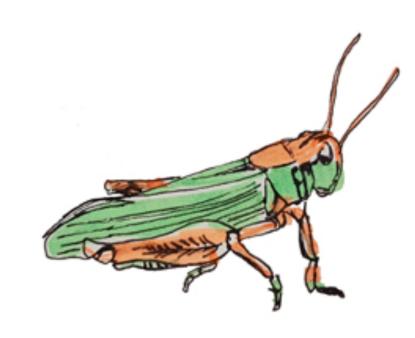
The Third Wave: the Next Generation of Distributed Learning Technology

Stephen Downes CNIE, Vancover, B.C. May 22, 2019





E-Learning 3.0

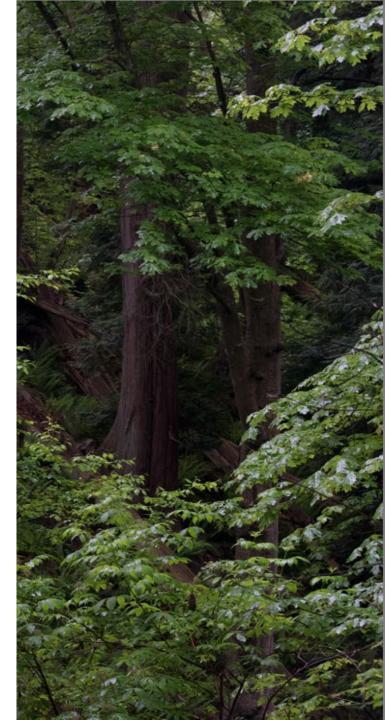
Distributed Learning Technology

https://el30.mooc.ca

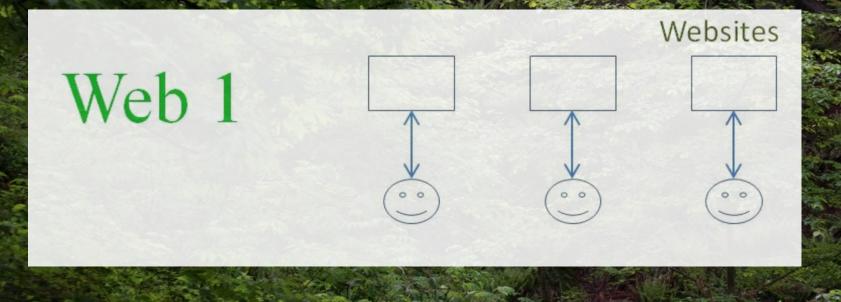
Starting October 15

View the Course Outline and Synopsis

Subscribe to the Course Newsletter



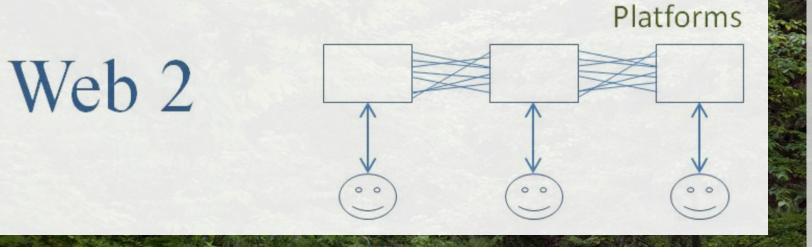
The First Wave



The Client-Server Model

- Websites
- CMS / LMS
- Learning Objects
- Client-Server
- Content Delivery
- Sequencing
- Learning Design
- SCORM
- Repositories
- E-learning

The Second Wave

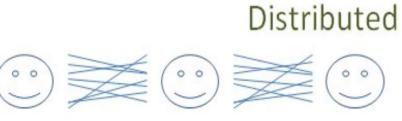


The Platform Model

- Web Services
- Learning Platform
- API / REST
- Server-Server
- Social Networks
- IMS-LTI
- Learning Design
- Recognition Net
- Curation
- E-learning 2.0

The Third Wave

Web 3



CC-by Downes

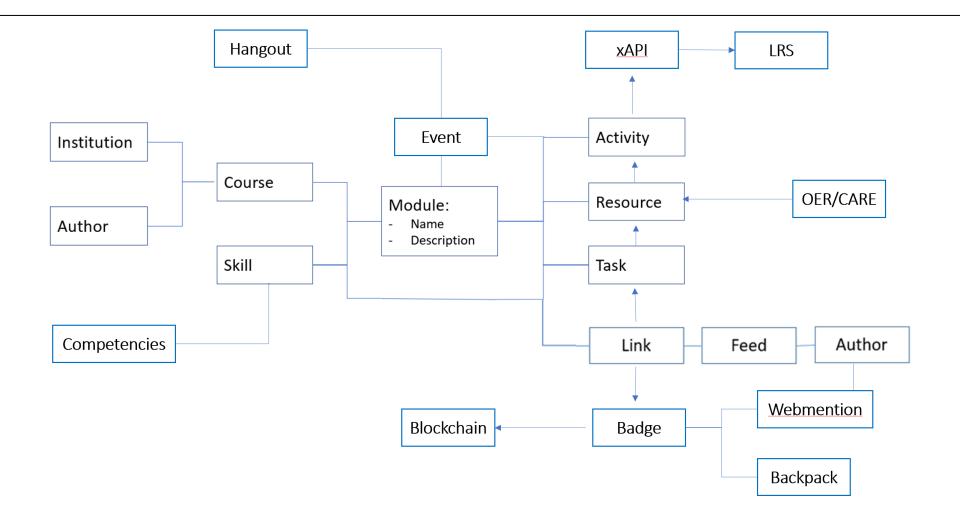
The Distributed Model

- open Data
- Cloud Services
- Graph Tech
- Sovereign Identity
- Sharing Network
- Recognition
- Consensus
- Experience
- Agency
- E-learning 3.0

