**My Thesis:**
**Online learning moves education of out the text-based language-based classroom and into the community… and thereby makes it more real**

# A Range of Reality…

TEXT --- STORIES --- SIMULATION --- EXPERIENCE

Less Real

More Real

**More Abstract**

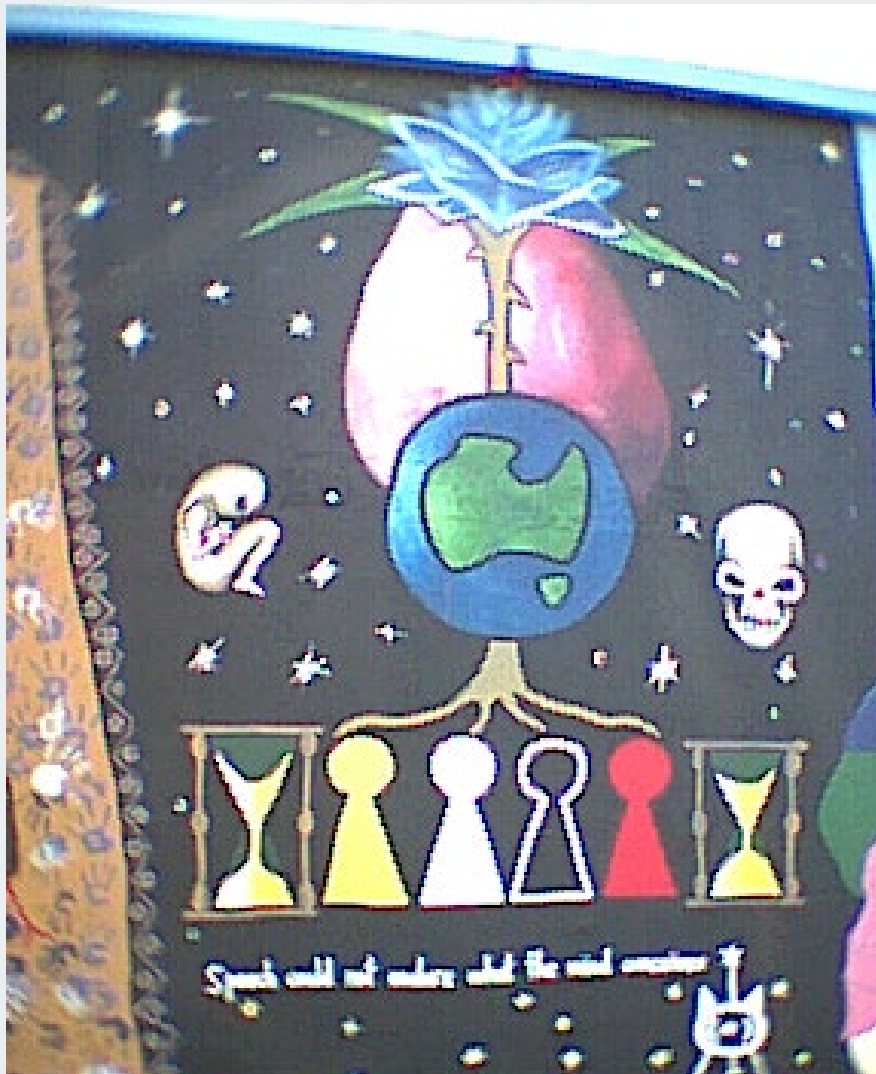**Less Similar**

**Less Interaction**

**Less Abstract**

**More Similar**

**More Interaction**

The written word, powerful as it is, is an abstraction, at remove from what it represents, and therefore vague, subject to ambiguity and multiple interpretation

Text is virtual
It is the *most* virtual
The term *virtual reality* was most applicable when the internet was text-based

*Speech could not endure what the mind conceives*

# We make learning more real though storytelling



- The personal experience and the interaction of the teacher takes learning beyond text and makes it more real for the learner

# There are many forms of storytelling



Our art and artistry tell of our history, our culture
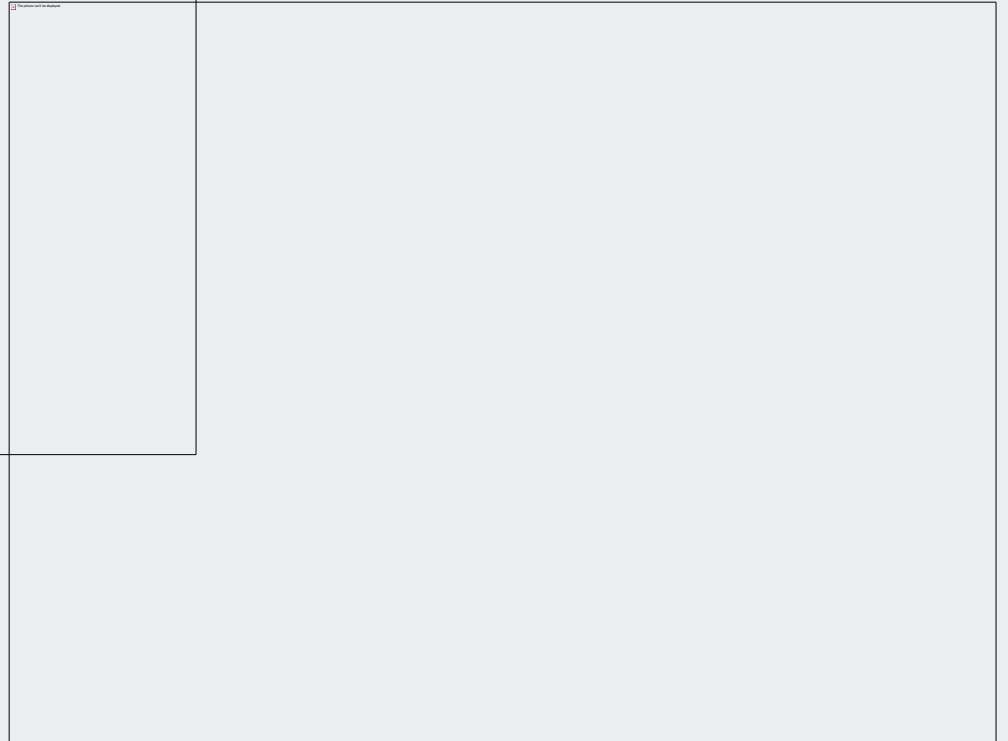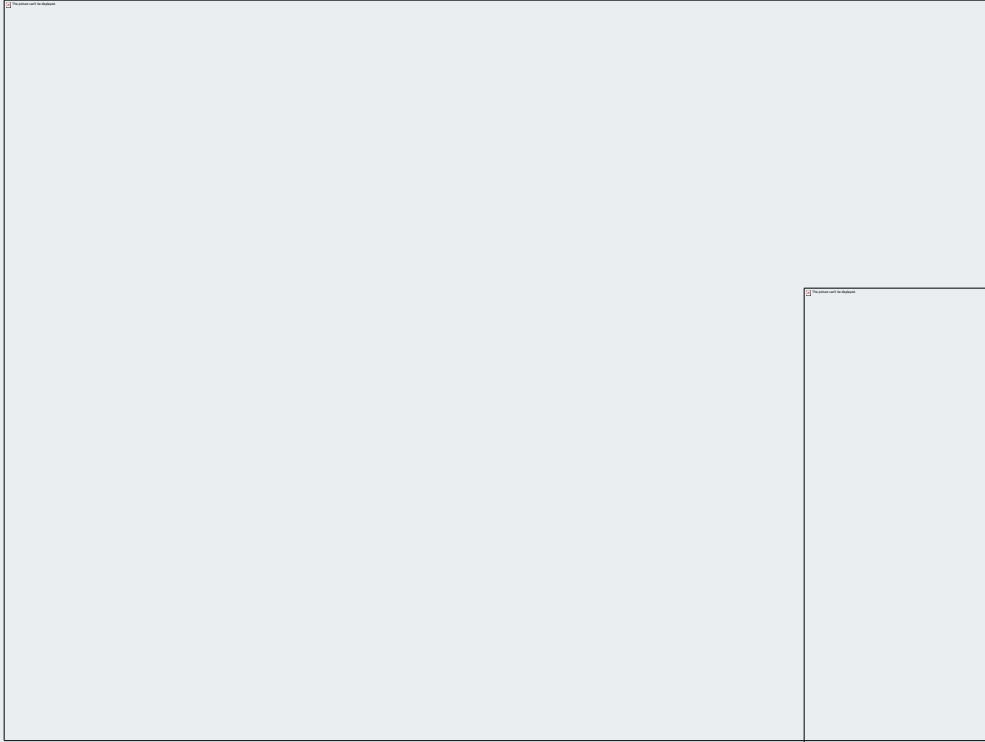
# There are many forms of storytelling



