

The Challenges (and Future) of Networked Learning

Stephen Downes ~ September 5, 2014



Overview

- A look at Networked Learning
- Skills Related to Networked Learning
- Dependence and Independence



What is Networked Learning?

The Official Definition:

Networked learning is a process of developing and maintaining connections with people and information, and communicating in such a way so as to support one another's **learning**. The central term in this definition is connections.

Wikipedia: http://en.wikipedia.org/wiki/Networked_learning

What is Networked Learning?

The Core Idea

Instruction does not equate to learning. This is the fundamental fly in the ointment of instructional design, and the epistemological failing of learning management systems and most MOOC platforms



Sean Michael Morris and Jesse Stommel:

<http://www.hybridpedagogy.com/journal/moocagogy-assessment-networked-learning-and-the-meta-mooc/>

What is Networked Learning?

Rhizomatic Learning

Curriculum is not driven by predefined inputs from experts; it is constructed and negotiated in real time by the contributions of those engaged in the learning process. This community acts as the curriculum, spontaneously shaping, constructing, and reconstructing itself and the subject of its learning.

Dave Cormier:

<http://davecormier.com/edb/2008/06/03/rhizomatic-education-community-as-curriculum/>

What is Networked Learning?

EduCamp Colombia



Figure 3. Examples of furniture and space.

Diego Leal: <http://www.irrodl.org/index.php/irrodl/article/view/884/1677>

Potential of Networked Learning

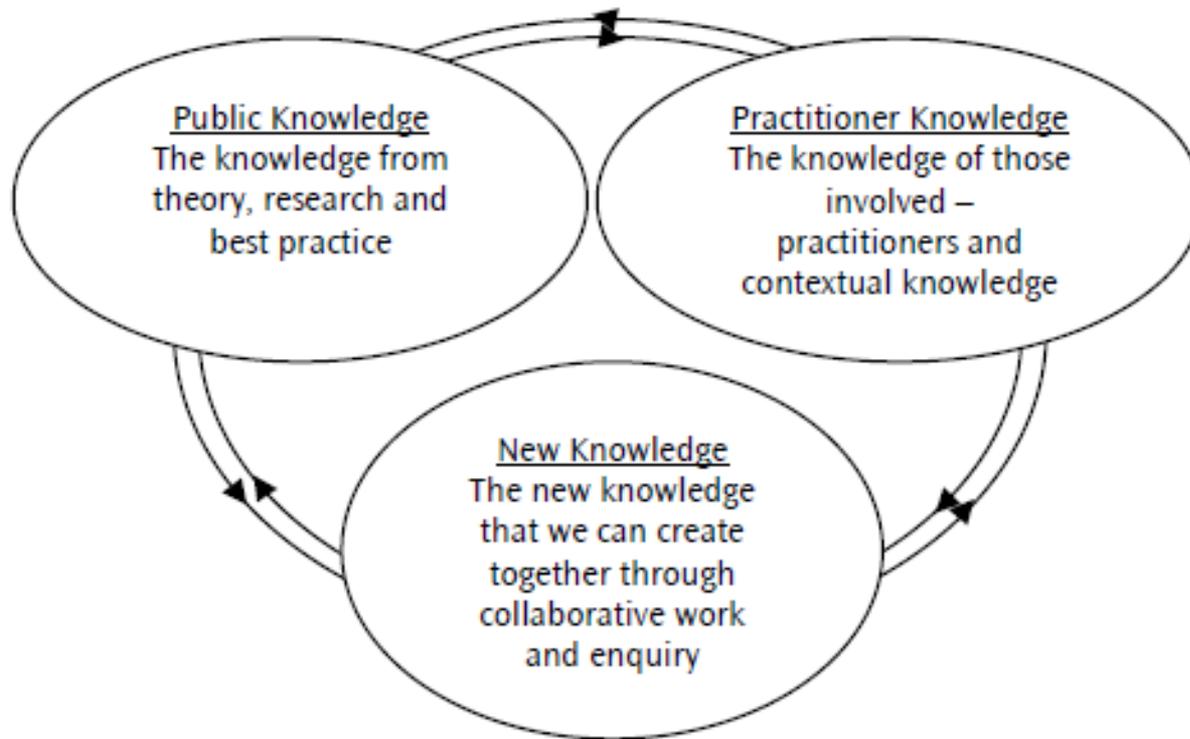
More than just Banking

Meaningful learning occurs with knowledge construction, not reproduction; conversation, not reception; articulation, not repetition; collaboration, not competition; and reflection, not prescription (Jonassen et al., 2003)

