What Learning Design Could Be

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Learning Design Now

Presuppositions

- Learning is Sequential
- Certain Sorts of Activities

Instructivism

- A basis in teaching
- A bias toward presentation

Learning Management

- A basis in the institution
- Idea of the Learning Provider

A Quick Outline of E-Learning 2.0

- The basis in community
- The basis in creativity

First Interation - Shared Design

- Examp[le - LAMS on a screen, with the students contributing to the design
- Example - LAMS, except that all the students are able to edit in a common Learning Design space

It's a Question…

- Of perspective
- Of ownership

The Group Thing

- For example, there are groups in learning management, but…
- They are closed, not open
- They foster sameness, not diversity

The Design Perspective

- Showing vs Doing
- Giving Chioces vs Leaving Open

The Design of Games

- Quiz Games
- Branching Games

…

- Simulation
- Spreadsheet

Elements of These Games

- Environment
- Agents
- Operators

Environment

- Is the matrix, I you will
- Consists of subdivisions

Agents

- Contained within environment
- Interact within environment
- Interact with each other

Operators

- Humans that control agents
- Interact with each other outside game parameters
- Interact with informational material

Some examples:

- MUDs & MOOs
- Sim City
- Civilization
- Doom

Object Oriented Design

- Object = Properties + Functions
- Eg. A Television
- Eg. A person

The Original Intent of Learning Objects

- They Would be Interactive
- They would inherit properties
- (But instead they became more like books, and learning environments became more like libraries)

The *Real* Learning Objects of Our World

- Photos
- Videos
- Lolcats

Real World LMSs & LCMSs

- Flickr
- YouTube
- Wikipedia
- Google

Basic Properties - CRUD - Eg. Flickr

- Create (Camera, Camera Phone, etc) + Uploader
- Read - viewing options, tags and groups
- Update - Picnik editor, organizer
- Delete

Real World Environments

- Facebook and other Social Networks
- Speed Racer the Game
- World of Warcraft

What Learning Design Could Be…

A. Environment Builder

= a collection of (types of) objects

+ connections to those objects (= terrain)

+ properties of those objects

+ functions in those objects

    (= conditions + input = results)

Agent Builder

= a collection of (types of) objects

+ location plus movement function (follows connectors)

+ communications layer (for interaction)

+ properties and functions

Operator Builder

= basic environment (the PLE)

+ interfaces with objects

 (= way to change location, way to alter properties, way to initiate interactions)

+ communications tools (chat, discuss, videoconference, etc)

+ (context-sentitive) access to game resources (more traditional learning tools)

More than just a game

- And more than just a simulation
- Stop thinking of Web 2.0 as sites and applications
- They are *environments*

Eg. The Blogging Software

Environment = the blogosphere

Agent = the blog post

Operator = the blog author

Action in the Blogosphere

The blog post moves - via syndication - to other locations

It interacts with them (via links, trackbacks, tags, etc)

These interactions are mediated by people, who cerate more objects dynamically into the system

Scoring (in which we learn it is not about grades)

- Is essentially a game value (ie., value of some agent property)

- Typically thought to be a quantitative measure, eg. Most points, most links

- But may reflect state values - eg. Types of harmony, balance

Educational Examples…

- Budget Simulator
- Interactive Ecosystem (SimEarth)
- Rocket Builder (Math + Physics + Chemistry)

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