

# Critical Literacies and the Challenge of Online Learning

Stephen Downes, National Research Council Canada  
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<http://www.downes.ca/presentation/369>



“An image macro of one or more cats. The image's text is often idiosyncratic and grammatically incorrect.”

Why is this funny?



We can, as we understand the prehistoric, understand the future, by reading the artifacts.

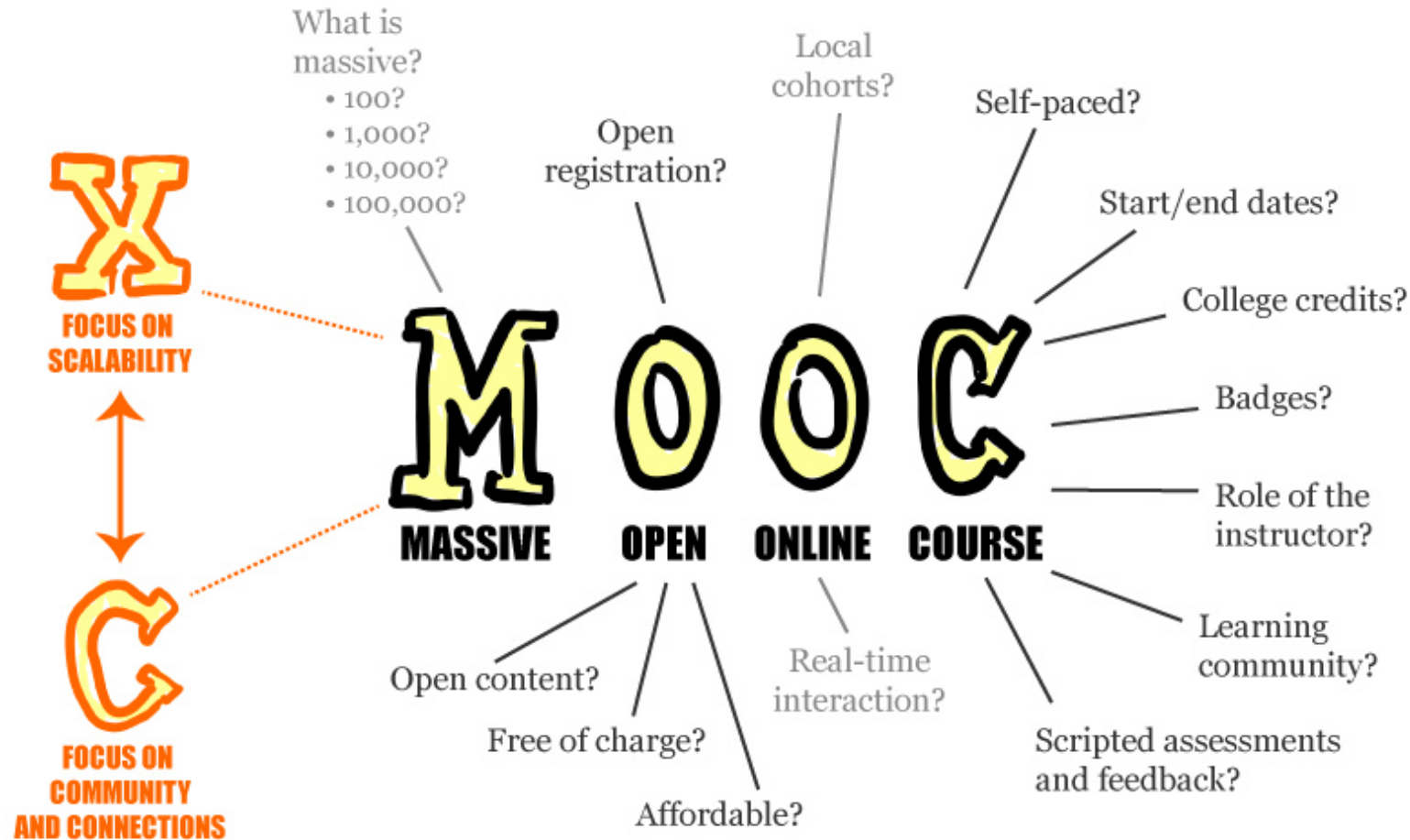
How do we know anything at all?



