

NRC-CNRC



1. Context

NRC-CNRC
Institute for Information Technology

Games & Simulations

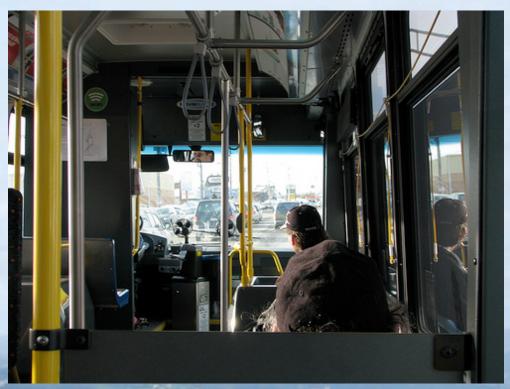
□ Games and simulations are terrific





Games & Simulations

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





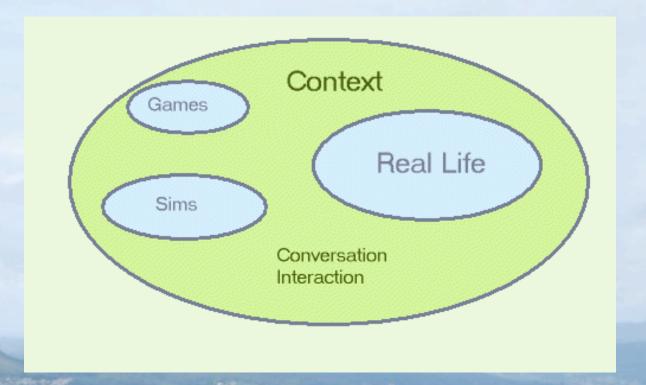
Games & Simulations





Games & Simulations

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





Unknown Unknowns

□ Jollymore: we educate for the unknowns





Unknown Unknowns

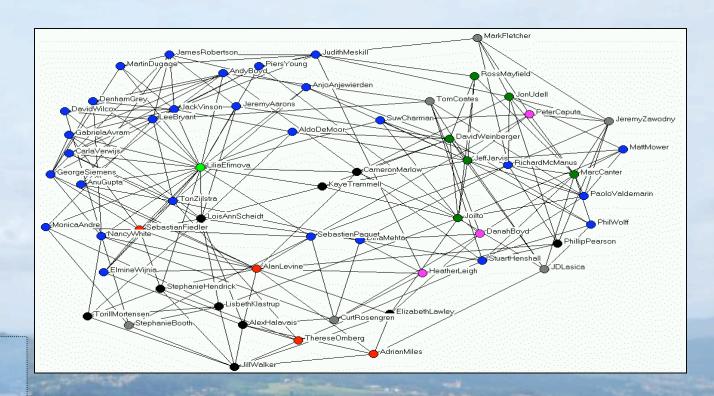
Haines: we need to understand what makes people tick these days