Music and theatre create a wider range of experience, stimulating more senses, touching us emotionally

But it's even better when we participate, interact…
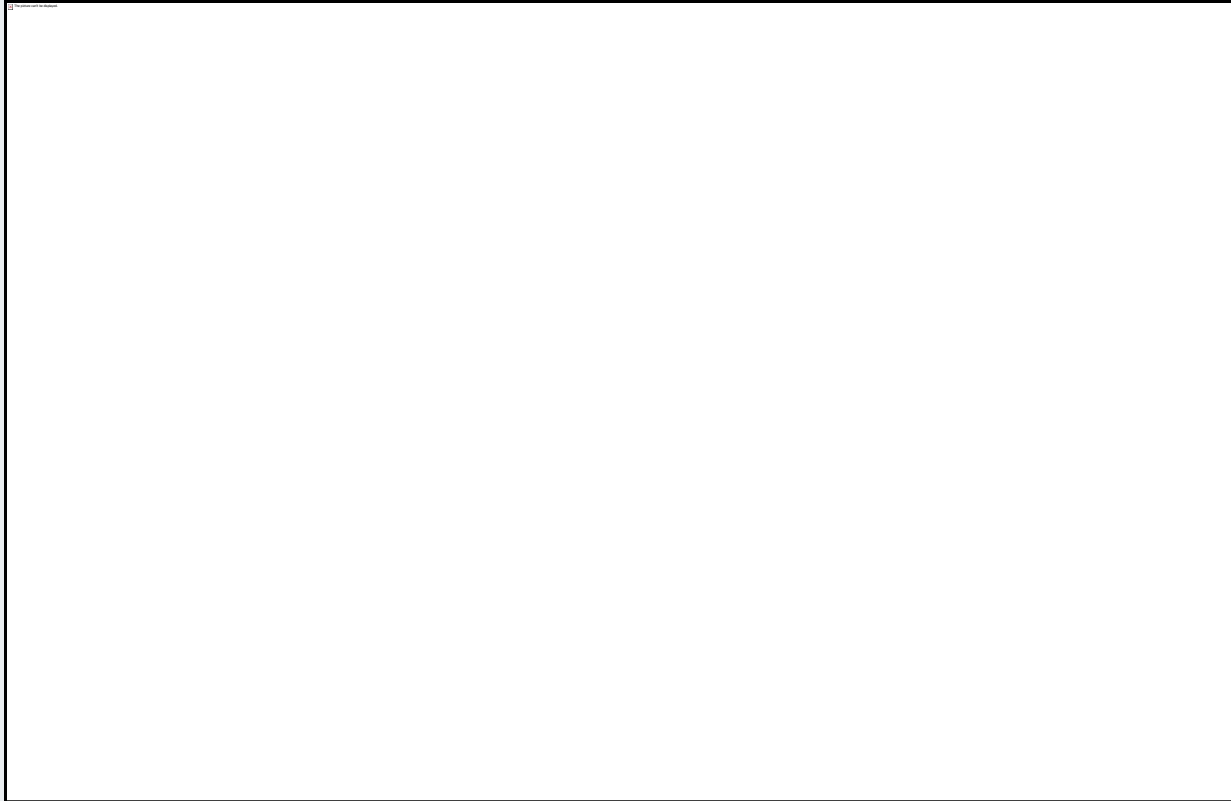
# When we ourselves become the story

# Most online learning stops here

- It focuses on the text…
- If it's good, it adds an element of dialogue, of storytelling