They are not an accumulation of facts, they are a system or form of organization, a way of seeing the world.

# Science, knowledge are like language

Image: <http://www.atelier.net/en/trends/articles/wolfram-alpha-plugging-vast-electronic-brain>

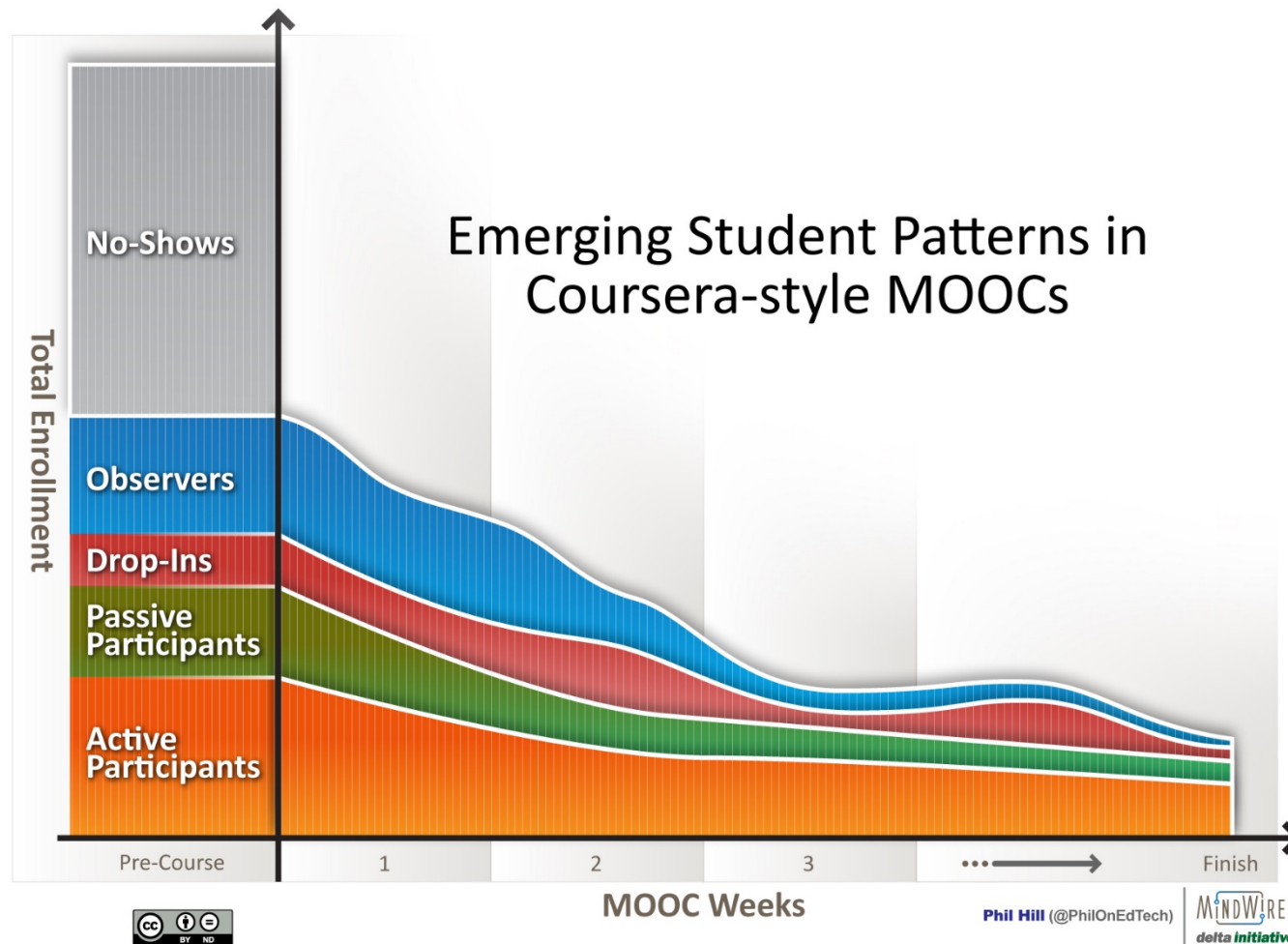


‘MOOC’ stands for “Massive Open Online Course” and were developed in 2008. Examples include Coursera, FutureLearn.

## Their MOOCs, our MOOCs

Image: [https://en.wikipedia.org/wiki/Massive\\_open\\_online\\_course](https://en.wikipedia.org/wiki/Massive_open_online_course)





MOOCs have face a storm of criticism – unprepared students, bad pedagogy, lack of educational standards, a failure to engage, and ultimately, dropouts.

