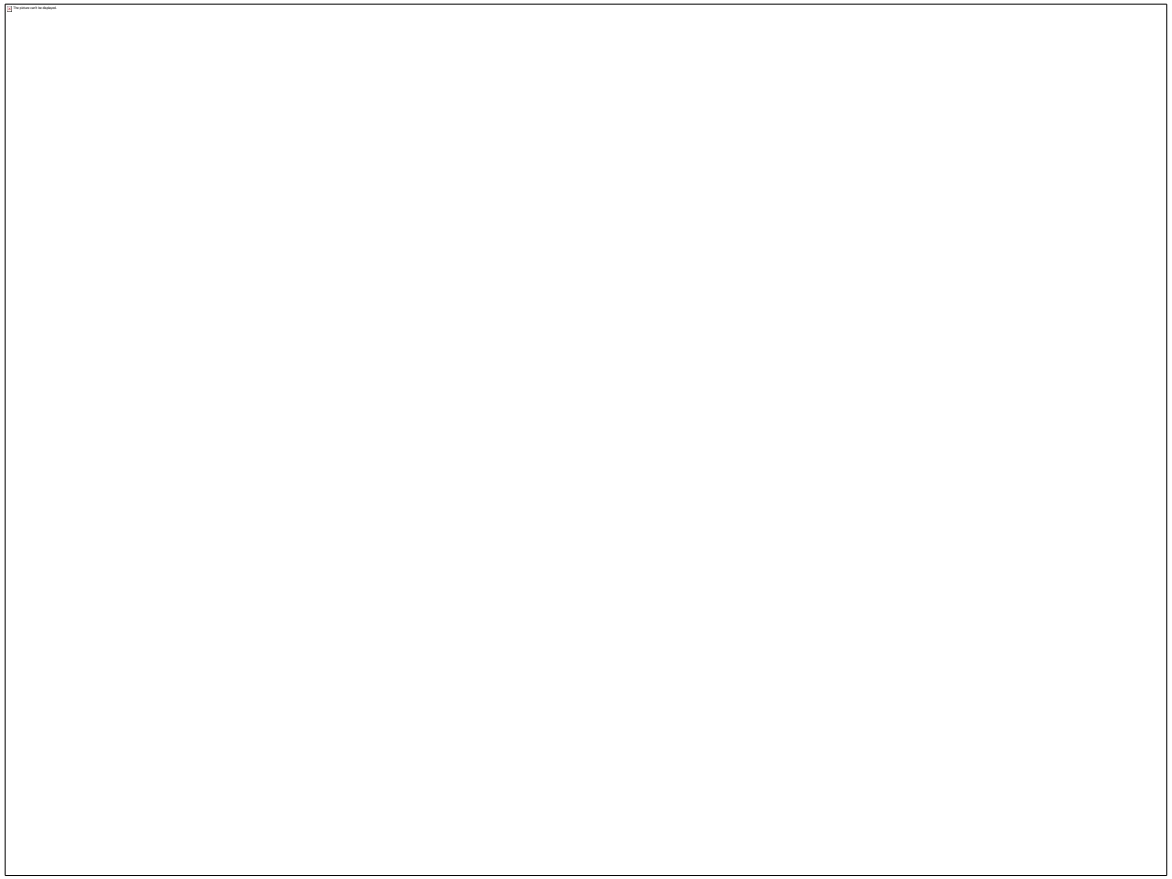
E-Learning 2.0: What It Means, Where It's Going

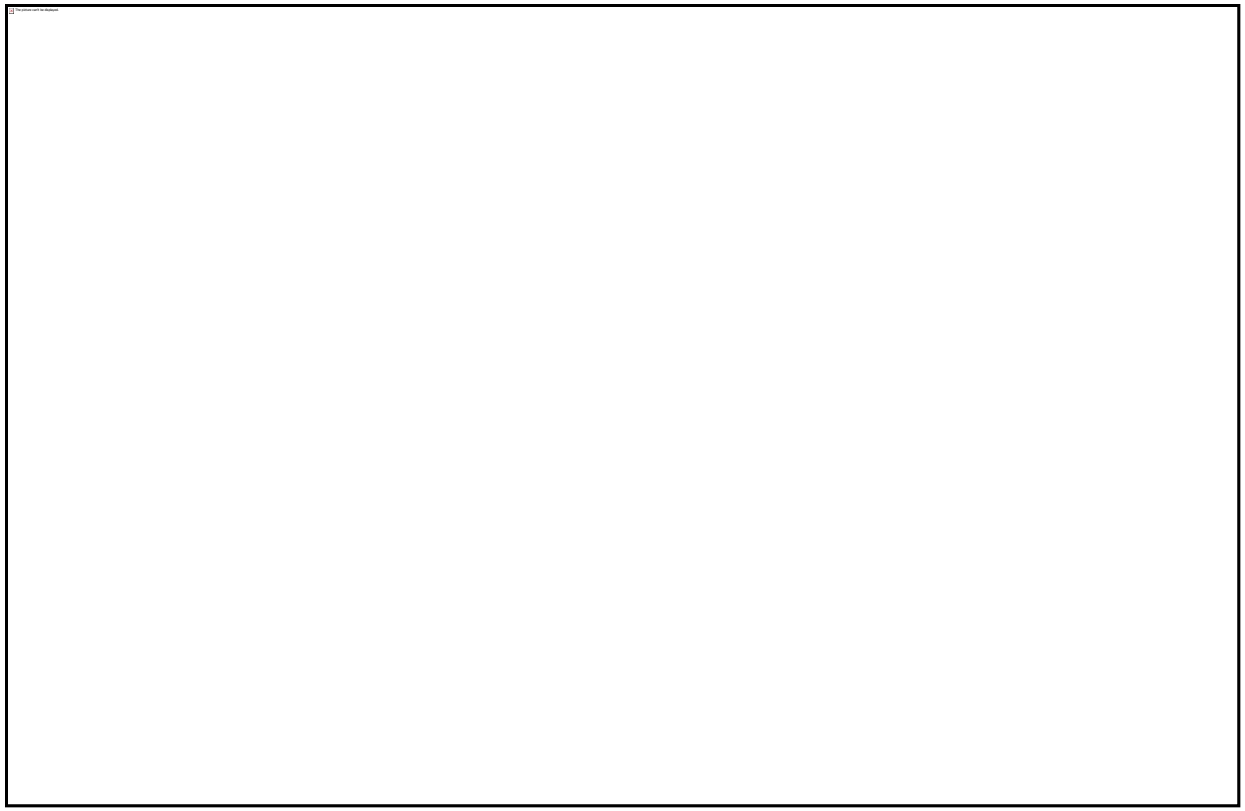
Stephen Downes

February 21, 2008

What does learning 2.0 mean to me?