>> But if it seems virtual, it's because it *is* virtual…

- We can do so much more…
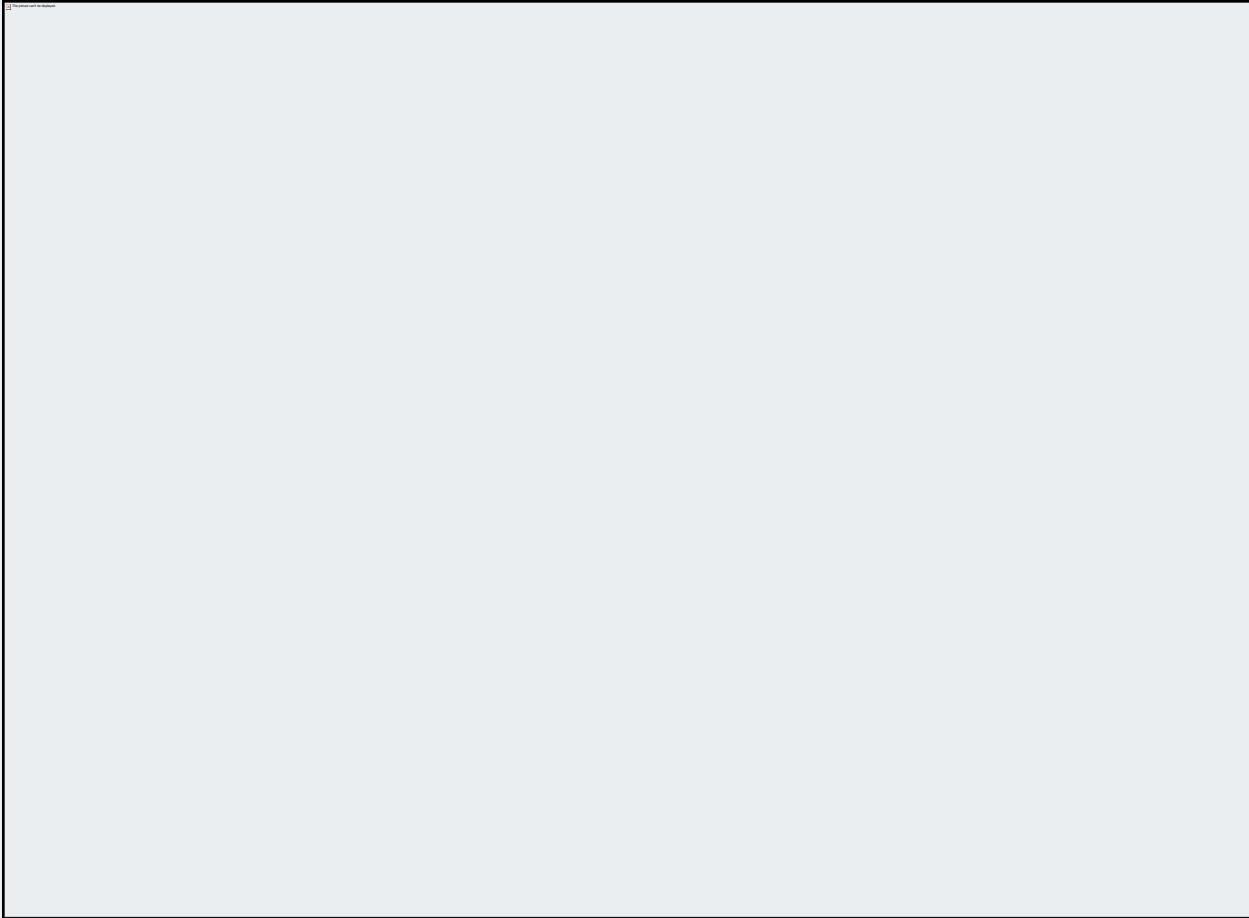
# For example: What does learning 2.0 mean to me?
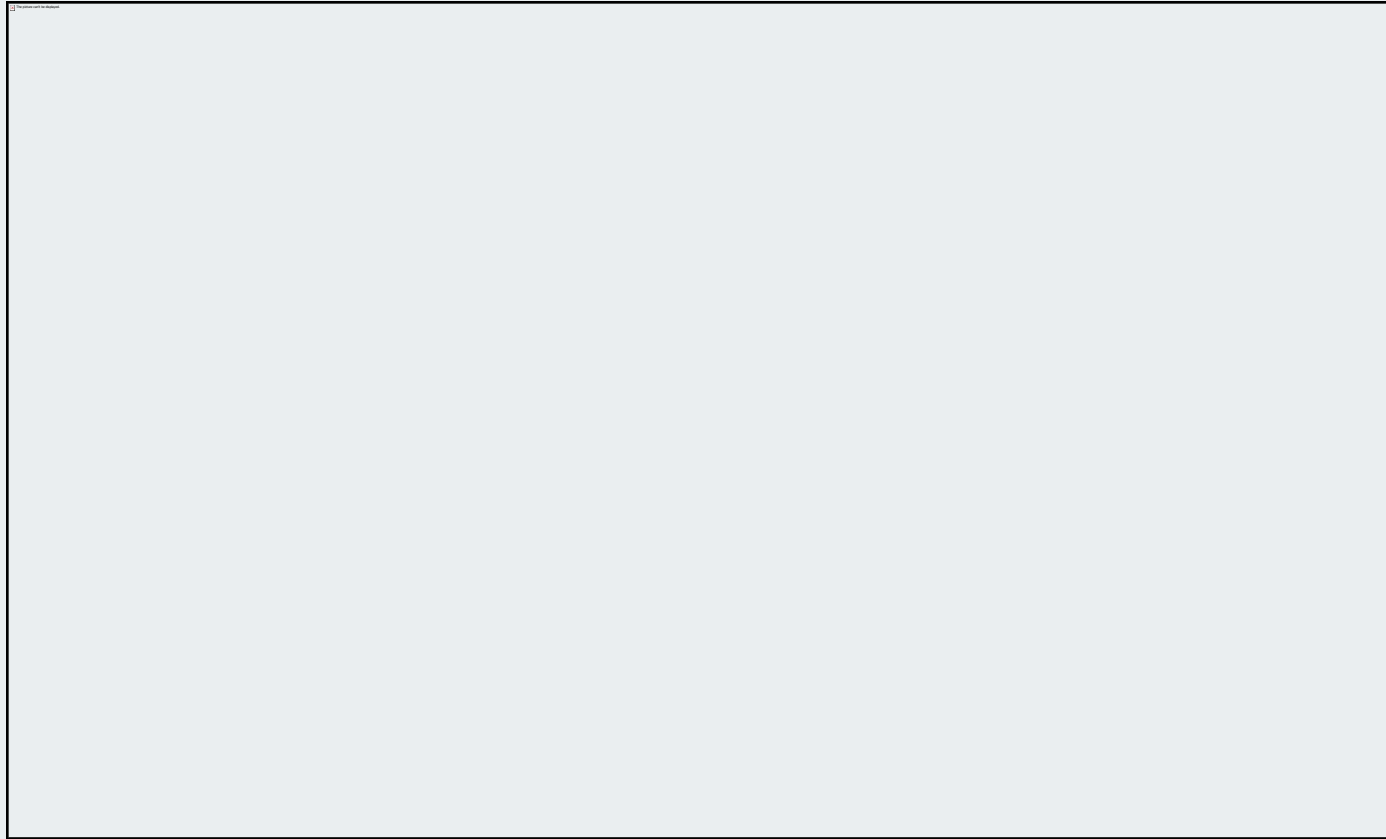
- A place to store (and share) my photos