## Criticisms of the MOOCs

Image: <http://mfeldstein.com/emerging-student-patterns-in-moocs-a-revised-graphical-view/>



What does it mean to 'complete' a newspaper? What is the proper foundation for a buffet?

# A Wider Conception of Learning



What does it mean to be literate?





This brings us back to language – what is the ‘core’ of a language? What are the foundations?

Meaning – it’s not just semantics any more

Image: <http://www.alegoo.com/pictures7/art-tattoos-2/tattoos-with-meaning-029/>

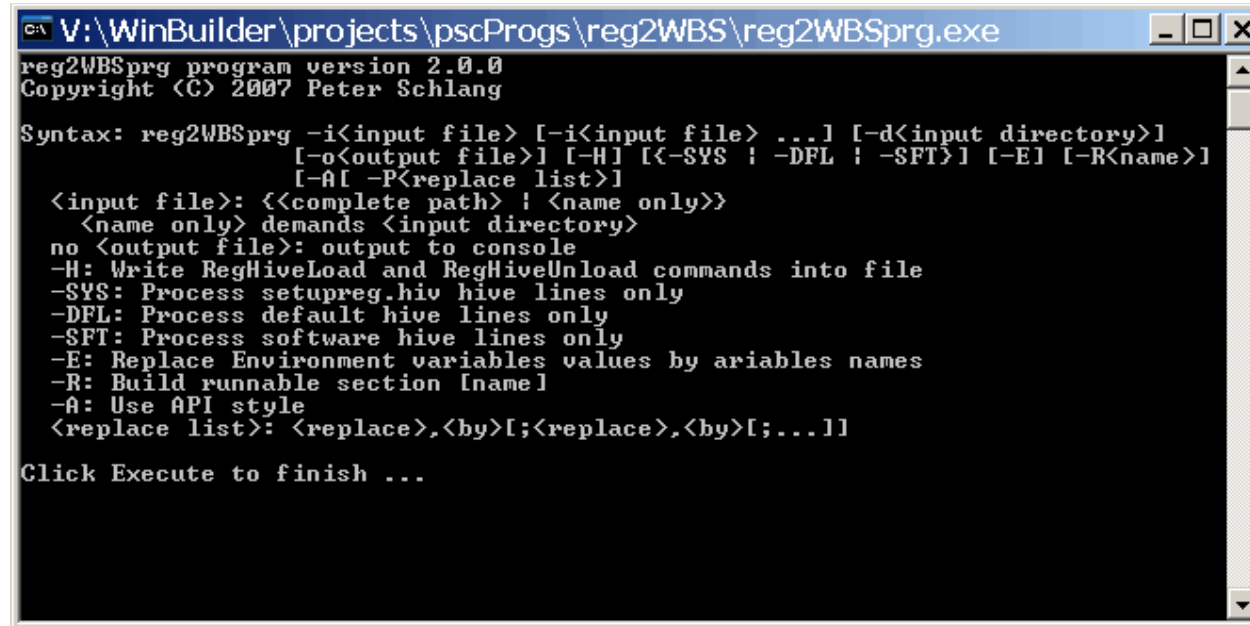
Syntax	Cognition
Semantics	Context
Pragmatics	Change