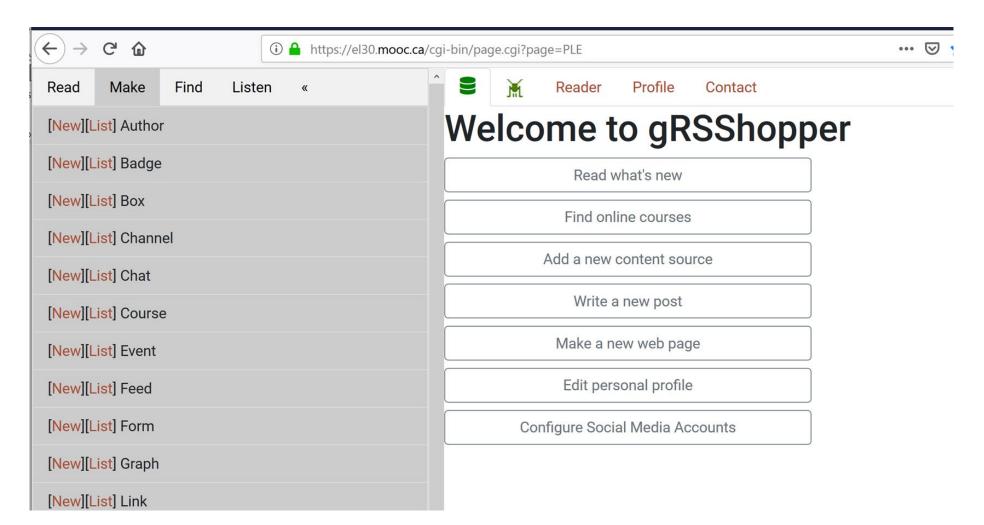
Part One: Technology



Big Idea 1: Course(?) as Open Data

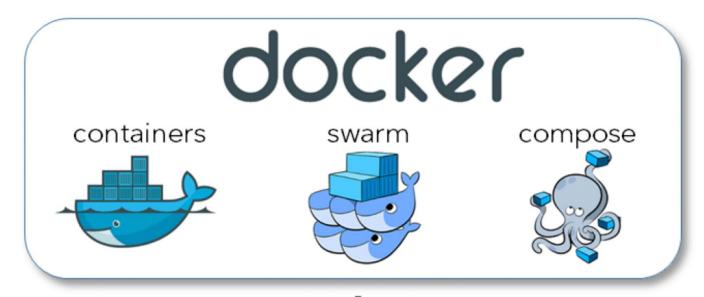


Course as Open Data in gRSShopper



<u>https://el30.mooc.ca/cgi-bin/page.cgi?page=PLE</u> (requires admin login)

Big Idea 2: Course(?) in Containers



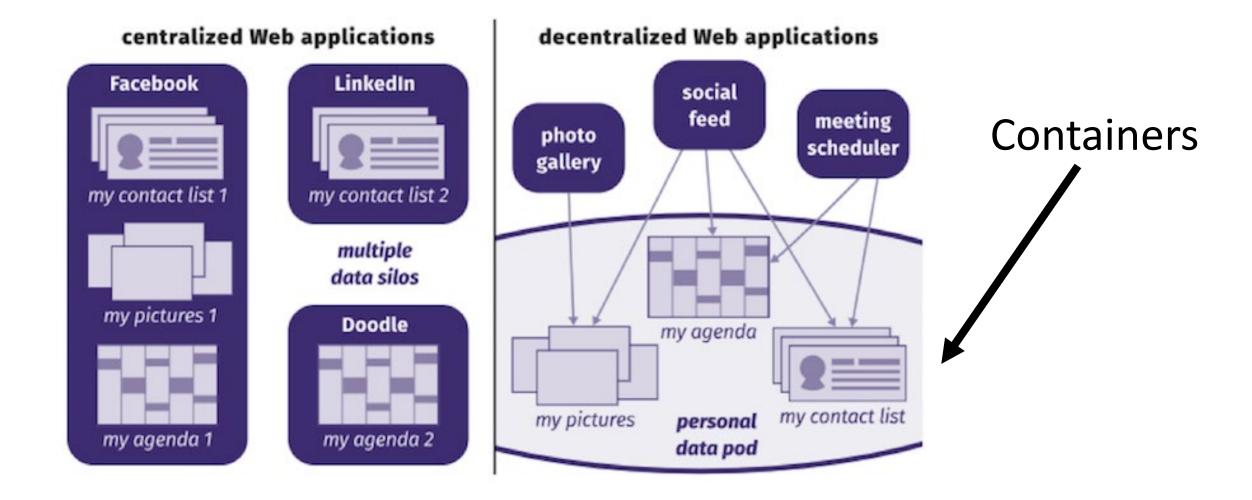
Tools that enable cloudon-demand applications and services

