

Providing Learning in Social Networks

Stephen Downes April 16, 2009





1. Context





□ Games and simulations are terrific



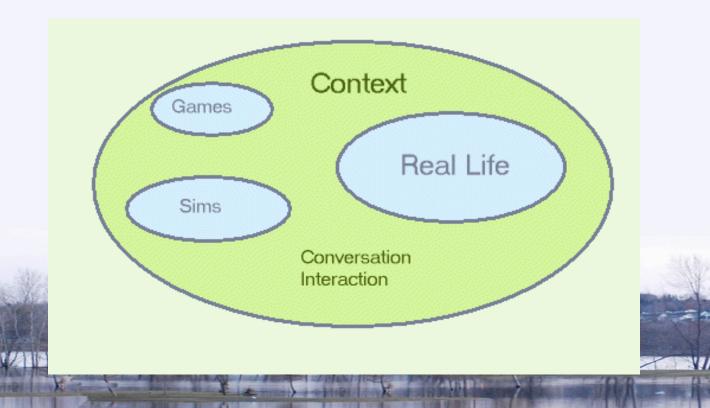


■ Benefits: they create *environments* and are therefore immersive and stimulating



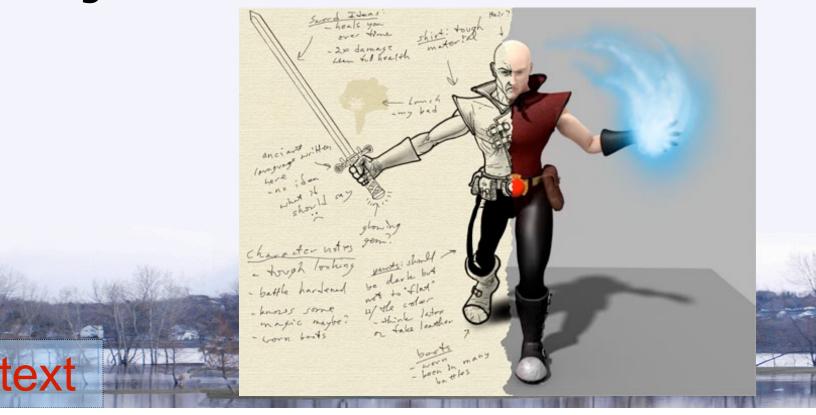


™ We need to situate games and simulations within the wider context











Unknown Unknowns

□ Jollymore: we educate for the unknowns





Unknown Unknowns

