

E-Learning 2.0: What It Means, Where It's Going

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February 21, 2008

What does learning 2.0
mean to me?

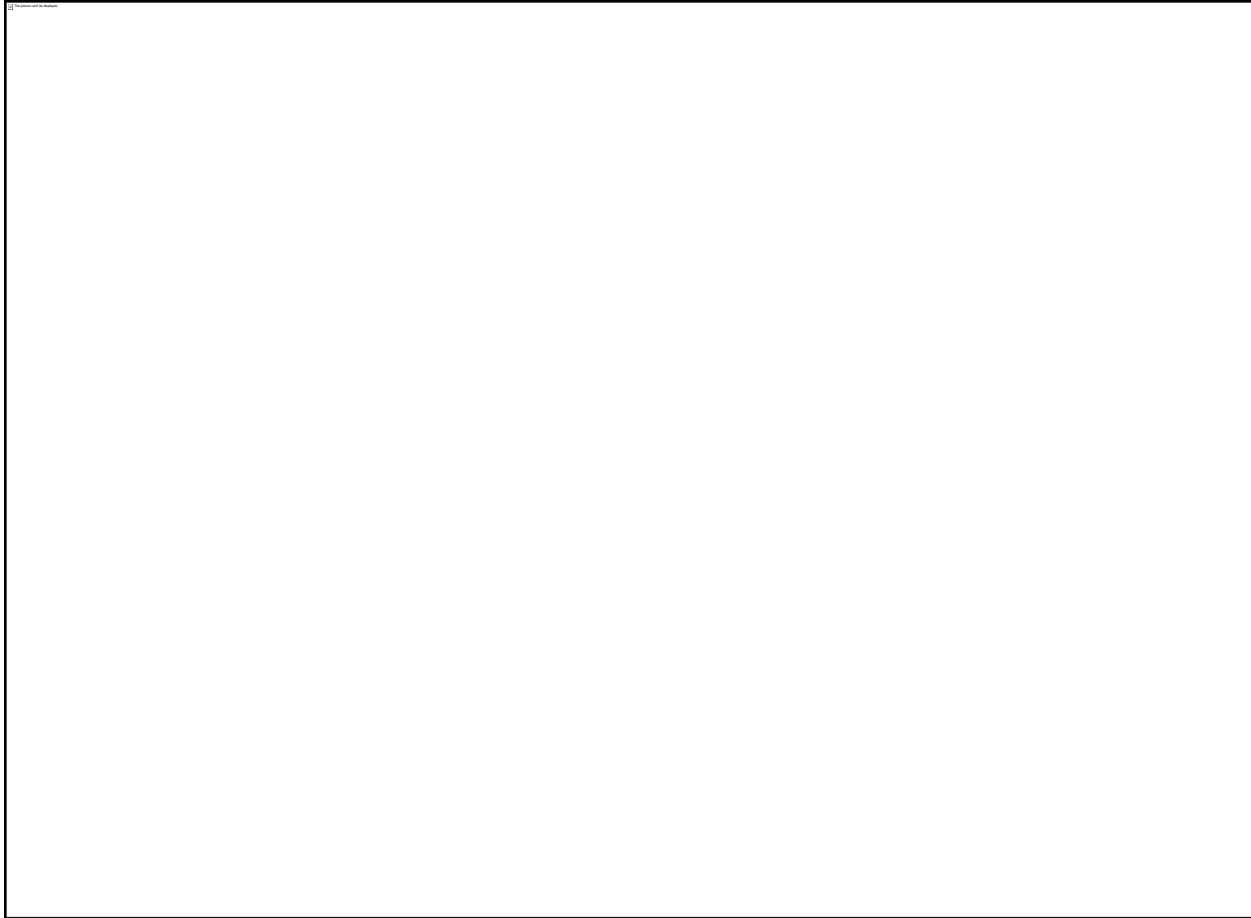


- A place to store (and share) my photos



<http://www.flickr.com>

- A place to store (and share) my videos



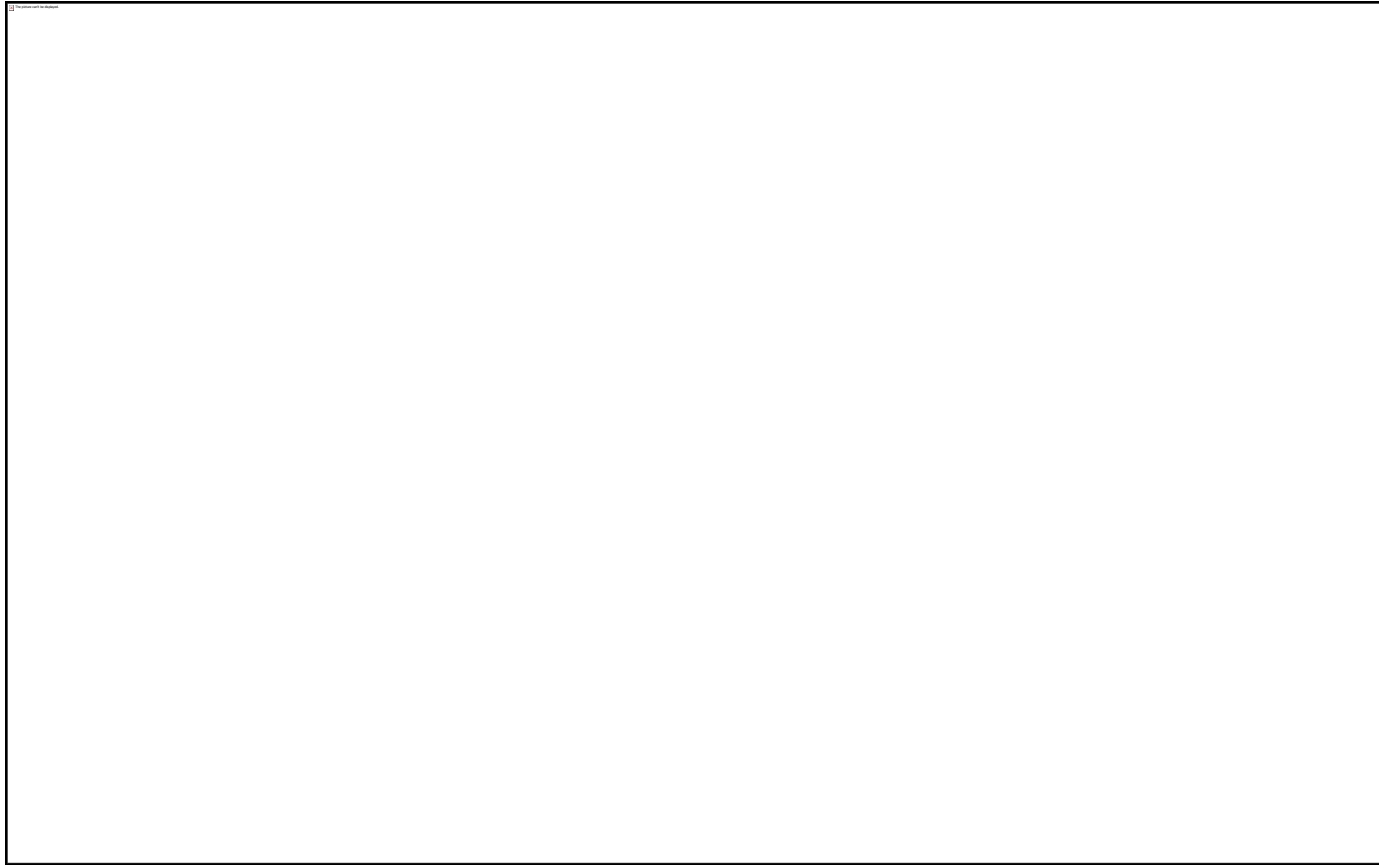
<http://video.google.com/videoplay?docid=-4126240905912531540>

