Personal Learning in a Connected World: Learning and Performance Support Systems

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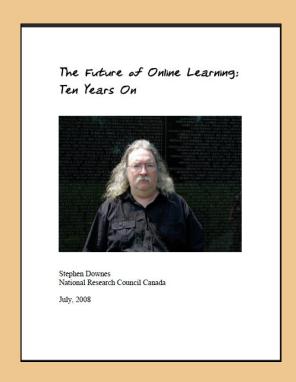
Yes, we can predict the future



I took this picture yesterday knowing I would want to use it in this presentation today.

In 1998 I predicted...

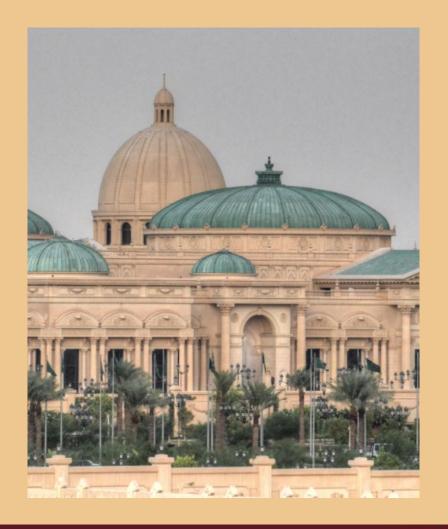
- High-speed wireless access
- Importance of audio and video
- The iPad (even got the name right)
- Learning objects (called 'modules')
- Learning management systems
- Personalized education



http://www.downes.ca/future/
http://www.downes.ca/me/mybooks.htm

How do we predict the future?

- We predict the future the way we understand the past: by reading the signs
- This is also how we understand the world in general, and how we learn



Learning is a form of recognition



- It's what we do naturally, as humans, from the day we are born
- And it's something that grows and evolves into a complex set of basic literacies, including pattern recognition, critical thinking, action and behaviour, awareness of context, inference and imagination, and change (the 'critical literacies')

The learning process is interactive

- Aggregate
- Remix
- Repurpose
- Feed Forward



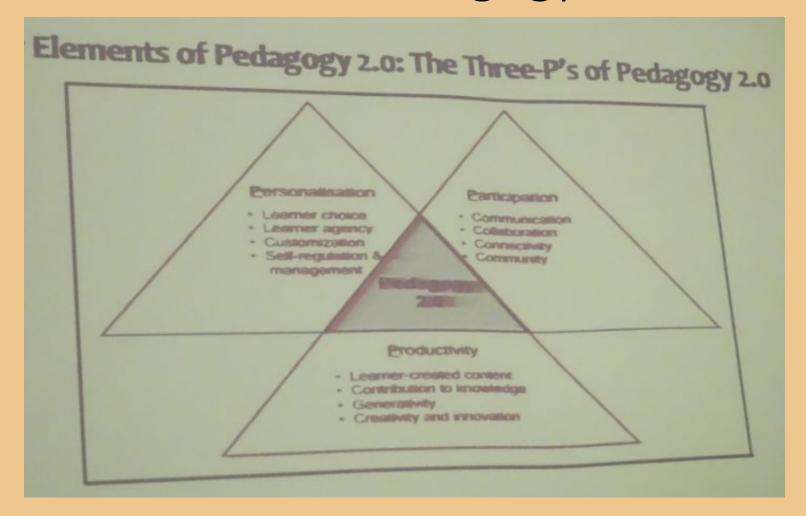
To teach is to model and demonstrate, to learn is to practice and reflect

This is the basis of our approach to learning technologies

- 1999 Learning communities
- 2001 The learning marketplace
- 2004 E-Learning 2.0
- 2005 Learning Networks / Connectivism
- 2005 Open Educational Resources
- 2008 MOOC
- 2010 Personal Learning Environments
- 2013 LPSS