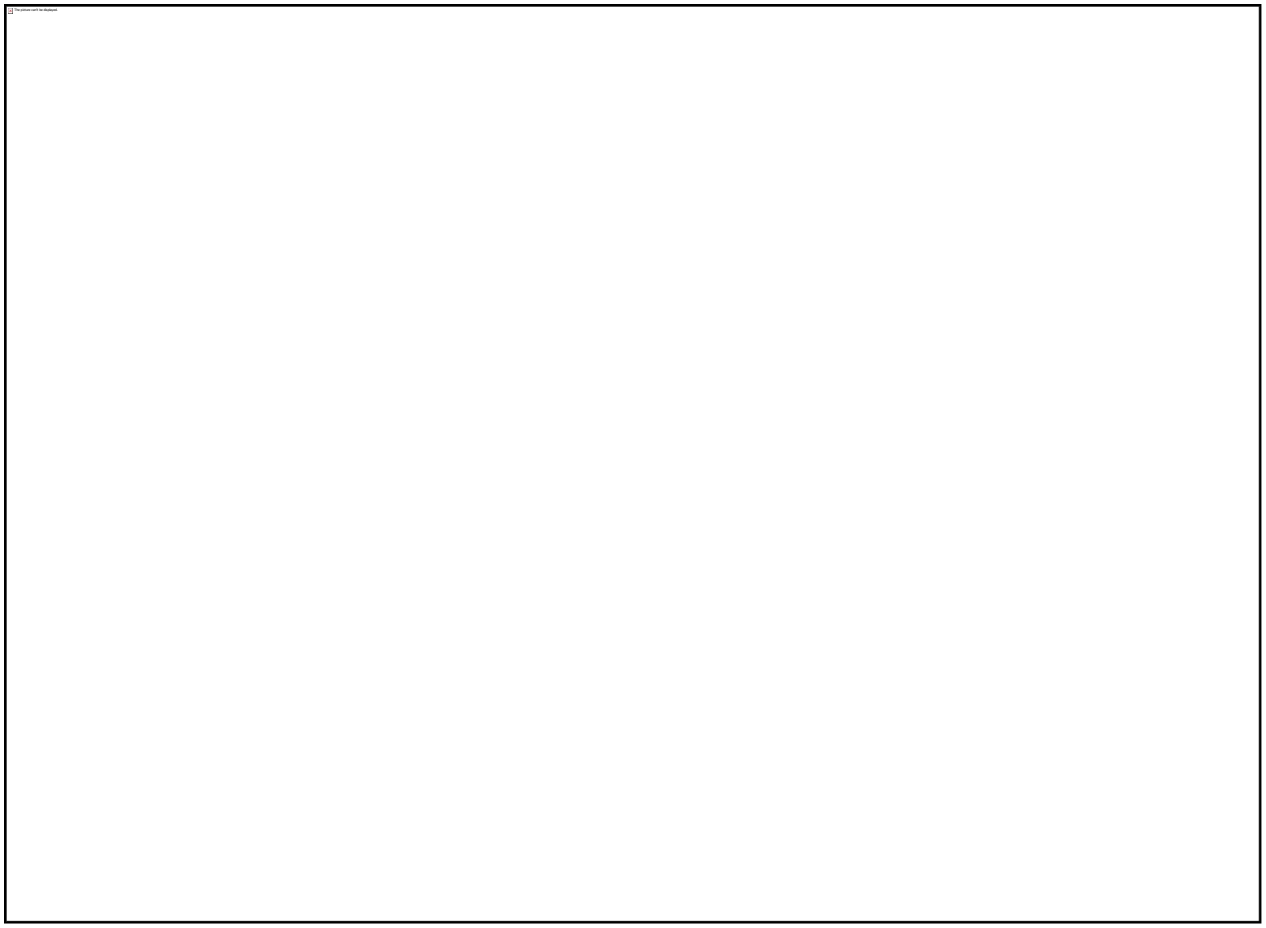


- A place to store (and share) my photos



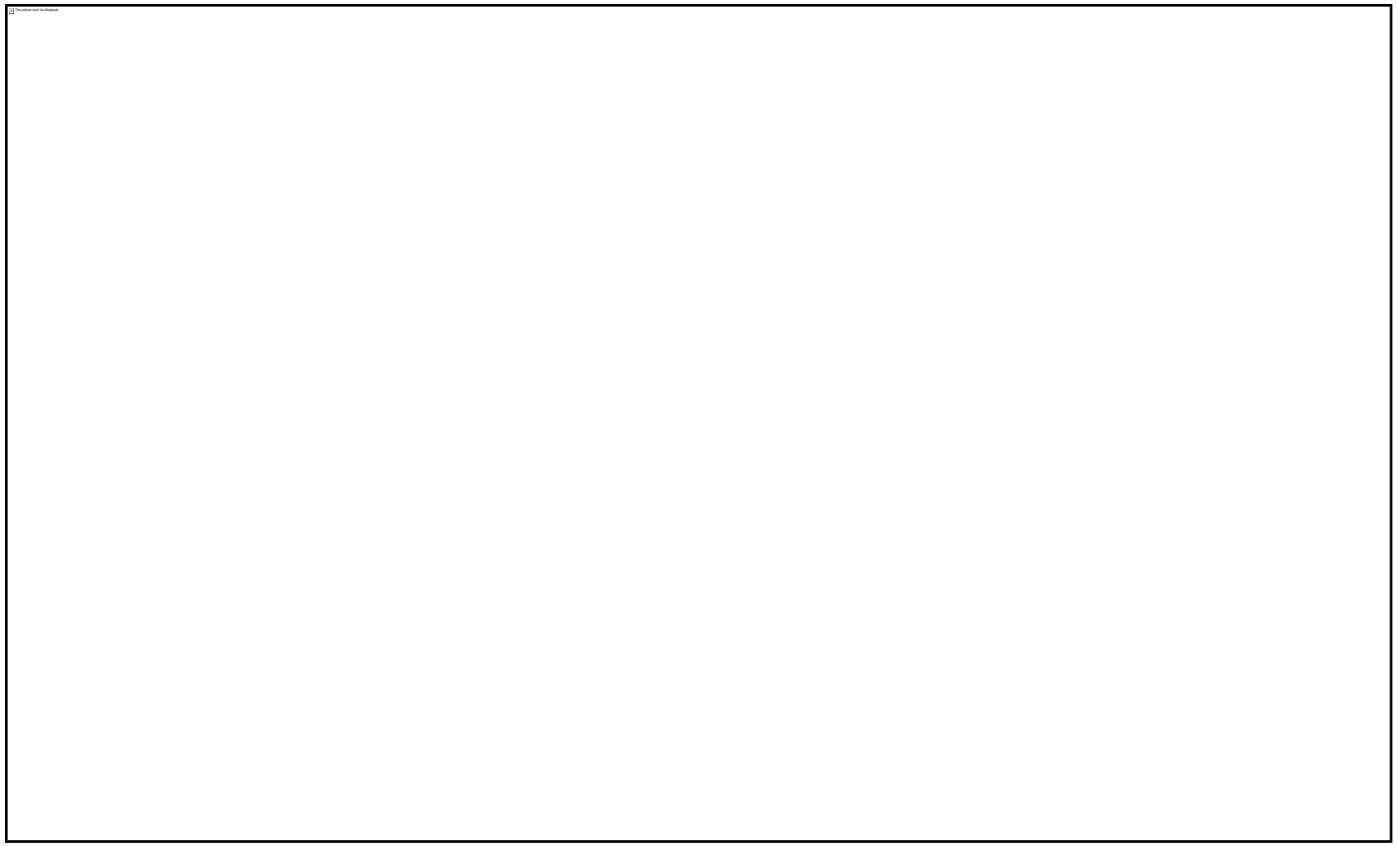
http://www.flickr.com

- A place to store (and share) my videos



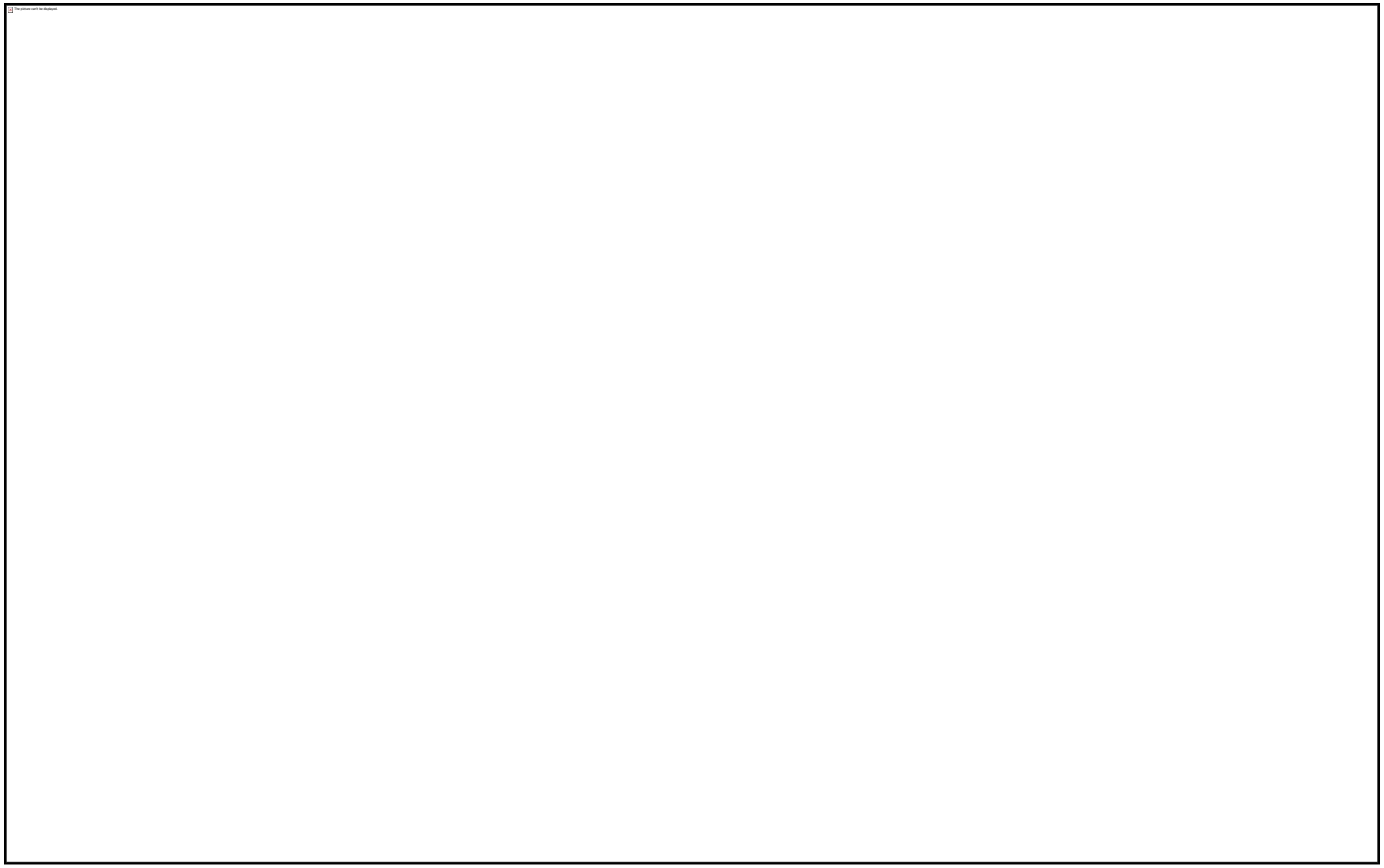
http://video.google.com/videoplay?docid=-4126240905912531540

