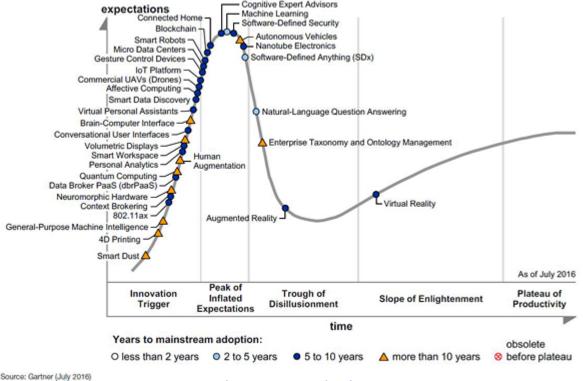
Trends in education

Facts, Fads and Fiction



Stephen Downes Brussels, Belgium November 25, 2016 It's harder to predict a failure than it is to predict a success

Everything on the upslope looks promising, but few products actually make it into the trough of disillusionment (which actually indicates they're still worth talking about)



http://www.gartner.com/newsroom/id/3412017



Some of the more promising candidates...

- Open online learning
- Learning analytics
- Personalized learning
- Competencies
- Digital badges
- Blockchain security
- Virtual personal assistants
- Internet of things

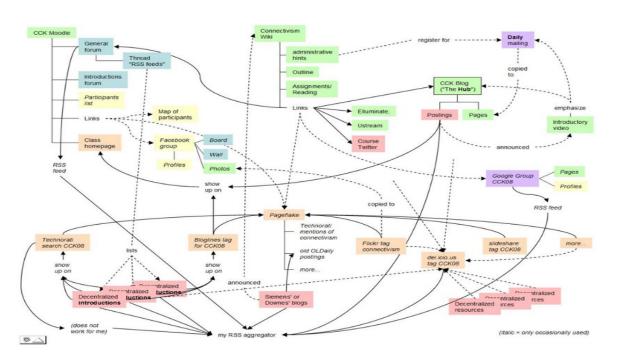




MOOCs and open online learning

A lot of scepticism today... but more people took MOOCs in 2015 than in all previous years combined

The Connectivist MOOC (cMOOC) Design



A MOOC is a Web, not a Website

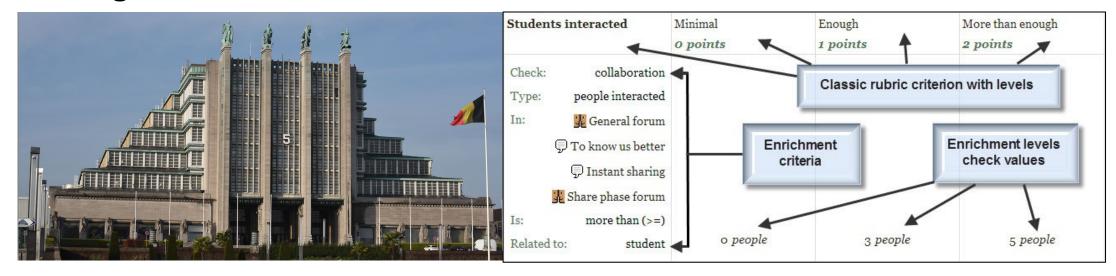


Instead of seeing a course as a series of contents to be presented, a course is a network of participants who find and exchange resources with each other

- An initial structure is developed and 'seeded' with existing OERs
- Participants encouraged to use their own sites to create or share resources
- A mechanism (gRSShopper) is employed to connect them

Machine learning and analytics

- decision engines these are expert systems that are based on ruledriven strategies
- pattern recognition perceptual systems that identify patterns from partial or disorganized data
- cluster detection detecting nearest neighbours and categories of things



Learning analytics

- patterns of behaviour for individual learners
- predictors of students requiring extra support
- to help teachers and support staff plan
- improve current courses or develop new offerings
- Marketing, efficiency and effectiveness measures

