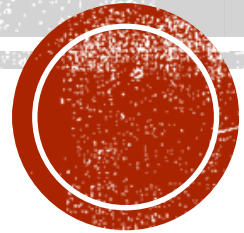
MOOCS 4 DEVELOPMENT

Stephen Downes

Philadelphia, April 11, 2014



DEMOCRATIZATION?

- getting people into jobs, etc (India - 500 million people need employment skills)

- question of how much is a production problem and how much is a distribution problem

- how much of this economy depends on creating scarcities rather than responding to them

  - issues of licensing

  - 'giving knowledge for free' vs 'creating knowledge'

- democratic MOOCs - vs? what leads us closer to meeting needs of developing world

- & education isn't a 'delivery problem' so much as a creation problem

- we need to get away from delivering learning

THE INVENTION OF MOOCS

- Developed in 2008 in Canada
- Based on network principles
  - No central organizing principle or content
  - Knowledge created rather than propagated

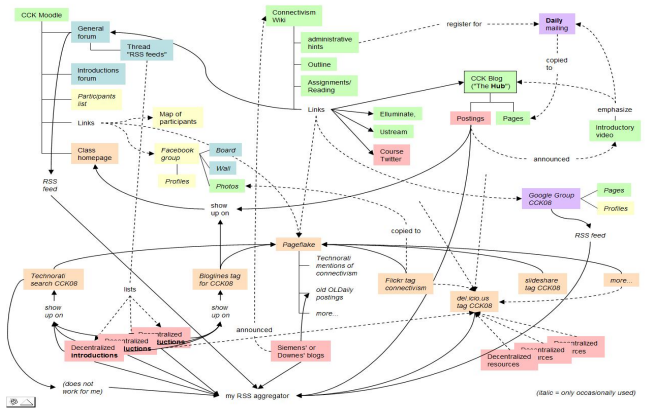


Image: Matthias Melcher
https://www.flickr.com/photos/37794987@N00/2843707657/

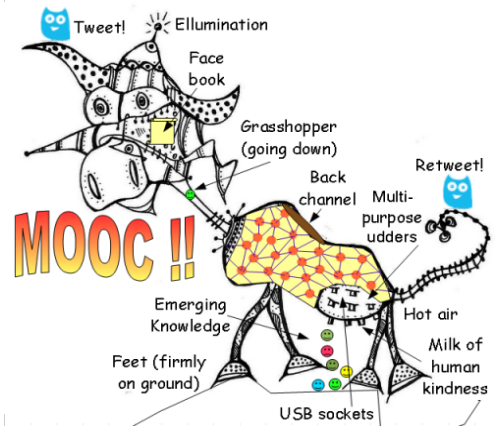
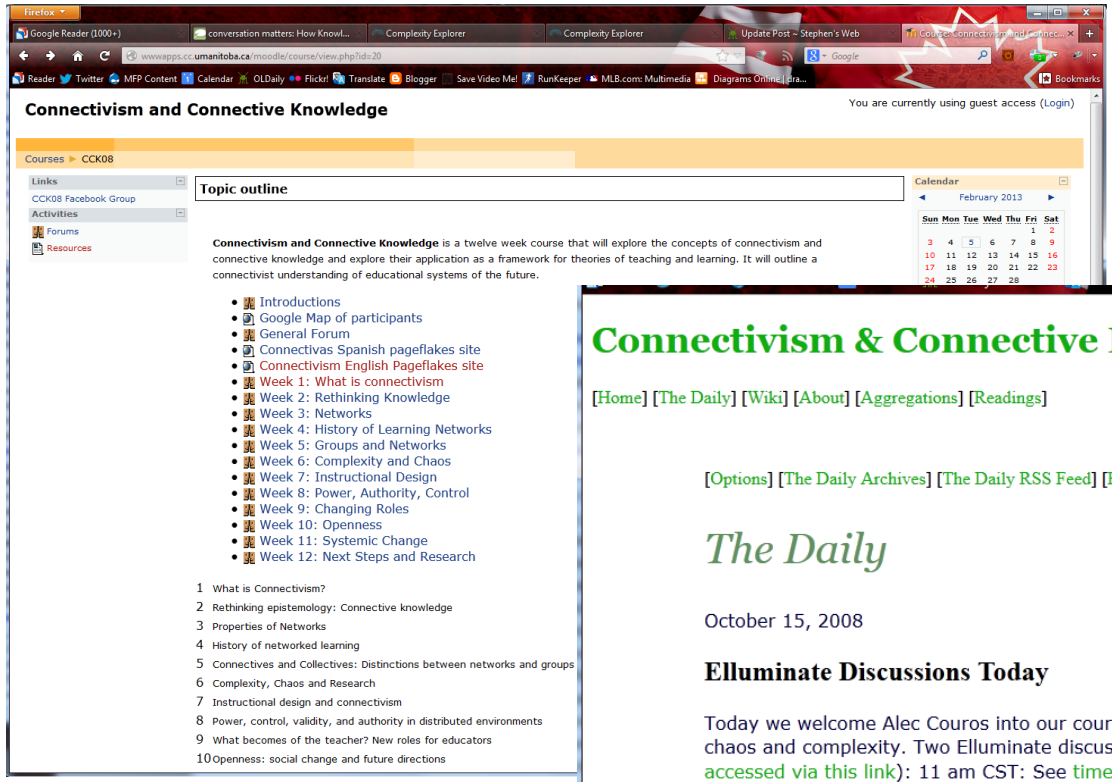