- A place to write an essay with my colleague in Montreal



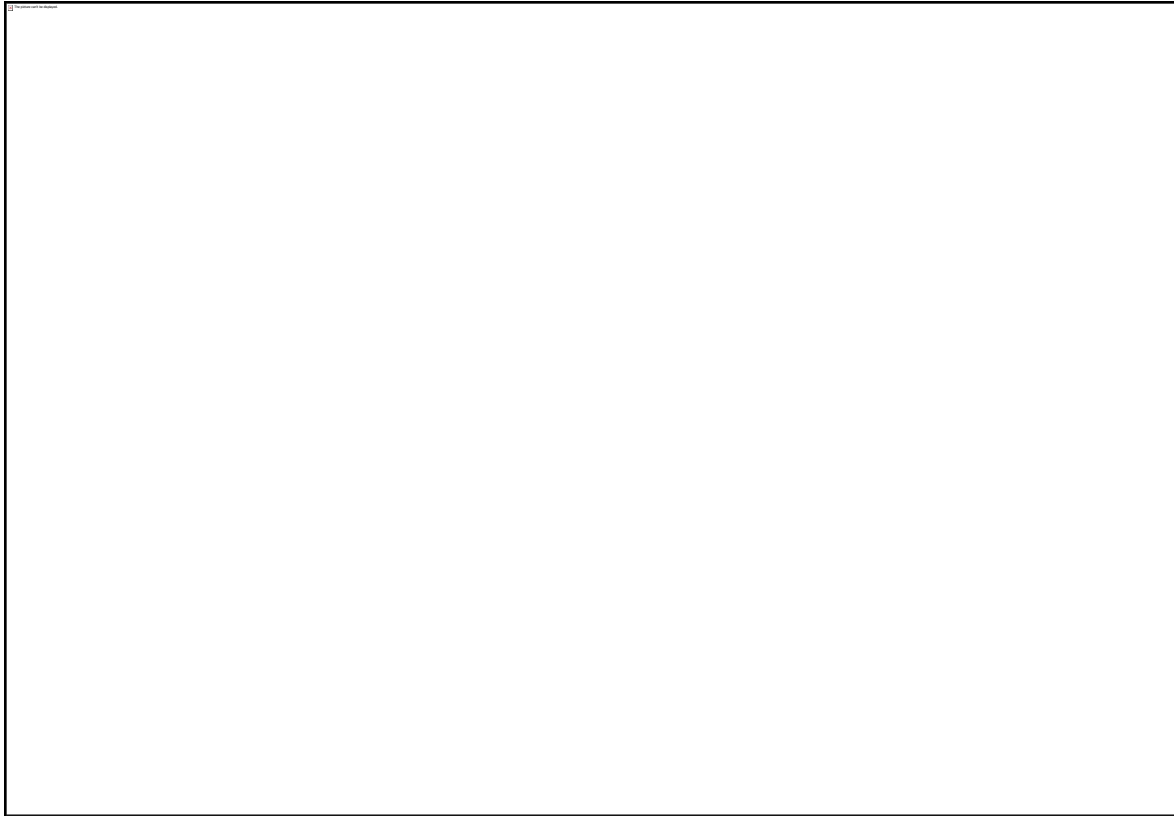
<http://docs.google.com>

- A way to stay up to date - *right*
up to date



<http://www.google.com/reader>

- A way to save on phone calls



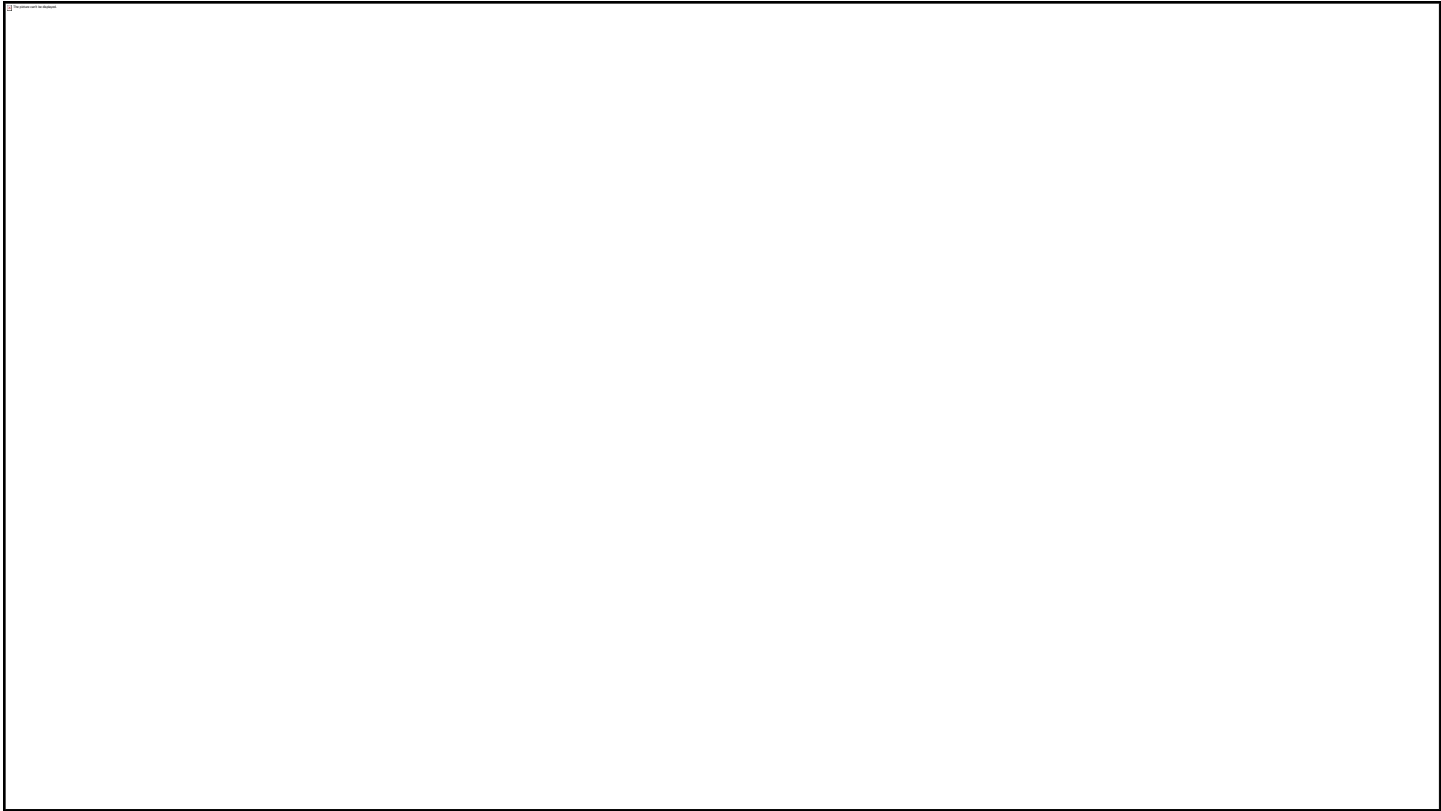
<http://www.skype.com>

- Knowing where I'm staying before I get there



<http://maps.google.com>

- An Easy Way To Draw Pictures

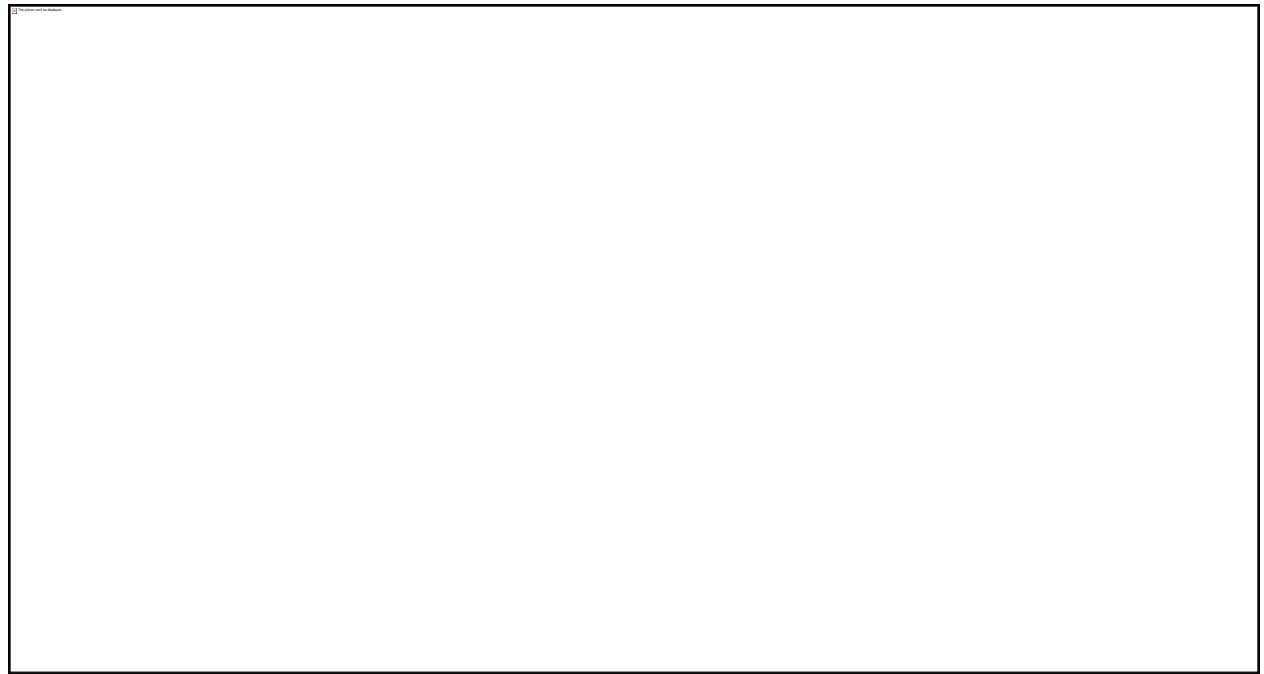