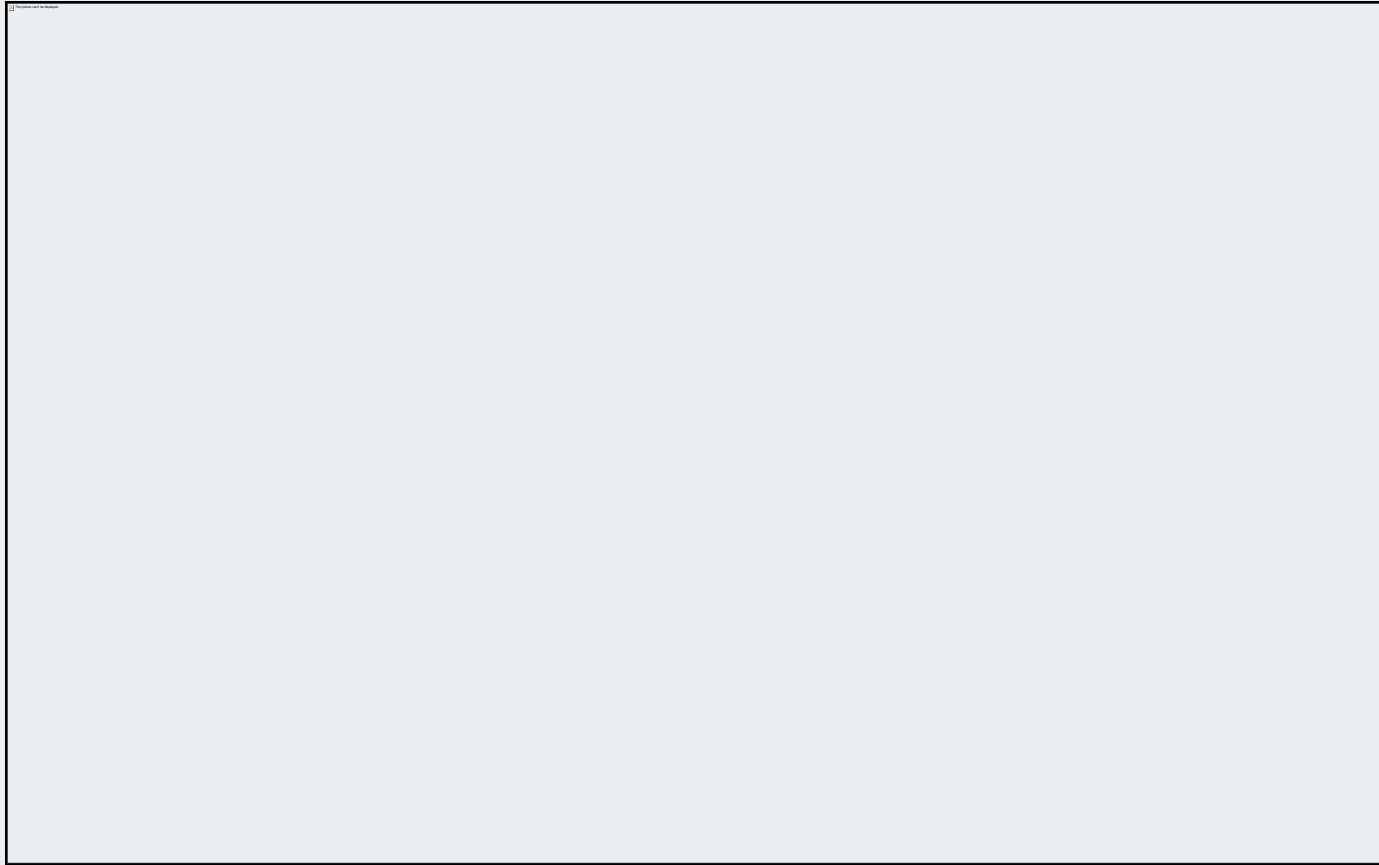- A place to store (and share) my videos
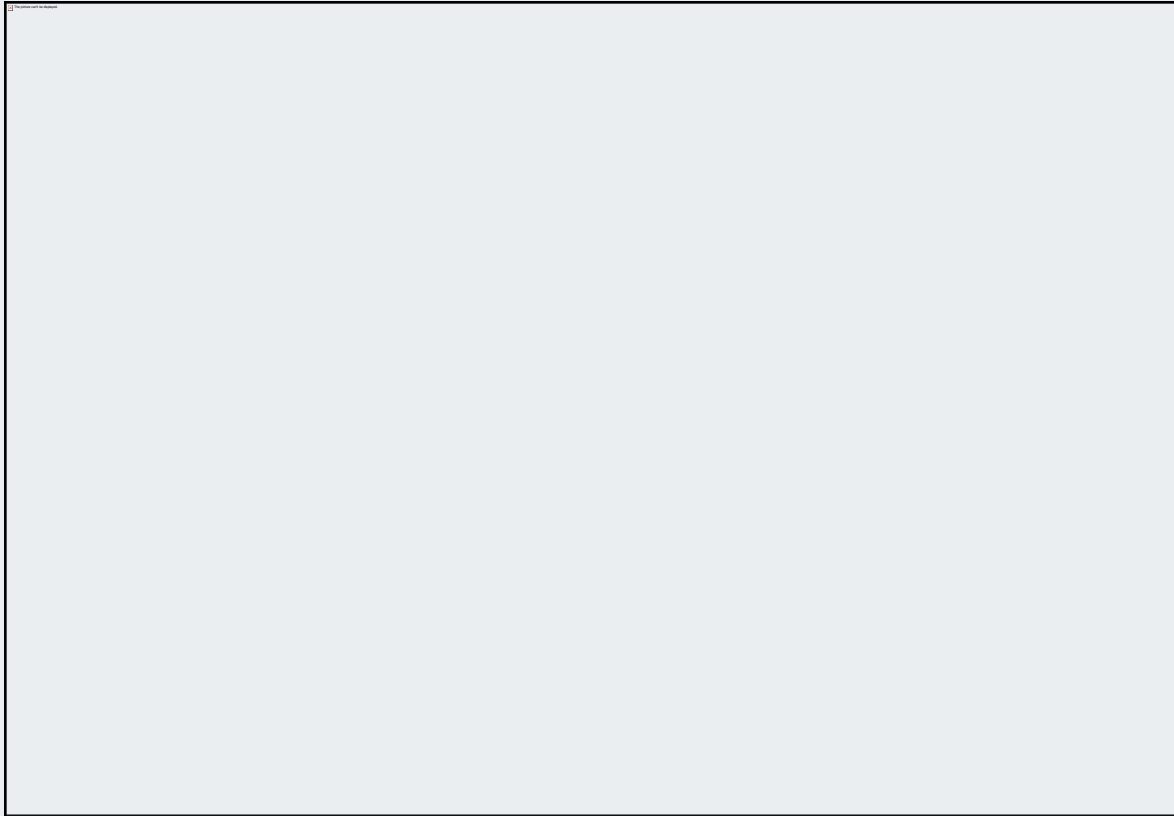
- A place to write an essay with my colleague in Montreal