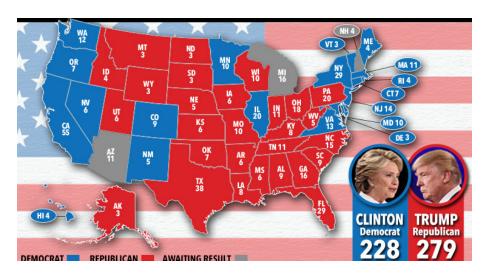




Learning analytics

"Data literacy is going to be a fundamental limiter on the uptake of data-driven educational technology products." – Michael Feldstein

http://mfeldstein.com/analytics-literacy-is-a-major-limiter-of-ed-tech-growth/



Personalized learning

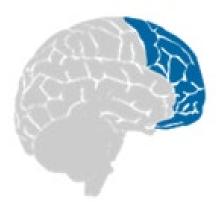
- Rules-Based Events (like notifications)
- User Models
- Adaptive Learning

Recognition Networks The "what" of learning

Strategic Networks The "how" of learning

Affective Networks The "why" of learning









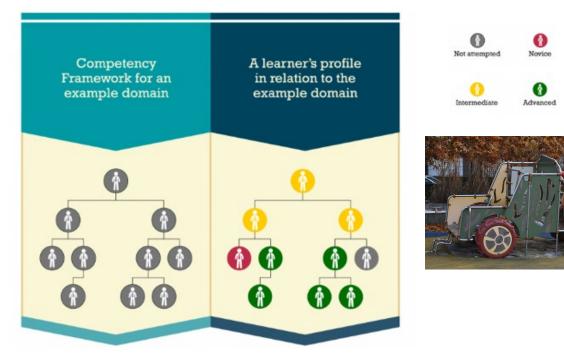
Badges and Credentials

Sony plans to launch a testing platform powered by blockchain and that IBM plans to offer 'blockchain-as-a-service,'"

Audrey Watters
http://hackeducation.com/2016/02/25/blockchain-edu1



Competency and Skills System (CASS)





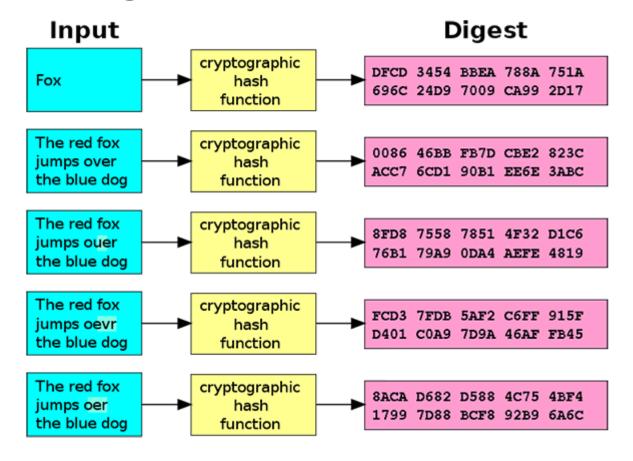


OERs Portfolio, artifacts and evidence Badges, certificates, Activity Record - LRS credentials, competencies

PLR

https://www.adlnet.gov/introducing-the-next-big-thing-cass/

Badges and Blockchain



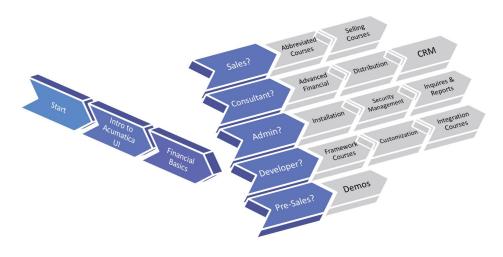
http://dmlcentral.net/blog/doug-belshaw/peering-deep-future-educational-credentialing

"If we used the blockchain for Open Badges then we could prove beyond reasonable doubt that the person receiving badge Y is the same person who created evidence X.