<http://www.gliffy.com>

What does Learning 2.0 mean for a learner?



Three Views of Learning Resources:

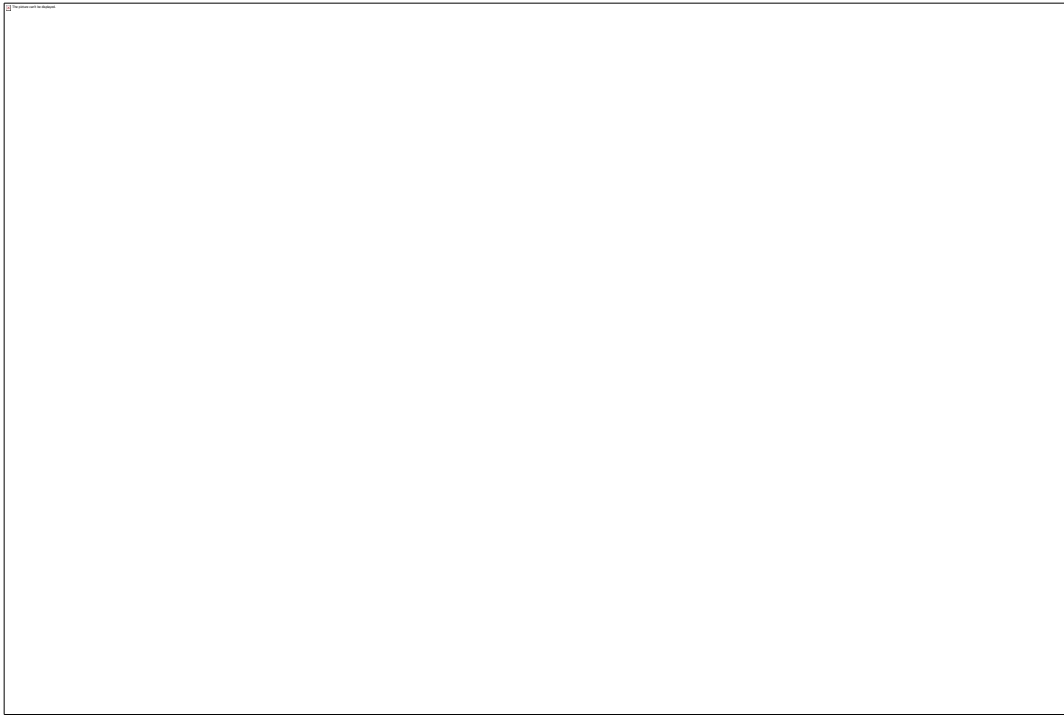


1. Learning Resources as a *thing*
 - Book, content object, etc



2. Learning Resources as *events*

- *Class, lecture, seminar, meeting*

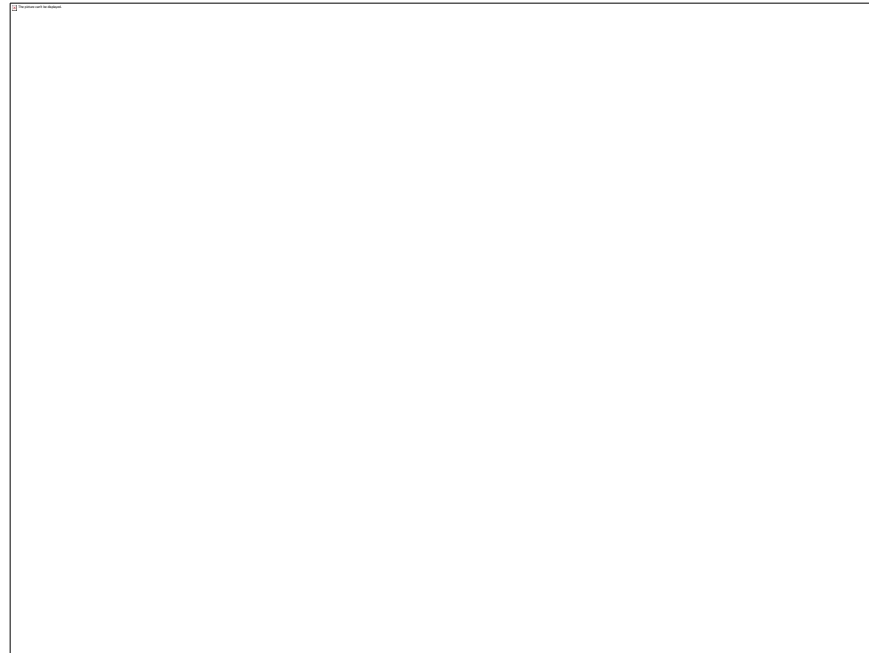


- The first two models are *information-theoretic* and *medium-based* models
 - They stress *content*
 - They stress *rules*



