Web 2.0 and your own Learning and Development

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Three Principles:

- *Interaction* – participation in a learning community (or a community of practice)
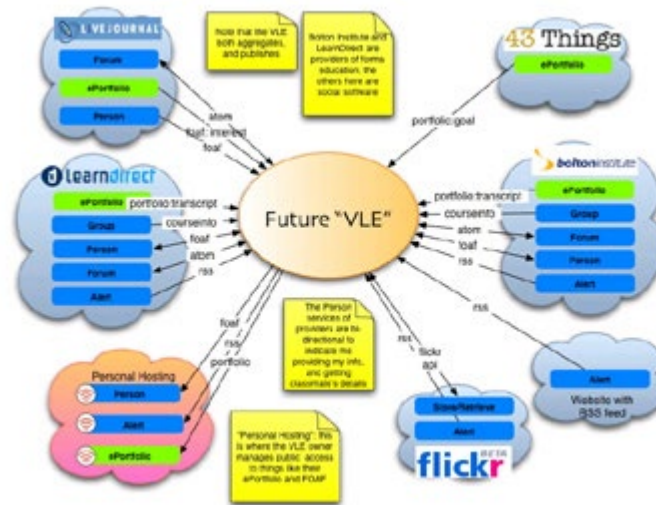
Three Principles:

- *Usability* – simplicity and consistency

Three Principles:

- *<u>Relevance</u>* – or *salience*, that is, learning that is relevant to you, now

Interaction:

"… the capacity to communicate with other people interested in the same topic or using the same online resource."

- *Why do we want it?*

  – **Human contact …** *talk to me…*

  – **Human content …** *teach me…*

Interaction: How to Get It

- You cannot depend on traditional learning for interactivity…
    - Most learning based on the broadcast model
    - Most interactivity separated from learning

Interaction: How to Get It

- Built your own interaction network

  – Place *yourself*, not the content, at the centre

Interaction: Your Personal Network

- Email and mailing lists – eg., DEOS, wwwedu, ITForum, IFETS, online-news, RSS-DEV…

Interaction: Your Personal Network

- Weblogging – reading your subscriptions, leaving comments, longer responses in your own blog

Interaction: Your Personal Network

- Personal communication – instant messaging, Skype

Interaction: Your Personal Network

- Online Forums – Using, eg., Elluminate, Centra – examples, CIDER, Net*Working

Interaction: Principles

- <u>Pull</u> is better than <u>push</u>…

- Speak in your own (genuine) voice (and listen for authenticity)

- Share your knowledge, your experiences, your opinions

- Make it a habit and a priority

Interaction: Guerilla Tactics

- If interaction isn't provided, create it…
  - Eg., if you are at a lecture like this, blog it

What Are You Waiting For? Built a Blog and Wiki Now!

Interaction: Guerilla Tactics

- If your software doesn't support interaction, add it
  - Eg., embed Javascript comment, RSS in LMS pages

WEB 2.0 - THE PEOPLE SPEAK

Interaction: Guerilla Tactics

- Use back-channels
  - Private lists, Gmail accounts, Flickr, IM, more…

Usability:

"… probably the greatest usability experts are found in the design labs of Google and Yahoo!"

- *Elements of Usability*

  – **Consistency …** *I know what to expect…*

  – **Simplicity …** *I can understand how it works…*

Consistency? As a Learner?

- Yes! Take charge of your learning…

Consistency? As a Learner?

- Clarify first principles…

    – for example, how do *you* understand learning theory? Eg. Five Instructional Design Principles Worth Revisiting

Consistency? As a Learner?

- Organize your knowledge
  - For example, build your own CMS (using, say, Drupal)

Simplify the Message

- Summarize, summarize, summarize
  - (and then put it into your own knowledge base)

Simplify the Message

- Use your own vocabulary, examples
  - *You* own your language – don't let academics and (especially) vendors tell you what jargon to use

Simplify the Message

- Don't compartmentalize (needlessly)

Usability: Principles

- Usability is Social:

  - Can you search your own learning?

  - Do you represent similar things in similar ways?

- Usability is Personal:

  - Listen to yourself

  - Be reflective – eg., is your desktop working for you?