This is a frame  
for understanding  
new media – and  
for understanding  
what it is to know,  
learn, and  
understand

# The Critical Literacies

# Syntax

Not just rules and grammar



```
C:\V:\WinBuilder\projects\pscProgs\reg2WBS\reg2WBSprg.exe
reg2WBSprg program version 2.0.0
Copyright (C) 2007 Peter Schlang

Syntax: reg2WBSprg -i<input file> [-i<input file> ...] [-d<input directory>]
        [-o<output file>] [-H] [<-SYS | -DFL | -SFT>] [-E] [-R<name>]
        [-A] [-P<replace list>]
<input file>: <<complete path> | <name only>>
<name only> demands <input directory>
no <output file>: output to console
-H: Write RegHiveLoad and RegHiveUnload commands into file
-SYS: Process setupreg.hiv hive lines only
-DFL: Process default hive lines only
-SFT: Process software hive lines only
-E: Replace Environment variables values by ariables names
-R: Build runnable section [name]
-A: Use API style
<replace list>: <replace>,<hy>[;<replace>,<hy>[;...]]

Click Execute to finish ...
```

Forms: archetypes? Platonic ideals?

Rules: grammar = logical syntax

Operations: procedures, motor skills

Patterns: regularities, substitutivity (eggcorns, tropes)

Similarities: Tversky - properties, etc

# Semantics

theories of truth / meaning / purpose / goal

[[SEMANTICS]]

of a structure

By Tom 7



= carrot



= bowling pin

<http://www.cs.cmu.edu/~tom7/csnotes/fall02/semantics.gif>

- Sense and reference (connotation and denotation)
- Interpretation (Eg. In probability, Carnap - logical space; Reichenbach - frequency; Ramsey - wagering / strength of belief)
- Forms of association: Hebbian, contiguity, back-prop, Boltzmann
- Decisions and decision theory: voting / consensus / emergence

# Pragmatics

use, actions, impact

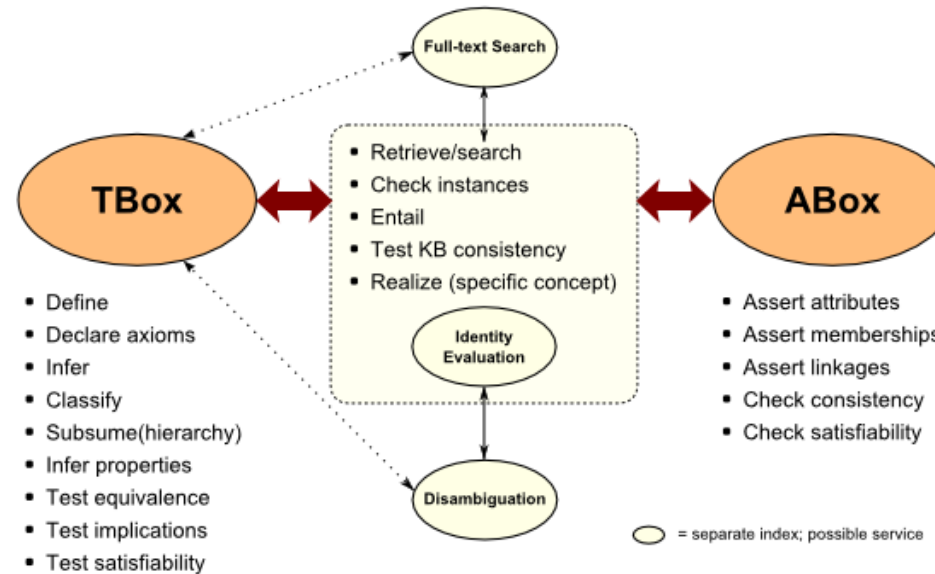


- Speech acts (J.L. Austin, Searle) assertives, directives, commissives, expressives, declarations (but also - harmful acts, harassment, etc)
- Interrogation (Heidegger) and presupposition
- Meaning (Wittgenstein - meaning is use)