- A place to write an essay with my colleague in Montreal



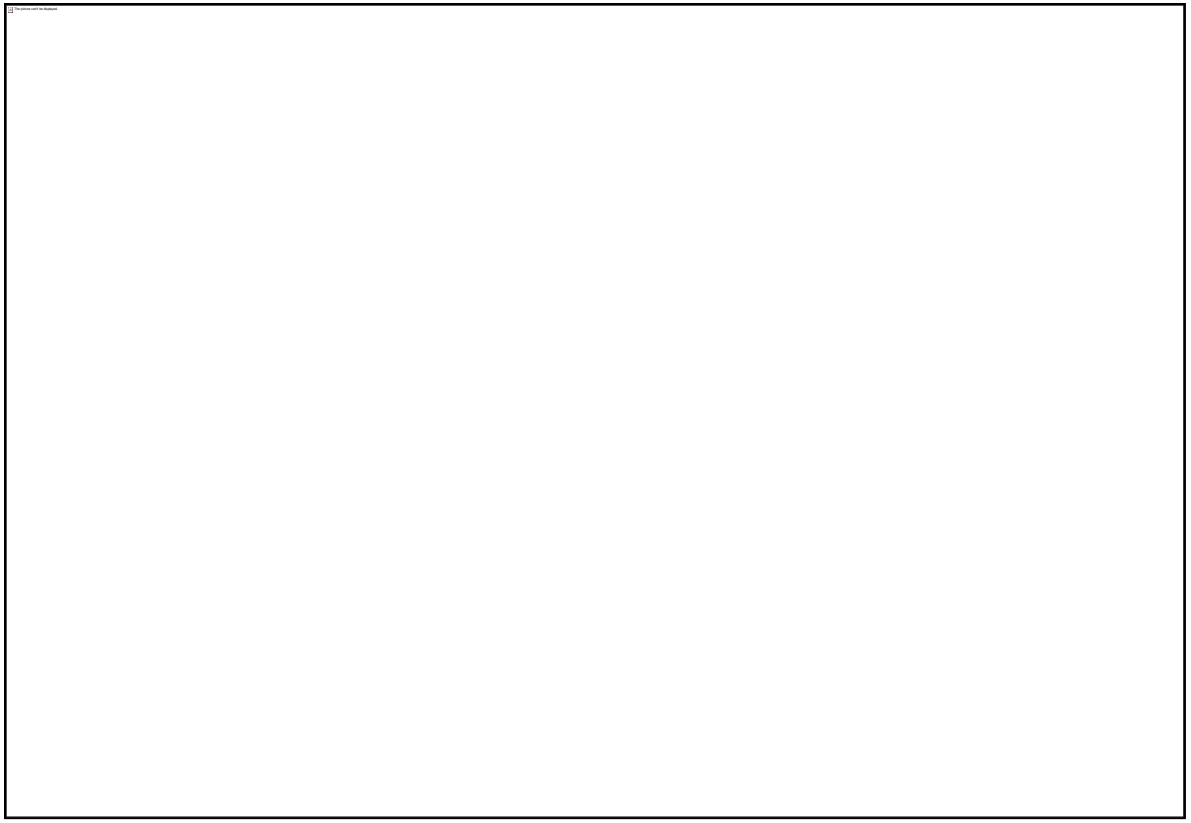
http://docs.google.com

- A way to stay up to date - *right* up to date



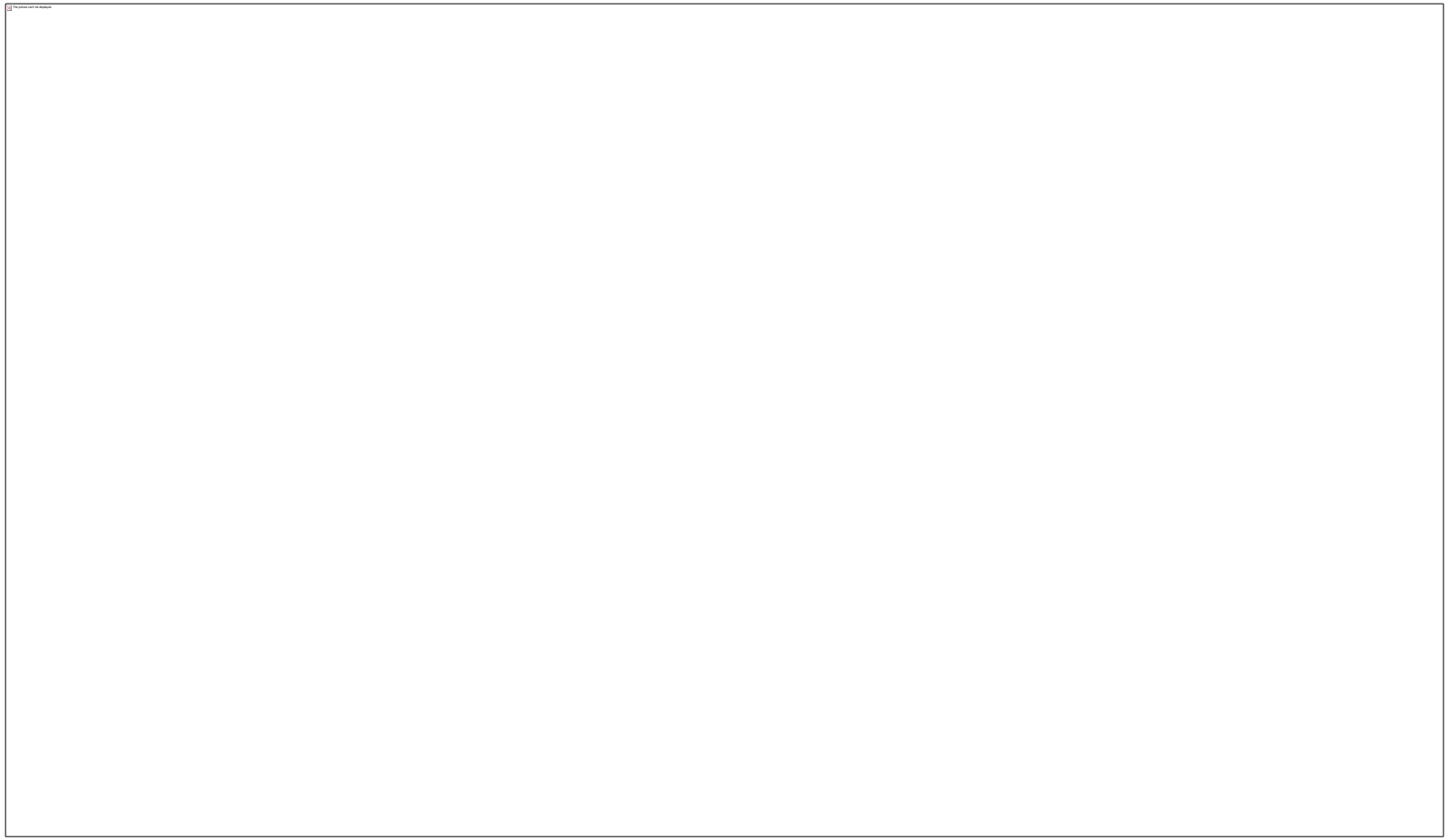
http://www.google.com/reader

- A way to save on phone calls



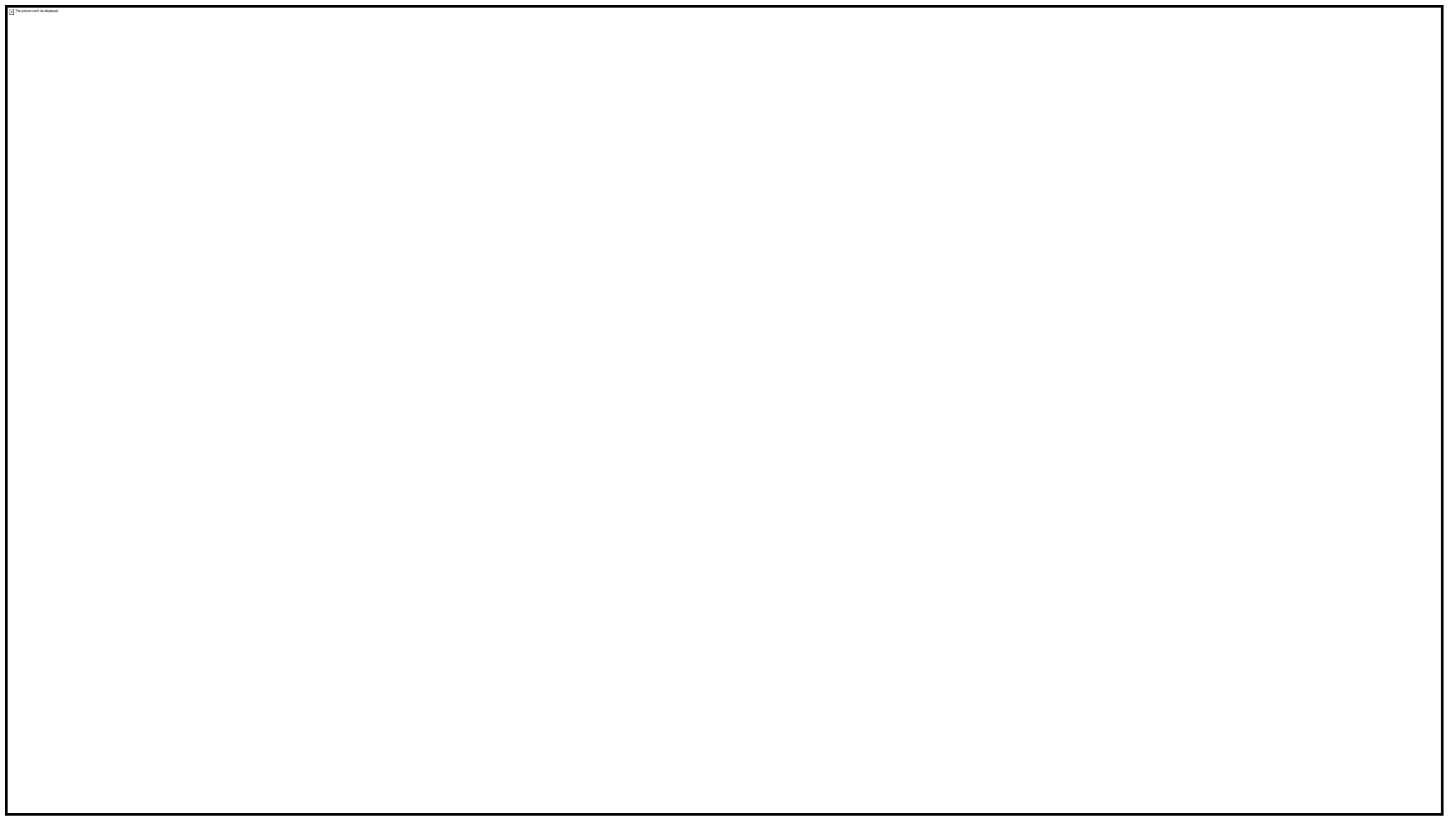
http://www.skype.com

- Knowing where I’m staying before I get there



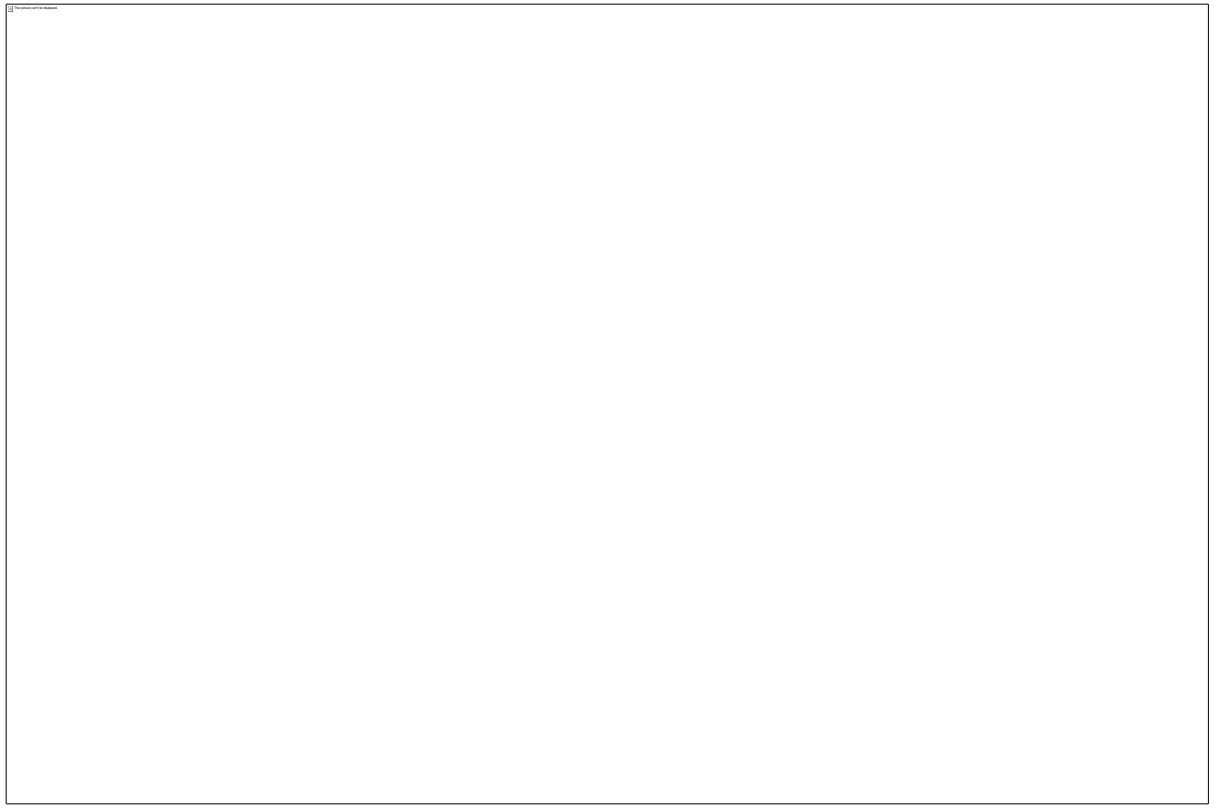
http://maps.google.com

- An Easy Way To Draw Pictures

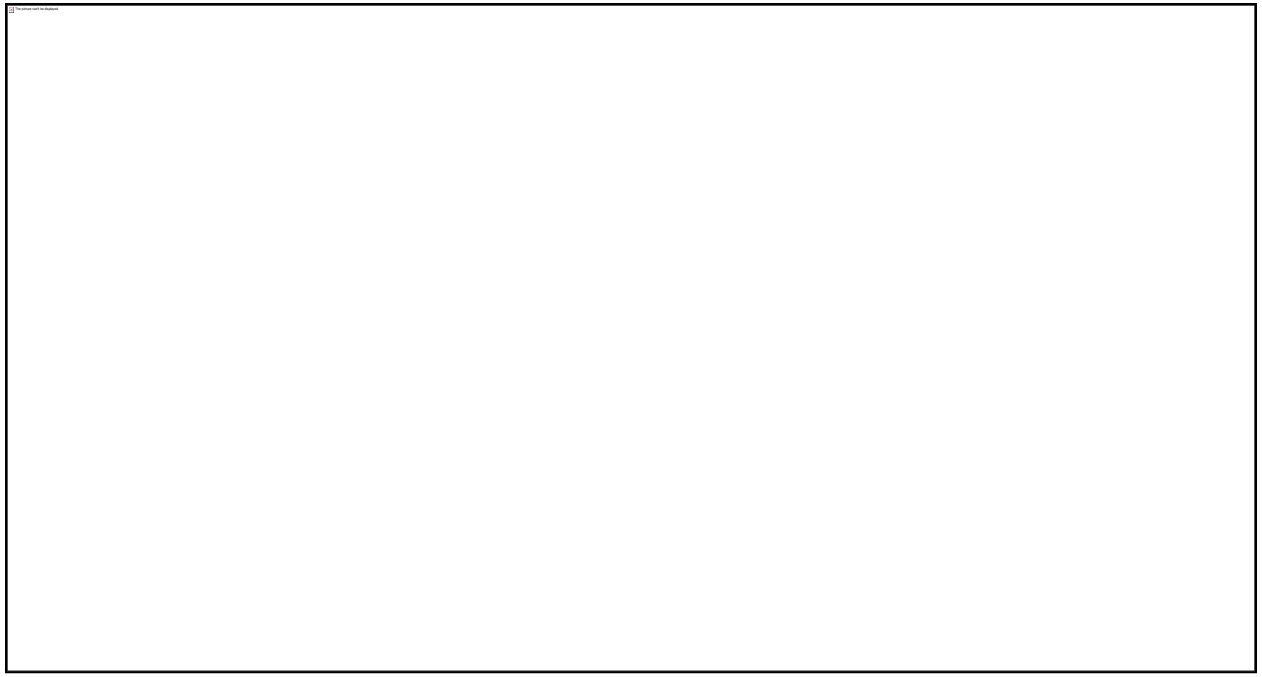