3. Learning Resources as *flow*

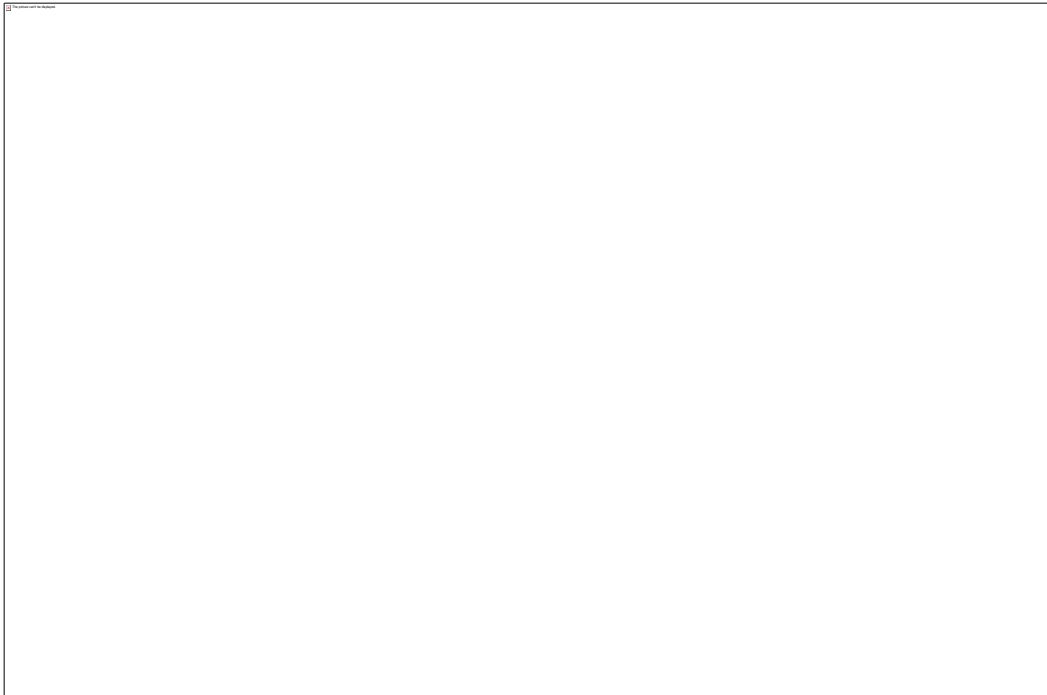
- Stresses experience
- Stresses pattern recognition



What does this look like?



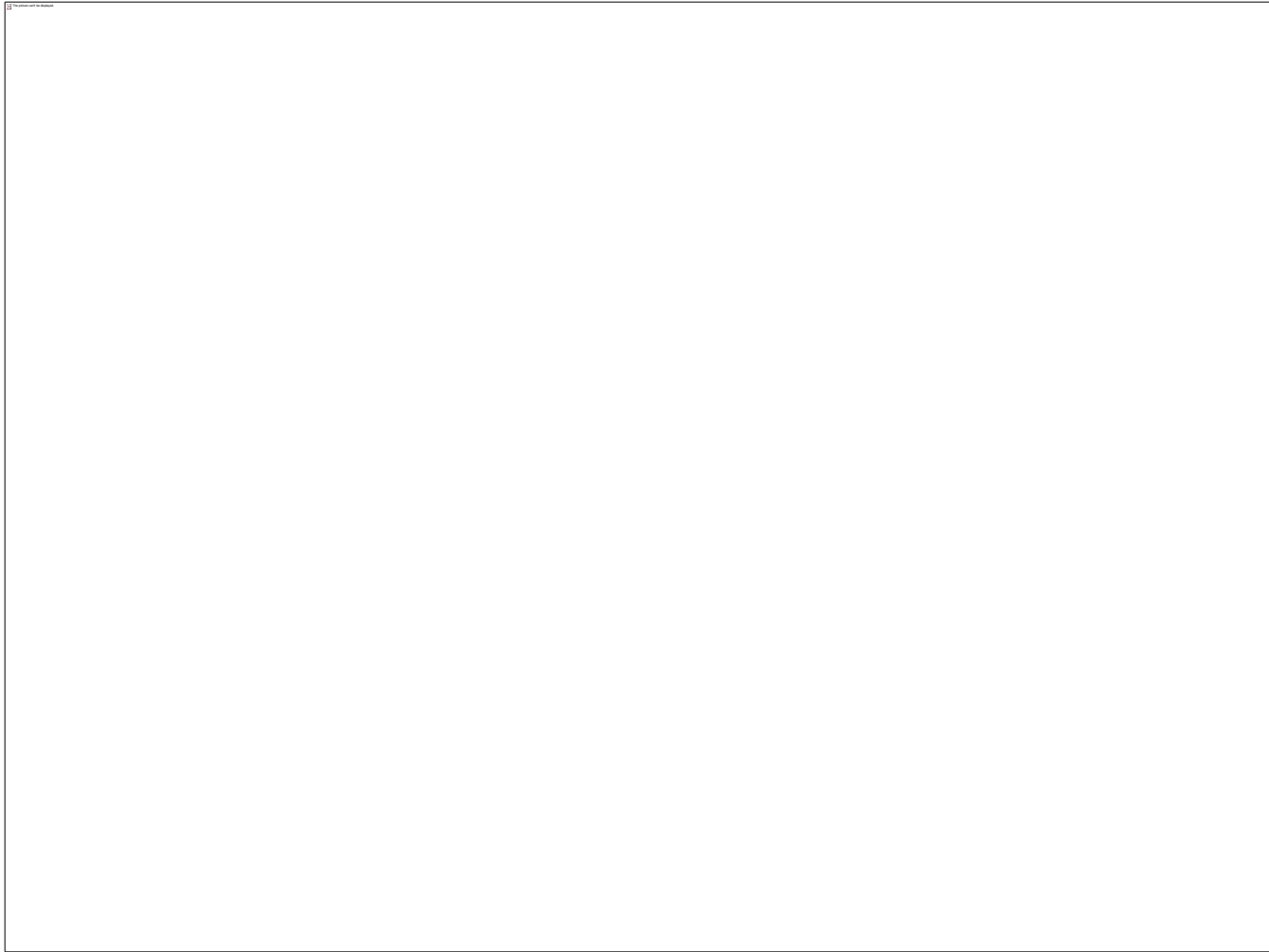
- User generated Content
 - Personal, opinionated



