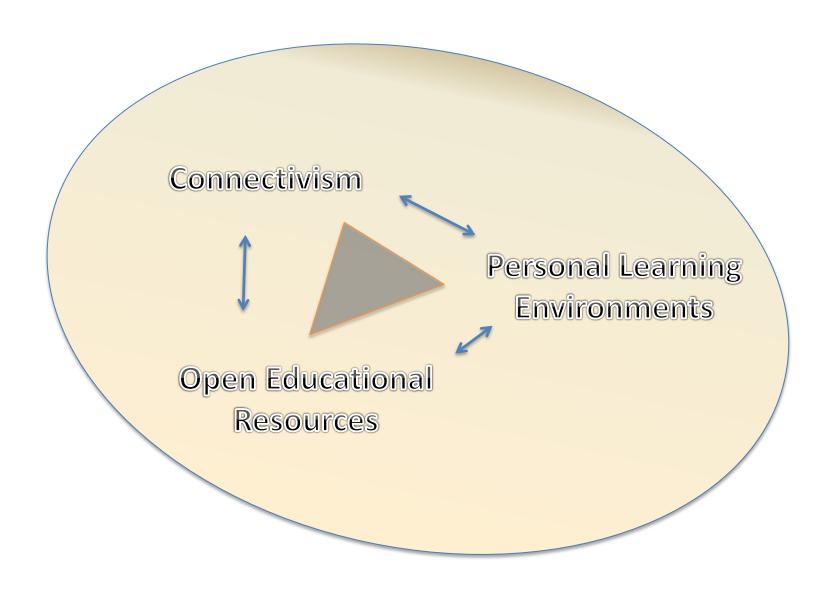


Open educational resources and personal learning environments

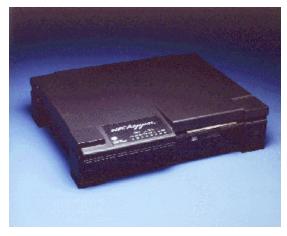
Stephen Downes
MSU Online
June 27, 2011

The Thesis









http://www.support.psi.net/support/common/routers/nethopper/index.html

Have Network, Will Travel



One Laptop Per Child



"That's 40,000 books already delivered..."



"A spring of truth shall flow from it"



Revai Meeks, 6, and Easton Meeks, 3, read with their mother Erika Lee at the Belleville Public Library Jan. 20, 2011

Brampton Library tested an Early Literacy Workstation at its South Fletcher's Branch for a two-week period earlier this month. 2007

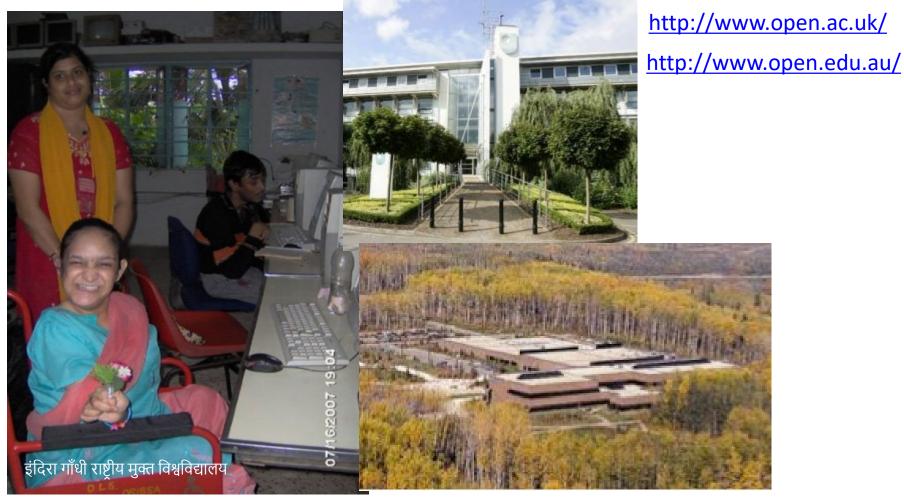
http://www.thebramptonnews.com/articles/1524/1/Early-Literacy-Workstation-Fun-for-K