http://www.gliffy.com

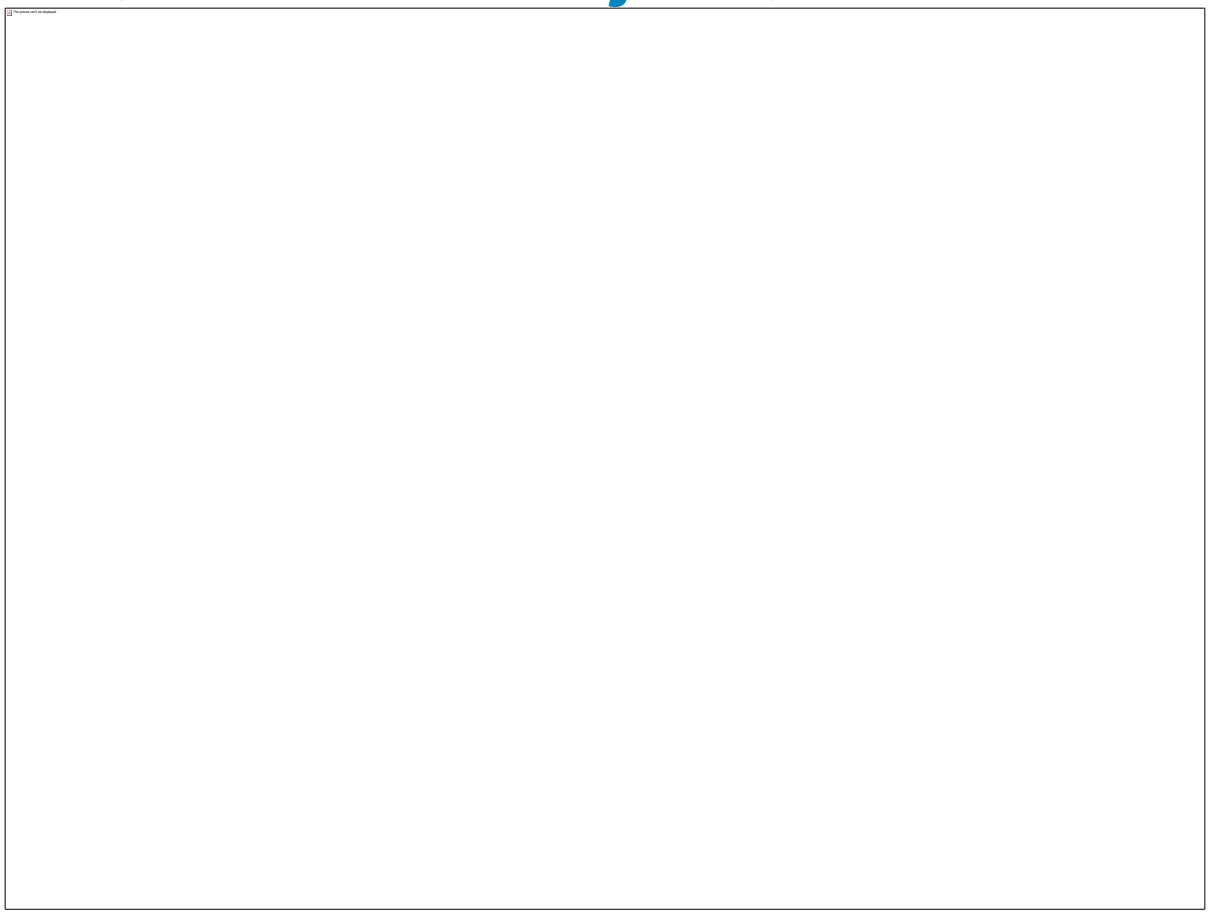
What does Learning 2.0 mean for a learner?



Three Views of Learning Resources:

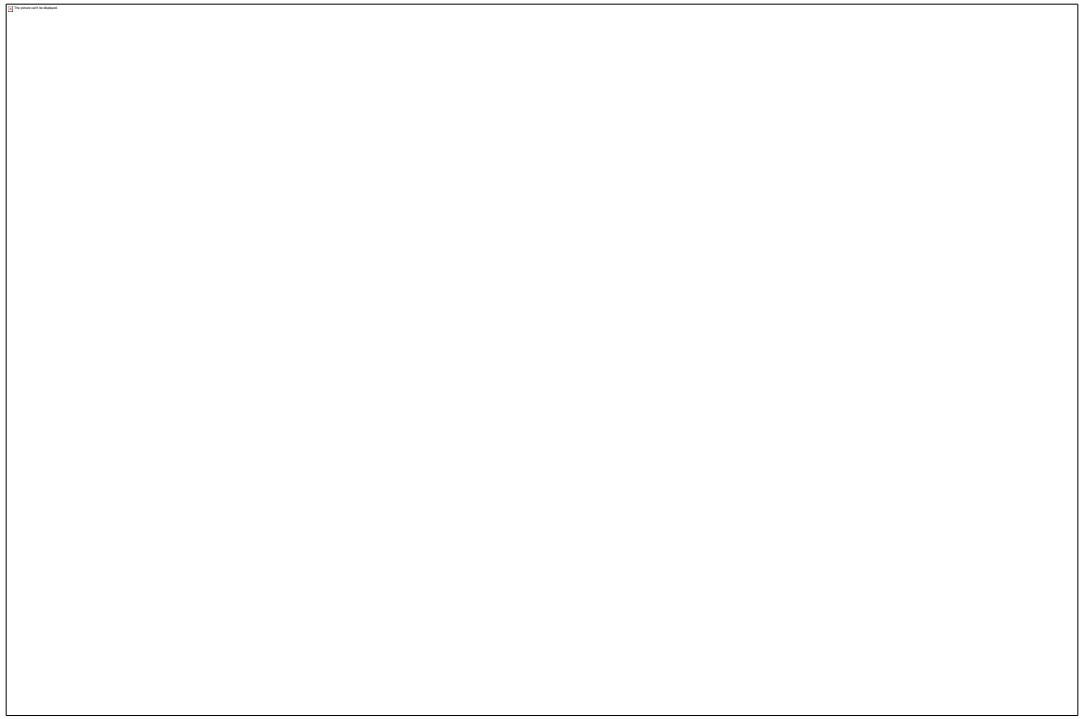


1. Learning Resources as a *thing*
   - Book, content object, etc

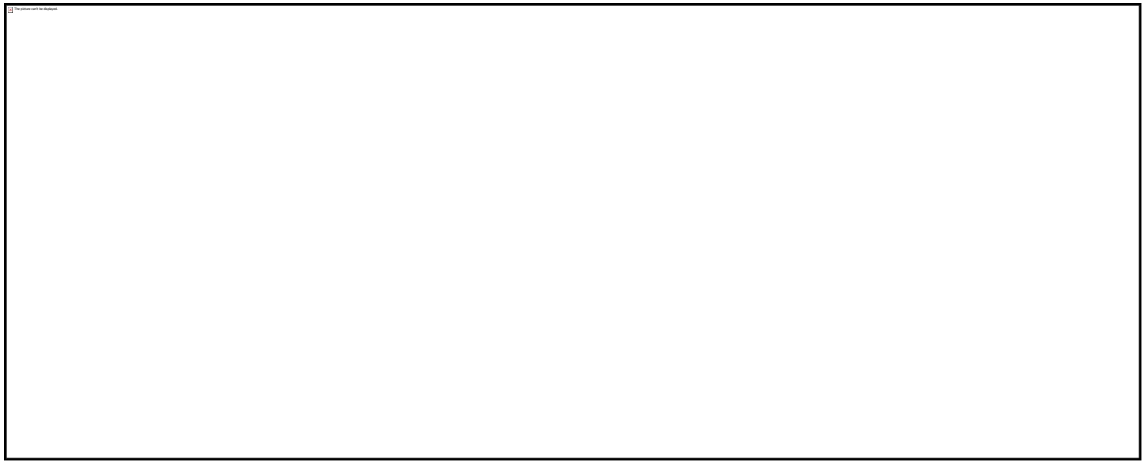


2. Learning Resources as *events*

– *Class, lecture, seminar, meeting*

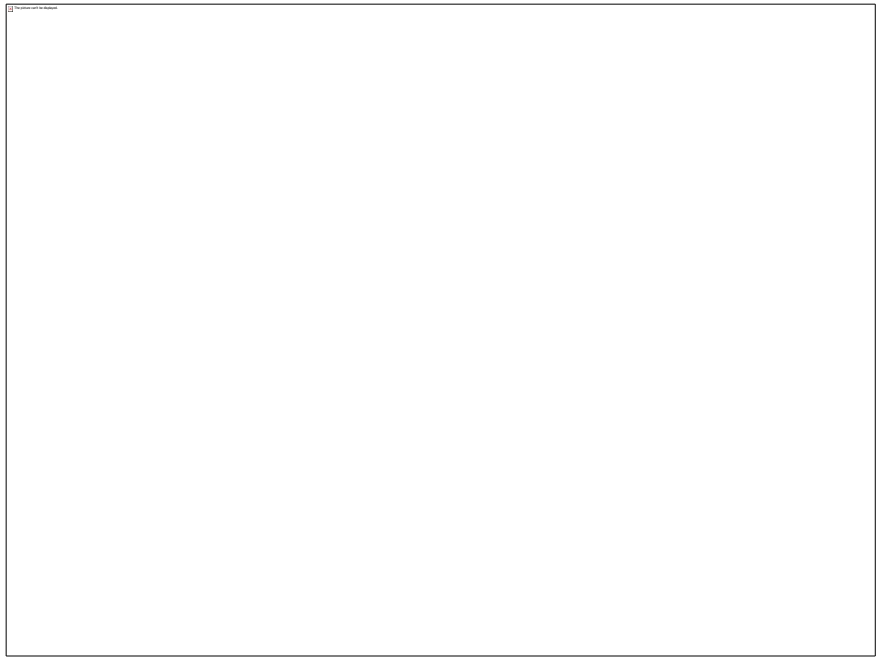


- The first two models are *information-theoretic* and *medium-based* models
  - They stress *content*
  - They stress *rules*