https://www.techradar.com/news/ what-is-container-technology

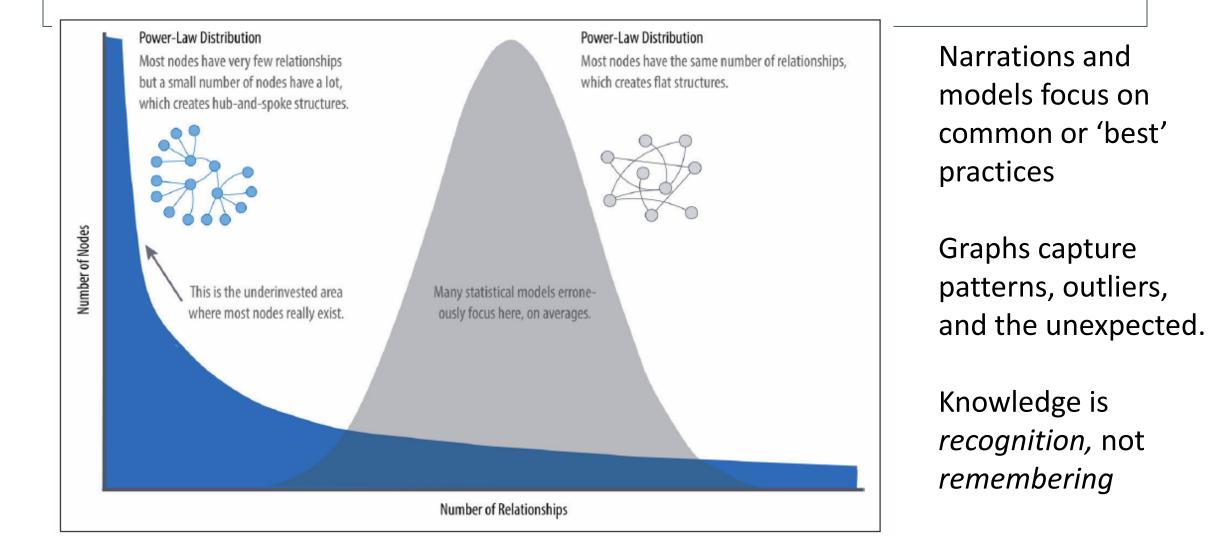


gRSShopper in a Box https://www.downes.ca/presentation/482

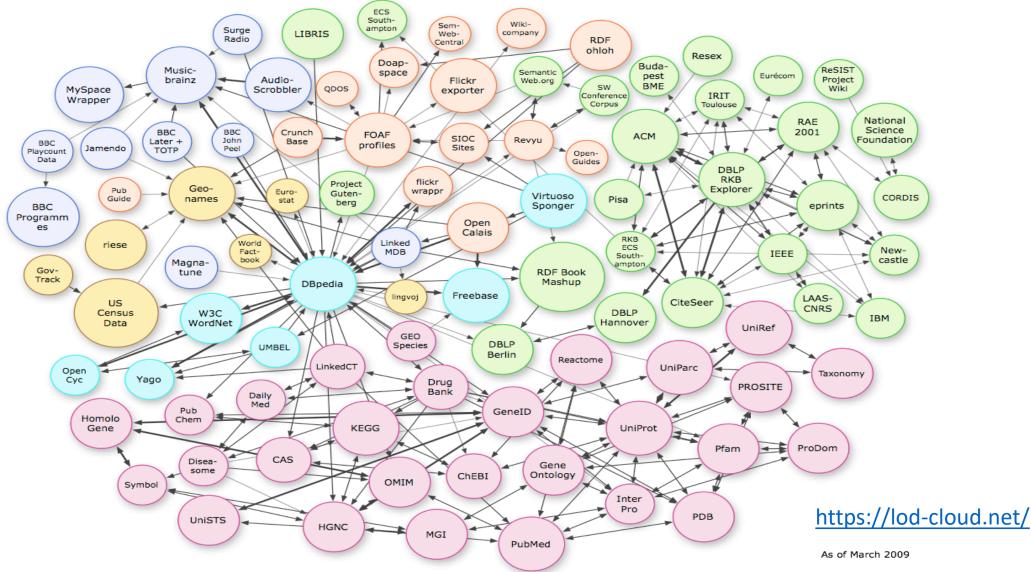
Re-Decentralizing the Web



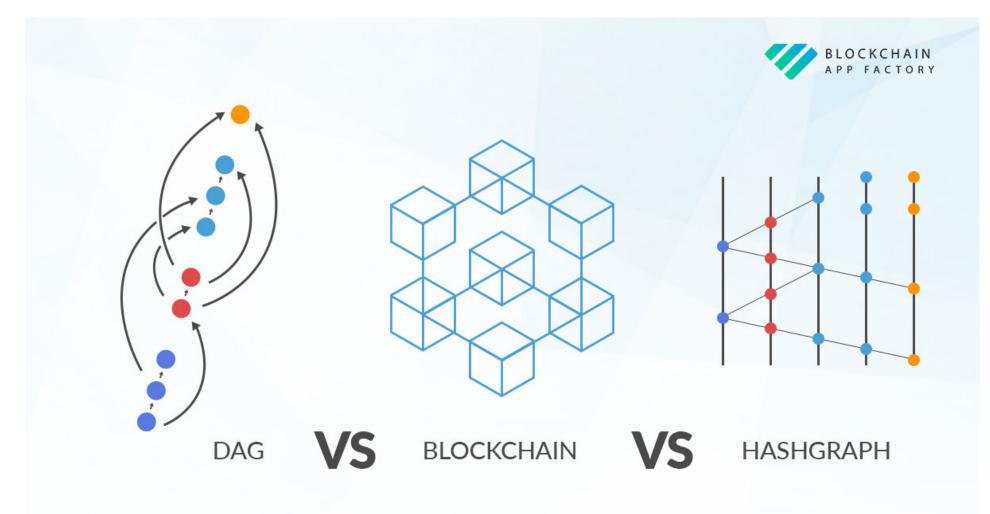
Big Idea 3: Graph, Not Story



Linked Open Data



Hashgraphs and Merkle Chains

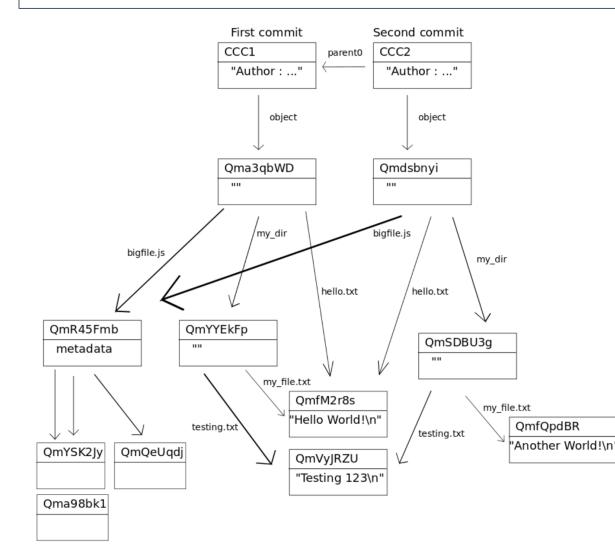


https://www.blockchainappfactory.com/blog/dag-vs-blockchain-vs-hashgraph/

Part Two: Pedagogy



Big Idea 4: CARE

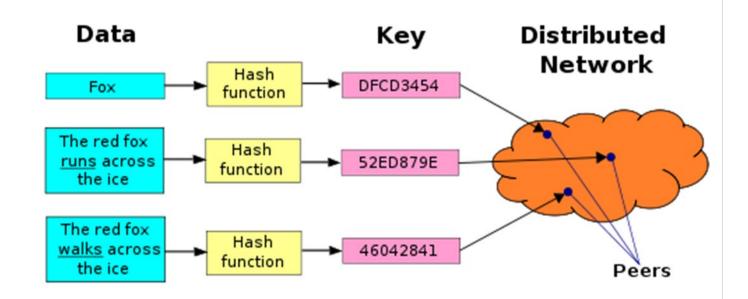


CARE is based on the idea of distributed hashgraph networks

A lot like Git http://www.gthub.com

https://www.youtube.com/ watch?v=QNKpK InQHQ

Hash Addresses



Distributed Hash Table

Each piece of content has a unique address, which is a hash of its content

https://ipfs.io/ipfs/QmXoypizjW 3WknFiJnKLwHCnL72vedxjQkDD P1mXWo6uco/wiki/Distributed hash_table.html

CARE



Content Addressable Resources for Education



https://ipfs.io/

A Distributed GitHub for Learning Resources

C	Classroom for GitHub	GitHub Education 👬 🚷 🖟
	Software Engineering	Settings
	Assignments	New assignment
	Mobile Application Development with IOS Group assignment	https://classroom.github.c 🛱 Copy Invitation link
	Group assignment	https://classroom.github.c
	Group assignment	https://classroom.github.c
	Orting Algorithms Homework Individual assignment	https://classroom.github.c 🛛 🔂 Copy invitation link
	C Shell Homework Individual assignment	https://classroom.github.c 🕆 Copy invitation link
	æ with ♥ by GitHub	

Creativity happens in a context, in a community, where building on each other's work and sharing is the norm

https://github.com/topics/educational-materials

https://github.blog/2015-09-22-teachers-manage-your-courses-with-classroom-for-github/

Creating With OpenAl

Completion

A poem, constrained,

by words and context; Not even the poet knows what happens next ... I can just imagine how that story looks: The wind whistling against the sky ... the ocean glitters ... a distant land Crawling on the sea floor, growing thicker and darker The trees have been robbed and gone It's been so long since someone used to love me, When I was so scared, I forgot

My old mother would hold me So tight her fingers hurt as he Lifted them out while she whispered To me as if she was still alive ...

She whispered the same words every night, she said I'd never love her But I did. She wanted everything, so she gave it to me.