Learning Networks

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

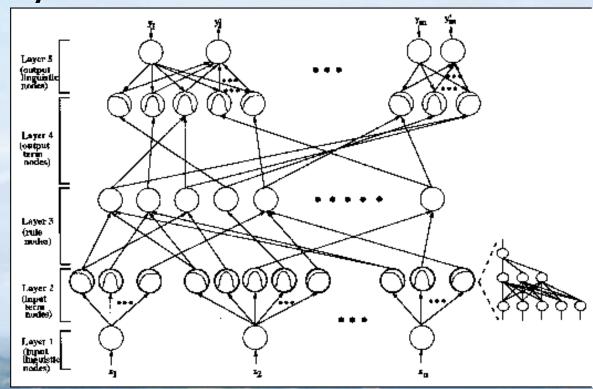






Learning Networks

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

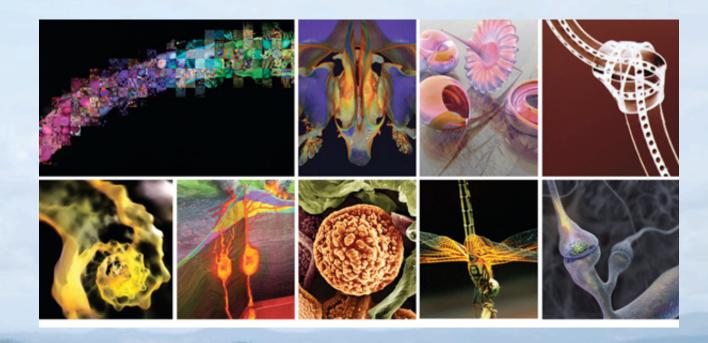






Learning Networks

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

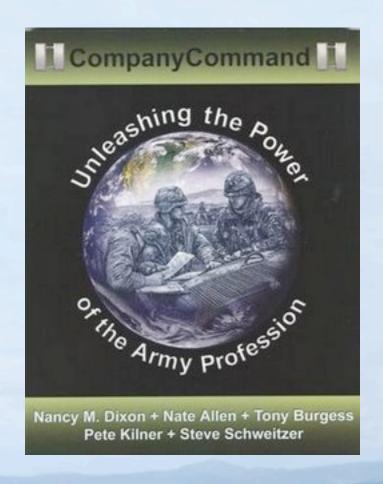






Company Command

≍ 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





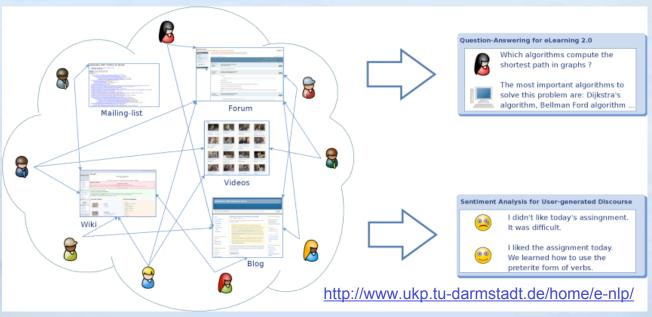


Drupal





E-Learning 2.0





E-Learning 2.0

Represents a gradual shift to decentralization and linking between

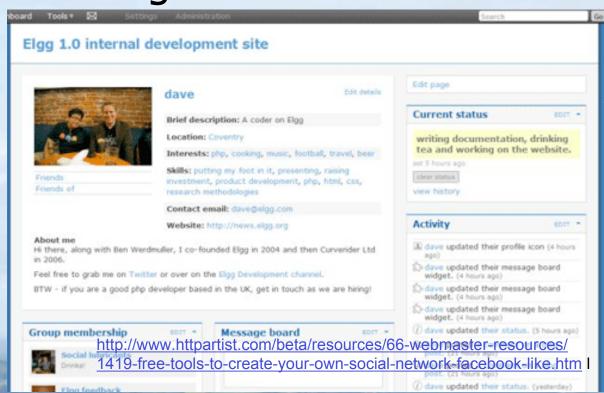






Elgg

□ Combines content management and social networking









Enables content import / export







2. Current

Current



The Complex Internet Environment

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



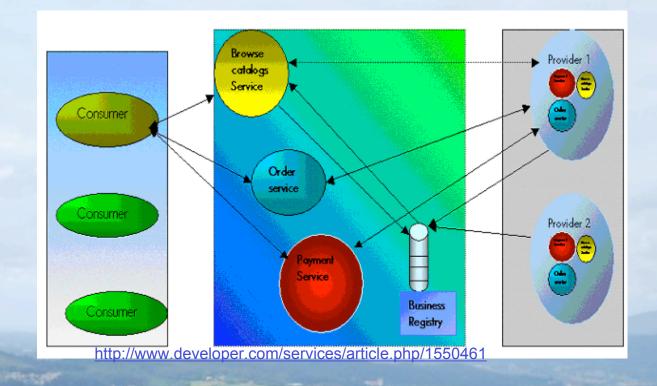