Image: Gordon Lockhart
http://gbl55.wordpress.com/2011/03/08/cck11-man-this-mooc-is-something-else/

MOOCS DEFINED

- ‘Massive’ by design
  - Network design avoids bottlenecks; scaling achieved by mesh
- ‘Open’ as in door
  - Free as in ‘beer’ and ‘libre’, Open as in ‘content’ and in ‘door’
- ‘Online’ as in online
  - Local events encouraged, but the course isn’t offline
- Course (as opposed to community)
  - In the sense of ‘a course of lectures’

CCK08



http://wwwapps.cc.umanitoba.ca/moodle/course/view.php?id=20

2300 students

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

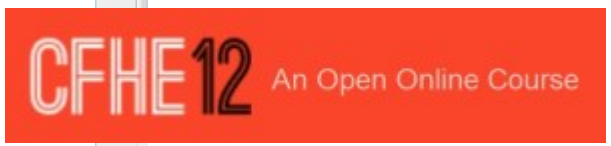
Other Courses

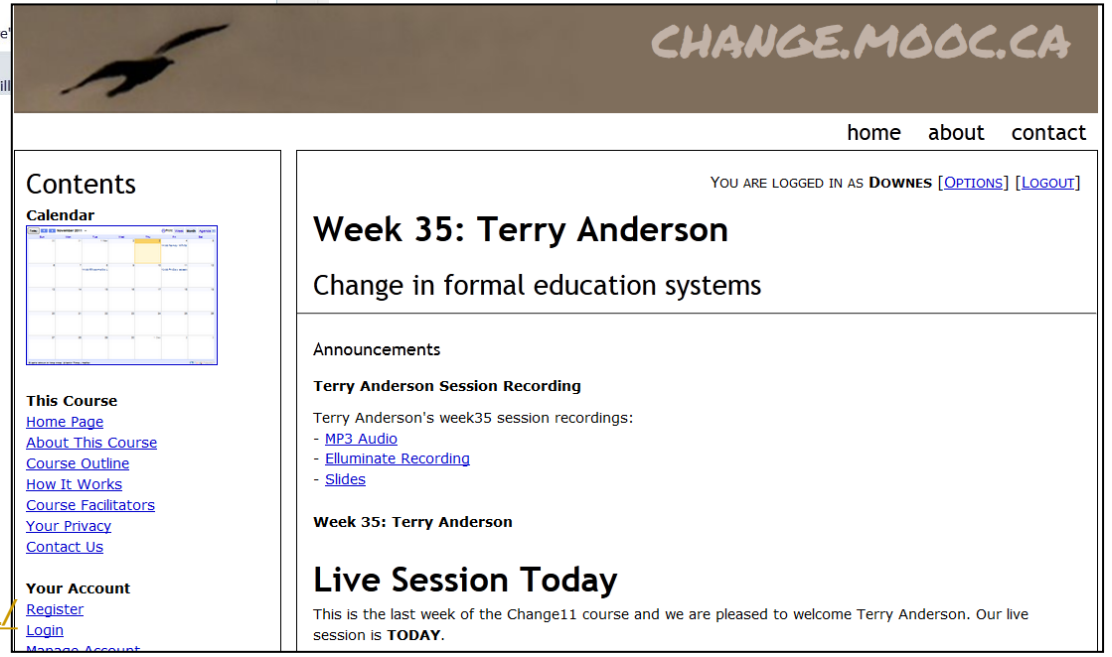
