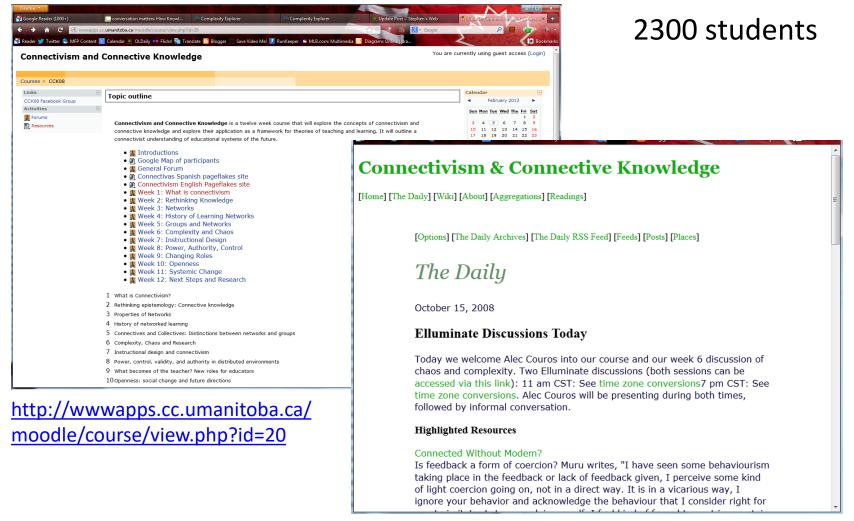


- address the intersection of Mobile devices + MOOCs
- and investigate how this combination can support and extend education in ways not possible before in Africa.
- focus is on the design and development of a "mobile app for re.mooc," targeting the African [step] after school student community in general, and local instructors in [step] particular

re.mooc

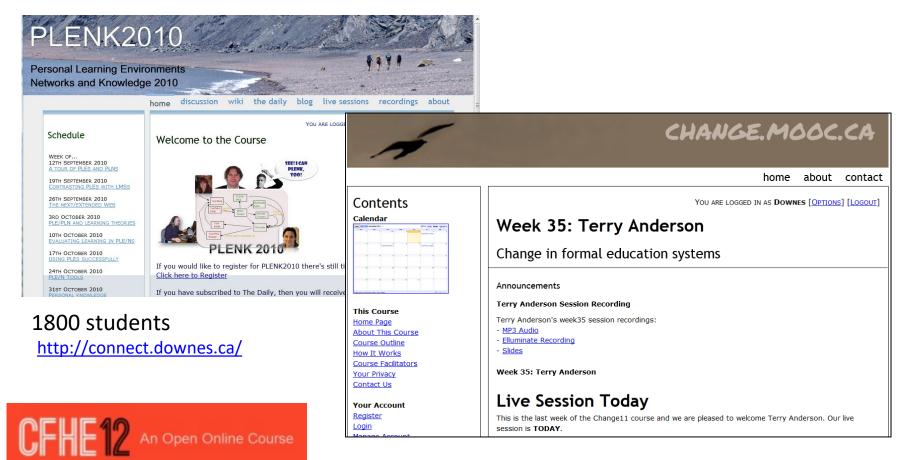
- Hacking the material coming from MOOCs and enabling a local instructor to create a different learning experience.
- In the context of the after school community, re.mooc means: to create a different schedule and re-announce a course using part of the material coming from several different MOOCs and integrate it with local sources, annotating and localizing the content, but also enriching it with sensor data coming from measurements on the field.