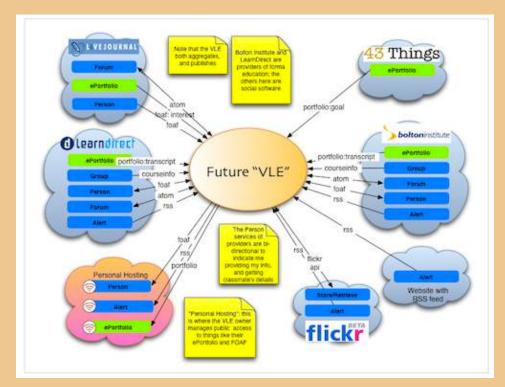


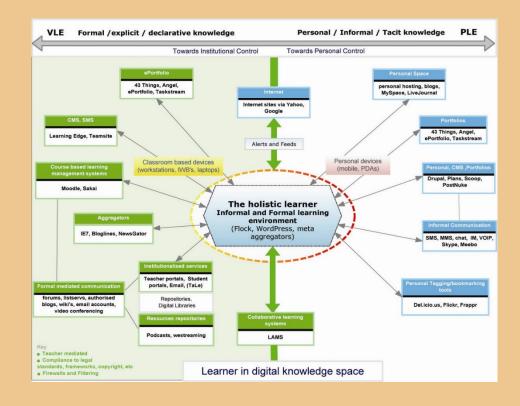
You can also see it in Pedagogy 2.0



Bader A. Alsaleh - http://halfanhour.blogspot.com/2014/09/bader-alsaleh-september-17-riyadh.html

The design is based on putting the learner at the center





Scott Wilson (left), Tim Hand (right)

https://www.google.com/search?q=ple+diagrams

http://www.edtechpost.ca/ple_diagrams/index.php/mind-map-3

This is known generally as the 'Personal Learning Environment' (PLE)

- The PLE as concept
- Web 2.0 supported PLEs
- Game-based approaches and 'quantified self'
- Mobile learning
- The PLE as an assessment tool

Explores

Explores

Supports

Supports

Technology-enhanced
learning activities
control
dimensions

Facilitates
Informs

Learning
Potential of
Web2.0

Explores

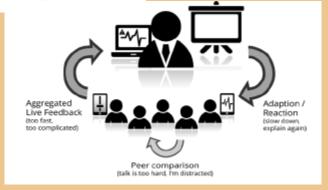
Supports

Student-centric
instructional
approaches

Figure 1: A conceptual framework for developing Web 2.0 PLEs

http://en.wikipedia.org/wiki/History of personal learning environments
http://pleconf.org/2013/files/2014/07/v3.0 PLE Conference2013 ResearchRepor
t BeuthUniversity MonashUniversity.pdf

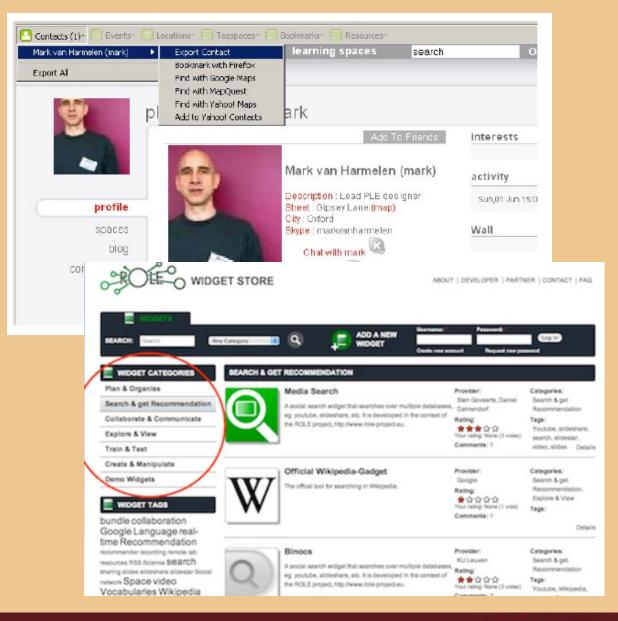
Images: Ebrahim Rahimi, Jan van den Berg, Wim Veen; Benedikt S. Morschheuser, Verónica Rivera-Pelayo, Athanasios Mazarakis, Valentin Zacharias