Wendy Drexler: <http://www.ascilite.org.au/ajet/ajet26/drexler.html>

Potential of Networked Learning

A Broader Conception of Knowledge



David Jackson and Julie Temperley:

<http://innovationunit.org/sites/default/files/From%20professional%20learning%20community%20to%20networked%20learning%20community.pdf>

Supporting Networked Learning

New Roles for Systems and Providers

- Building Networks
- Mapping and Analyzing
- Supporting Community
- Expanding Boundaries

Will Allen: http://learningforsustainability.net/social_learning/networks.php

Supporting Networked Learning

The Role of the Educator

The new opportunities they offer students, though there is that. It's that all of them redefine the educator's role in some significant way. They create entirely new categories of educator, such as "online lecturer" or "scientist studying polar bears". Entire disciplines, far removed from traditional "instructional design", are being created and populated by people who direct online videos, design learning communities, program massive games

What Skills Are Needed?

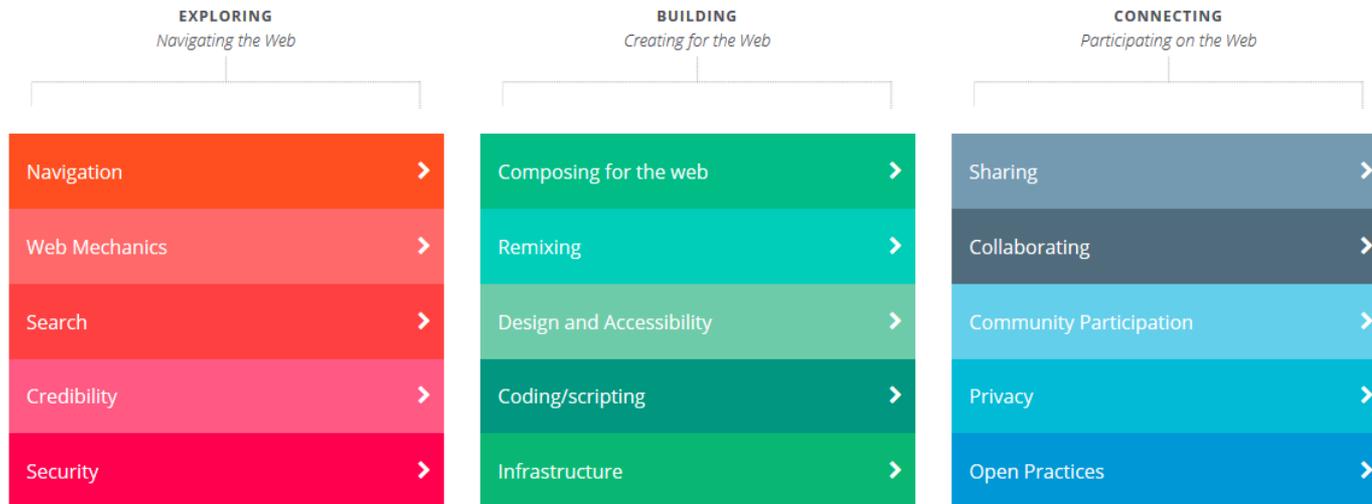
The Semantic Condition

- **diversity** in knowledge, expertise, and application;
- **autonomy** to learners, who act according to their own values and decisions;
- **interactivity** (expand, grow and reform the social network of participants, creating new bonds);
- **openness** among participants, allowing the entry of any perspective, without disqualifying any in advance.

What Skills Are Needed?

Web Literacy

Web Literacy Map

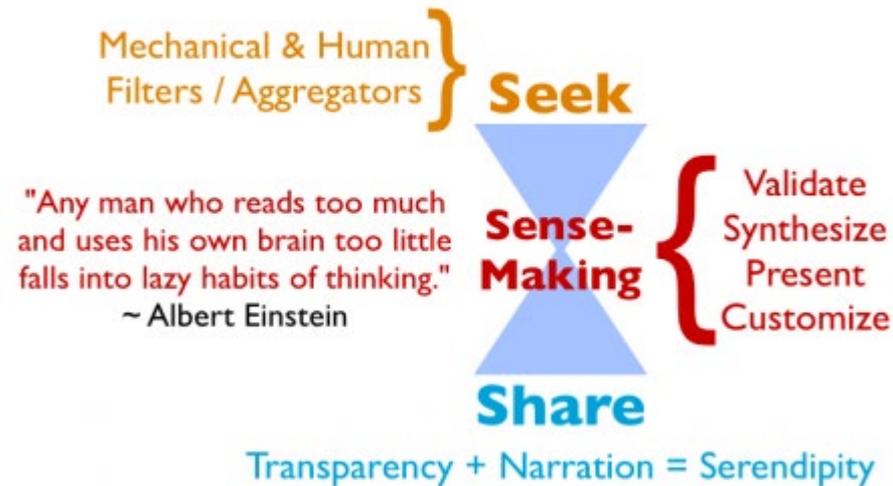


Doug Belshaw: <https://webmaker.org/resources>

What Skills Are Needed?