1800 students

http://connect.downes.ca/

3000 students

http://edfuture.net/

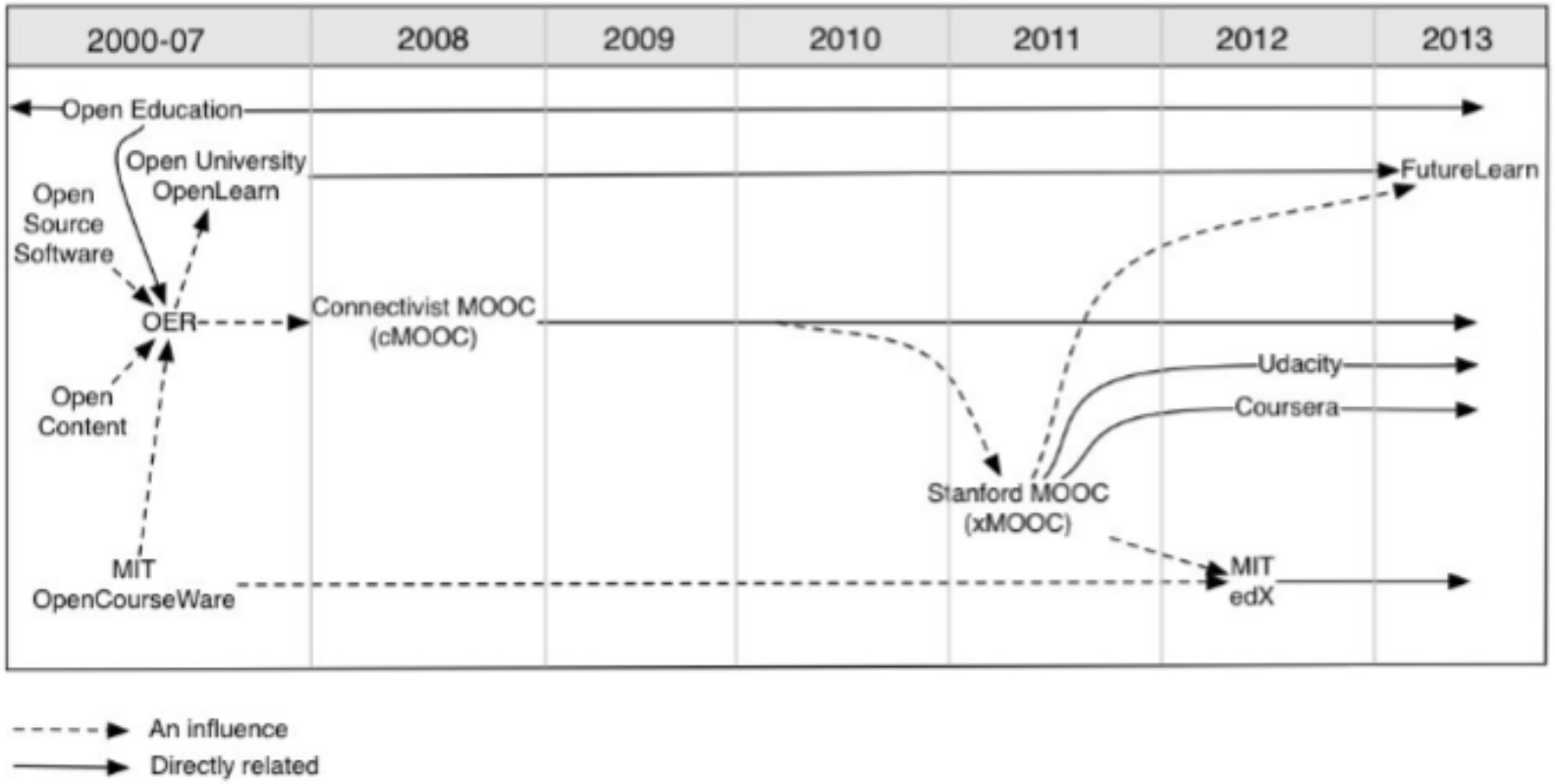




2800 students

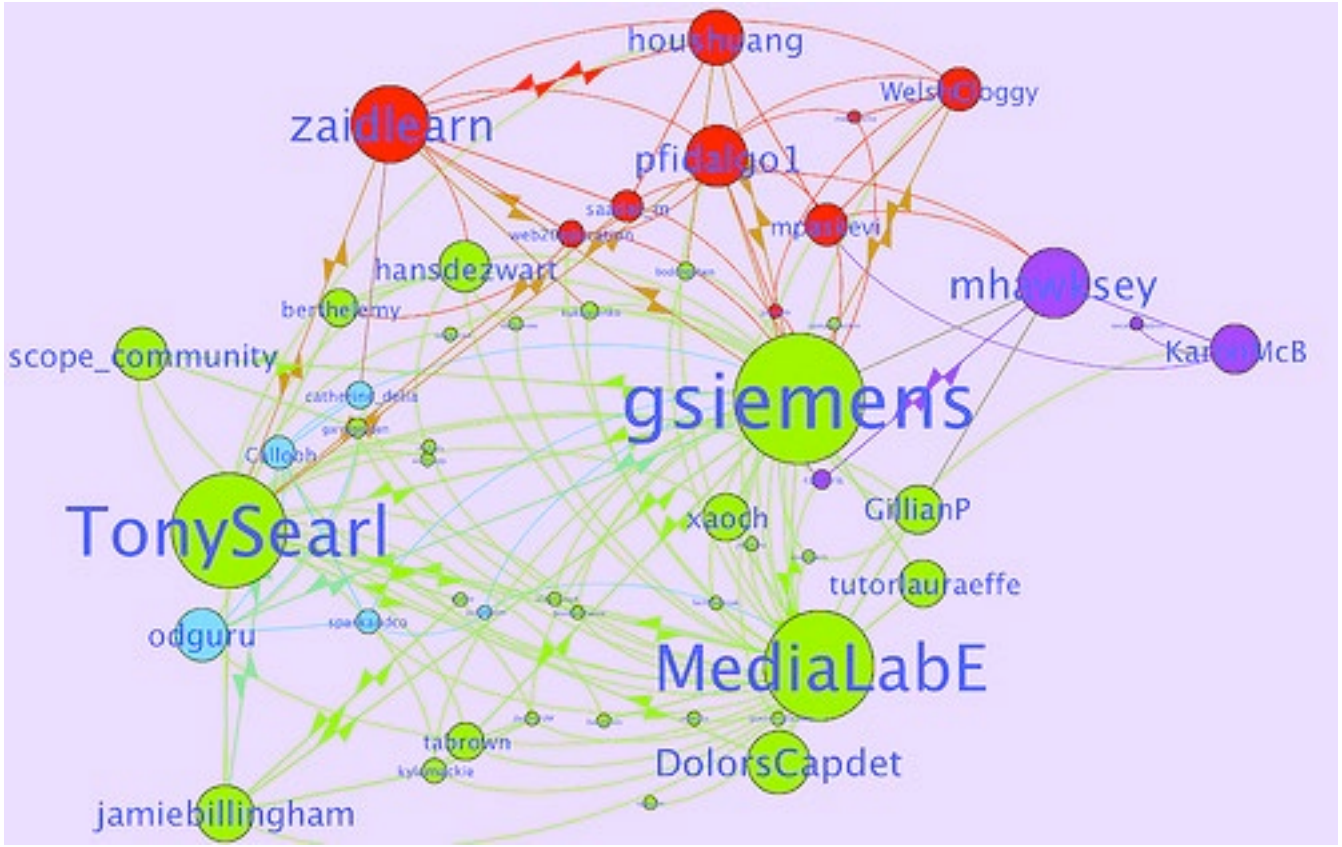
http://change.mooc.ca/

EVOLUTION OF MOOCS



http://publications.cetis.ac.uk/wp-content/uploads/2013/03/MOOCs-and-Open-Education.pdf