http://www.expresswayauthority.com/Corporate/links/



The Complex Internet Environment

Not the web services (choreographed)
 model either



Current



The Complex Internet Environment

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

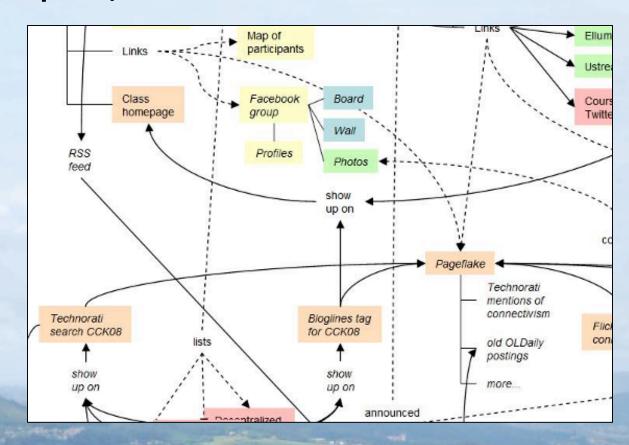


Current



Connectivism Course

Model: open, distributed online course







Connectivism Course



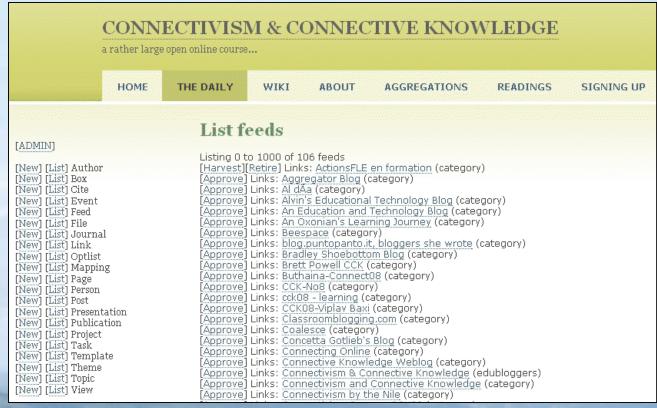




Connectivism Course

□ Participants essentially created a

network



Current



■ Software support for CCK08, OLDaily

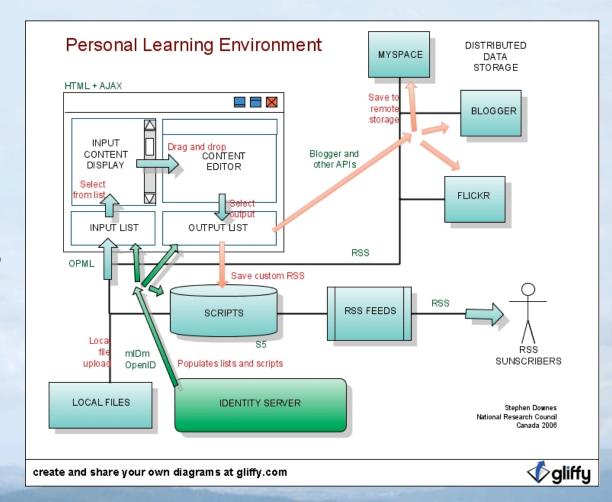








Prototype
Personal
Learning
Environment
as a centre for learning





□ Also useful as a teaching platform

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]

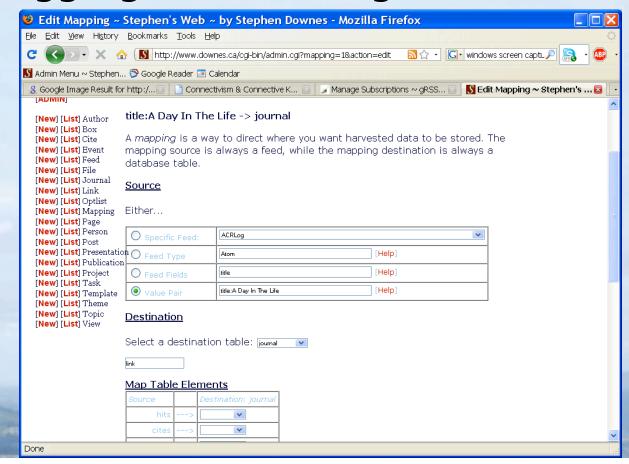
Connections, Learning, and Ptolomeus (CCK08-W1)

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]





