# Syndicated Learning

Stephen Downes
National Research Council
August 14, 2002

## Overview

- 1. Origins How I Got Here From there
- 2. The Very Idea of Syndicated Learning
- 3. Tools RSS, Javascript and a Shot of Web Services
- 4. Design Spruik
- 5. Principles of Syndicated Learning Design
- 6. Some Applications

# Origins – How I Got Here From There

- The Start
  - Online Learning and Online Courses
  - Courses, Lessons, Modules
  - The Need for Reusability
  - The Need for Course Resources

- NewsTrolls 1998
  - Originated in Online Community
  - Based in Discussion List with Sharing of Resources
  - NewsTrolls Etrolls
  - Revisions, Revisions

- The Brandon Pages 1998
  - Civic Information Site
  - Added Resource (Links) Base
  - Generated Pages Dynamically

- Stephen's Web 1998
  - Started as a Personal Resource Base
  - Added Discussion from Online Courses
  - Added Dynamic Pages from the Brandon Pages
  - Deployed RSS and JavaScript Feeds

- MuniMall 1999
  - Intended as Portal for Municipal Sector
  - Built Around a Resource Base
  - Was Required to Work with Web CT Courses
  - Developed MuniVille Simulation
  - Developed MuniMall Newsletter

- Evolution of The Model 2000
  - Knowledge A Common Resource Base
     Drawing Materials From the Net
  - Learning Structured Learning Opportunities into Which Resources are Fed
  - Community Community Environment;
     discussion, sharing (today, the blogosphere)

### • OLDaily – 2001

- Email Newsletter for Stephen's Web
- Formally Articulated Design Principles
- Multiple formats HTML, text, Javascript,
   RSS
- Integrated tools Refer, Research, Reflect (and one day, Read and Remember)

# The Very Idea of Syndicated Learning

- Originates in News Media
  - Think, for example, of wire services such as Reuters, AP
  - Online Syndication (using RSS and NML)
  - Examples: Moreover, news.google.com,
     Yahoo!, News Is Free, Carmen's Headline
     Viewer

- Syndication Has Two Major Elements
  - Upstream The Collection of Resources You
     Draw Into Your Online Resource
  - 2. Downstream The Collection of Resources You Send Your Resource Into

The Two Parts are Equally Important

[A drawing here would be neat-o]

- Syndication is Like Learning Objects, but:
  - Without the "Learning" and
  - Without the "Objects"

In Other Words, Syndication Employs the Concept of Learning Objects, but Without the Baggage

- Without the "Learning"...
  - The Resources are not Learning Resources in any Specific Sense
  - May be Newspaper Articles, Journal Articles,
     Photos, Data, Whatever....
  - These Resources Support Learning but
  - (Typically) They Do Not Substitute for Learning

- Without the "Object"
  - The Resources do Not Use Learning Object
     Metadata or Wrappers
  - Indeed, their Producers (Newspapers,
     Magazines, Governments, etc) Will Probably
     Never Tag them Properly
  - It is Up To the Syndicated Learning System to Adapt to the Protocols that Exist

#### • Downstream...

- You Are Not (Necessarily) Producing Learning
   Objects
- Expect to Provide Multiple Output Formats (for example, HTML, Text, Email, RSS, Javascript, etc.)

- Learning With Syndicated Learning
  - Learning is Open Ended The Syndicated
     Resource Does Not Worry About a Starting and an Ending Point
  - Learning is Multi-Threaded It covers all topics (and various levels of difficulty) at Once,
     Not an Ordered Sequence
  - Learning is *User Driven* There is No Curriculum, Only Options

- The Essential Concept Dynamism
  - Syndicated Learning is *Dynamic* Your Set of Resources is Always Changing (Because the World Changes)
  - The Idea is to Connect (Dynamic) Real World Data and Information With Static Learning Content
  - A Course About Ecuador, for example, Should use Today's News and This Year's Statistics

#### • Exercise:

- Think of a Domain (Geography, Social Studies, Math, etc...)
- List the Resources you Could Use in Such a Course From Day to Day...
  - Newspaper articles, government statistics, live data feeds, online articles....?

# Tools – RSS, Javascript and a Shot of Web Services

# Design Spruik

# Principles of Syndicated Learning Design

- Find Your Niche
  - Syndicated Learning Works Best When It's Focused
  - Otherwise You and Your Readers are Swamped
  - Also, Focus Allows You To Develop Expertise
    - not just in content, but in people, resources

#### Go Alternative

- Remember, Everybody Can Access Mainstream
   Sources
- Troll the Discussion Lists, Blogs, Specialty pages
- Internationalize

#### Be Yourself

- Don't Try to Be Reuters
- Add Context, Interpretation, Evaluation
- Be an Idoru (Spot Patterns in the Phenomena)
- Use Your Own Knowledge Base (even before Google)
- Let the Selection Reflect Your Biases and Interests

#### Add Value

- Include Your own Articles, Essays, etc., into the Mix (They Will be Picked Up Downstream (And Will Bring Readers to Your Feed))
- Connect online Commentary to the Resources
   Listed (and Syndicate the Commentary)
- Contribute both Upstream and Downstream

### Design For Text

- Keep Graphics to a Minimum Most Output
   Formats are Text Only
- Never use Graphics for Navigation (Think About the Poor Slug Using WAP)

### • Integrate

- Support Your Resources with direct Links to Comments, Similar Content, Etc.
- In Your Own Work, Include Links back to the Knowledge Base
- Or Even Better, Syndicate Resources into Your
   Own Online Publications (and Courses)

## Update Regularly

- The Value of Your Resource is that it is
   Dynamic (I.e., Contains the Latest Stuff)
- Generating an Email Newsletter Creates
   Discipline
- If You Don't Have Time, Share

#### Avoid Noise

- Strive for Quality Content, Not day-to-day
   Chatter
- Questions to Ask: Is it a new Point of View or Innovation, Does it Add Information
- Things to Avoid (Unless You Specialize in Them): Awards, Stock Prices, Mergers, Press Releases, Minimal Product Updates, Non-News

### Foster Community

- Contribute to Your Own Discussions
- Recognize Contributions
- Make it Easy to Add Comments (Both Publicly and Privately)
- Help People Share Your Resources

## Some Applications

- Sample Applications:
  - MuniVille
  - Budget Simulator
  - Nations of the World