http://docs.google.com

- A way to stay up to date - *right* up to date - with my friends and colleagues

http://www.google.com/reader

- A way to save on phone calls



http://www.skype.com

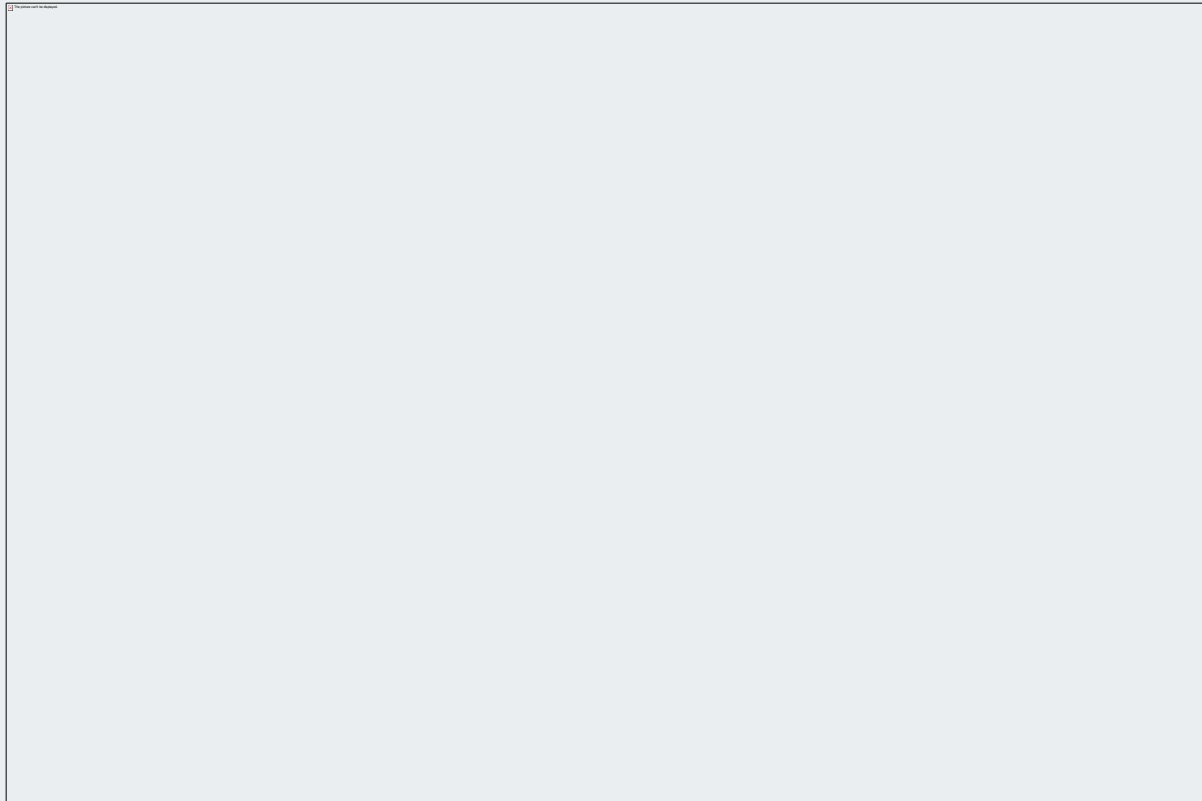- Knowing where I'm staying before I get there
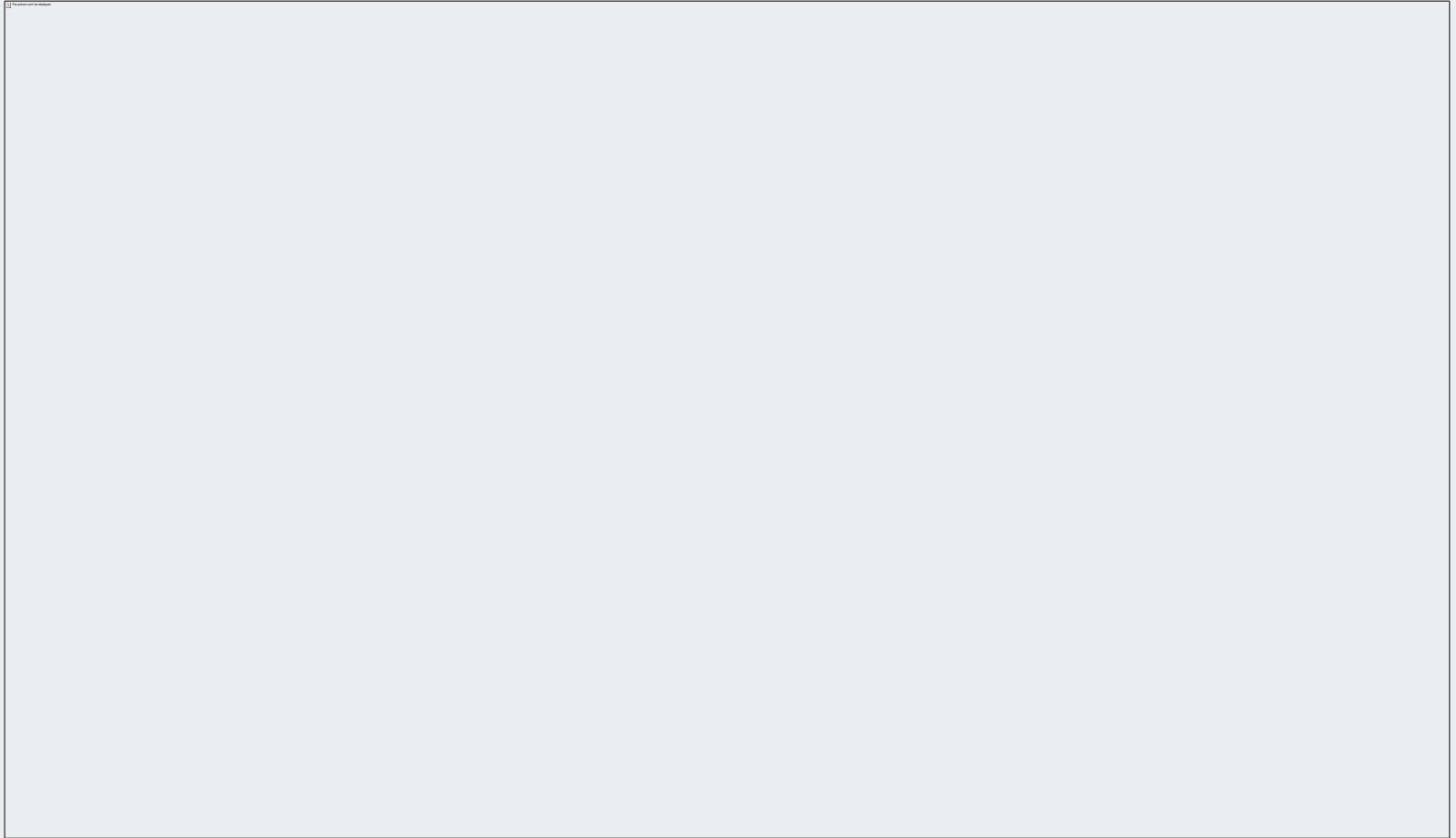
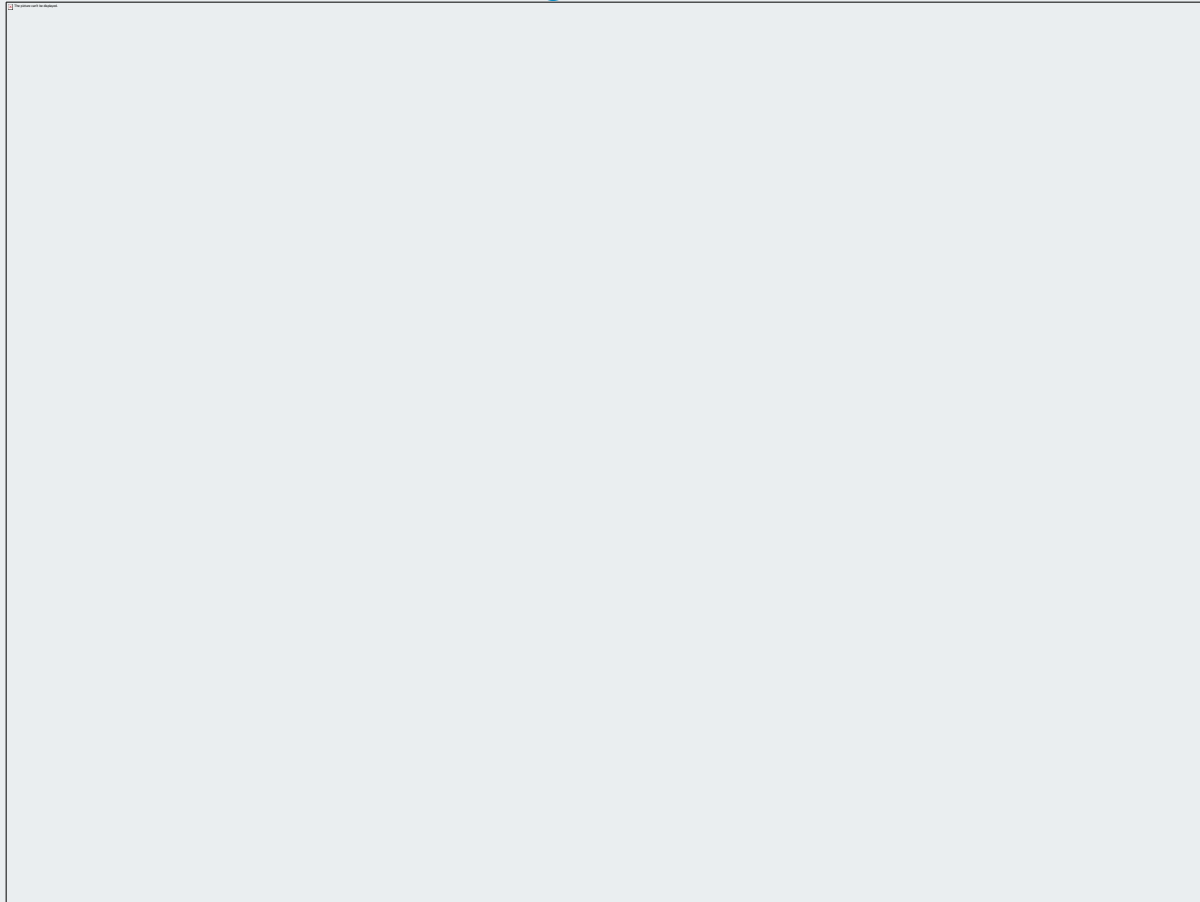- An Easy Way To Draw Pictures