# Cognition

## reasoning, inference and explanation



<http://www.mkbergman.com/category/description-logics/>

- description - X (definite description, allegory, metaphor)
- definition - X is Y (ostensive, lexical, logical (necess. & suff conds), family resemblance - but also, identity, personal identity, etc)
- argument - X therefore Y - inductive, deductive, abductive (but also: modal, probability (Bayesian), deontic (obligations), doxastic (belief), etc.)
- explanation - X because of Y (causal, statistical, chaotic/emergent)

# Context

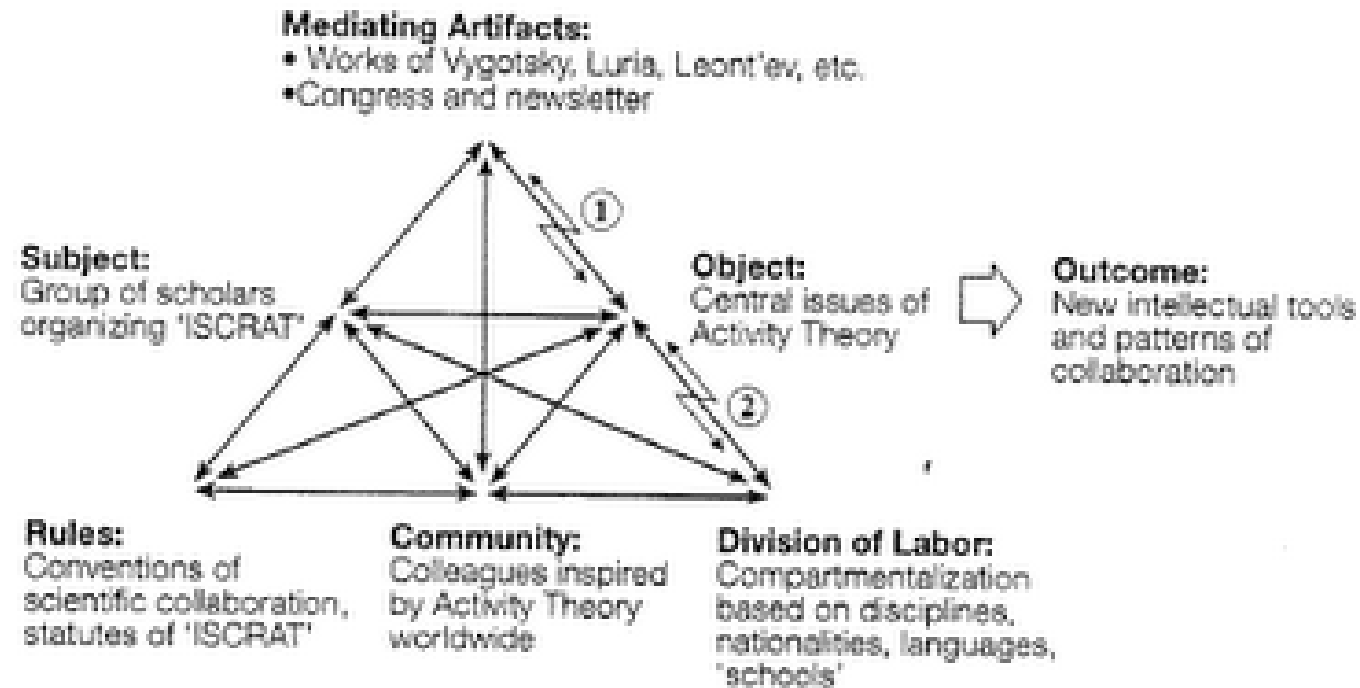