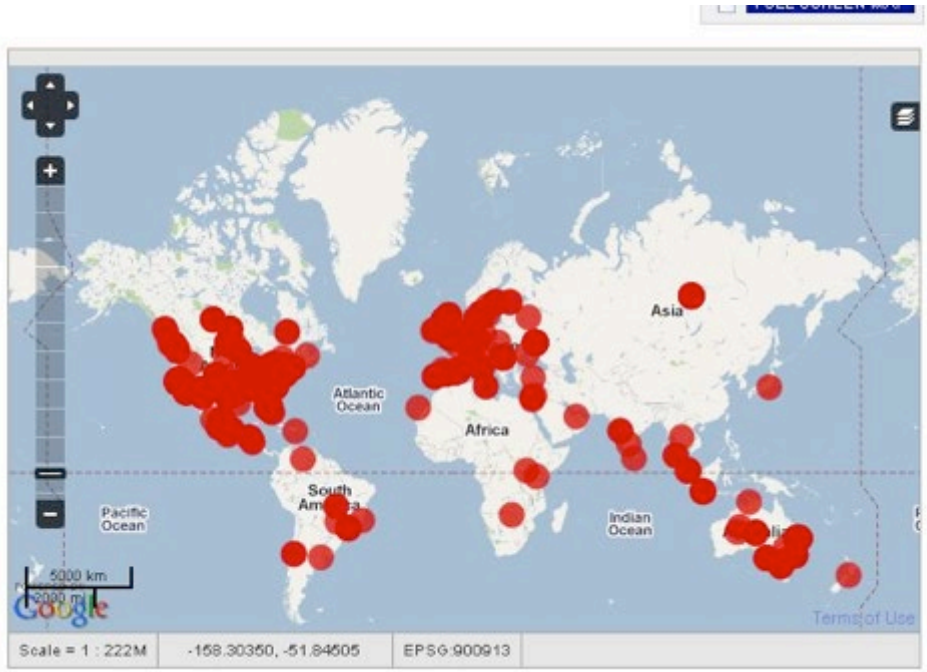
LEARNING ANALYTICS



LAK11: How to measure success in a MOOC

http://scope.bccampus.ca/course/view.php?id=365

MOBIMOOC



ALL CATEGORIES

VIA MOBIMOOC TEXT MESSAGE

TWITTER #MOBIMOOC

VIA MOBIMOOC CALL

VIA MOBIMOOC EMAIL

VIA CROWDMAP WEBSITE

PROJECT: GGATIN (MANITOBA, CA)

VIA SMARTPHONE APP

PROJECT: SEAN ABAJIAN FIELD TESTS MLEARNING (LOS ANGELES, US)