□ Haines: we need to understand what makes people tick these days

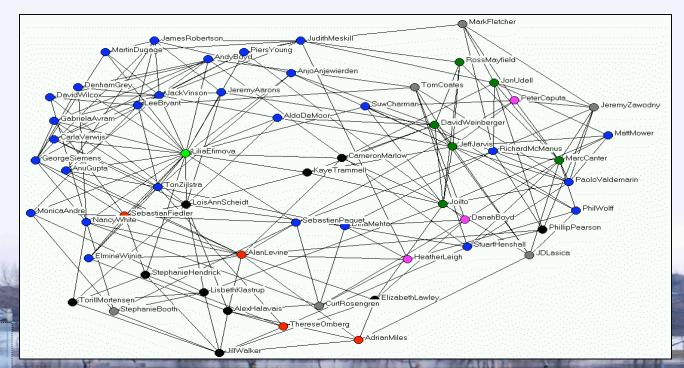






Learning Networks

□ Partially, the idea is to distribute, to make decisions in the field

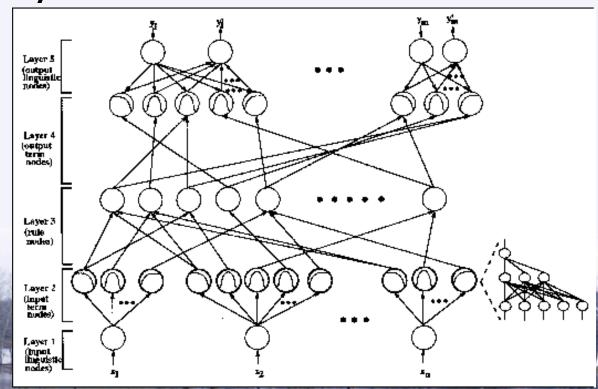






Learning Networks

□ But critically, the idea is to create a learning system that *learns*

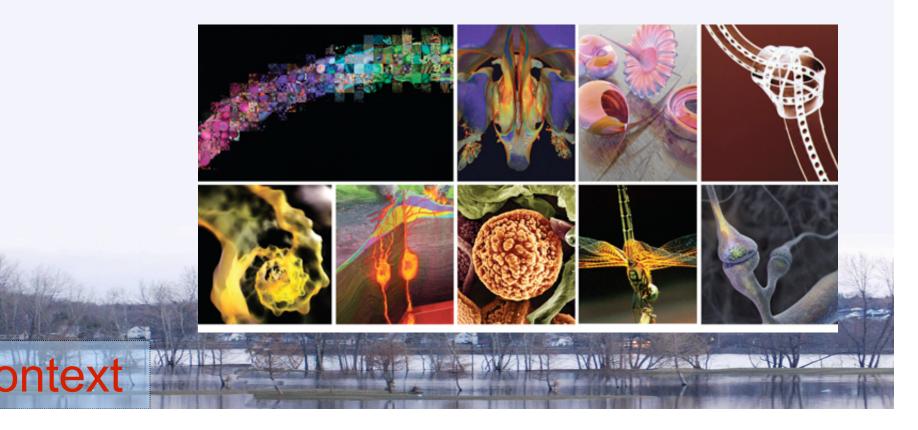






Learning Networks

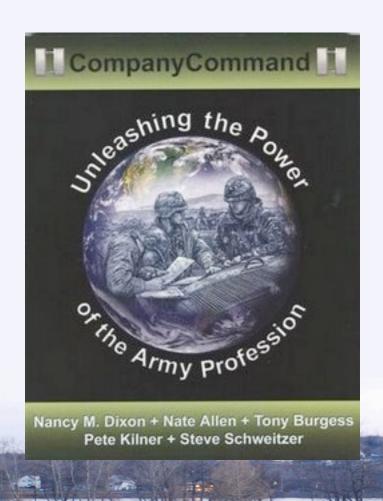
Because, often, we don't *know* what we want to teach