## placement, environment



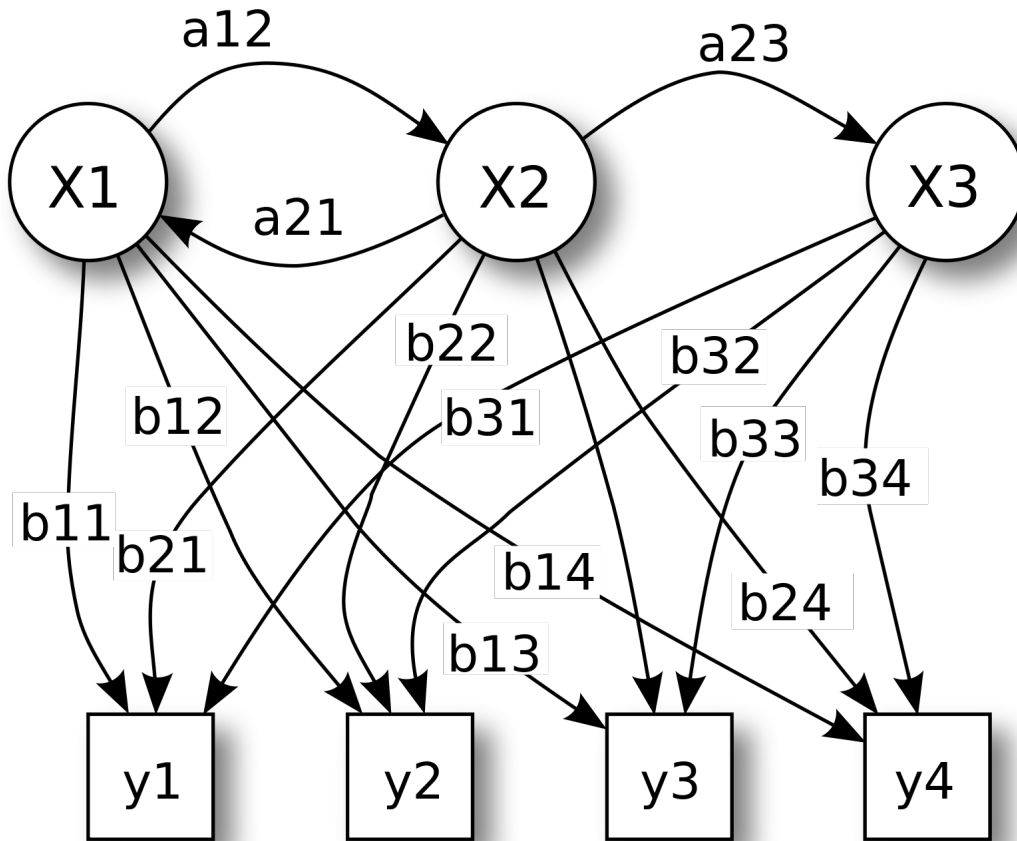
<http://www.occasionbasedmarketing.com/what-it-is>

- explanation (Hanson, van Fraassen, Heidegger)
- meaning (Quine); tense - range of possibilities
- vocabulary (Derrida); ontologies, logical space
- Frames (Lakoff) and worldviews

# Change



- relation and connection: I Ching, logical relation
- flow: Hegel - historicity, directionality; McLuhan - 4 things
- progression / logic -- games, for example: quiz&points, branch-and-tree, database
- scheduling - timetabling - events; activity theory / LaaN