- Network of interactions

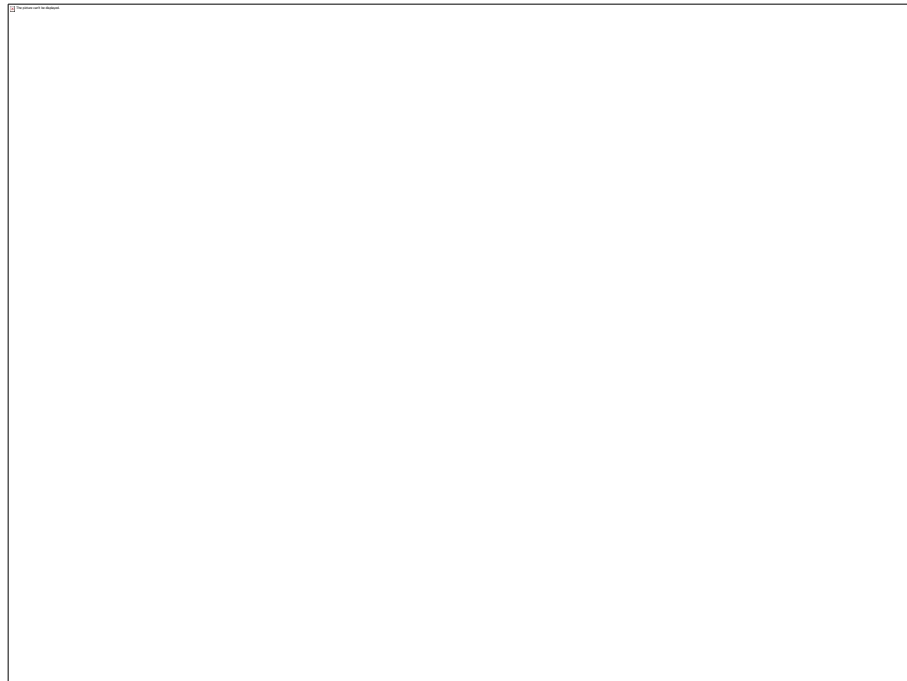


- Immersive Learning



- **New Roles**

- For students - as creators of learning
- For teachers - as coaches and mentors
- For the rest of us - as teachers

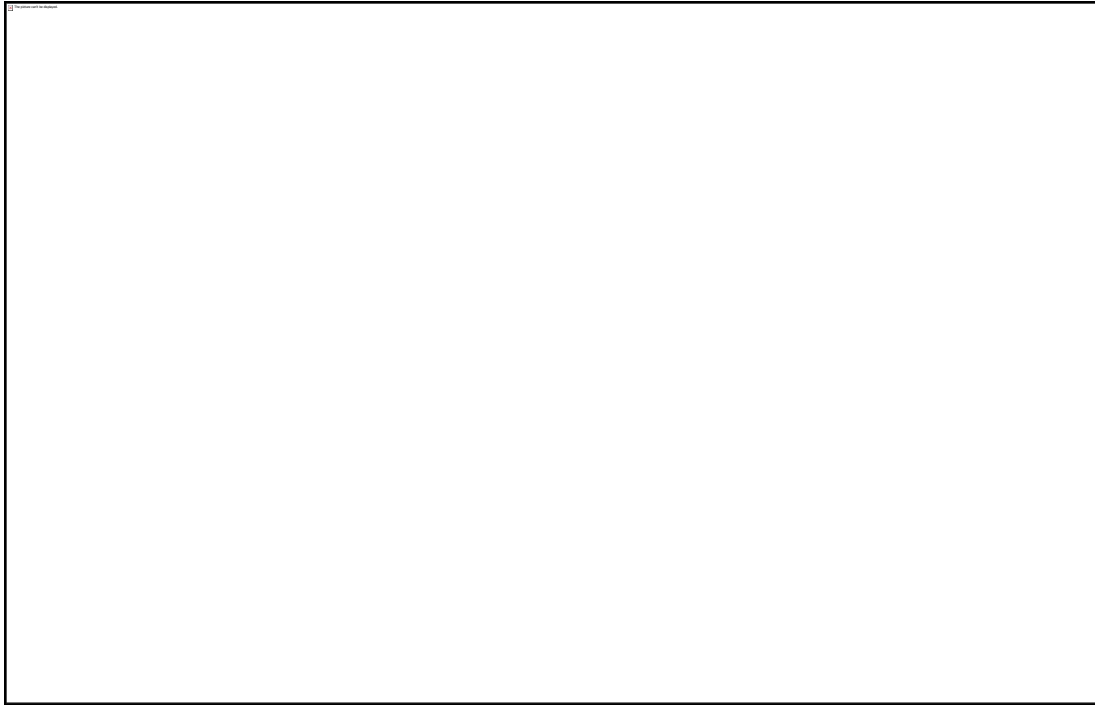


- Issues:
 - Too much information, filtering info
 - Too many sources to scan, new sources
 - Localization, personalization, relevance

Learning as a network phenomenon...



- Web of user-generated content (eg. Wikipedia)...



<http://www.wikipedia.org>

- Social networks and communities (entails a genuinely portable (and *owned*) identity)



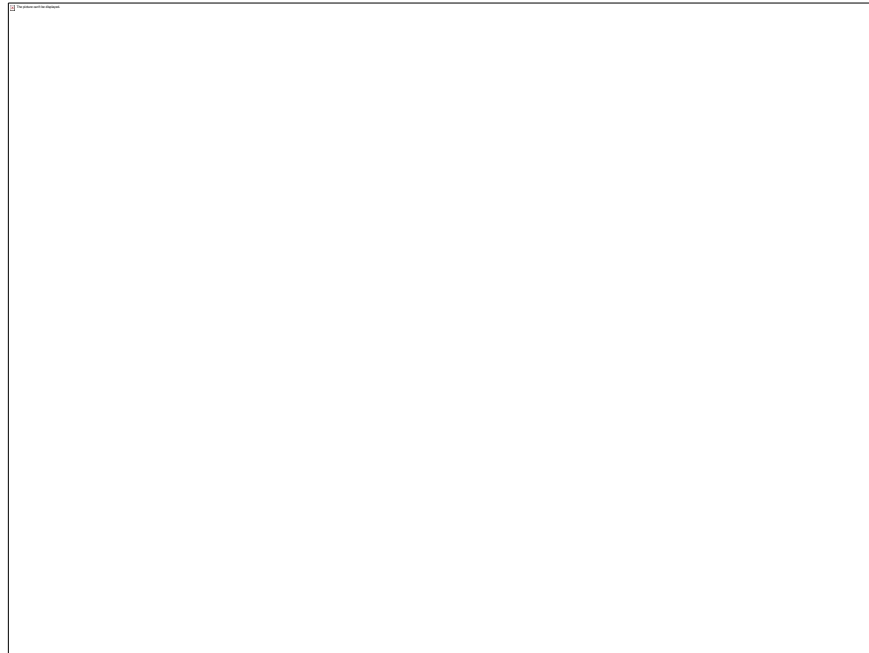
<http://www.facebook.com>

- Networks of interactions
(aggregate, remix, repurpose,
feed forward) – syndication

An ecology...