Company Command

≍ Knowledge exists
 in the minds of the members or participants







Company Command

The need for content and support emerges form the conversations







Drupal

Is an open source content management

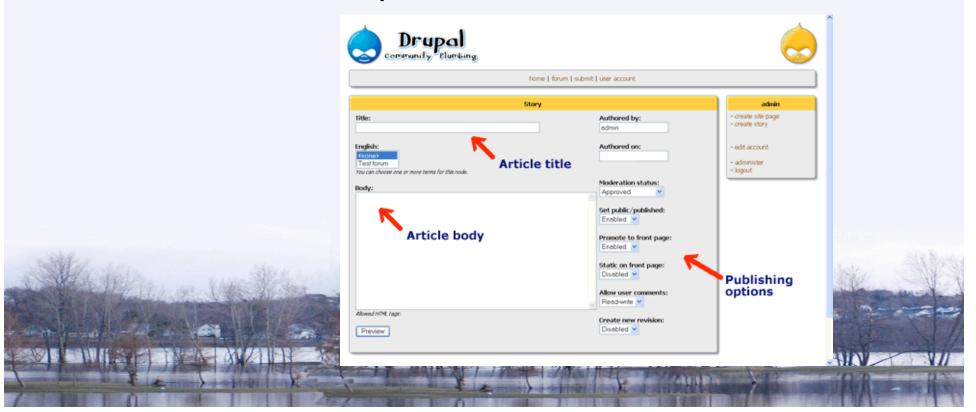
system

Context



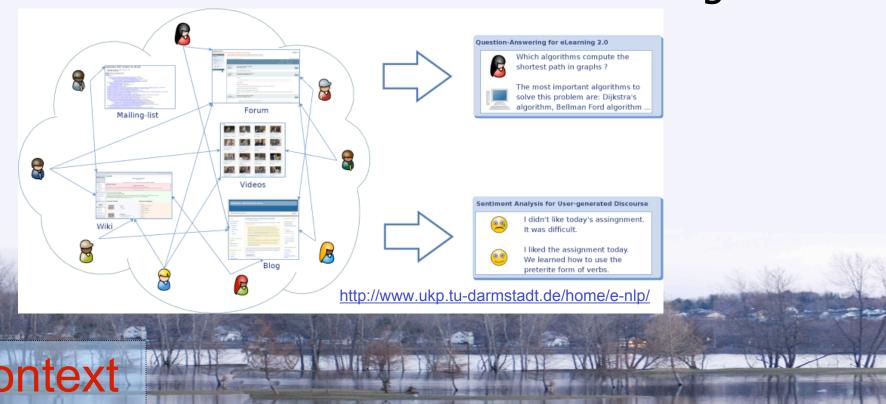


Drupal





E-Learning 2.0





E-Learning 2.0

□ Represents a gradual shift to decentralization and linking between







□ Combines content management and social networking







□ Enables content import / export





2. Current





The Complex Internet Environment

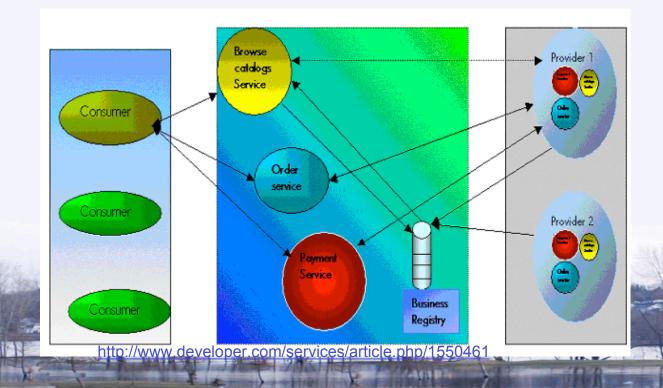
Not just destination websites and communities (not the Net.Gain model)





The Complex Internet Environment

□ Not the web services (choreographed)
 model either





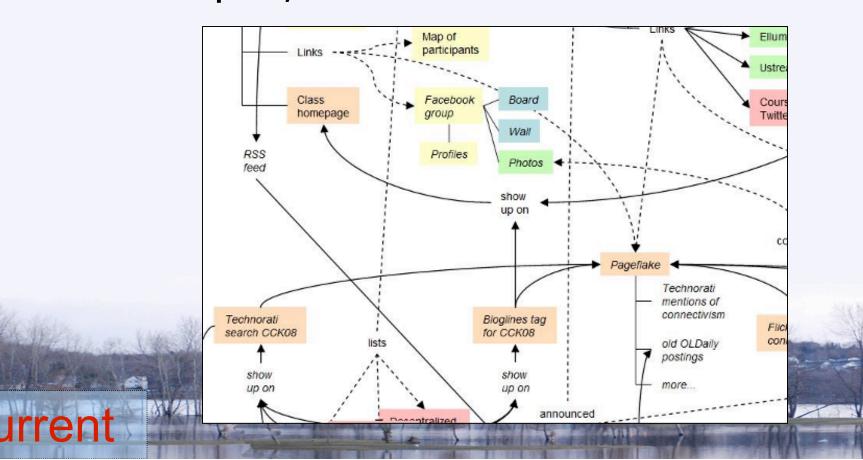
The Complex Internet Environment

□ People have multiple 'home pages' blogs, Twitter, YouTube, Flickr...