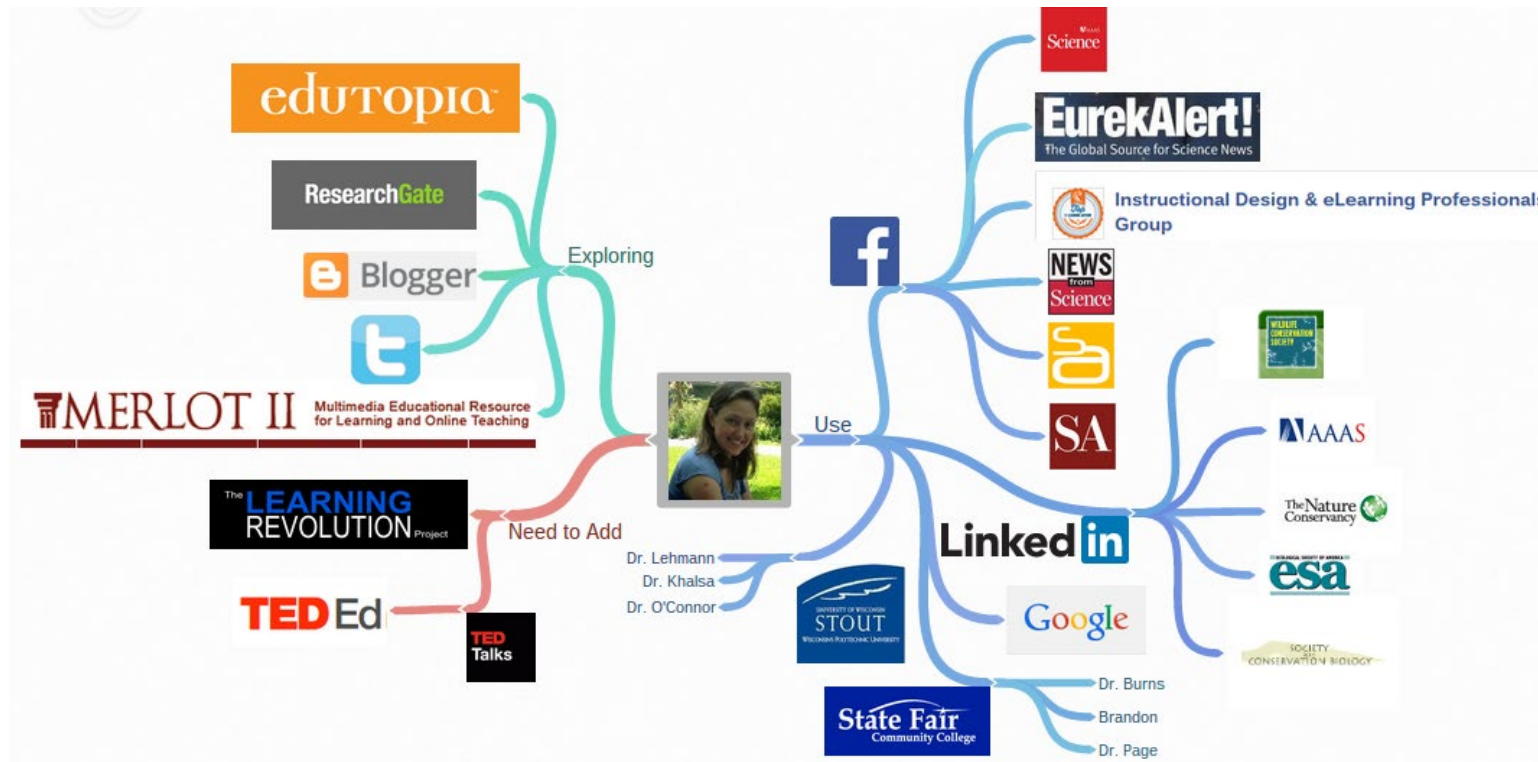


Our conception of knowledge itself is insufficient to account for these various dimensions of literacy.

# Knowledge as Recognition

Image: [https://en.wikipedia.org/wiki/How\\_to\\_Create\\_a\\_Mind](https://en.wikipedia.org/wiki/How_to_Create_a_Mind)

Our work at NRC is devoted to creating a linked interconnected *environment* where people can experience and grow.



# Learning Environment as a Place to Grow

Image: <http://taftportfolio.blogspot.ca/p/personal-learning-environment-ple.html>



# Stephen Downes



<http://www.downes.ca>