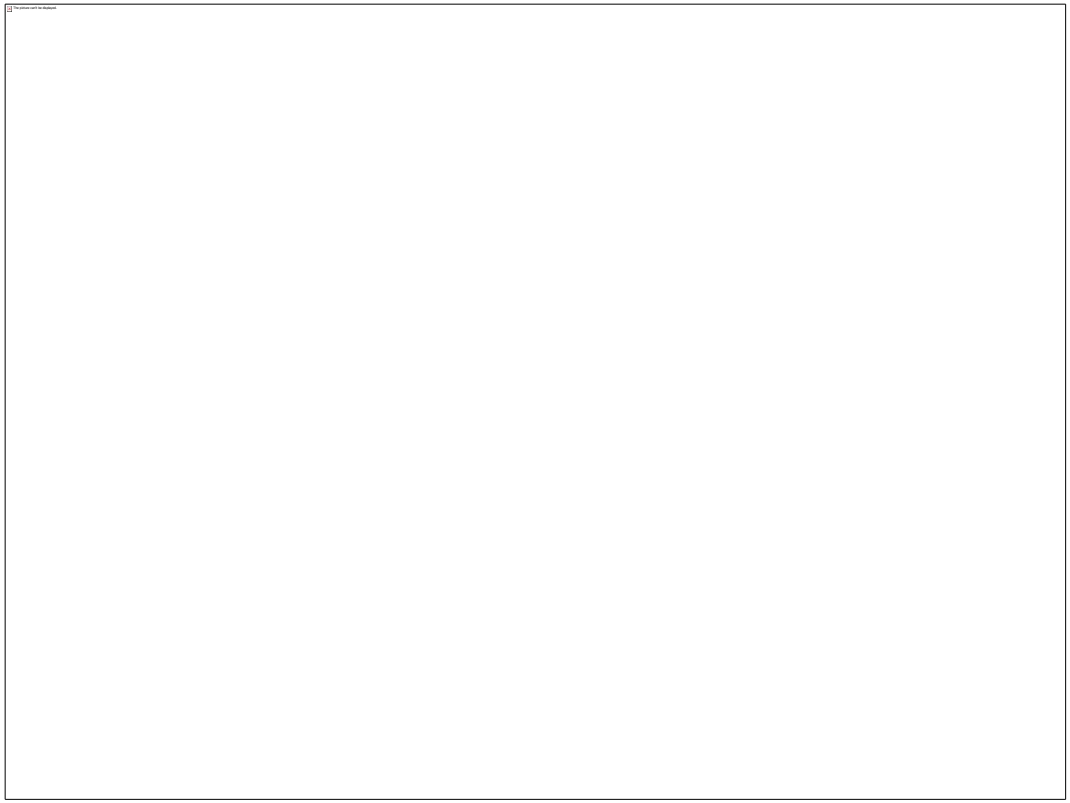


3. Learning Resources as *flow*

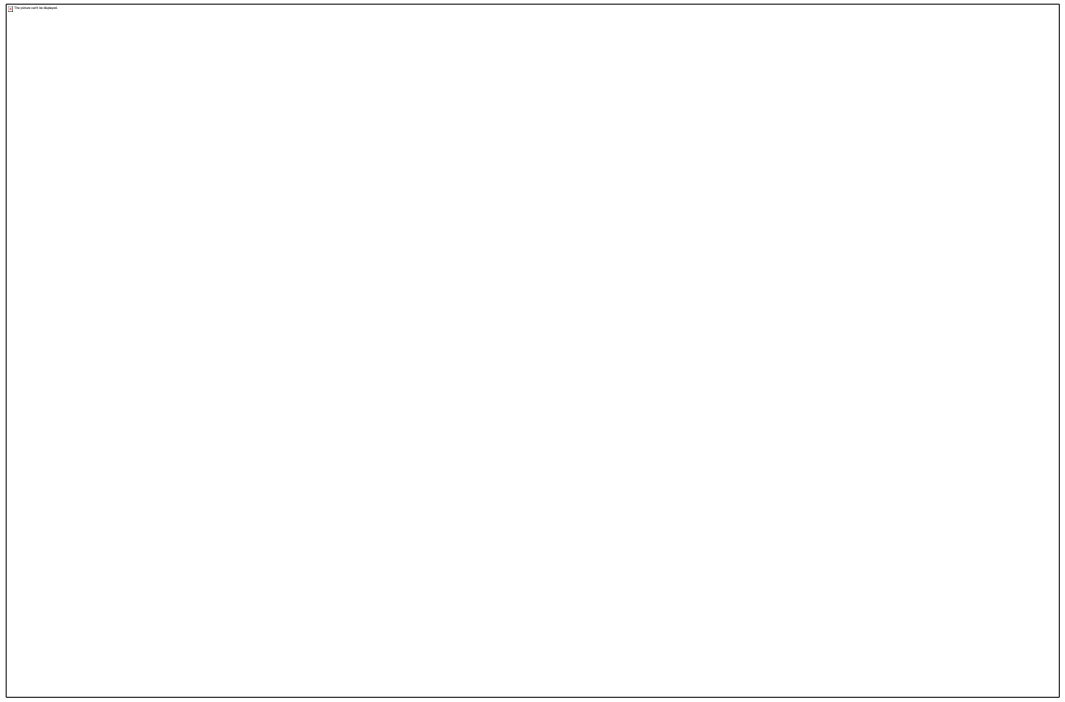
- Stresses experience
- Stresses pattern recognition



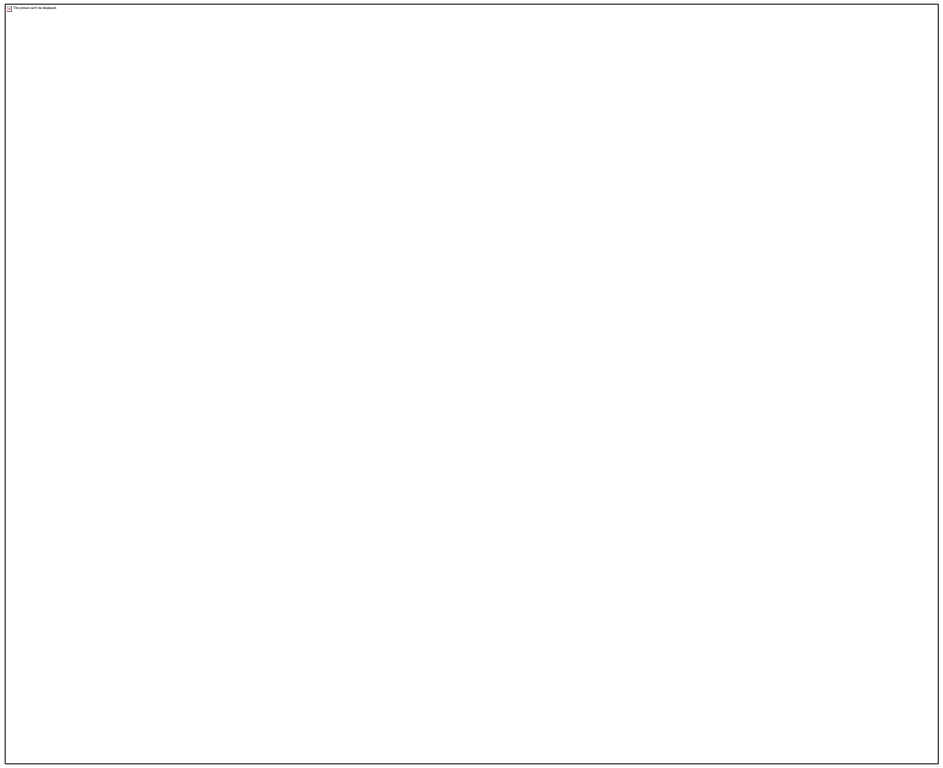
What does this look like?



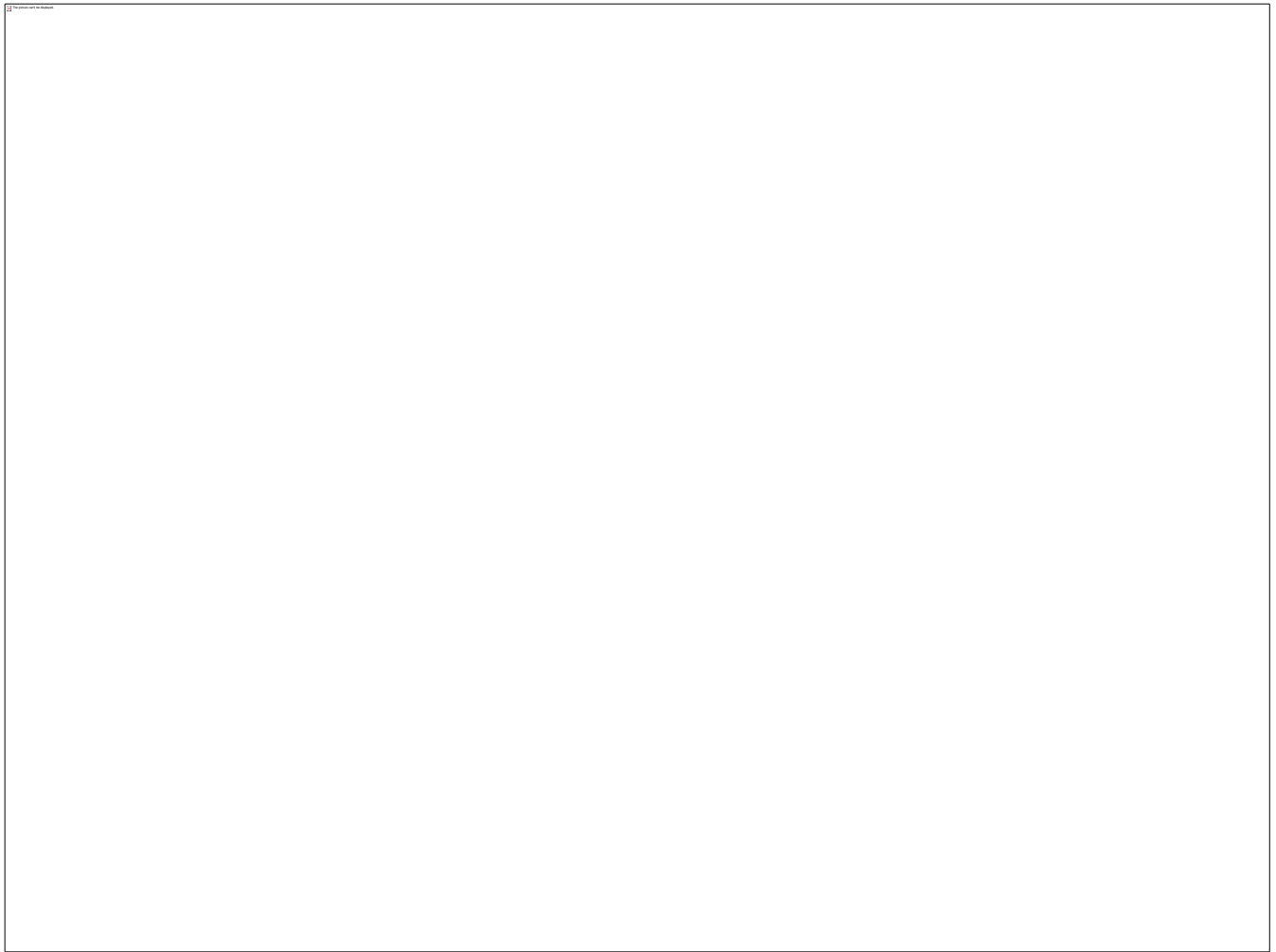
- User generated Content
  - Personal, opinionated