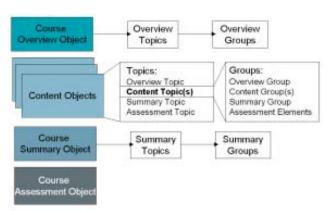
Doug Belshaw

http://www.downes.ca/search/blockchain

Learning processes / learning paths



http://asiablog.acumatica.com/2016/02/acumatica-learning-paths.html



- The objective is to create the 'ideal learning path' for the student
- The fixed point for all of these is the learning objective, as defined by the competencies

What is Education?

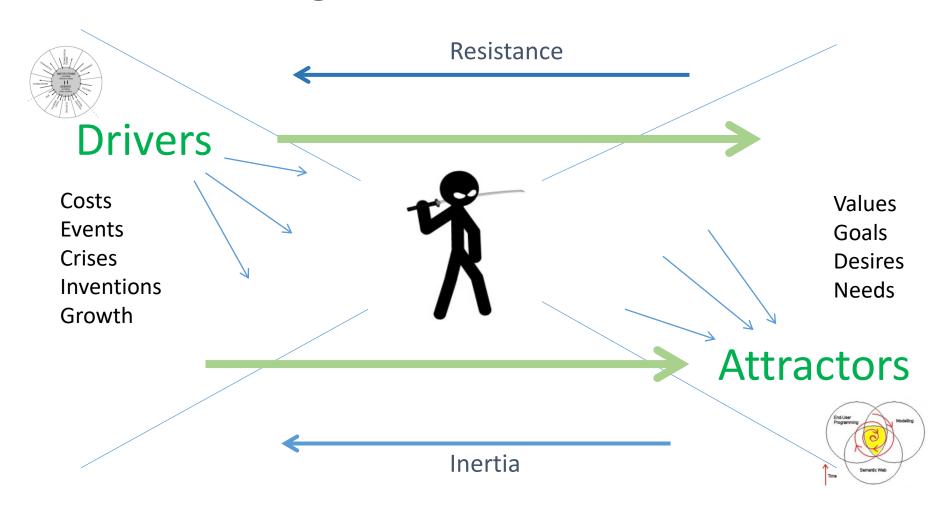


Science as a "combination of evaluating evidence, coordinating evidence and models, and arriving at evidence-based judgments that are communicated through argumentation."

Design vs Environment

Path	Field
Course	Curriculum (as in 'mapping')
Sequence / Prequisite	Core / periphery / foundation
Movement / covered	Inquiry / Discovery / Gaps
Threshold / Levels	Coverage / Construction
Positioning – first / last	Grouping / Clustering
Objective / target	Serendipity / emergence
Leading / Led	Centred

Causes of Change



Skills	competencies
	habits,
	Abilities,

	Syntax	Semantics	Context	Use	Cognition	Change				
Aggregate										
Remix										
Repurpose							`			
Feed Forward										
Autonor	ny									
	Diversity									
Values Openness										
Interaction										

Method as Discovery:

- You don't learn a language, you discover it
- To discover a language is to be immersed in it, to speak it and listen to people speaking in it
- My scientific method (if it can be called that) is to go to the office each day and immerse myself in the world – to try listening, and to try speaking

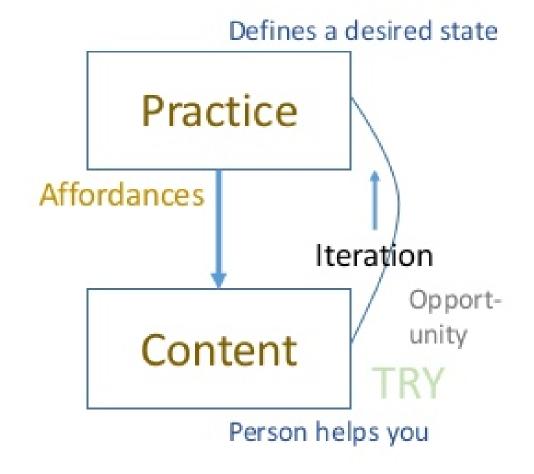
Personalized

We do for you

Defines an ideal state Content Requirements Correction GAP **Practice** Person tests you

Personal

You do for yourself





Stephen Downes http://www.downes.ca