http://www.gliffy.com

# What does Learning 2.0 mean for a learner?
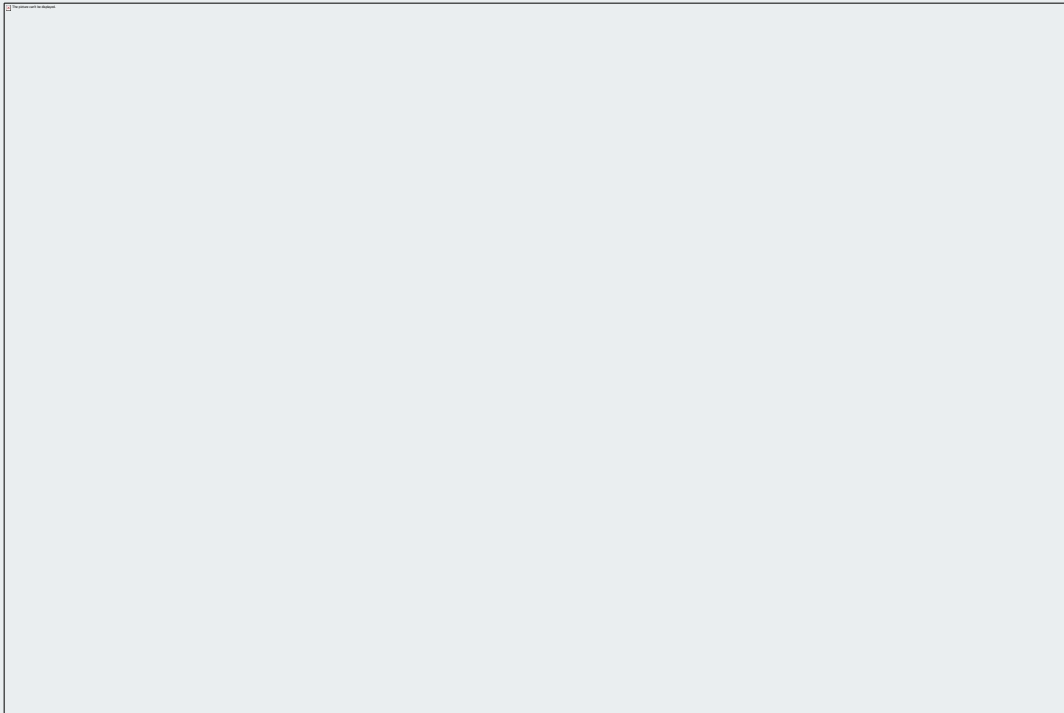
# Three Views of Learning Resources:

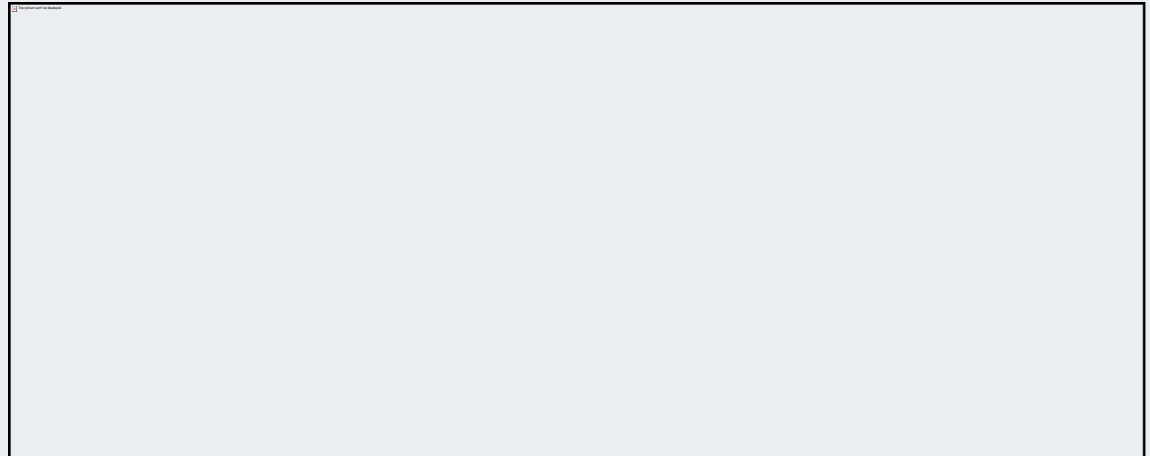# 1. Learning Resources as a *thing*

– Book, content object, etc

# 2. Learning Resources as *events*
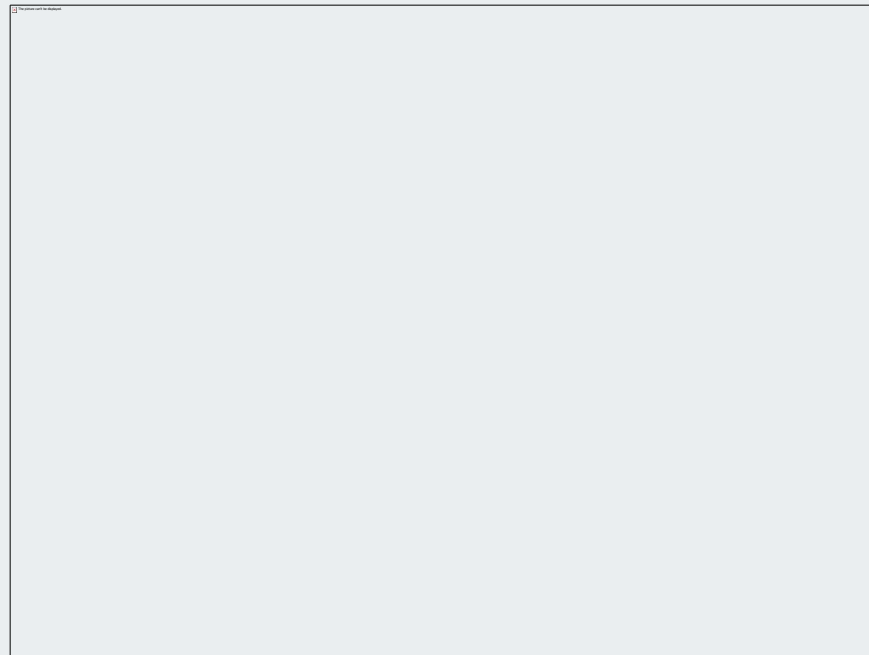
*– Class, lecture, seminar, meeting*

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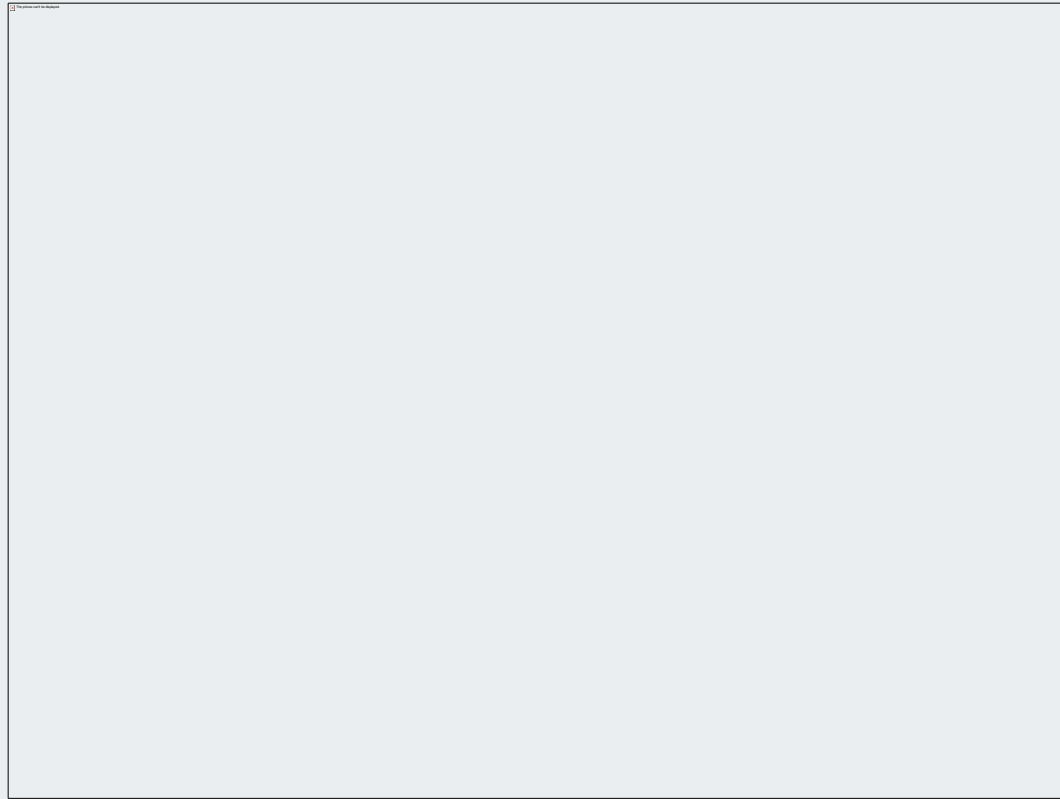  - They stress *rules*

The picture can't be displayed.