Relevant Projects

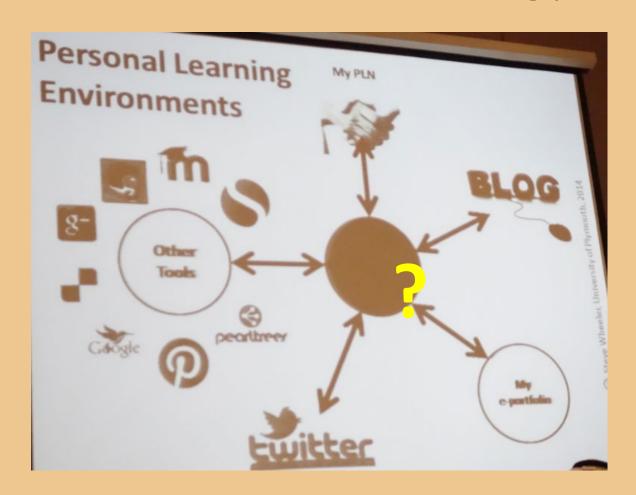
- Manchester PLE Project
- Responsive Open
 Learning Environments
 (ROLE) http://www.role-project.eu/
- Known http://withknown.com/
- Learning Locker
 http://learninglocker.net/
- Mahara https://mahara.org/

http://personalis.wikispaces.com/PLE+Projects



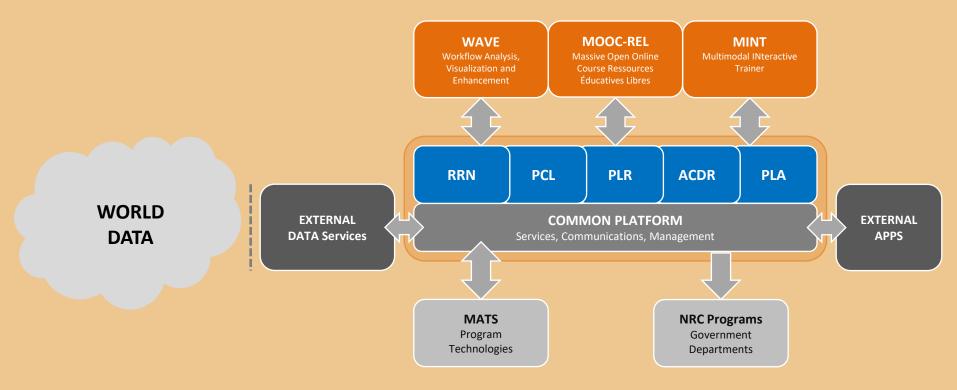
We are focused at the technology at the

center



http://halfanhour.blogspot.com/2014/09/steve-wheeler-september-17-riyadh-notes.html

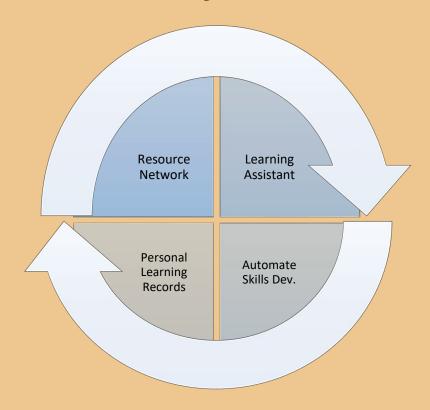
Learning and Performance Support Systems



- It's a network of personal learning environments...
- ... connected to a large array of learning services