The Core of Interactivity: 1-2-3

Seek Sense Share



Harold Jarche: <http://www.jarche.com/2012/03/the-pkm-value-add/>

What Skills Are Needed?

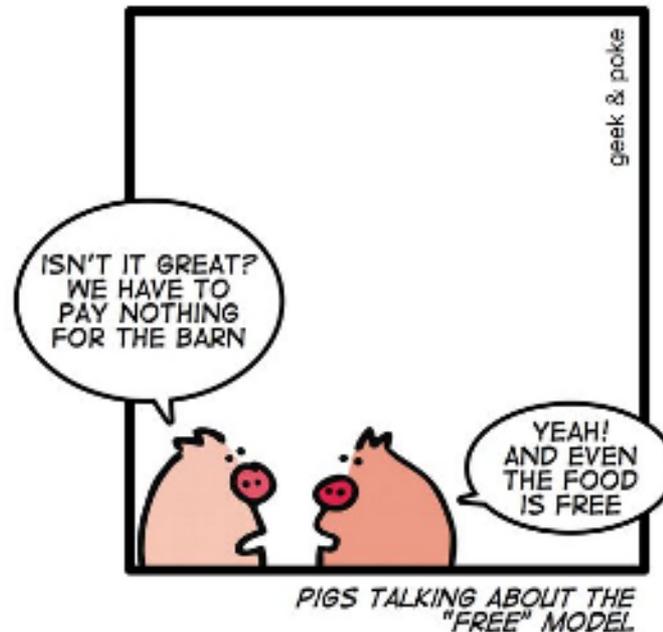
Critical Literacies

Syntax	Cognition
Semantics	Context
Pragmatics	Change

Downes: <http://www.downes.ca/presentation/274>

If We Don't Develop These Skills...

- You Are The Product



Scott Goodson:

http://www.forbes.com/fdc/welcome_mjx.shtml

Tech Supporting Skills Development

- Blogging and Authoring
- Collaborative Calendaring
- Podcasting
- Feed Readers
- Collaborative Mapping & Drawing
- Microblogging & Messaging
- Publishing Photos and Videos

Jane Hart: <http://c4lpt.co.uk/resources/social-learning-handbook/100-examples-of-use-of-social-media-for-learning/>

Who Owns Information?



Digital Citizenship

9 Elements



The POSSE Model

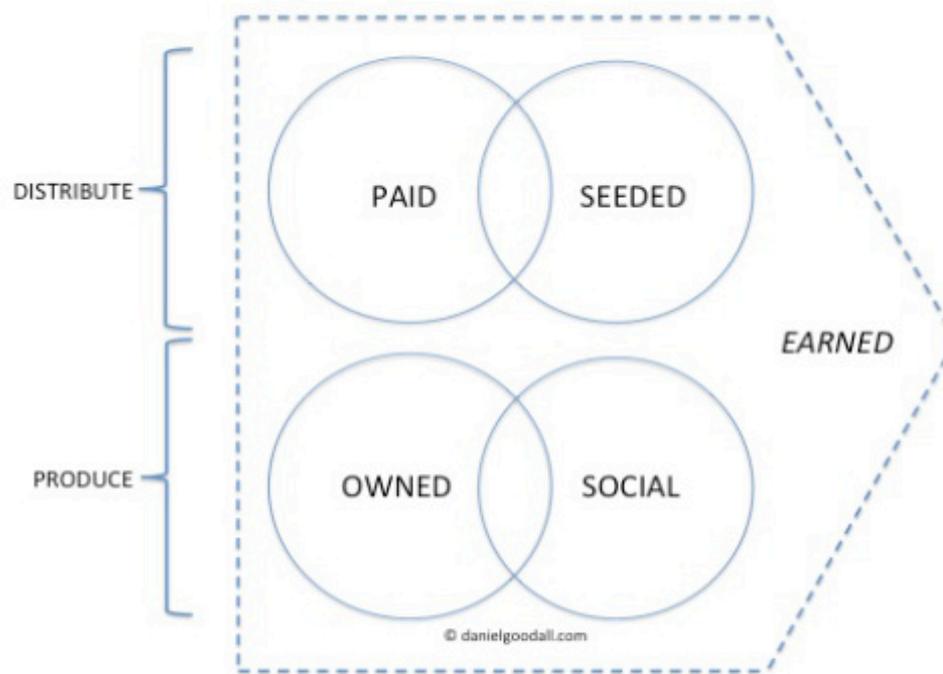
The Core Idea

The POSSE media model is built on two basic levels of activity: to **produce** and **distribute** content. The better you do these two things (and the more it is based on listening and understanding your audience) the more media exposure you will **earn**.

