

Learn Yourself

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SMOOT

Learning...

- Two major aspects:
- 'knowledge' is to be organized in a certain way - 'knowing' is like 'recognizing', ie., pattern matching

Connectivism

- The theory that knowledge and learning can be described and explained using network principles
- 'Learning' is not to acquire a set of facts, but rather, to develop or 'grow' into a certain neural configuration

Connectivist Learning theory

- Based on principles of associationism
- Four major ways to learn:
 - Simple (Hebbian) associationism
 - Accidental association (by proximity)
 - Back-Propagation
 - Boltzmann learning

Connectivist Pedagogy

- To 'teach' is to model and demonstrate
- To 'learn' is to practice and reflect
- Both imply participation in what might be called 'an authentic community of practice'

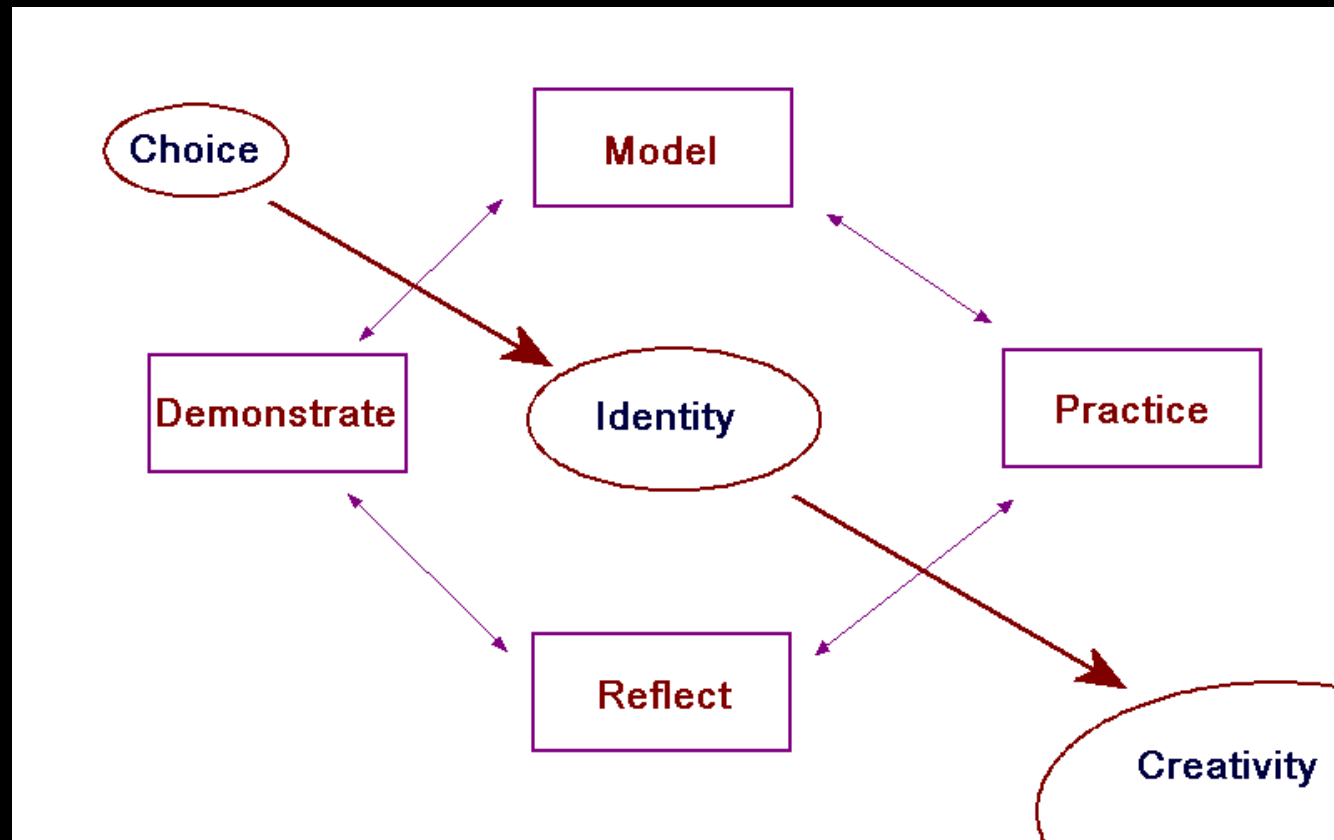
Role of the teacher

- To practice one's work in an open manner; to work transparently
- To 'work' is to engage in a community
- To be openly reflective, eg., to write about the work

Role of the Learner

- To attach oneself to an authentic environment
- To observe and emulate successful practice
- To be 'reflective', ie., to engage in conversation about the practice

The Connectivist Learning Model



Model

The question is – how to transport and represent models that are actually used?