- The *personal* learning centre



http://blog.core-ed.net/derek/2006/11/more_on_mles_and_ples.html

- The Network is Diverse – multiple views, multiple technologies

- The Network is connected and interactive (*not* 'integrated') – small pieces, loosely joined

- The Network is *open*

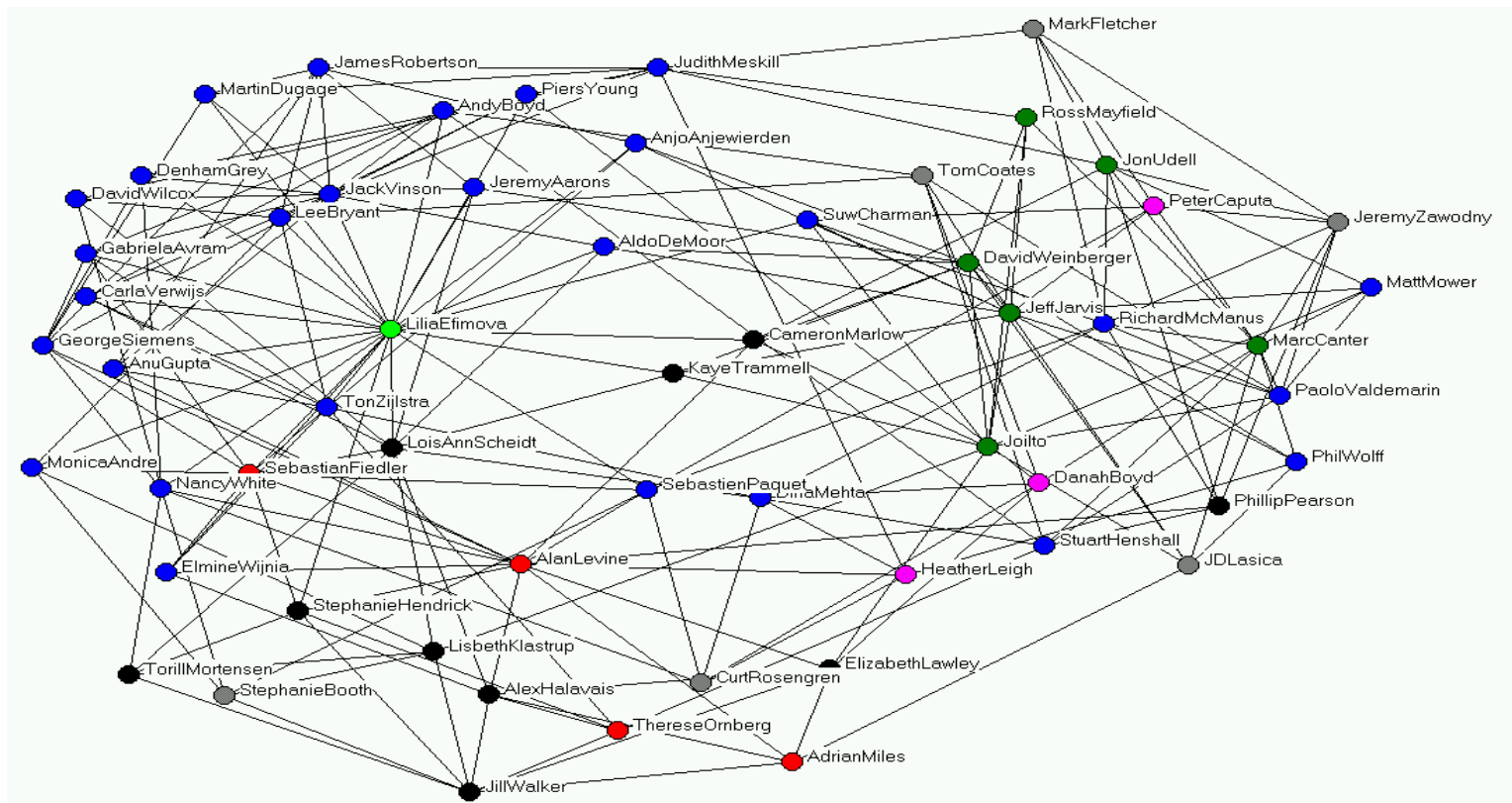
What are the key technologies
at play?

Web 2.0 - Core Technologies



Tools for worldmaking...

Social Networking



<http://staffdev.henrico.k12.va.us/parents/socnetwork.htm>

Tagging

Tagging

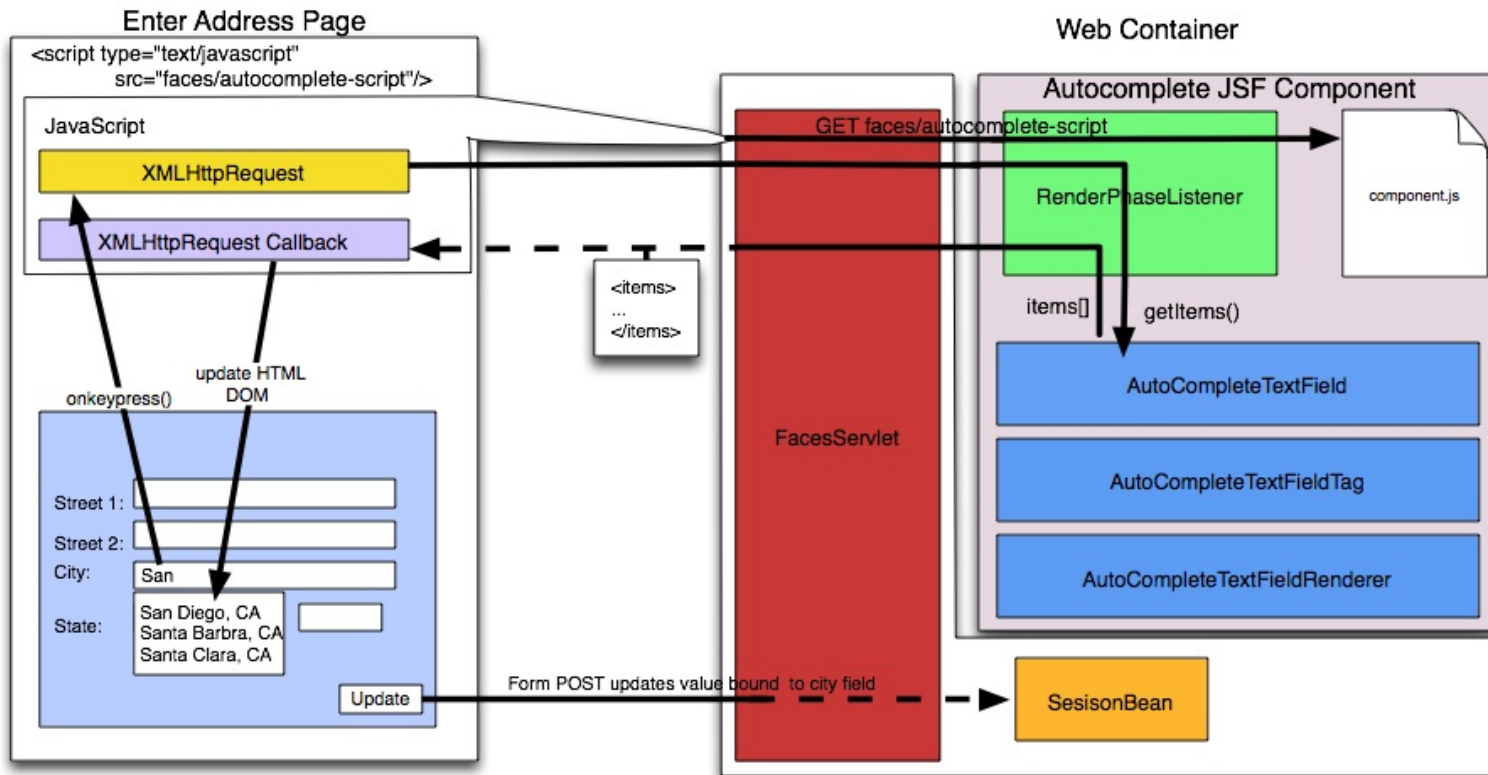
entrepreneurship publishing technology **design** medium b
ironment games **wireframe** sitemap user experience
process flow **tagging** card sort **iasummit07** design
gn the box **information architecture** swimlanes rapid f
UX methods digital ethnography analytics alignment m
interaction design kano analysis **tagging** experience
faceted browse page description diagram **facets links**
miscellaneous **web 2.0** movies **adoption** emergence m