CCK08



http://connect.downes.ca/cgi-bin/archive.cgi?page=thedaily.htm

Other Courses



2800 students

3000 students http://edfuture.net/

http://change.mooc.ca/

cMOOC vs xMOOC



networks



tasks



http://ds106.us/history/

content



https://www.ai-class.com/



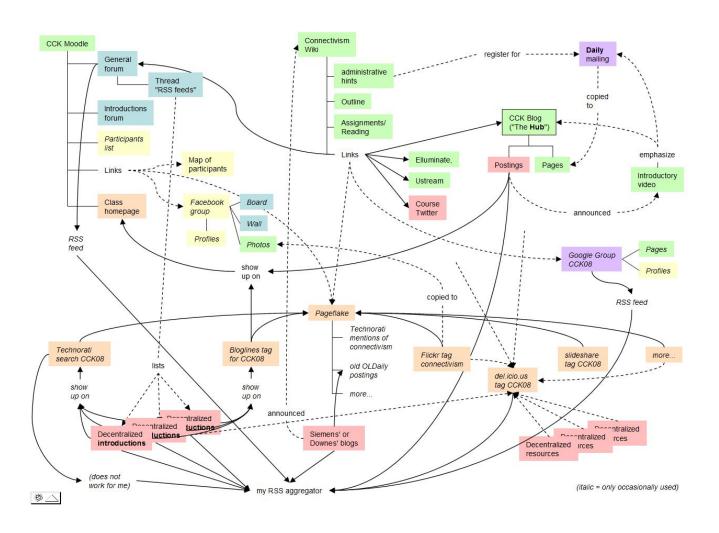
https://www.coursera.org/



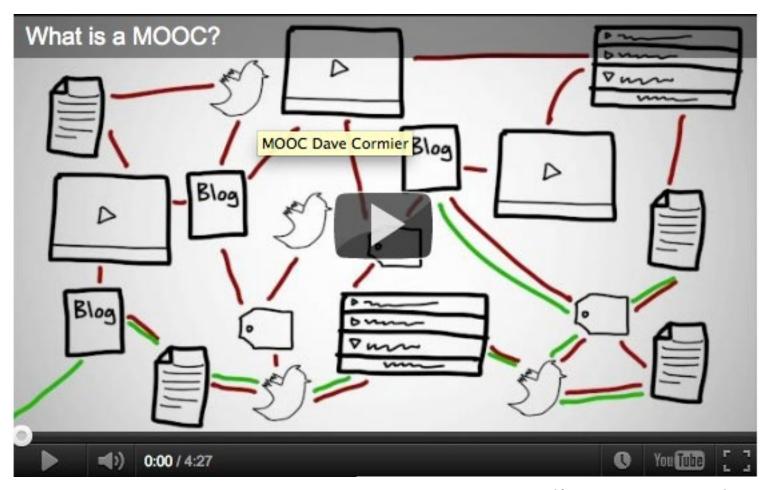
UDMCITY



Connectivist MOOCs



How to Learn in a cMOOC

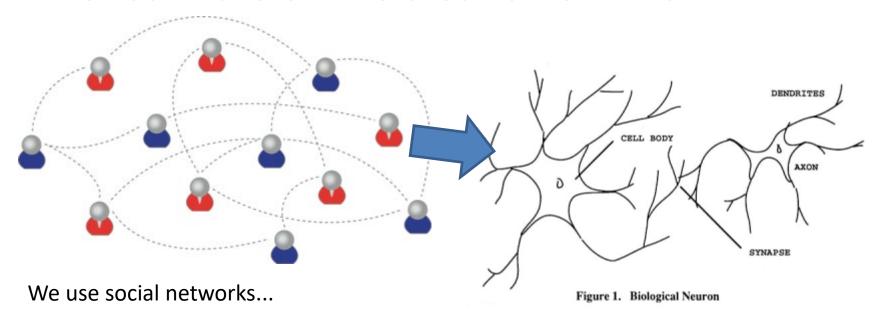


un processus d'immersion dans une communauté sachant

http://www.tonybates.ca/2012/03/03/more-r

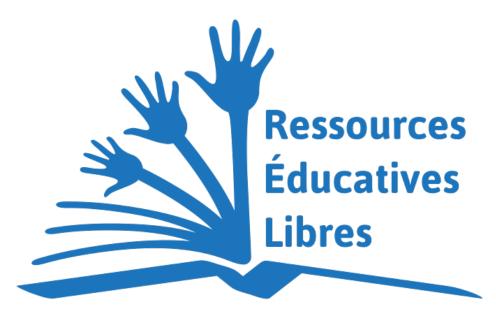
How to Create a cMOOC

- It's like creating a network
- Don't centralize
- Concentrate on the creation of links



... to create personal knowledge

Why Open Educational Resources?



Learning activities are essentially conversations

OERs are the *words* used in those conversations



Success Factors

 What sort of decentralized network will best support learning-as-growth?



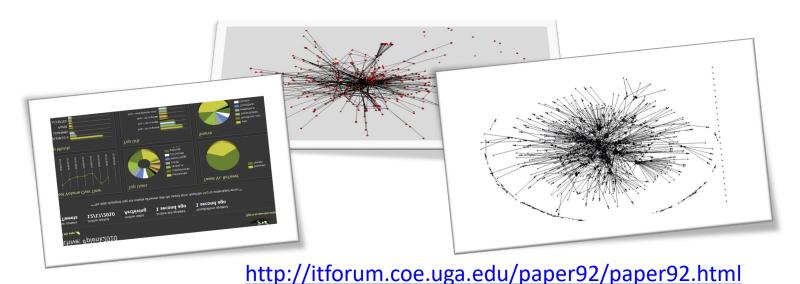
Network Democracy



Image: http://www.iiav.nl/ezines/web/WomenLearningPartnership/2007/No17/learningpartnership/programfocus-print=1.htm