- conceptual frameworks
 - wiki (wiki API, RSS)
 - concept maps (SVG, mapping format)
 - gliffy (SVG?)
- reference frameworks
 - Wikipedia
 - video / 2L 3D representation – embedded spaces

Demonstrate

Demonstrate

- reference examples
 - code library
 - image samples
- thought processes
 - show experts at work (Chaos Manor)
- application
 - case studies, stories

The question is, how can we connect the learner with the community at work?

Practice

- scaffolded practice
 - game interfaces
 - sandboxes
- job aids
 - flash cards, cheat sheets
- games and simulations
 - mod kits, mmorpgs

The question is, how can we enable access to multiple environments that support various activities?

Reflection

The question is, how can we assist people to see themselves, their practice, in a mirror?

- guided reflection
 - forms-based input
 - presentations and seminars
- journaling
 - blogs, wikis
- communities
 - discussion, sharing

Choice – Identity - Creativity

- simulated or actual environments that present tasks or problems
- OpenID, authentication, feature or profile development
- Portfolios & creative libraries

People talk about 'motivation'
– but the real issue here is
ownership

Personal Learning

- Interaction – participation in a learning community (or a community of practice)
- Usability – simplicity and consistency
- Relevance – or *salience*, that is, learning that is relevant to you, now

Interaction: principles

Pull is better than push...
Speak in your own (genuine)
voice (and listen for
authenticity)
Share your knowledge, your
experiences, your opinions
Make it a habit and a priority



Usability: principles

“... probably the greatest usability experts are found in the design labs of Google and Yahoo!”

Elements of Usability

Consistency ... *I know what to expect...*

Simplicity ... *I can understand how it works...*

Relevance: principles

Information is a flow, not a collection of objects

Don't worry about remembering, worry about repeated exposure to good information

Relevance is defined by function, not topic or category

Information is relevant only if it is available where it is needed

Network Learning

Reliability (AKA the Semantic Condition)



Diversity

- Did the process involve the widest possible spectrum of points of view?
- Did people who interpret the matter one way, and from one set of background assumptions, interact with people who approach the matter from a different perspective?

Autonomy

- Were the individual knowers contributing to the interaction of their own accord, according to their own knowledge, values and decisions?
- Or were they acting at the behest of some external agency seeking to magnify a certain point of view?

Openness

- Is there a mechanism that allows a given perspective to be entered into the system, to be heard and interacted with by others?

Connectivity

- Is the knowledge being produced the product of an interaction between the members, or is it a (mere) aggregation of the members' perspectives?
- A *different* type of knowledge is produced one way as opposed to the other.

Examples

Wiki...

- Associative learning:
 - provides examples to follow
 - allows correction and criticism
 - rethinking and rewriting

Wiki (cont)

- Personal Learning:
 - engages interaction – genuine voice, experiences, opinions?
 - simple and consistent interface...?
 - accessible where & when I need it...?

Wiki (cont)

- Reliability...
 - do I have diversity of sources (in wiki – means a threshold number)
 - are the sources autonomous
 - connectedness – links, etc?
 - open – can anyone contribute?

Image Samples...

- Associative learning:
 - provides examples to follow
 - allows correction and criticism...?
 - rethinking and rewriting – is reuse allowed?

Image Samples (cont)

- Personal Learning:
 - engages interaction – genuine voice, experiences, opinions?
personal photos?
 - simple and consistent interface...?
 - accessible where & when I need it...? API?

Image Samples (cont)

- Reliability...
 - do I have diversity of sources (eg., Flickr?)
 - are the sources autonomous
 - connectedness – links, etc? (tagging?)
 - open – can anyone contribute?

Second Life...

- Associative learning:
 - provides examples to follow?
 - allows correction and criticism...?
 - rethinking and rewriting – is reuse allowed?

Second Life (cont)

- Personal Learning:
 - engages interaction – genuine voice, experiences, opinions?
personal identity?
 - *simple* and consistent interface...?
 - accessible where & when I need it...? API?

Second Life (cont)

- Reliability...
 - do I have diversity of sources (inside SL, outside?)
 - are the sources autonomous (what is the role of the rules imposed by Linden?)
 - connectedness – links, etc?
 - open – can anyone contribute?

Blogs...

- Associative learning:
 - provides examples to follow
 - allows correction and criticism...?
 - rethinking and rewriting – a weakness of blogs?

Blogs (cont)

- Personal Learning:
 - engages interaction – genuine voice, experiences, opinions? Pull vs push
 - simple and consistent interface...?
Blogger
 - accessible where & when I need it...?
RSS, Blogger API

Blogs (cont)

- Reliability...
 - Am I reading a diversity of blogs
 - are the sources autonomous - not paid blogs?
 - connectedness – links, etc?
 - Are they open - can people comment, link?