Inge de Waard

Supporting Mobile Learning Technology

http://mobimooc.wikispaces.com/

THE MADNESS AND MAYHEM OF DS106

Jim Groom

DS = Digital Storytelling

DS106 redefined activities and participation

http://ds106.us/

CURRENTLY

MOOC REL 2014
http://rel2014.mooc.ca

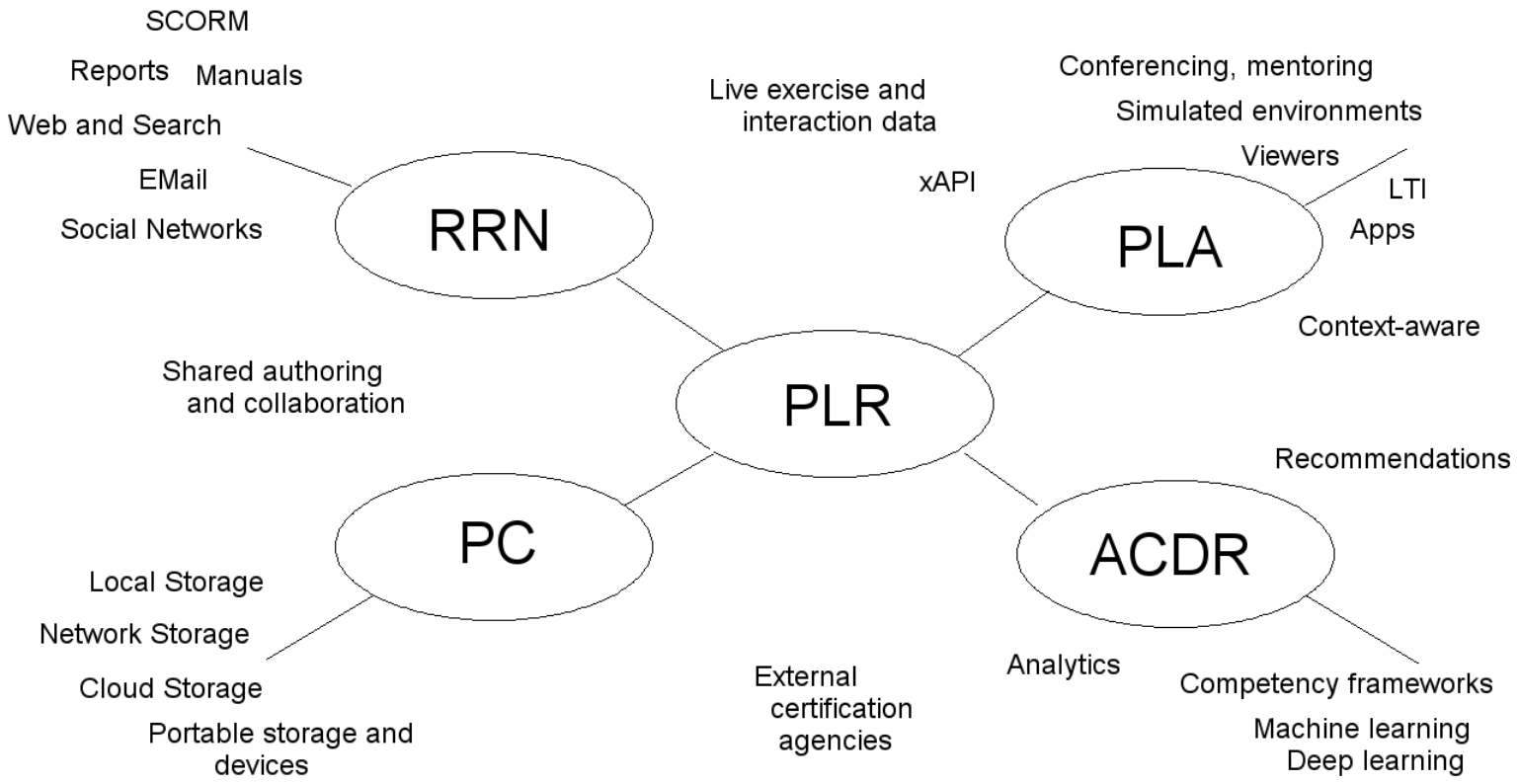
DESIGN PRINCIPLES

- Autonomy - People make their own choices, select their own path
- Openness - Content in and out, people can come and go
- Diversity – a mosaic not a melting pot
  - Overt recognition that people have multiple motives, objectives, values
  - Includes but not limited to culture, language, technology, etc.
- Interactivity – knowledge that scales
  - Not a 'transmission' model of learning
  - Learning the result of growth and development

FUTURE TECHNOLOGY

- Personal learning and performance support systems
- Based on network principles designed for individual interactivity
- Our LPSS Program:
  - Personal Learning Record – badges and beyond
  - Resource Repository Network – syndication, not silos
  - Personal Cloud – distributed ubiquitous computing
  - Personal Learning Assistant – a projection of services into platforms
  - Competency Development – smart credentials

CORE PROJECTS



THANK YOU

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