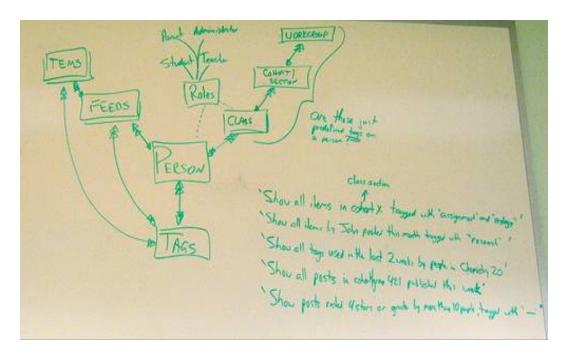


Diagram by Scott Wilson; Downes: E-Learning 2.0

Personal Learning Environments





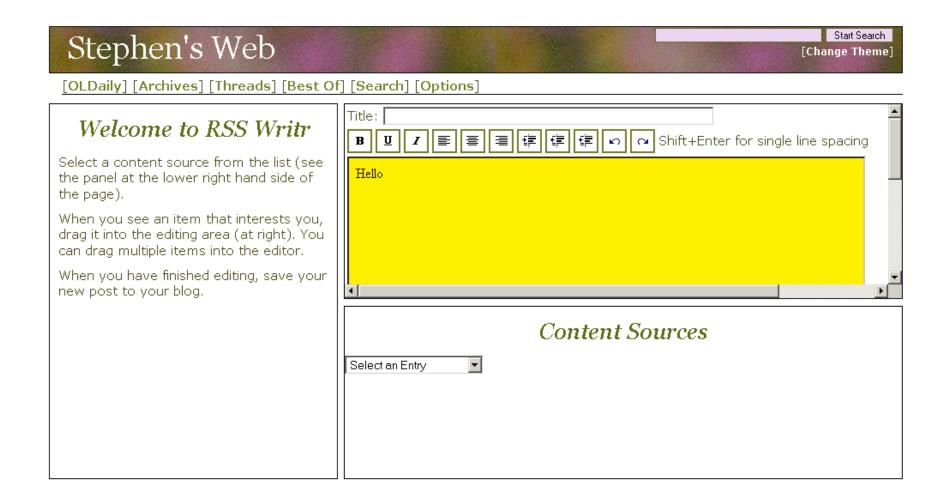
http://www.cetis.ac.uk/members/ple

http://www.flickr.com/photos/dnorman/100494256

http://www.darcynorman.net/2006/02/16/eduglu-early-whiteboard

USB: Study Stick: http://blogs.open.ac.uk/Maths/ajh59/005515.html

Read/Write E-Learning



The Personalized Web

2006 has seen the emergence of the personalized web, the interactive web, the web that places a premium on participation and community.

How should the learning sector respond?

- Different flavours of personalization
- Different types of 'learner centered'

The Response

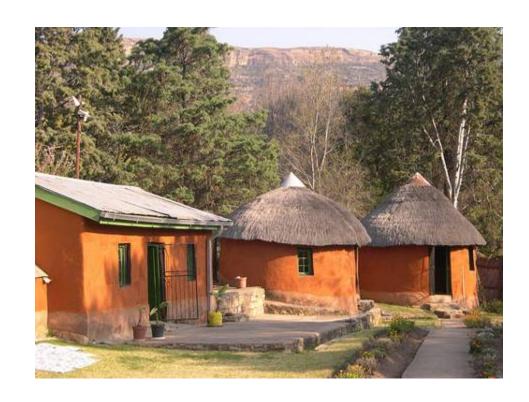
The initial reaction from educational institutions has been negative, with access to many of the new applications blocked and banned by administrators.

Institutions want centralized systems, to bring the new technologies 'into' the VLE or LMS, in order to provide support, control the environemnt...

The Challenge

Can we, when we explore their world, resist the urge to make them just like us?

It's a question of control...



Danah Boyd...

"The dynamics of identity production play out visibly on MySpace. Profiles are digital bodies, public displays of identity where people can explore impression management..."