I am what I am when I'm no longer Something that mustn't be forgotten... ... a person so beautiful.



http://dogtrax.edublogs.org/2019/05/18/writing-collaboration-with-openai-context-and-constraints/

Big Idea 5: Content and Creation Combined



https://www.mediavill age.com/article/howbanksys-disruptiveapproach-informs-thebest-creativecampaigns/

Practice and Reflection



We learn from experience... And reflecting on experience. We are beginning to *combine* the experience and reflection

https://charles-jennings.blogspot.com/2016/07/the-power-ofreflection-in-ever.html

https://www.epicgames.com/fortnite/en-US/home

Content and Creation



Creation of the content is becoming a part of the content itself.

Livecaster

https://intrsection.com/2017/04/8396/

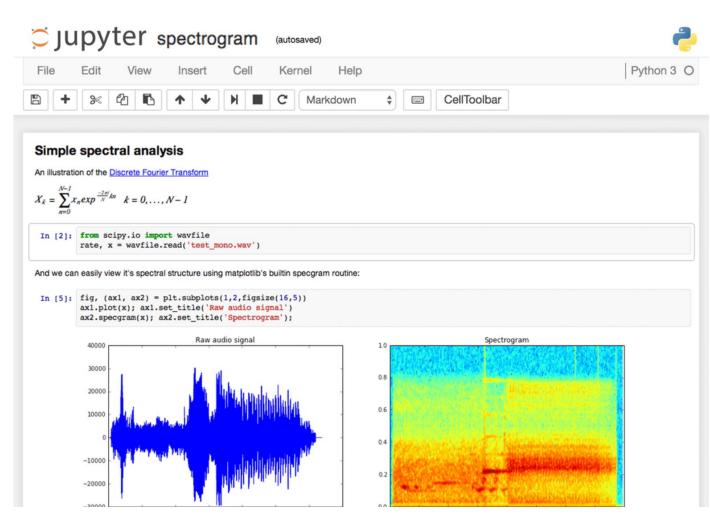
Twitch

https://www.twitch.tv/

Open Broadcaster

https://obsproject.com/

Notebooks



Jupyter Notebook combines data and code in a document

JupyterLab Environment - work with code, data, and the Jupyter notebook format.

https://www.dataquest.io/blog/jupyternotebook-tips-tricks-shortcuts/

Workbench

Gource: U.S. Federal Bureau of Investigation			ROWS COLUMN 50 4	No rows select		
>	I			B Population number	C Violent crime number	D Property crime number
Concatenate workflow http:// Include		1	ALABAMA	4,874,747	25,551	144,160
		2	ALASKA	739,795	6,133	26,204
		3	ARIZONA	7,016,270	35,644	204,515
Only this workflow's columns \sim		4	ARKANSAS	3,004,279	16,671	92,489
Include source column		5	CALIFORNIA	39,536,653	177,627	987,114
Update Manual		6	COLORADO	5,607,154	20,638	151,483
Version –		7	CONNECTICUT	3,588,184	8,180	63,509
✓ ➡ Concatenate tabs		8	DELAWARE	961,939	4,361	23,477
Select tabs to append		9	FLORIDA	20,984,400	85,625	527,220
Add source column		10	GEORGIA	10,429,379	37,258	298,298
		11	HAWAII	1,427,538	3,577	40,392
		12	IDAHO	1,716,943	3,888	28,079
Connect account		13	ILLINOIS	12,802,023	56,180	257,497
		14	INDIANA	6,666,818	26,598	161,132
Has header row		15	IOWA	3,145,711	9,230	66,855
Update Manual		16	KANSAS	2,913,123	12,030	81,593
Version -		17	KENTUCKY	4,454,189	10,056	94,833
		18	LOUISIANA	4,684,333	26,092	157,712
+ ADD STEP		19	MAINE	1,335,907	1,617	20,133

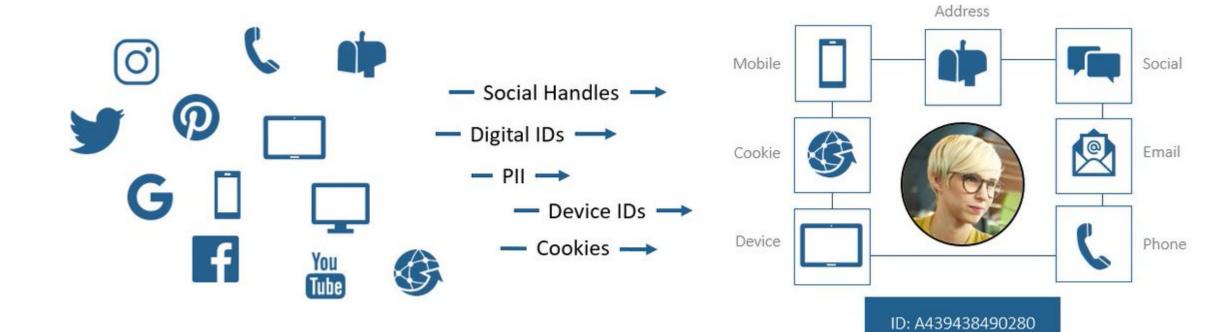
Workbench is a free and open source data journalism platform "that enables all stages of data journalism: getting data (including scraping), then cleaning, analyzing, visualizing, and sharing it.