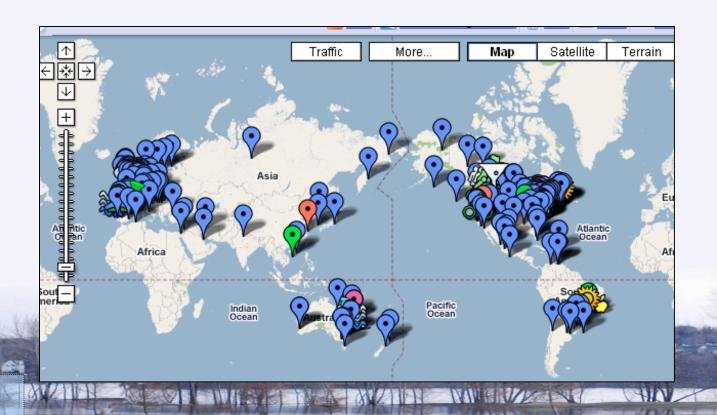


Connectivism Course





Connectivism Course



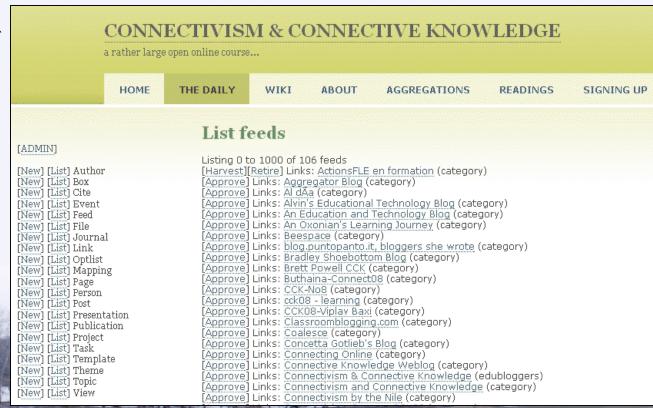
Current



Connectivism Course

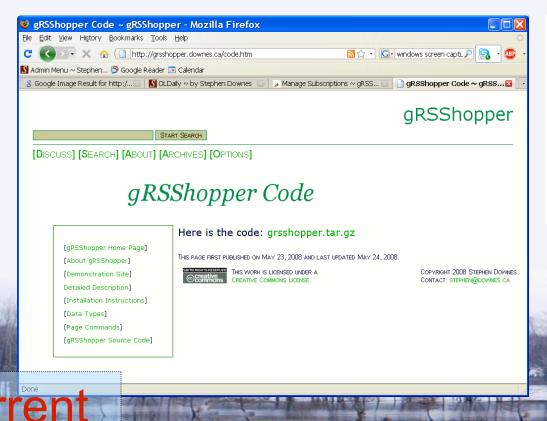
□ Participants essentially created a

network





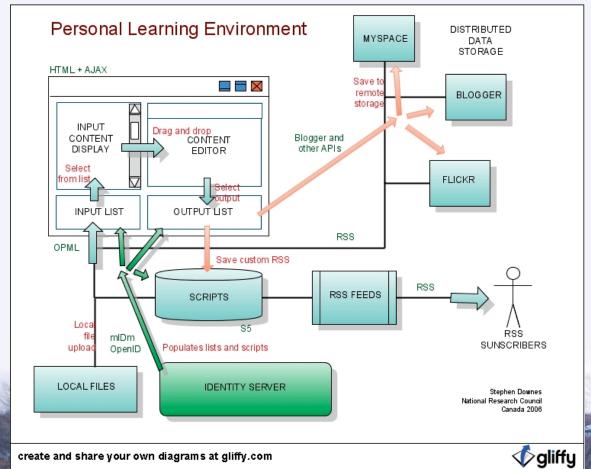
■ Software support for CCK08, OLDaily







 □ Prototype Personal Learning **Environment** as a centre for learning



create and share your own diagrams at gliffy.com





Connectivism & Connective Knowledge

[Home] [The Daily] [Wiki] [About] [Aggregations] [Readings]

The Daily

September 9, 2008

Highlighted Resources

Time Change for Wednesday Session

Important: We've made a change to our Wednesday (in our part of the world) schedule. The elluminate session will be held at 11:00 am CST (see conversion here). The event will be held in ellumnate (link here). Sorry about this last minute change. If the time doesn't work for those in Australia and Asia, please let me know (gsiemens@elearnspace.org) and we can try and arrange a smaller discussion group at a different time). CCK08, , September 9, 2008 [Link] [Tags: none] [Comment]

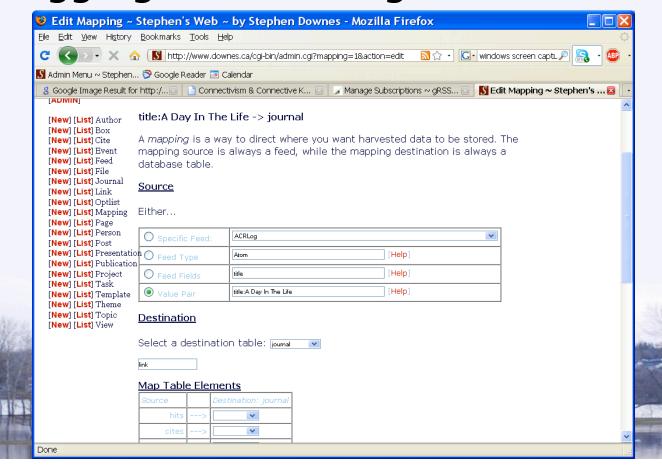
Connections, Learning, and Ptolomeus (CCK08-W1)