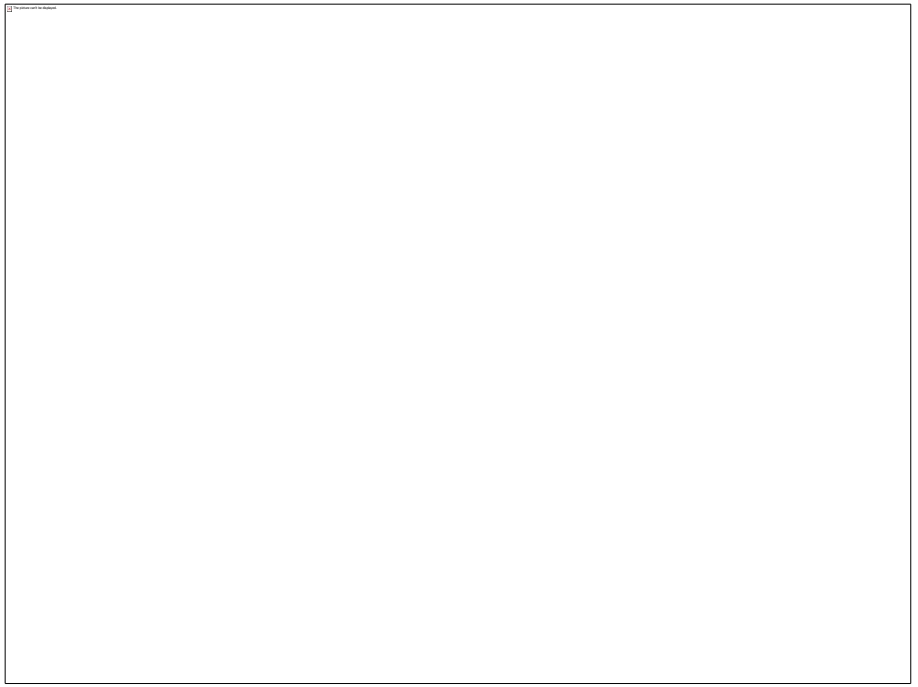
- Network of interactions



- Immersive Learning

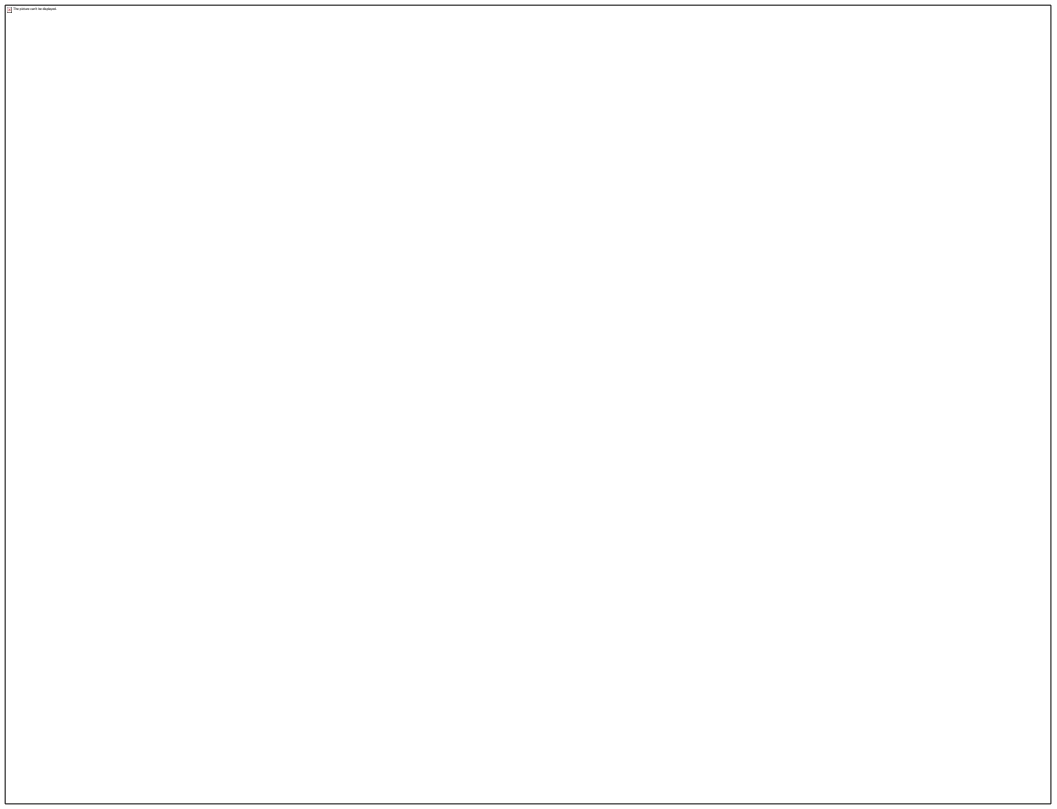


- New Roles
  - For students - as creators of learning
  - For teachers - as coaches and mentors
  - For the rest of us - as teachers

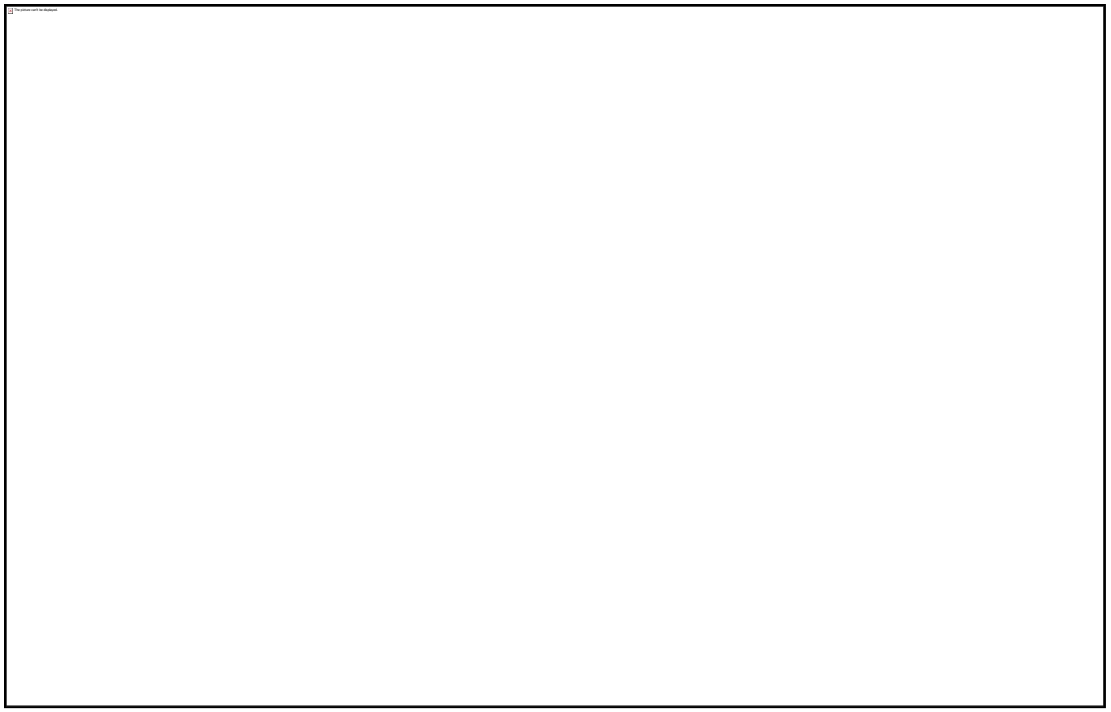


- Issues:
  - Too much information, filtering info
  - Too many sources to scan, new sources
  - Localization, personalization, relevance

Learning as a network phenomenon…

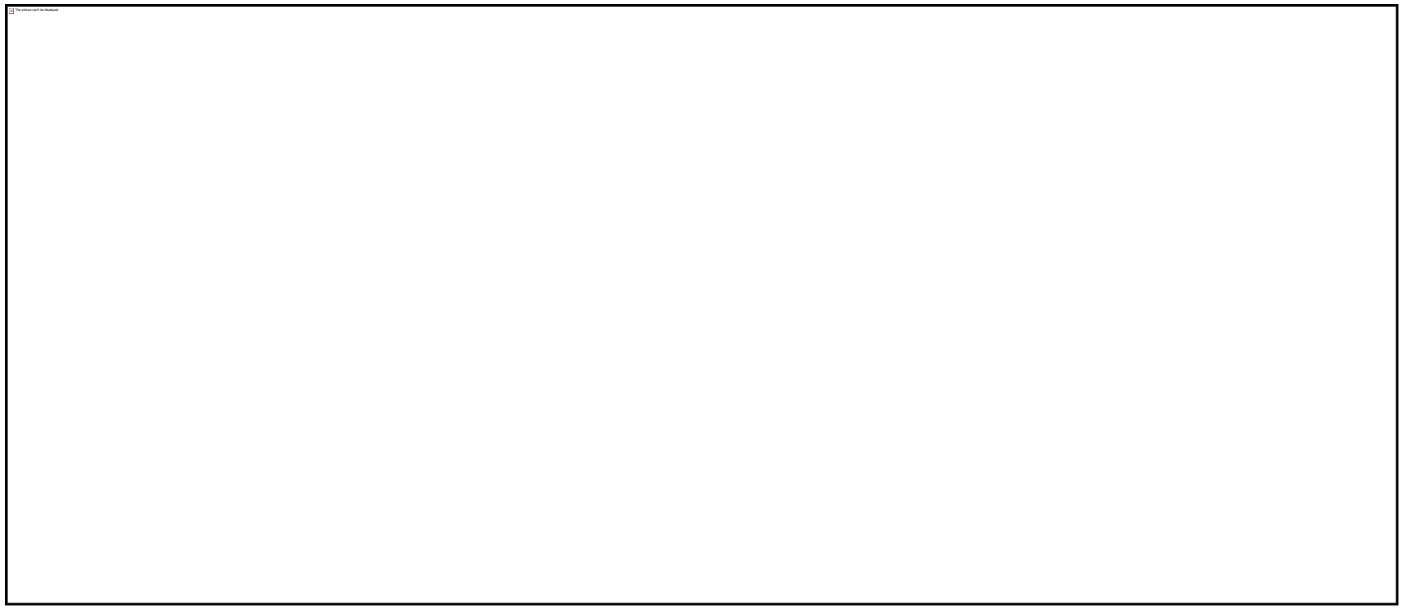


- Web of user-generated content (eg. Wikipedia)…



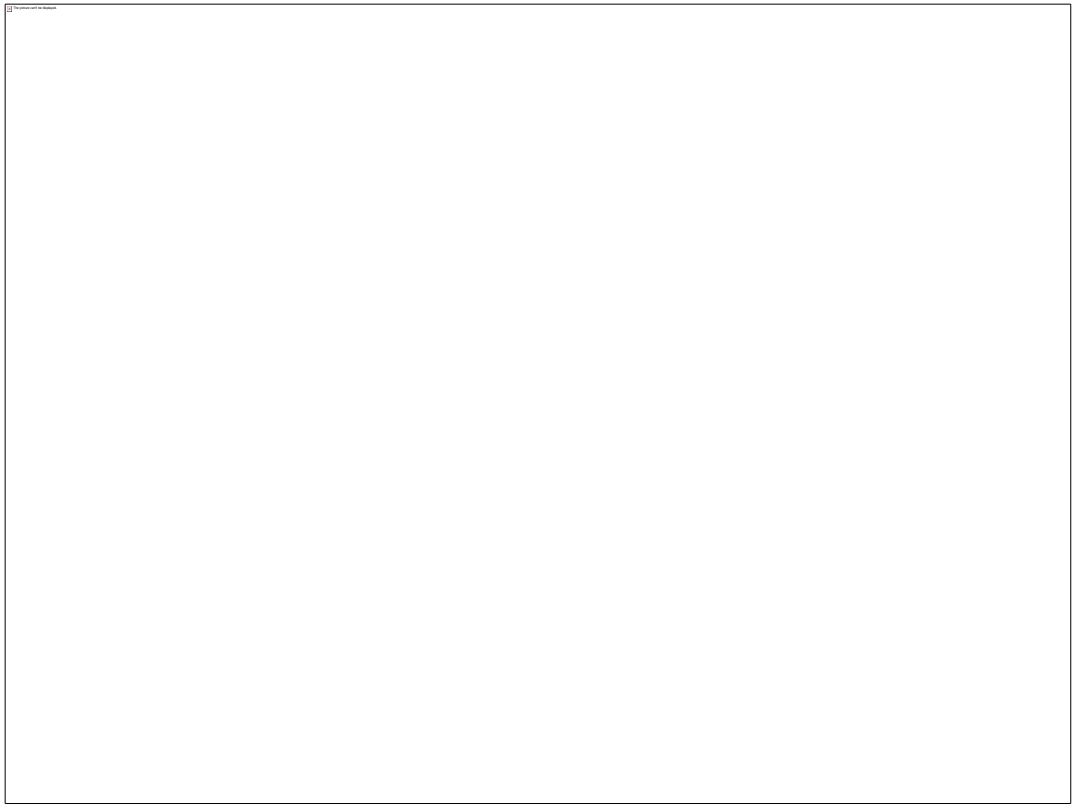
http://www.wikipedia.org

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



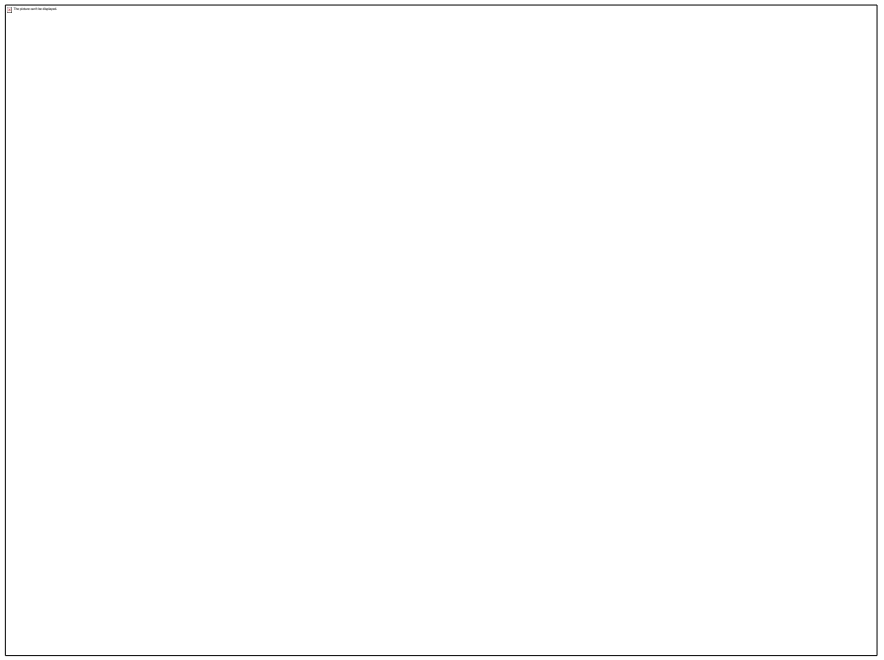
http://www.facebook.com

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



An ecology…

- The *personal* learning centre



http://blog.core-ed.net/derek/2006/11/more_on_mles_and_ples.html

- The Network is Diverse – multiple views, multiple technologies

- The Network is connected and interactive (*not* ‘integrated’) – small pieces, loosely joined