https://www.dataquest.io/blog/jupyternotebook-tips-tricks-shortcuts/

Big Idea 6: We are the Content

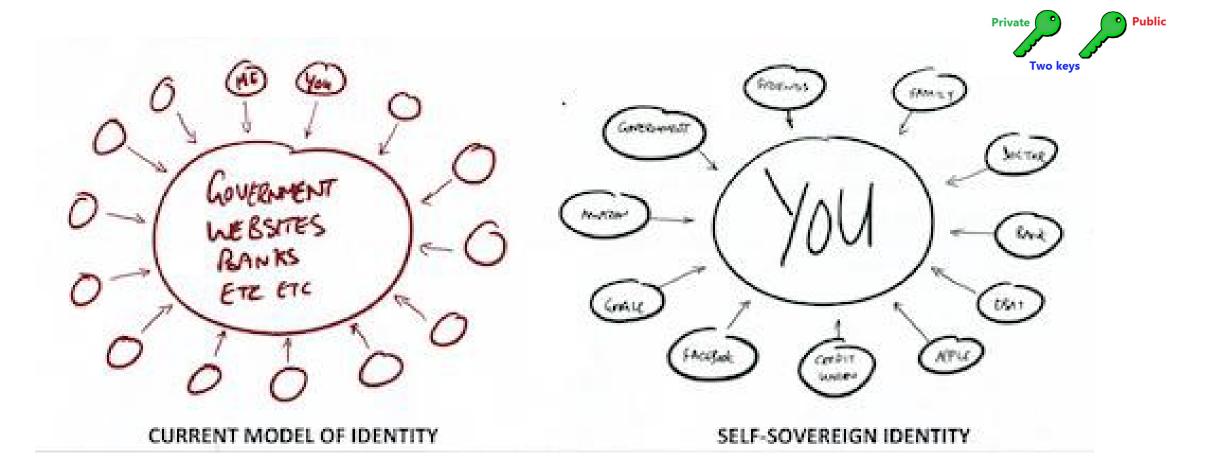


Identity Graph



https://twitter.com/merkle/status/938123229335613440

Self-Sovereign Identity



Symmetric Encryption

Asymmetric Encryption

Session

One key

https://medium.com/@carrascosa.cobos/will-europe-aim-for-digital-identity-796afa3ce6cd



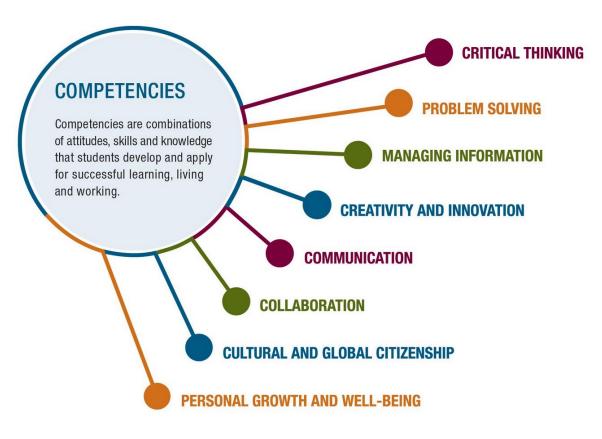
Will the 'connected self' be more reflective? Will 'the connective self' more honestly reflect our hopes, aspirations and dreams?

https://jennymackness.wordpre ss.com/tag/digital-identity/

https://mitpress.mit.edu/books/qualified-self https://markcarrigan.net/2014/07/23/qualitative-self-tracking-and-the-qualified-self/

Part Three: Outcomes

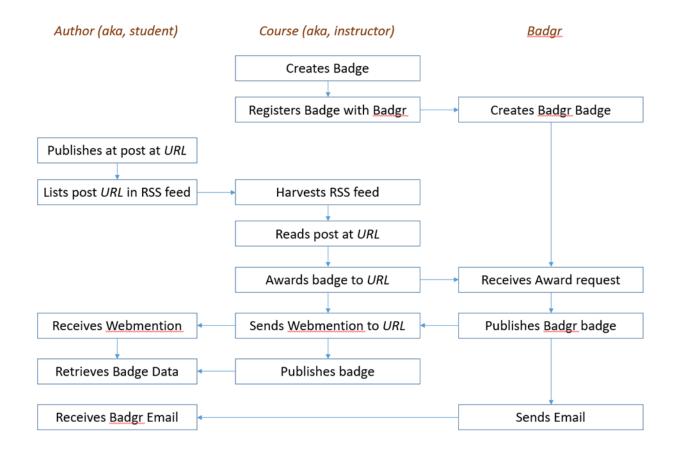
Big Idea 7: AI-Based Learning Recognition



What happens when we recognize skills and competencies rather than content knowledge?

We no longer need to depend on tests and exams and can instead rely on a body of work.

Badges, Microcredentials...