Nice post on the question of whether we 'grow' or 'build' new learning. Diego Leal cites John Medina's book *Brain Rules* (I'll have to get that one) on learning: "No defined structure, no progressive storage. Just the creation and recreation of connections between neurons. So, the process seems to be closer to something growing out (or expanding?) than to something being built." Here's the Brain Rules website, if you want to have a look. Diego Leal, .Edu.Co.Blog, September 9, 2008 [Link] [Tags: none] [Comment]

Current



□ Content aggregation and organization





Notes on Evaluation

□ Evaluation of competence, contribution, and not memory







Notes on Evaluation

□ Distributed Evaluation





3. Future





Serialized Feeds

□ Purpose - to simplify content submission to distributed courses







Serialized Feeds

stream

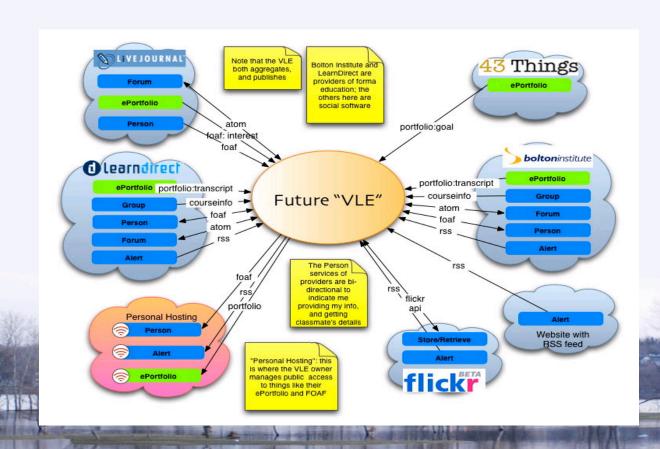








□ Upcoming NRC development project

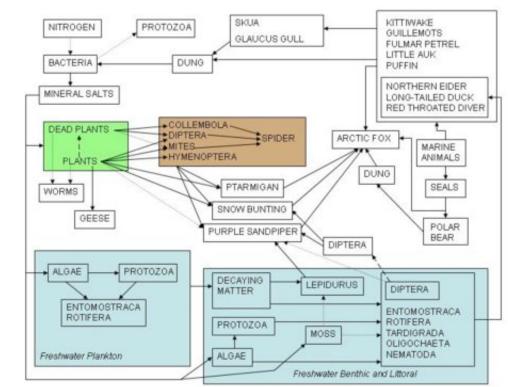




PLE

Major stages: aggregate, remix, repurpose, feed forward

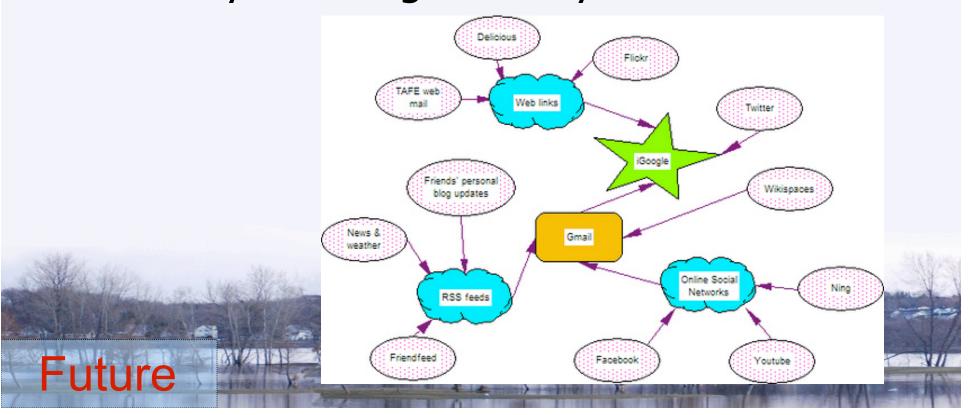






PLE

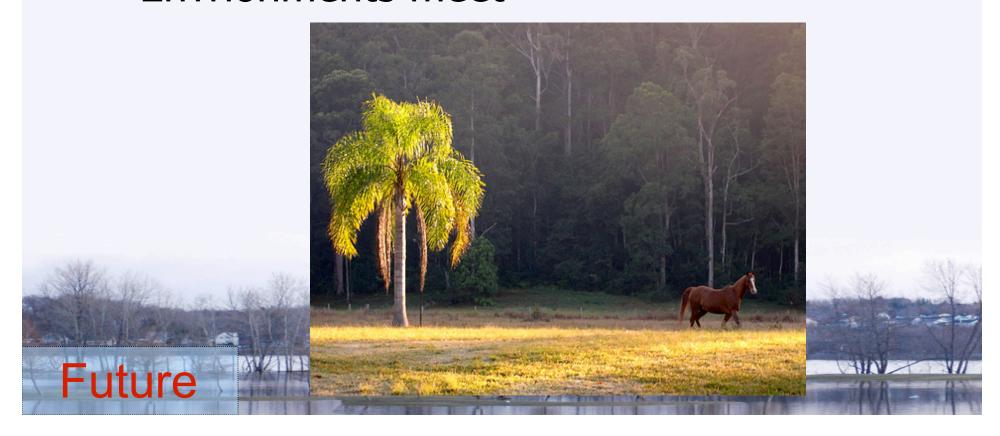
□ Creates a learning *network* and not merely a management system





A World of Objects