The Semantic Condition

- Autonomy, diversity, openness, interactivity
- These conditions are the conditions for a constructive dialogue...
- And are thus the design principles for a MOOC



Diversity

 You need a mixture of materials – you cannot grow organically from carbon alone, or water

alone



Openness

- Closed systems become stagnant
- Raw materials are depleted
- The system becomes clogged with the 'creative product' of its members



Autonomy

- The simple cloning of entities does not allow for progress or development
- Each individual entity must manage its own grown in its own way

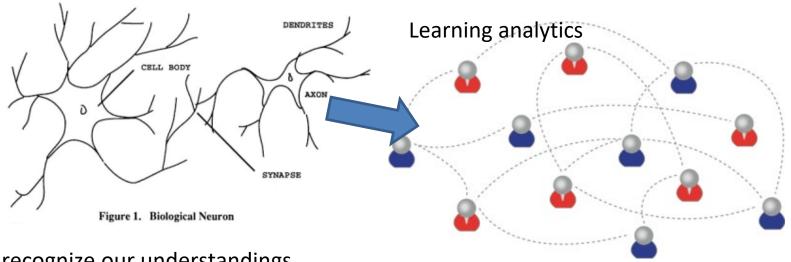


Interactivity

- A system cannot grow unless its parts interact
 - flowers need bees, cows need grain, beavers need trees
- Growth is created not by accumulation but by flow, by constant activation and interaction

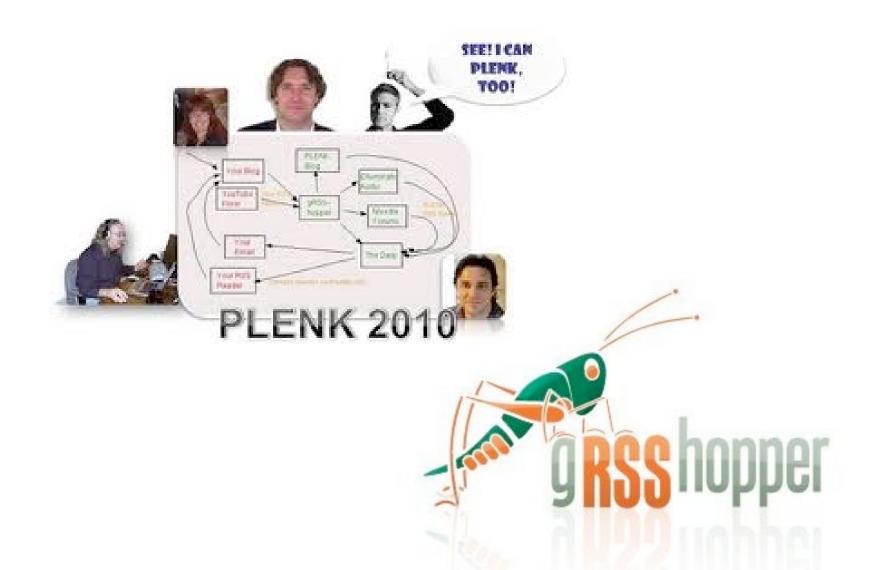
How to Evaluate Learning

- Learning is not possession of a collection of facts, it's the expression of a capacity
- Learning is recognized by a community of experts in a network

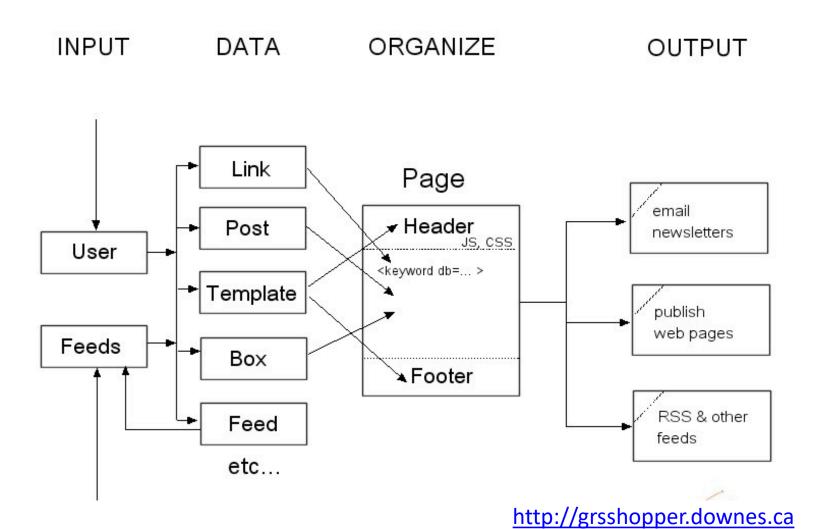


We recognize our understandings...

Aggregated Conversations



gRSShopper





http://www.downes.ca