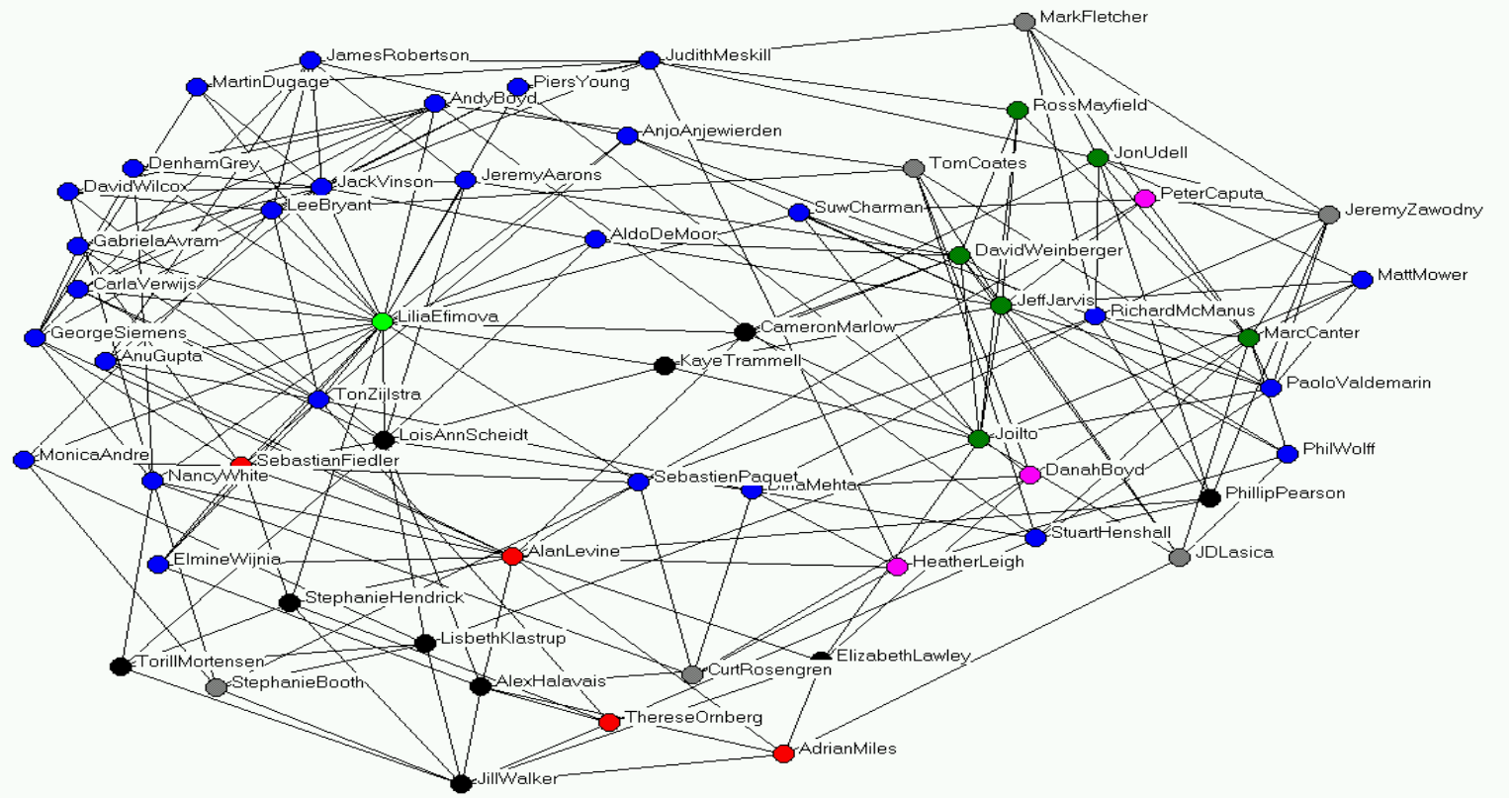
- The Network is *open*

What are the key technologies at play?

Web 2.0 - Core Technologies

Tools for worldmaking…

Social Networking



http://staffdev.henrico.k12.va.us/parents/socnetwork.htm

Tagging

Tagging
trepreneurship publishing technology design medium
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gn the box information architecture swimlanes rapid
UX methods digital ethnography analytics alignment
interaction design kano analysis tagging experience
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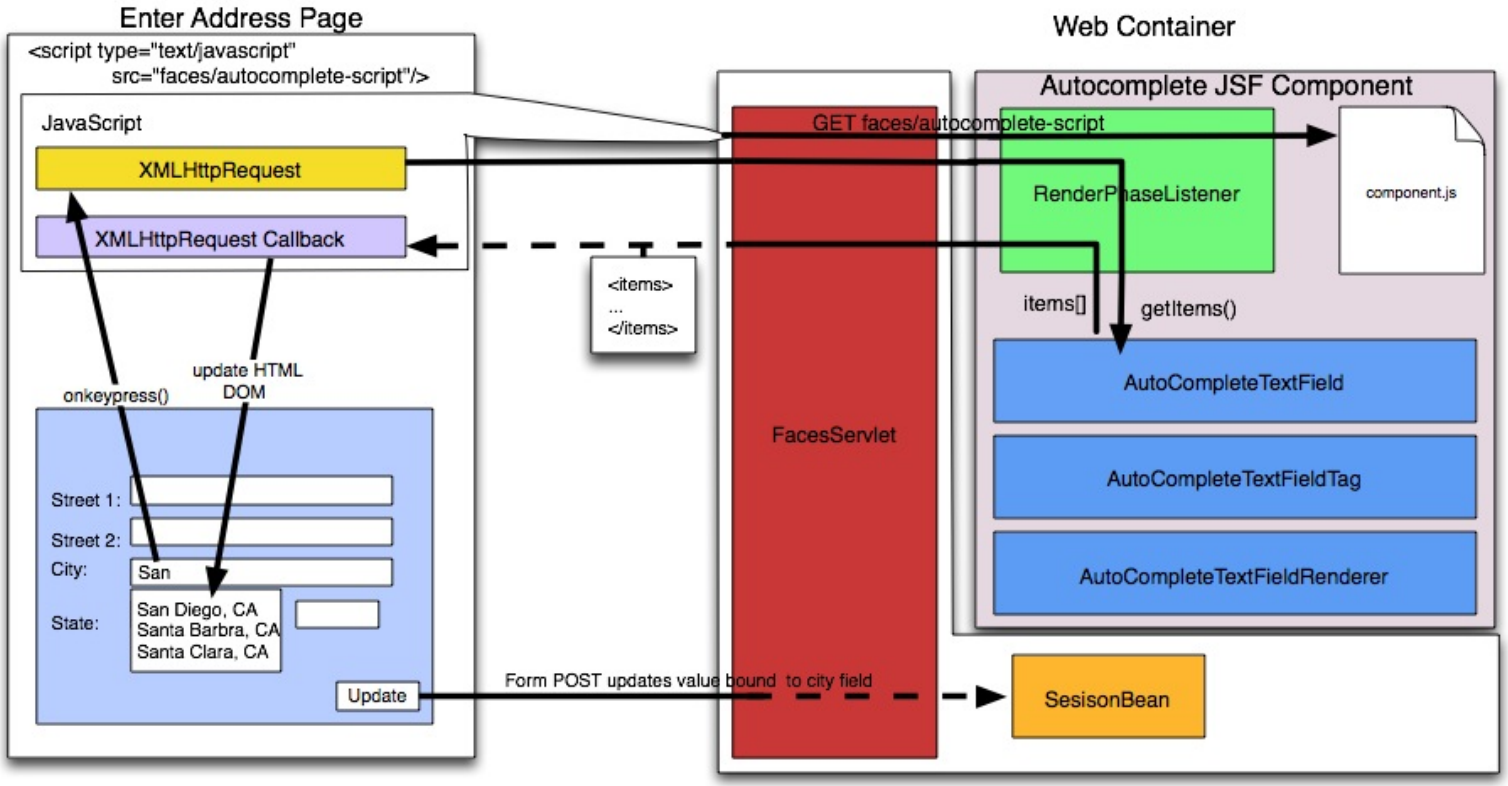
iscellaneous web 2.0 movies adoption emergence
UX METHODS TRADING CARDS
13

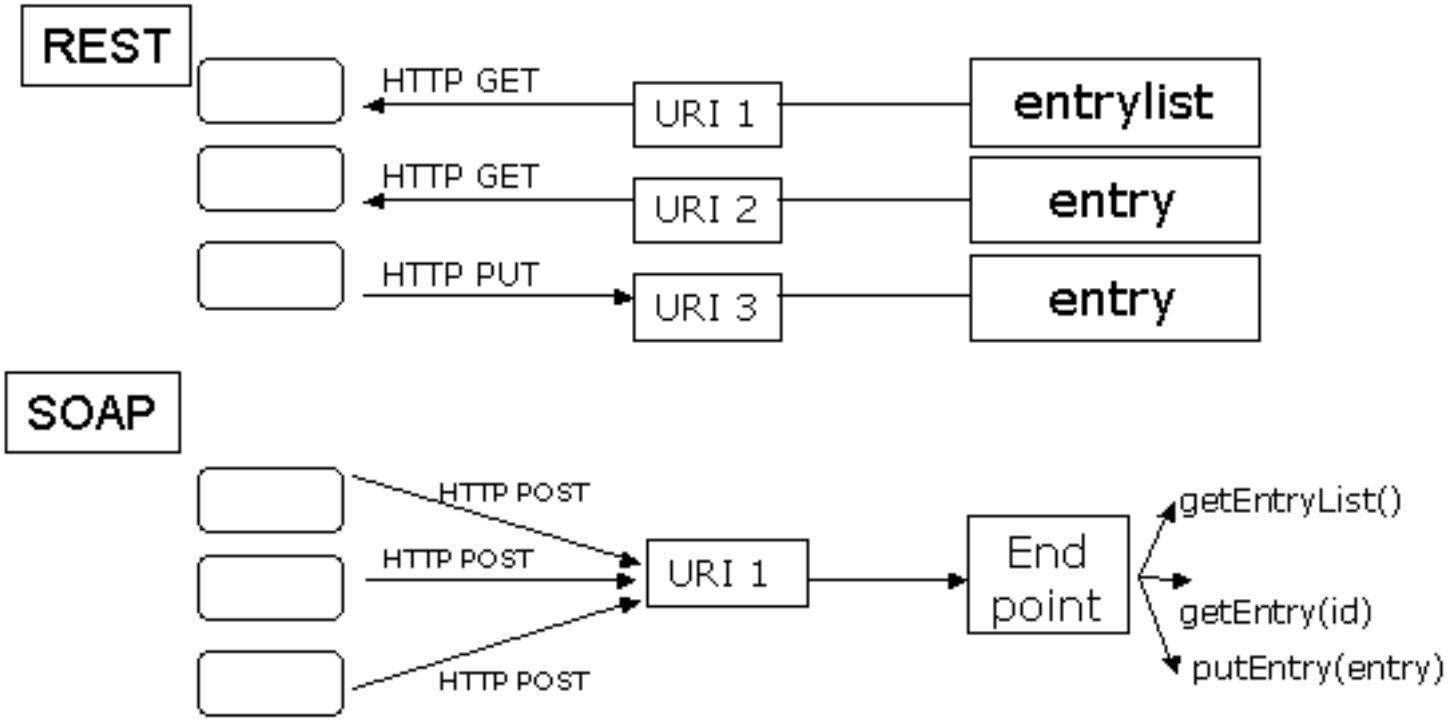
Asynchronous Javascript and XML (AJAX)