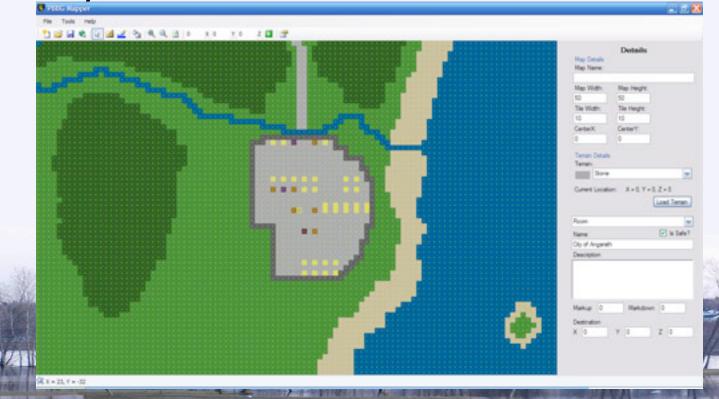
□ The point where PLEs and Envrionments meet





A World of Objects

□ The original idea from mudlibs - object orientation, inheritance





State Based Learning Design

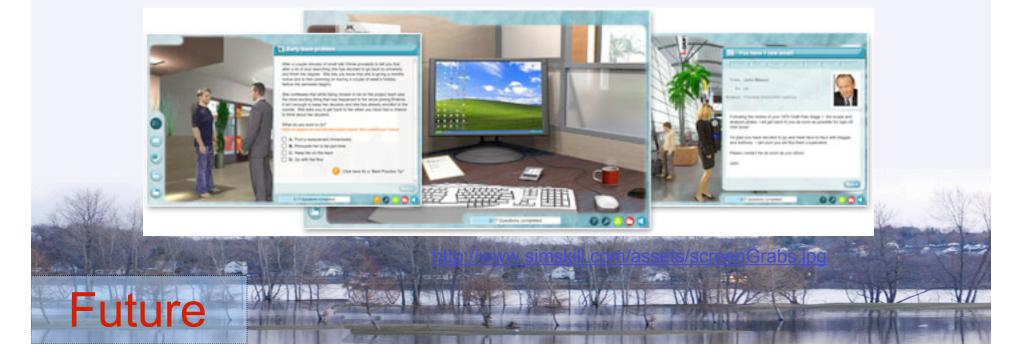
The old theory - learning objects just static content, organized as though it were a book or manual

http://www.irrodl.org/index.php/irrodl/article/viewArticle/609/1166 Teaching-learning relationships Geography and Education Accumulation of facts Transmission-reception Discussion of main ideas Behavior-shaping Guite motivator (natrictor) Inquiry-based learning Cooperative Problem-based learning Consultant The process of Differentiation Strategies? starts here (see Battersby, 1997) Collaborative Figure 2. Case 3 as the most common typical environment of the study



State Based Learning Design

□ The new theory - learning objects are
 (a) words in a conversation (b) entities
 in an environment





Openness

The question of security always arises







Openness

™ My belief: walls do not create security





Openness

■ Security systems create a point of weakness - security is robustness even when secrecy is breached





□ http://www.downes.ca