Identity Production in a Networked Culture: Why Youth Heart MySpace

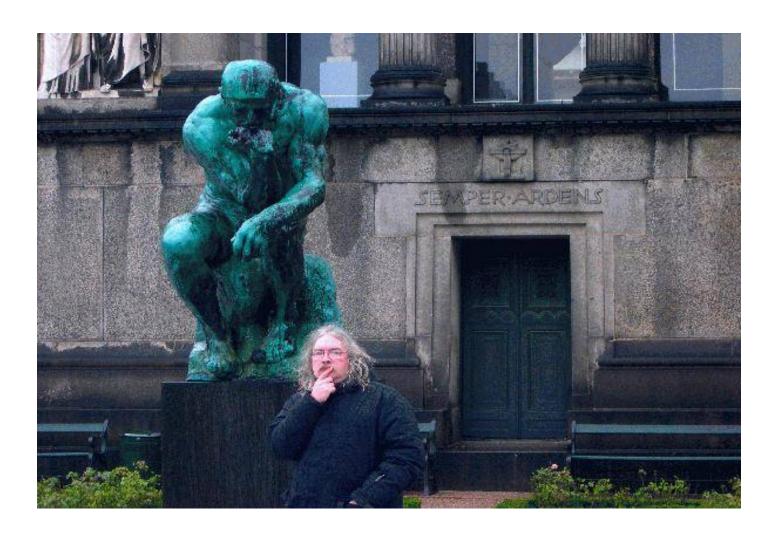
http://www.danah.org/papers/AAAS2006.html

Sherry Turkle

"We do not feel compelled to rank or judge the elements of our multiplicity. We do not feel compelled to exclude what does not fit."

Life on the Screen

http://www.transparencynow.com/turkle.htm



A Question of Ontology?

- Is there an essence of learning that can be understood independently of...
 - The players?
 - The technology?
- Does what we are looking for reflect our theoretical stance? Do we need a theoretical stance?
 - Logical Positivist? Behaviourist? vs
 - Phenomenology? Critical Theory? Feminism?

Traditional Online Learning



The concept of online learning usually revolves around a computer...

The Future of Online Learning





- May be in Mississauga
- Probably does involve computers at all

The School of The Future...





... is a living arts centre (or some such thing)

The Concept...

- Learning is centered around the interests of the learner (which may be arts, history, computing...)
- This learning is immersive learning by doing – and takes place not in a school but in an appropriate environment (such as a living arts centre)
- The computer connects the student to the rest of the world, no matter where they are

Game Based Learning

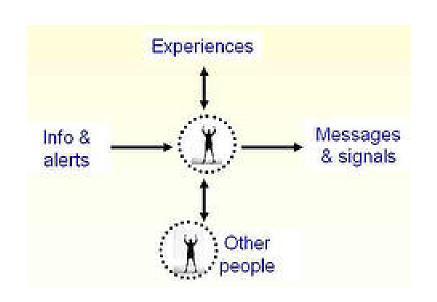




Types: Branching, Spreadsheet, Game, Lab...

http://www.downes.ca/cgibin/website/view.cgi?dbs=Article&key=1116274375

Workflow (Informal) Learning





Types: Community of Practice, Environment, Visualization...

http://metatime.blogspot.com/

Online Learning at the Crossroads

- On the one hand we have developed tools and systems intended to support traditional classroom based learning
- On the other hand we could (should?) be developing tools and systems to support immersive learning
- My take: we should be developing for dynamic, immersive, living systems...

First Iteration: User-Produced Media

- Blogs and Blogging
- Podcasting and Vodcasting
- Game mods and other multimedia



Web 2.0: The Learning Network

- The e-Portfolio lives in the intersection between the worlds for education, work, and home
- A model for e-Portfolio as a learnermanaged construct
- Key requirement is easy-to-use tools and hosting services*
- *E.g. the "e-Portfolio-as-blog" approach Scott Wilson:

http://www.cetis.ac.uk/members/scott/entries/20050523083528

Groups and Networks

"Groups require unity, networks require diversity. Groups require coherence, networks require autonomy. Groups require privacy or segregation, networks require openness. Groups require focus of voice, networks require interaction."

http://www.downes.ca/cgi-bin/page.cgi?post=35839

Rethinking Learning



http://static.flickr.com/109/252157734 9e6c29433b b.jpg

http://video.google.com/videoplay?docid=-4126240905912531540&hl=en

Thank You

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