UX METHODS TRADING CARDS

13

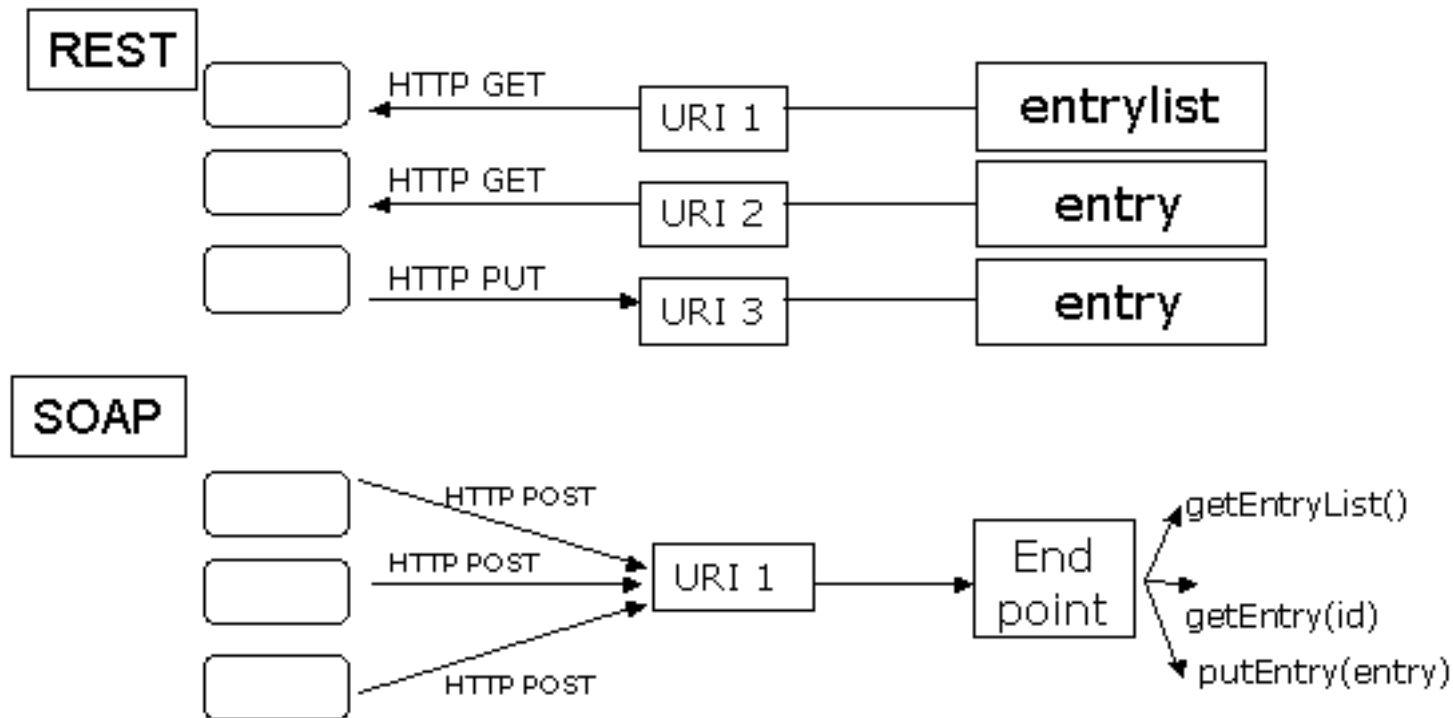
Asynchronous Javascript and XML (AJAX)

Jesse James Garrett in February 2005.



<https://bpcatalog.dev.java.net/ajax/textfield-jsf/design.html>

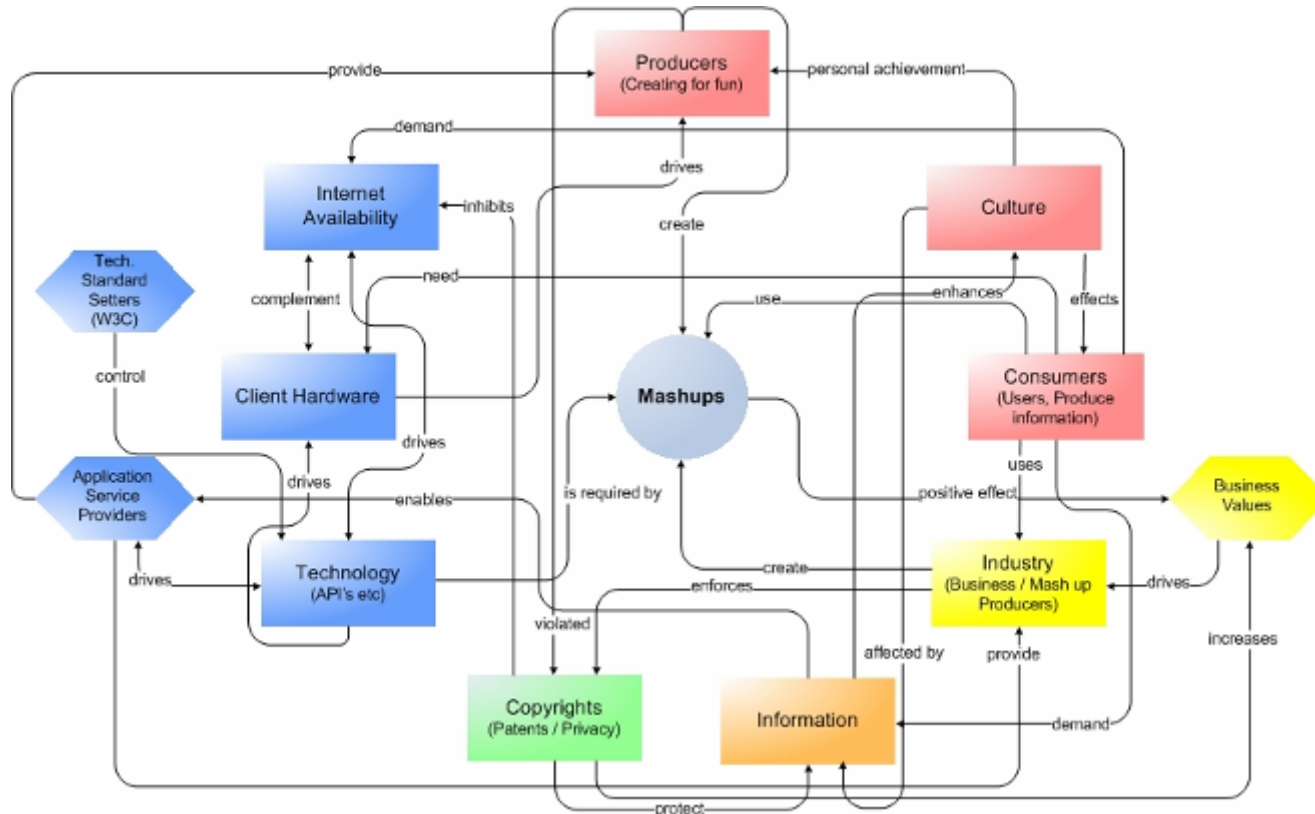
Representational State Transfer (REST)