Jesse James Garrett in February 2005.



https://bpcatalog.dev.java.net/ajax/textfield-jsf/design.html

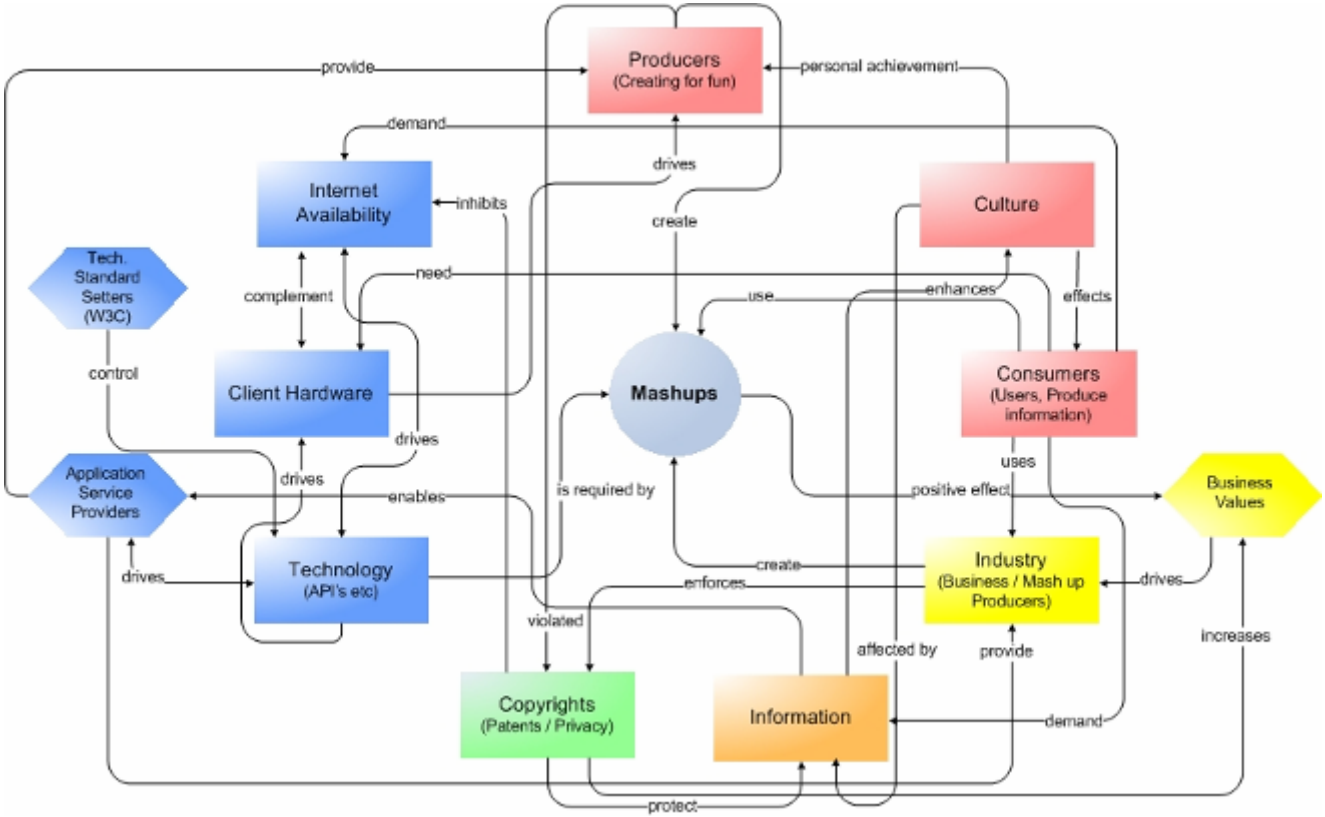
Representational State Transfer (REST)



- principles that outline how resources are defined and addressed
- looser sense: domain-specific data over HTTP

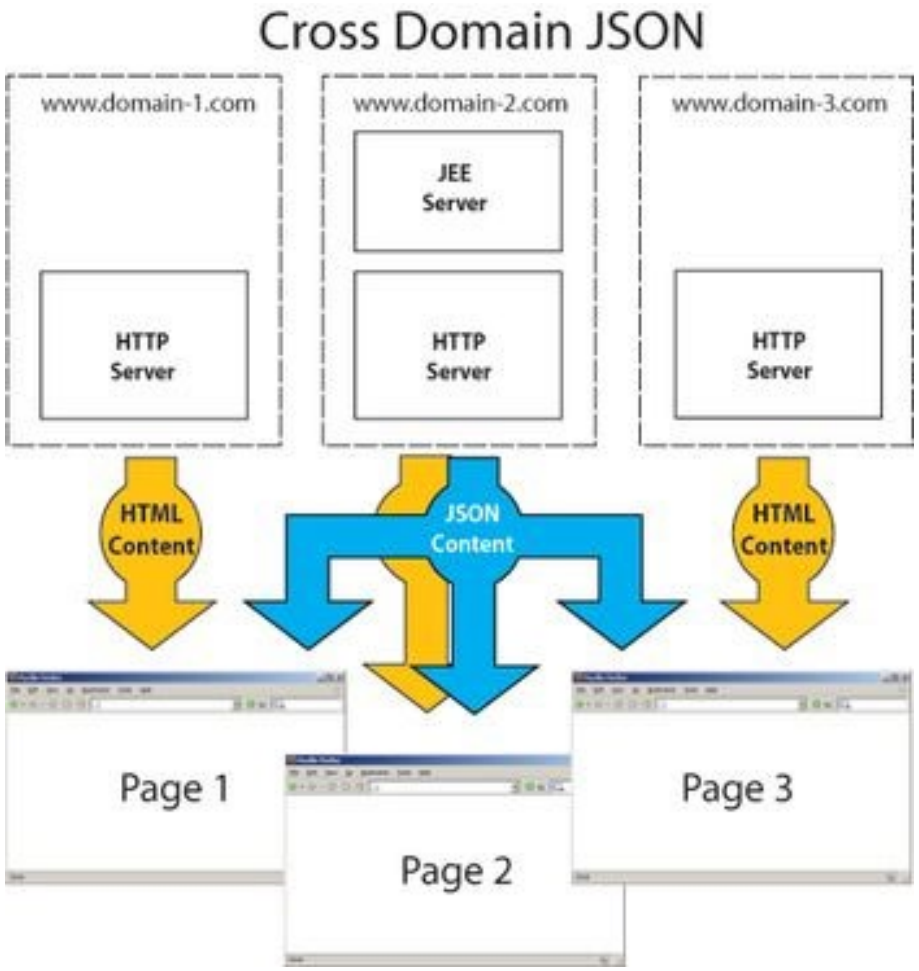
http://en.wikipedia.org/wiki/Representational_State_Transfer
http://itpro.nikkeibp.co.jp/article/Watcher/20060315/232492/

Application Program Interface (API) and Mash-Ups

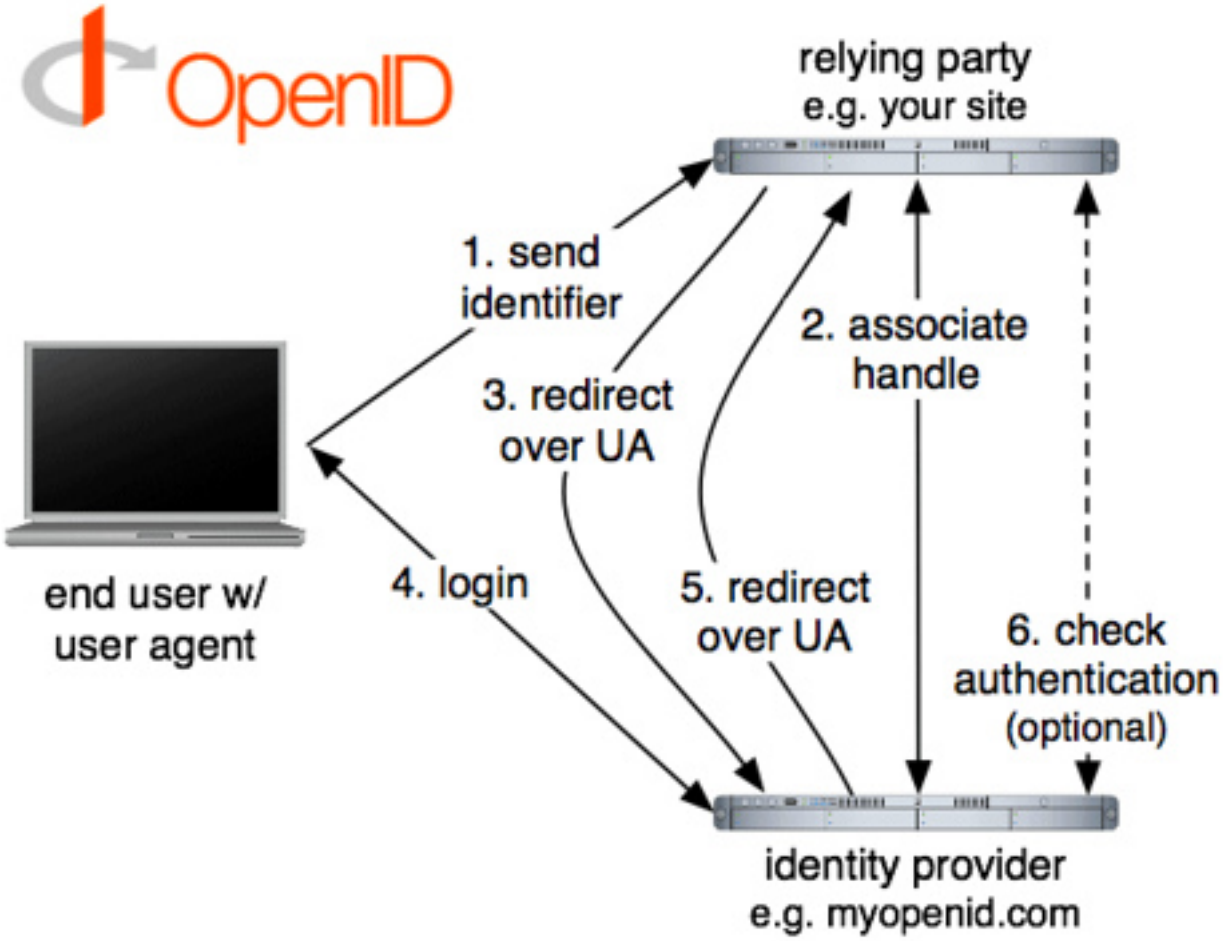


http://scenariothinking.org/wiki/images/b/b6/MashUpSysDiagramV6.0.jpg

Javascript Object Notation (JSON)



- OpenID



http://gabinetedeinformatica.net/wp15/2007/03/09/openid-nuestra-identidad-virtual/
http://www.funnymonkey.com/openid-in-education

- The idea: identity as personal, not institutional
- You own your data
- Identity 2.0 – Dick Hardt
  http://talk.talis.com/archives/2005/10/dick_hardt_on_i.html
  http://identity20.com/media/OSCON2005/
- OpenID http://openid.net/

- Taking Ownership…
  - Relevance
  - Usability
  - Interaction

http://www.downes.ca/presentation/86