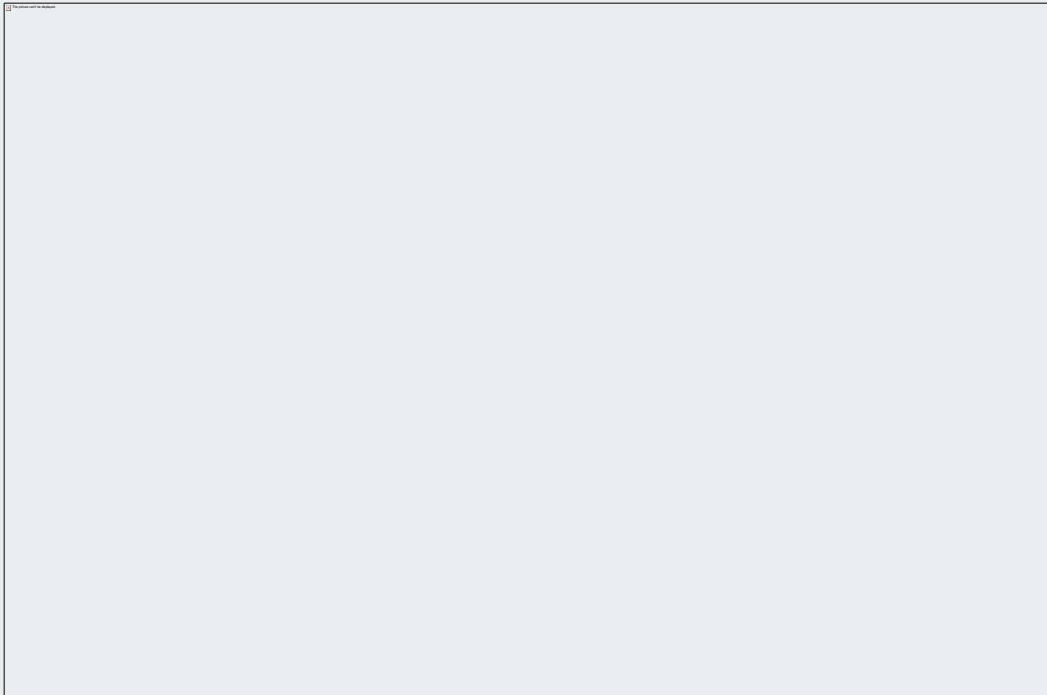# 3. Learning Resources as *flow*

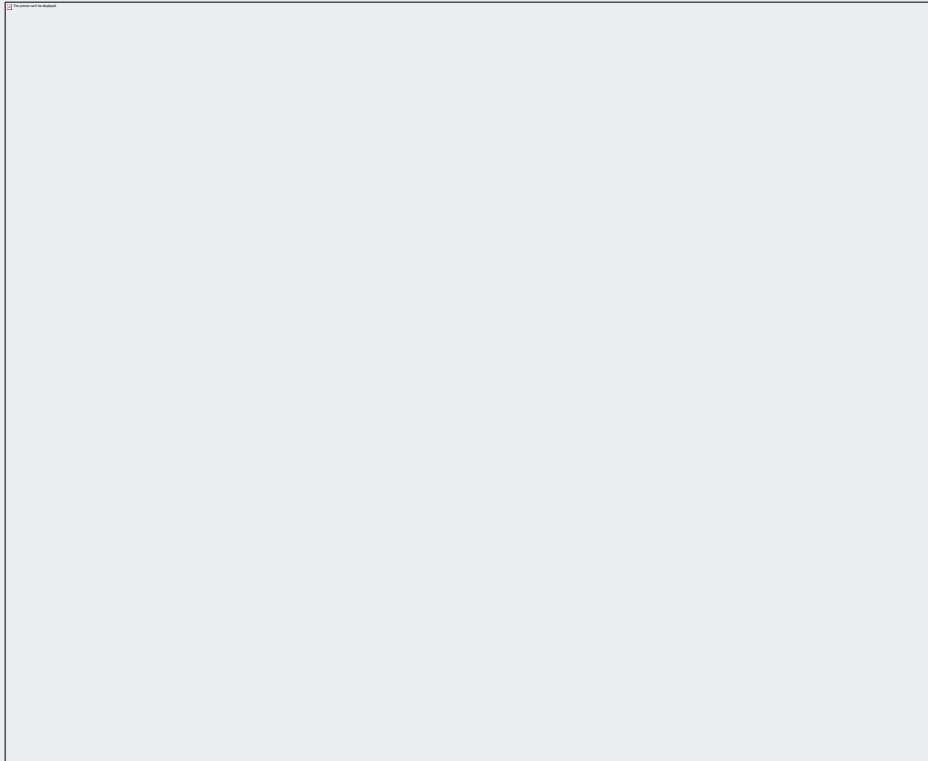– Stresses experience

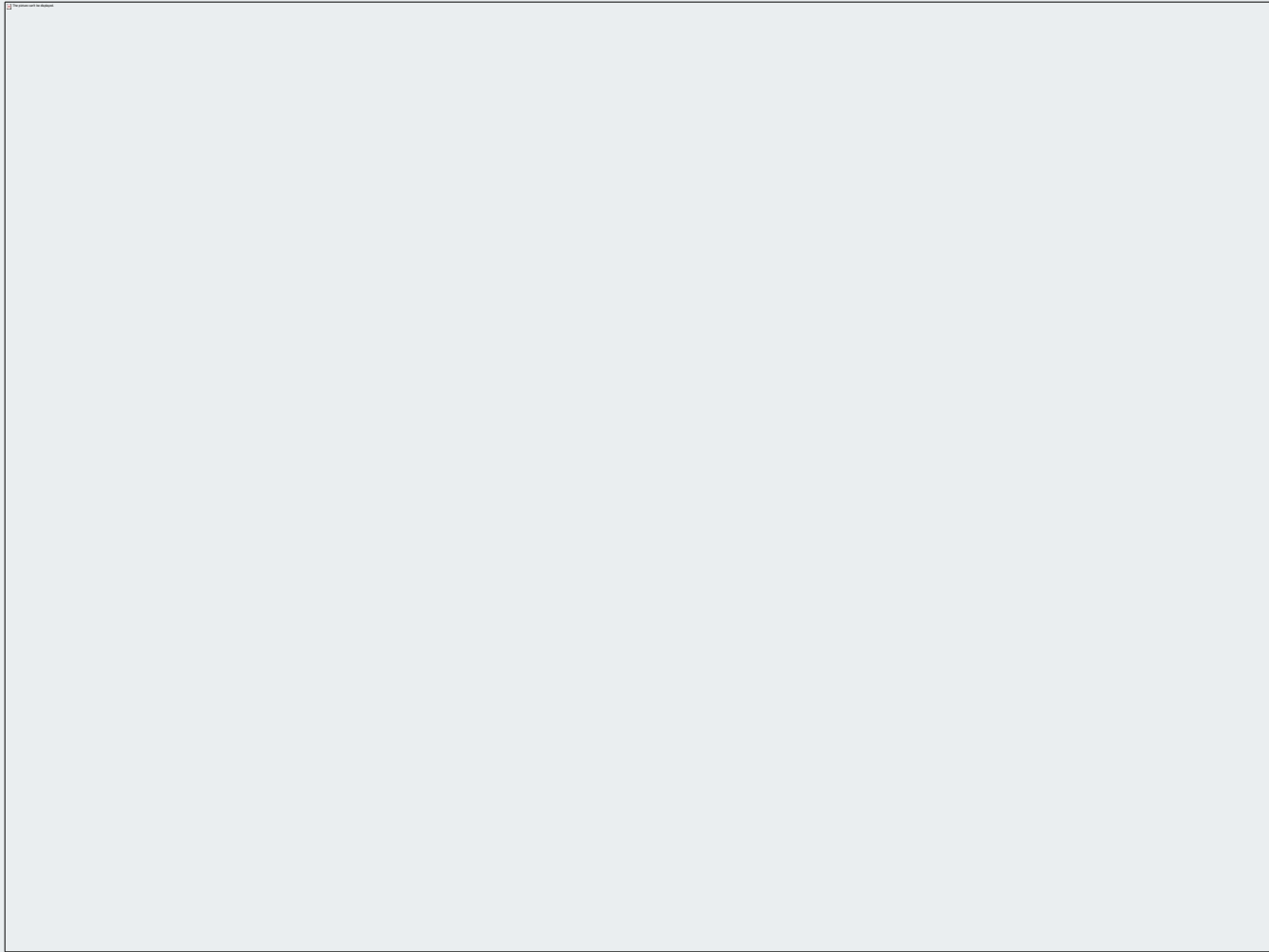– Stresses pattern recognition

# 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