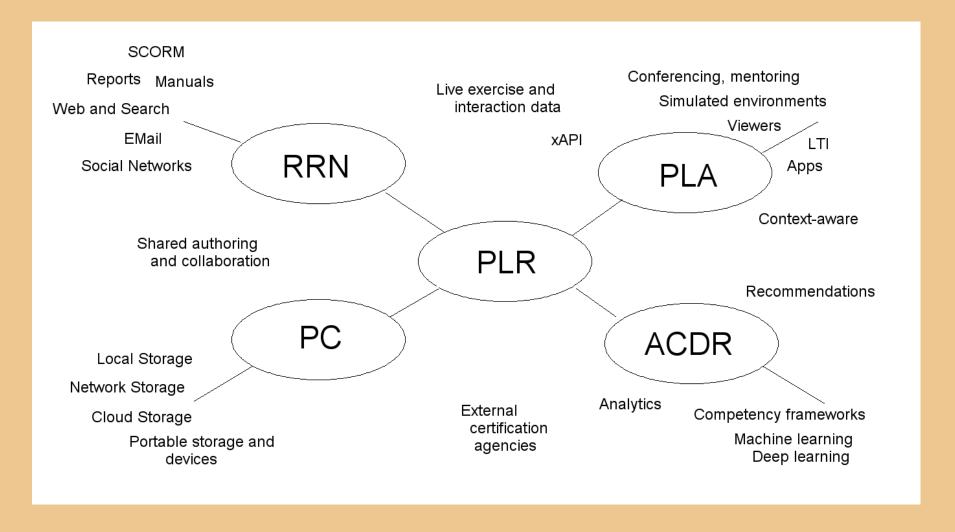
Core Technology Development Projects

- Learning services network and marketplace
- Automated skills development and recognition
- Lifetime management of learning and training records and credentials
- Personal learning assistant to view, update and access training

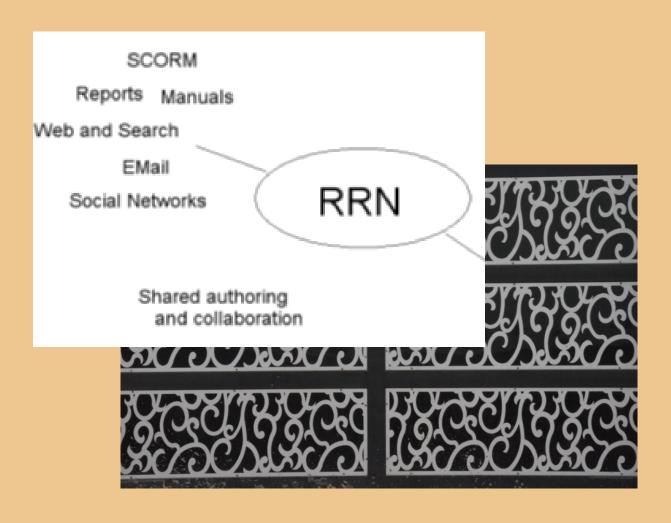


 Learning as a cloud service and deep integration with external systems

LPSS Core Projects

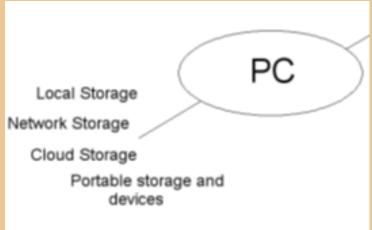


Resource Repository Network



- Manage and discover list of sources and resources
- Maintain authentication and credentials
- Support APIs and metadata standards
- Gather, analyze and sort resources and/or metadata

Personal Cloud





- Manage list of local and remote storage systems
- Maintain security, encryption, authentication and credentials
- Include local or personal device storage
- Manage and synchronize resource sets and data

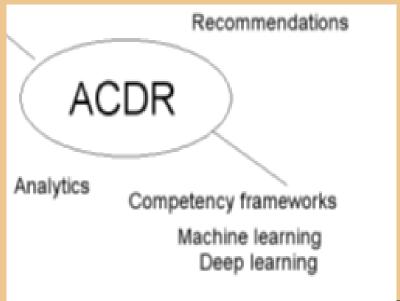
Personal Learning Assistant

- Collect contextual information for system
- Display resources of various formats, inclusing SCORM, LTI, etc.
- Support (scaffolded) authoring environments
- Project LPSS capacity into external software and devices