TContent aggregation and organization







Notes on Evaluation

Evaluation of competence, contribution, and not memory







Notes on Evaluation

□ Distributed Evaluation



Current

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Information
Technology



3. Future



Serialized Feeds

□ Purpose - to simplify content submission to distributed courses





Serialized Feeds

■ Method: predefined and times content releases into email and RSS content

stream

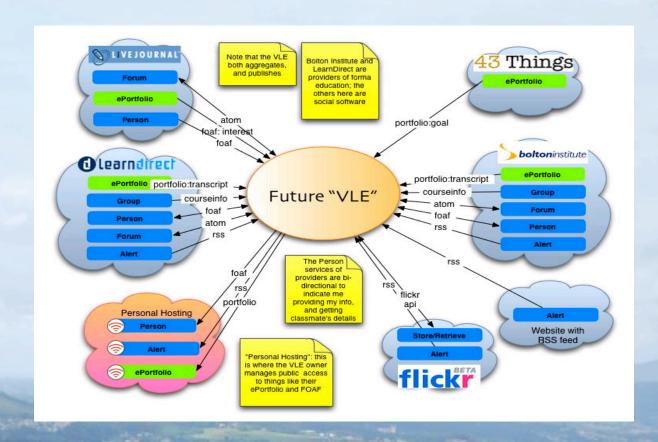






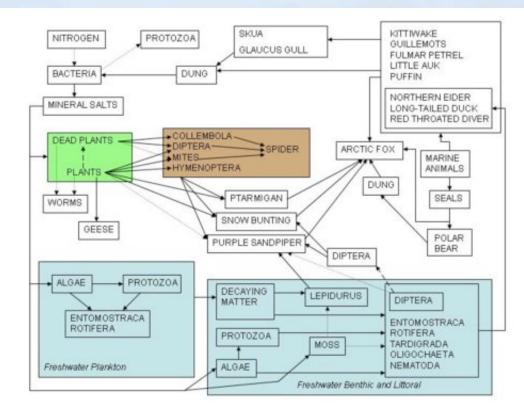


□ Upcoming NRC development project





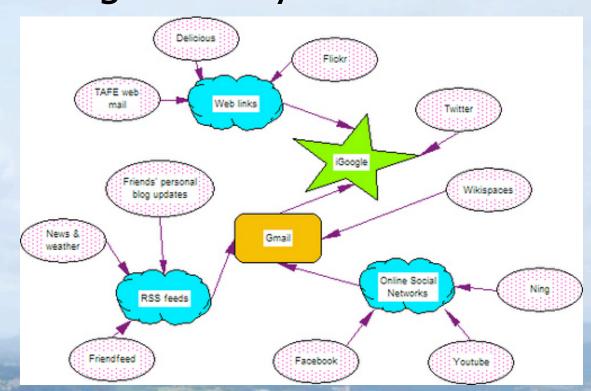
PLE





PLE

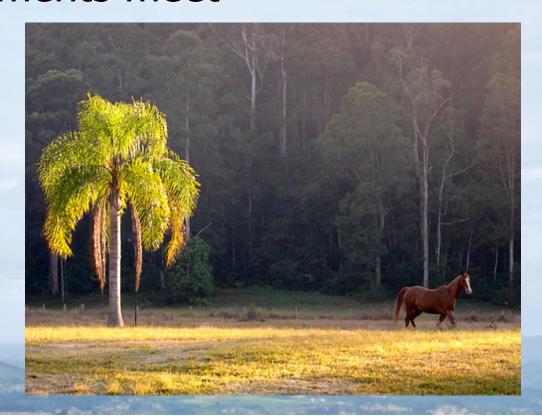
☐ Creates a learning *network* and not merely a management system





A World of Objects

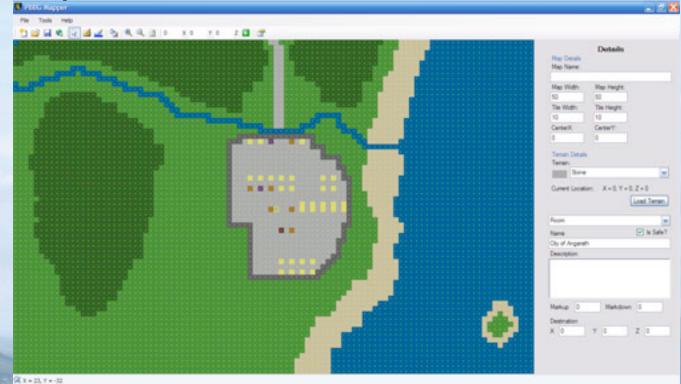
□ The point where PLEs and Envrionments meet





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 Gutte mottrator (naturator) 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



http://www.simskill.com/assets/screenGrabs.jpg



□ http://www.downes.ca



Author