- principles that outline how resources are defined and addressed
- looser sense: domain-specific data over HTTP

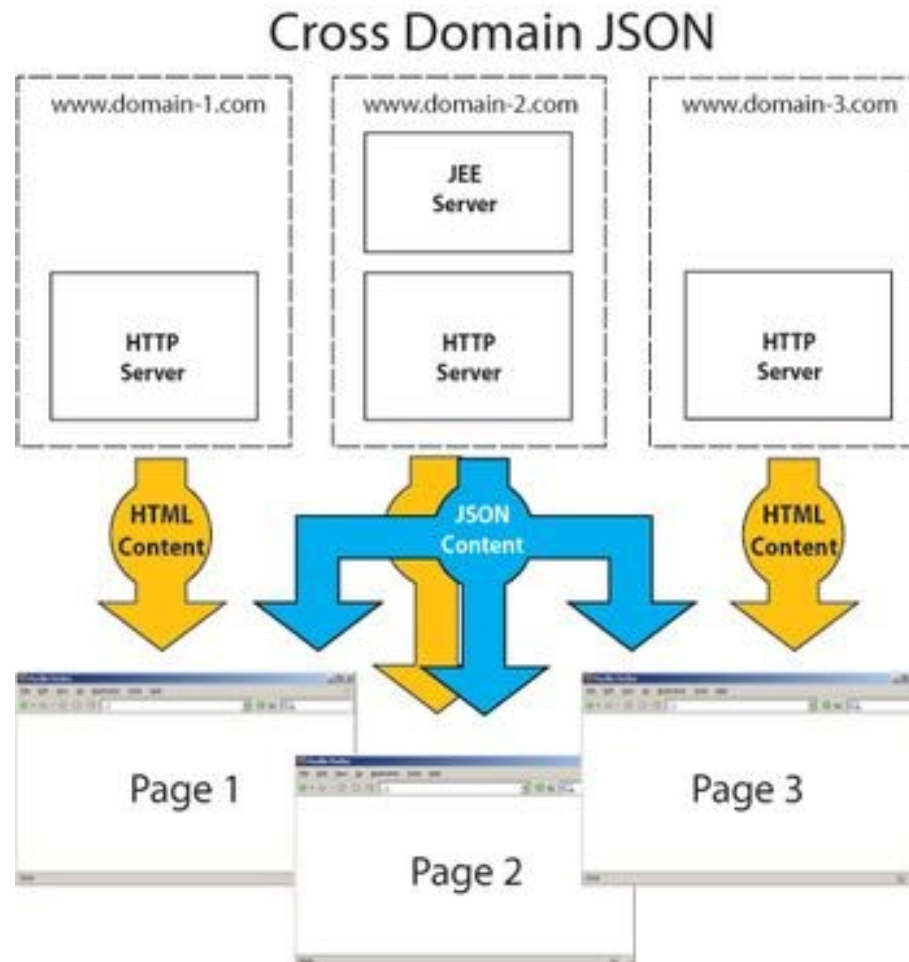
http://en.wikipedia.org/wiki/Representational_State_Transfer
<http://itpro.nikkeibp.co.jp/article/Watcher/20060315/232492/>

Application Program Interface (API) and Mash-Ups

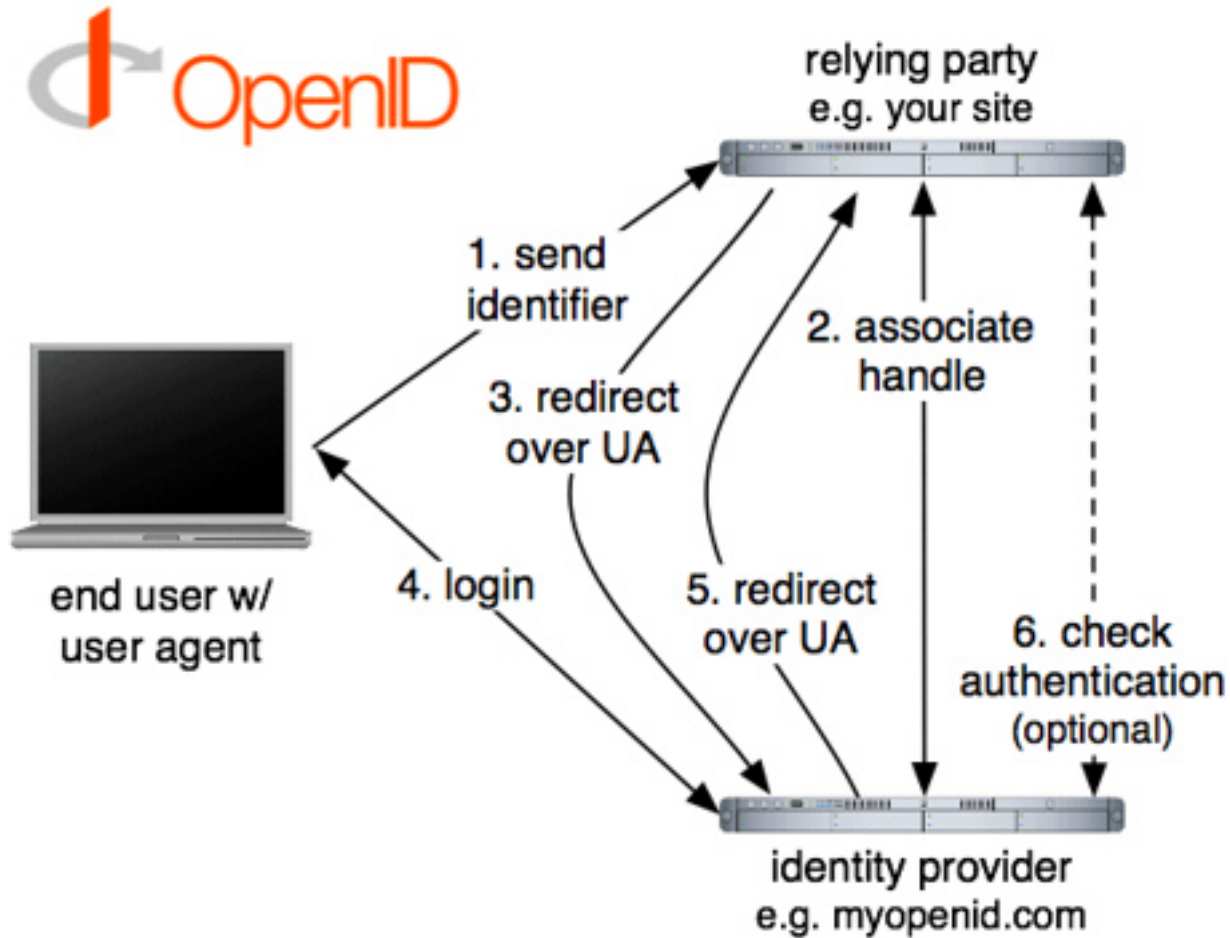


<http://scenariothinking.org/wiki/images/b/b6/MashUpSysDiagramV6.0.jpg>

Javascript Object Notation (JSON)



- OpenID



- The idea: identity as personal, not institutional
- You own your data
- Identity 2.0 – Dick Hardt
http://talk.talis.com/archives/2005/10/dick_hardt_on_i.html
<http://identity20.com/media/OSCON2005/>
- OpenID <http://openid.net/>

- Taking Ownership...
 - Relevance
 - Usability
 - Interaction

<http://www.downes.ca/presentation/86>