Daniel Goodall: <http://danielgoodall.com/2012/04/17/the-posse-media-model/>

The POSSE Model

Owned, Bought and Earned Media



IndieWeb

IndieWebCamp



Your content is yours

When you post something on the web, it should belong to you, not a corporation. Too many companies have gone out of business and [lost all of their users' data](#). By joining the IndieWeb, your content stays yours and in your control.



You are better connected

Your articles and status messages can [go to all services](#), not just one, allowing you to engage with everyone. Even replies and likes on other services can [come back to your site](#) so they're all in one place.

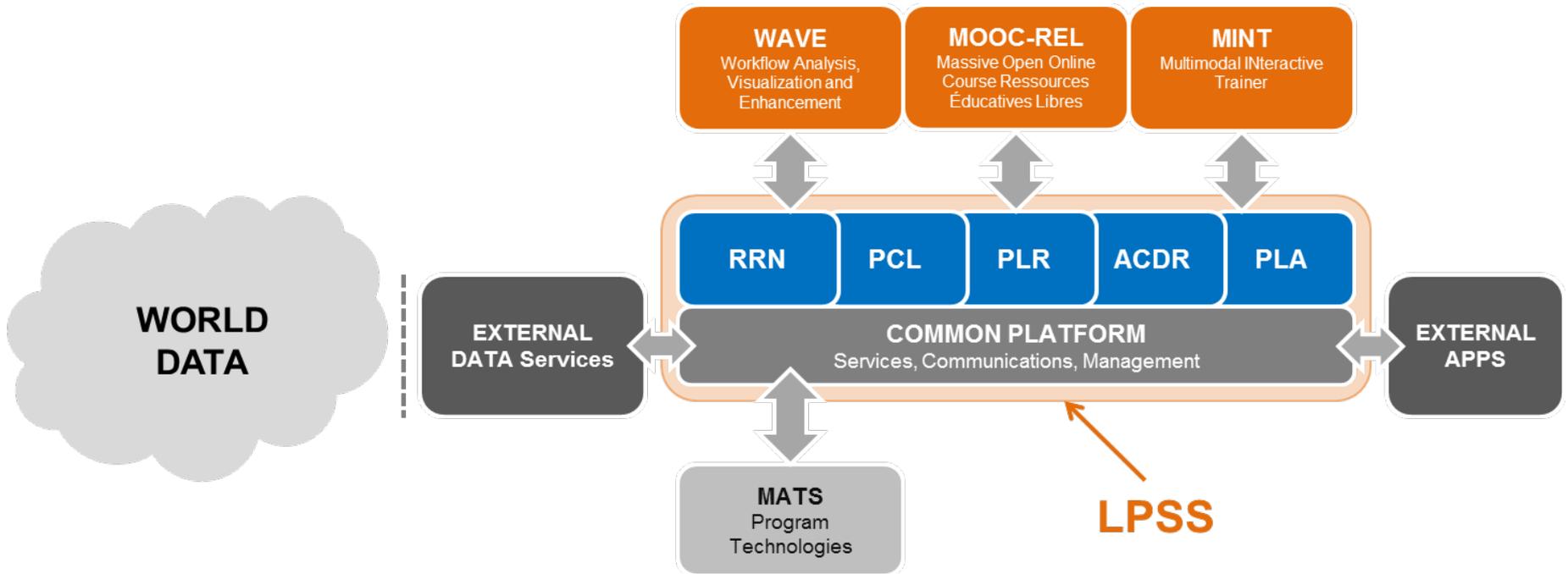


You are in control

You can post anything you want, in any format you want, with no one monitoring you. In addition, you share simple readable links such as [example.com/ideas](#). These links are [permanent](#) and will always work.

<http://indiewebcamp.com/>

Personal Learning



Downes: <http://halfanhour.blogspot.ca/2013/12/learning-and-performance-support-systems.html>

- A conversation about challenges (and future?) of networked learning. A broad understanding of the meaning and potential of networked learning can help educational institutions to rethink their role beyond the provision of LMS and centralized information systems. What skills are needed? What happens if we don't develop them? What kind of technology supports the development of said skills? What's the relation between this and issues of information property and citizenship in a digital context (POSSE models, Indie web movement)?