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Institute for Information Technology

Advanced Learning Technologies

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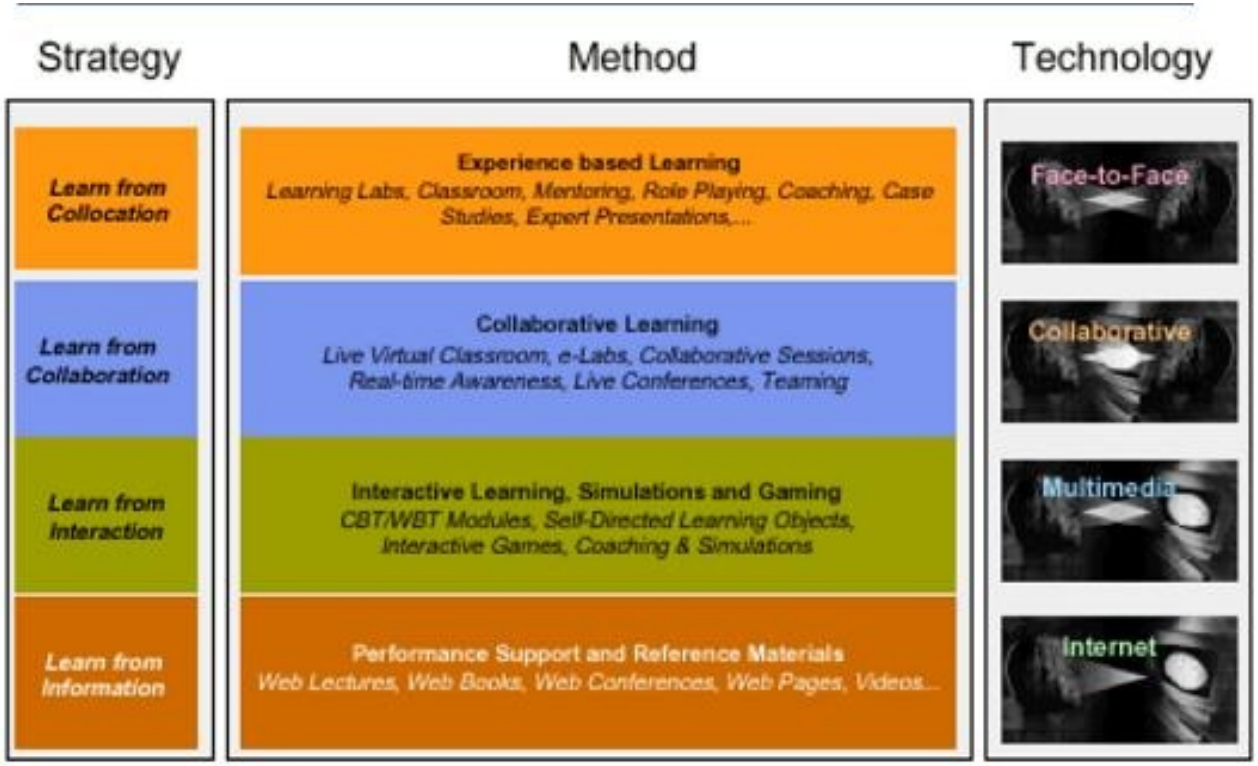
Learning Approach



- http://apsblog.com/site/learning-architecture/learning-approaches

Co-Location

Coaching
Mentoring
Interaction
Play
Creation

Physical spaces will become work and creativity spaces, not presentation spaces. New technology includes: ambient internet, multimedia, robotics, capture tools, more… Eg. MIT Media Lab

Collaboration

Conferencing
Meeting
Conversation
Co-creation
Teaming
Networks

Online collaboration becoming more immersive, more multimedia. Eg. Second Life, Adobe Connect, Elluminate; capture tools more prevalent. Collaboration more mobile as well – don't forget recording and capture.

Interaction

Games
Simulations
Training
Learning Objects

Game-based learning becoming widely accepted; games and simulations becoming more realistic; new tools and mod kits to help people program their own environments. Multi-user environments become huge.

Information

Lectures
Books
Conferences
Pages
Video

Information becomes free and ubiquitous; easily found via personalized semantic social networks; data becomes embedded into learning resources.

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