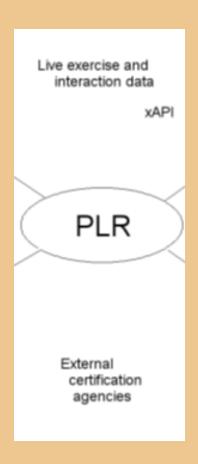
Competency Recognition and Development

- Import or create competency definitions
- Analyze interactions for skills and learning gaps
- Support development of learning plans
- Provide resource and service recommendations





Personal Learning Record



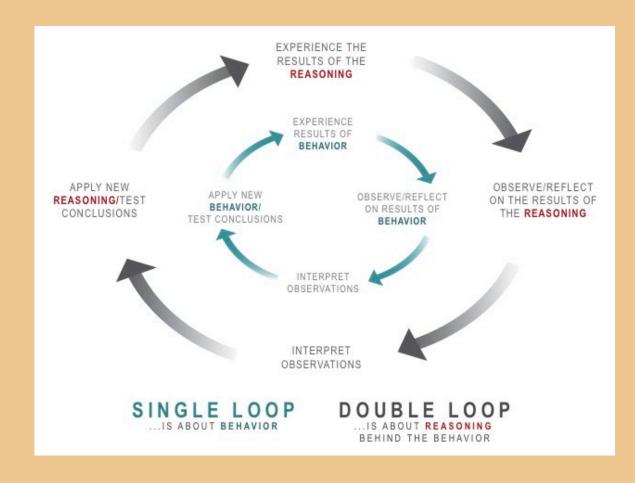
- Collect full record of interactions with all resources, external systems
- Support learning activity data exchange formats (eg. xAPI)
- Collect and present a person's personal portfolio
- Display certifications and credentials (eg. badges)
- Maintain 3rd party certification

Implementation – from MOOC to Personal Learning

- MOOC-REL (OIF)
- ALECSO
- MINT
- SHARE
- Badges
- Simulator
- Workplace T&D



Implementation Projects



Ultimately, the objective is to support individual learning in a network

http://integralleadershipmanifesto.com/manifesto/making-subject-object/

Launch

- Limited beta starting at the end of September
- Hosted service offered at http://lpss.me
- Slow roll-out of capacity over next
 18 months
- Development of partnerships and capacity building projects

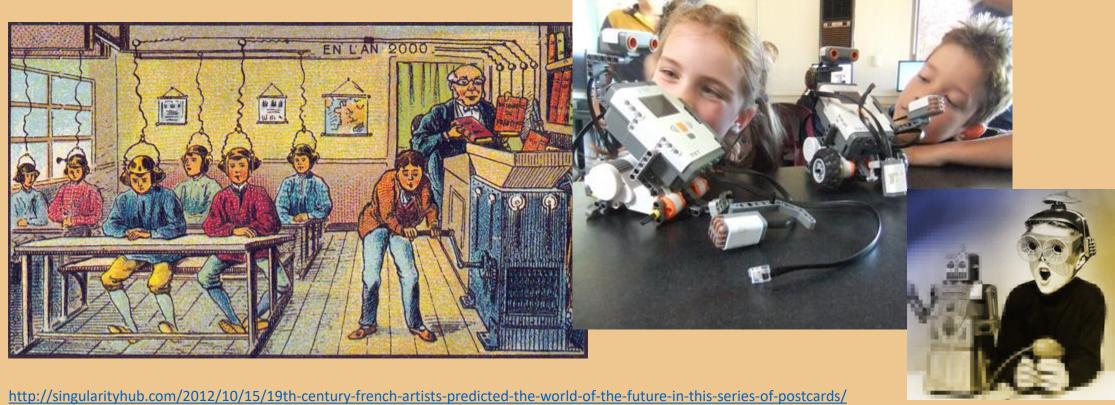


Why is this important?

- Because technology is not just a tool
- It gives us the capacity to do new things (the 'affordances argument')
- It represents an extension of our perceptions (the McLuhan argument)
- "We shape technology, and then technology shapes us"



What kind of learner we become depends on what kind of learning technology we choose



http://www.alter-inc.com/wearable.html

http://www.keithcotps.sa.edu.au/Learning.htm



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