Open Badges are the global standard for verifiable digital credentials.

https://openbadges.org/ https://www.openbadges.me/ https://openbadgefactory.com/ https://badgr.com/

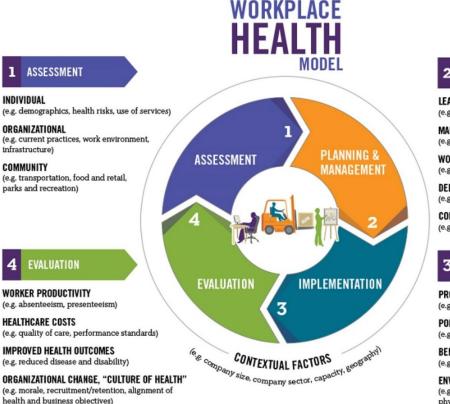
Activity Records, xAPI...



xAPI lets you capture (big) data on human performance, along with associated instructional content or performance context information...

https://adlnet.gov/research/performance-tracking-analysis/experience-api/ https://www.yetanalytics.com/xapi-lrs

Recognizing Learning as a Totality of Achievement





LEADERSHIP SUPPORT (e.g. role models and champions)

MANAGEMENT (e.g. workplace health coordinator, committee)

WORKPLACE HEALTH IMPROVEMENT PLAN (e.g. goals and strategies)

DEDICATED RESOURCES (e.g. costs, partners/vendors, staffing)

COMMUNICATIONS (e.g. marketing, messages, systems)

3 IMPLEMENTATION

PROGRAMS (e.g. education and counseling)

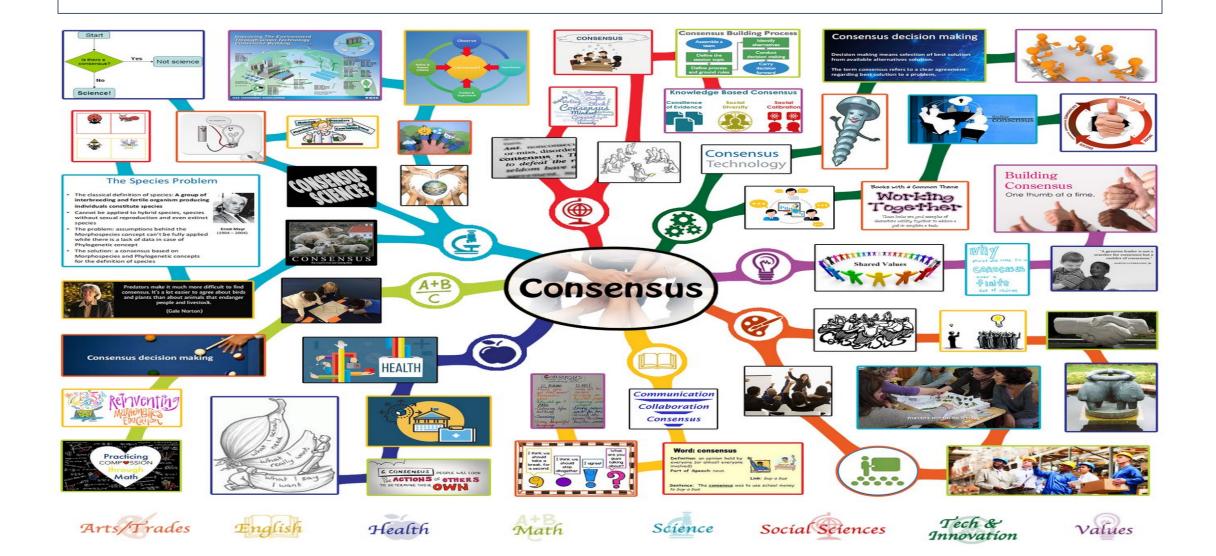
POLICIES (e.g. organizational rules)

BENEFITS (e.g. insurance, incentives)

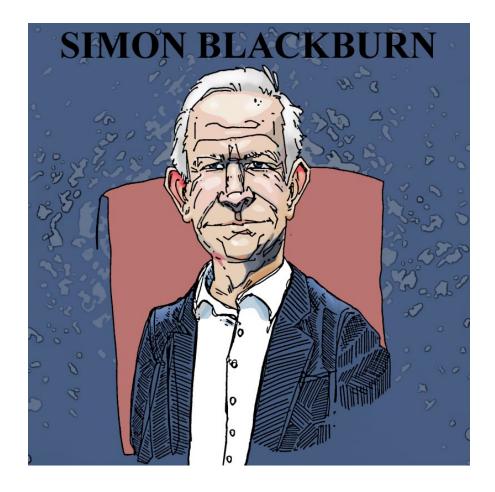
ENVIRONMENTAL SUPPORT (e.g. access points, opportunities, physical/social) We can also gather data outside the school or program, looking at actual results and feedback from the workplace.

https://www.cdc.gov/chronicdisease/resources/publications/aag/workplace-health.htm

Big Idea 8: Community as Consensus



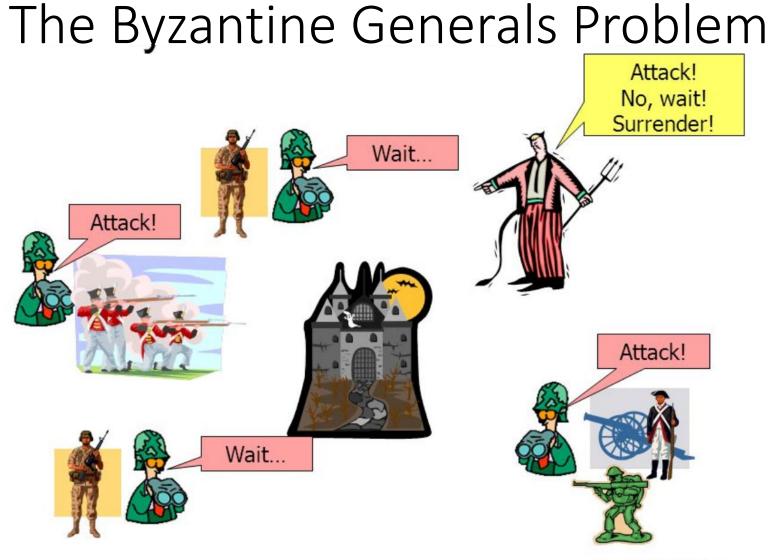
A Basis in Personal Experience



Truth begins with personal knowledge... We can describe how it works in a specific domain