Usability: Guerilla Tactics

- <u>Important</u>: your institutional CMS is almost certainly dysfunctional – create your own *distributed* knowledge management system…

Usability: Guerilla Tactics

- Create a blog on Blogger, just to take notes

WE HEAR THE BLOGOSPHERE NOW
Web 2.0

Usability: Guerilla Tactics

– Store photos on Flickr

Usability: Guerilla Tactics

- Create a GMail account and forward important emails to yourself (and take advantage of Google's search)

Usability: Guerilla Tactics

- (Maybe) use Google desktop search

Relevance:

"... learners should get what they want, when they want it, and where they want it "

- *Generating Relevance*

  - **Content ...** *getting what you want*

  - **Location, location, location***...*

Getting What You Want

- <u>Step One</u>: maximize your sources – today's best bet is RSS – go to www.google.com/reader, set up an account, and search for topics of interest

Getting What You Want

- <u>Step Two</u>: filter ruthlessly – if you don't need it now, delete it (it will be online somewhere should you need it later)

Getting What You Want

- *Important*: Don't let someone else dictate your information priorities – only you know what speaks to you

Getting It Where (and When) You Want

- Shun formal classes and sessions in favour of informal activities

Getting It Where (and When) You Want

- *Do* connect to your work at home (and even on vacation) – *but* – feel free to sleep at the office
  - Most work environments are dysfunctional
  - Your best time might not be 9 to 5 …
  - Ideas (and learning) happen when they happen

Principles of Relevance

- Information is a <u>flow</u>, not a collection of objects

    - Don't worry about remembering, worry about <u>repeated exposure</u> to good information

- Relevance is defined by <u>function</u>, not topic or category

- Information is relevant only if it is available <u>where it is needed</u>

Relevance: Guerilla Tactics

- Develop unofficial channels of information (and disregard most of the official ones)

THE WISDOM OF CROWDS

Relevance: Guerilla Tactics

– For example, I scan, then delete, almost all institutional emails (and everything from the director)

Relevance: Guerilla Tactics

- Create 'project pages' on your wiki (you have a wiki, right?) with links to templates, forms, etc.
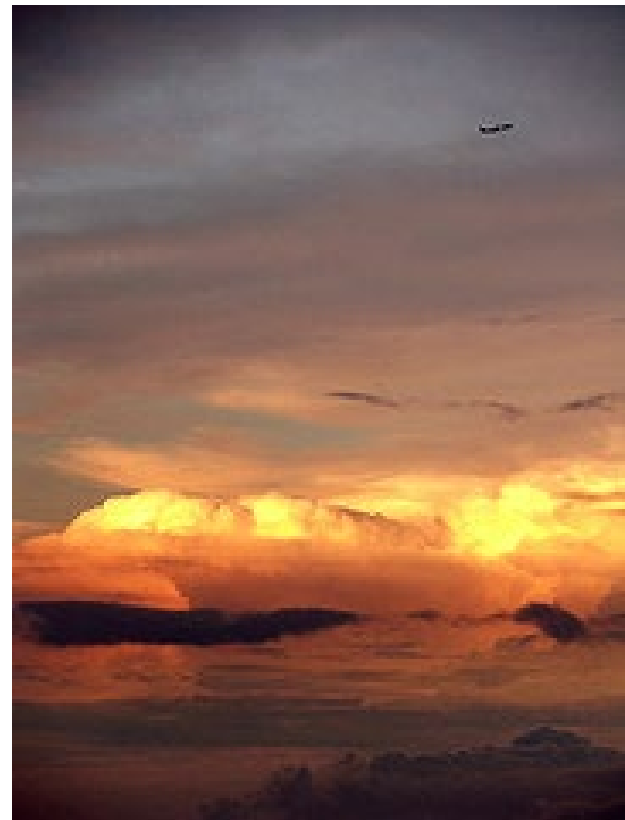
Relevance: Guerilla Tactics

- Demand access

What I'm _Really_ Saying Here…

1. You are at the centre of your own _personal learning network_

What I'm _Really_ Saying Here…

2. To gain from self-directed learning you must _be self-directed_

What I'm _Really_ Saying Here...

3. These principles should guide _how we teach_ as well as how we learn

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