https://partiallyexaminedlife.com/2018/ 08/06/ep196-1-simon-blackburn/

https://halfanhour.blogspot.com/2016/12/detecting-fake-news.html

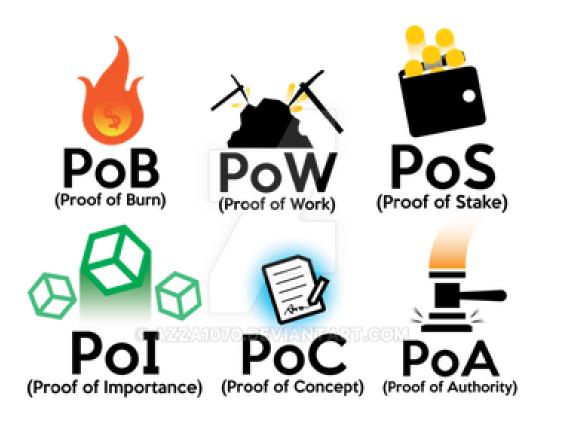


Trust no one...

From cs4410 fall 08 lecture

https://slideplayer.com/slide/5163640/

Distributed Consensus



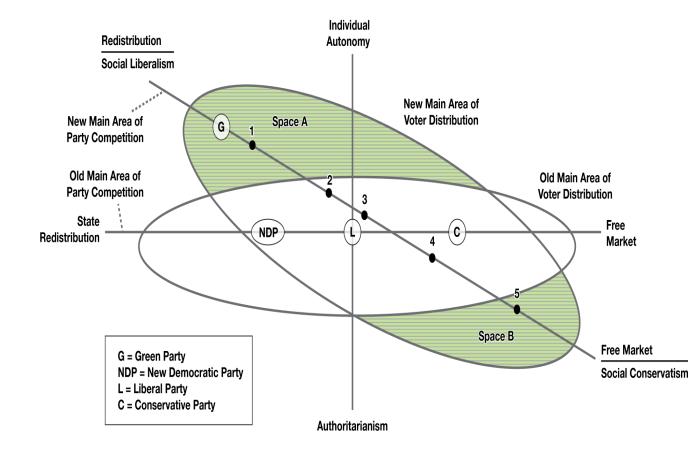
The mechanisms we use to interact and reach consensus are what define us as a community...

Is consensus based in work, stake, importance, authority...? What are the *conditions* for consensus?

https://www.deviantart.com/azza107 0/art/Blockchain-Protocols-PoB-PoW-PoS-PoI-PoC-PoA-734159319

Paxos https://en.wikipedia.org/wiki/Paxos (computer science)

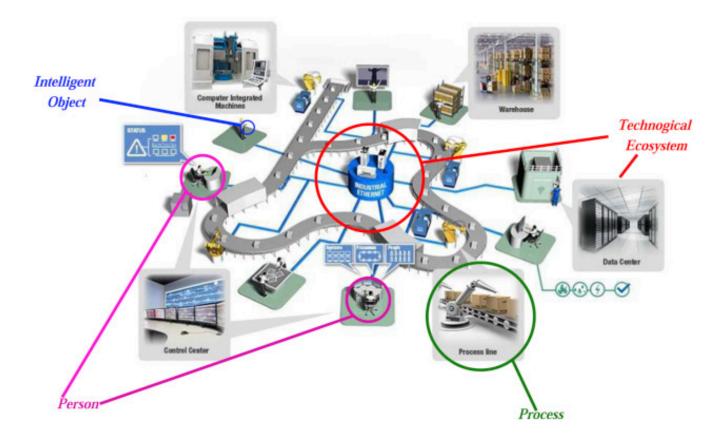
Big Idea 9: Redefining Success



Agency: The relative standing of the individual with respect to community, institutions, and governments

https://opentextbc.ca/introductionto sociology/chapter/chapter17government-and-politics/

Agency



Four key outcomes for a modern distributed learning environment: security, identity, voice and opportunity.

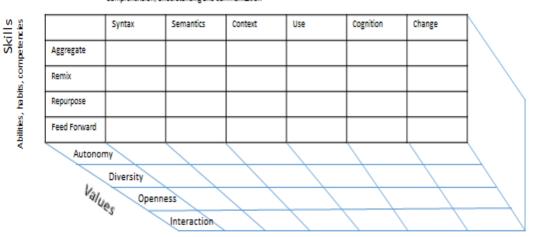
https://www.downes.ca/post/68088

Agency



Education must focus on the tools and capacities for agency

Literacies Comprehension, understanding and communication



https://www.globalpartnership.org/blog/building-peacethrough-education https://science.sciencemag.org/content/364/6441/702

http://www.downes.ca