http://www.qnetnews.ca/?p=5159

Language, literacy, libraries



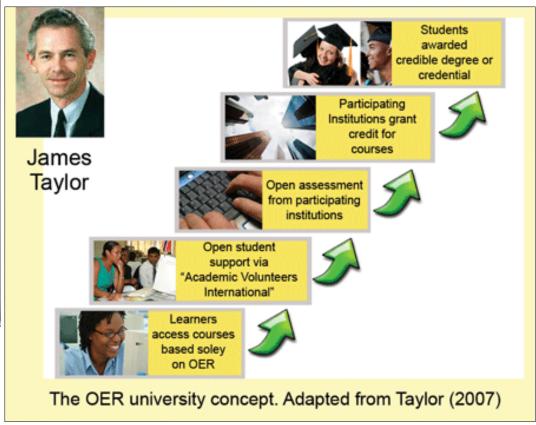
http://www.ignou.ac.in/

http://www.athabascau.ca/

The Idea of Open Learning...



http://www.col.org/blog/Lists/Posts/Post.aspx?ID=134

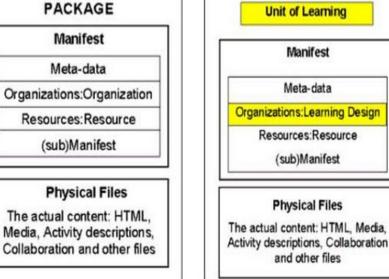


http://www.col.org/blog/Lists/Posts/Post.aspx?ID=130

Phases of Openness?

http://zaidlearn.blogspot.com/2008/06/university-learning-ocw-oer-free.html





http://www.imsglobal.org/metadata/

http://ltsc.ieee.org/wg12/files/LOM_1484_12_ 1_v1_Final_Draft.pdf

http://creativecommons.org/

Open Educational Resources

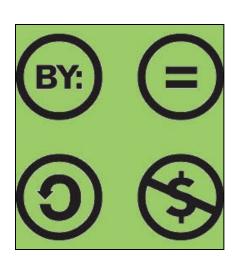
Open Educational Resources



- Content licenses
- similar to open source to protect the openness using existing law

Open Educational Resources







The idea is to create a mid-range of licenses between Copyright and public domain - "some rights reserved"

http://creativecommons.org/

Creative Commons

OpenEducational Resources

Conditions:

- attributions of authors
- changes must be logged
- share-alike
- unmodified sections
- no proprietary formats or DRM



http://www.gnu.org/copyleft/fdl.html



Open Educational Resources

- Open Publication
 License
 http://opencontent.org/openc
 - Attribution
 - Notification of modifications
 - No-derivatives clause allowed







David Wiley

http://opencontent.org/blog/

Open Definition



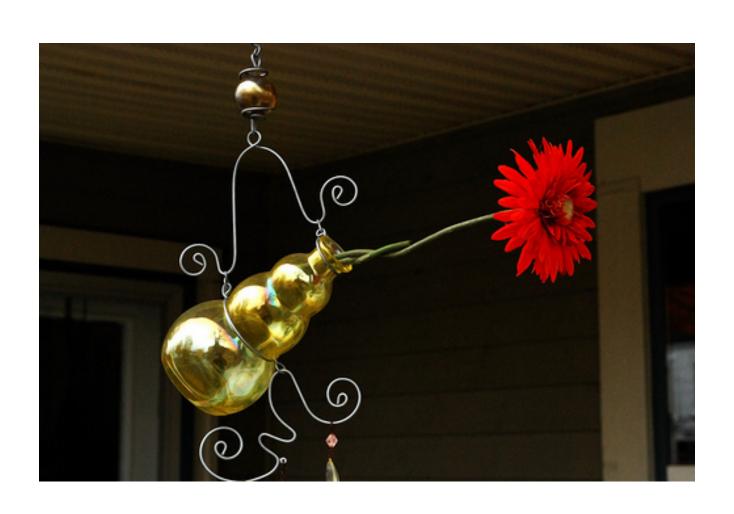
Access to the work as a whole	Integrity: reveal modifications
Redistribution not restricted	Absence of Technological Restriction
Reuse allows modifications & derivatives	Attribution may be required
No Discrimination Against Persons or Groups	No Discrimination Against Fields of Endeavor
Distribution of License	
License Must Not Be Specific to a Package	License Must Not Restrict the Distribution of Other Works







http://www.opendefinition.org/okd/



Home

☐ Email this page



MIT OpenCourseWare

http://ocw.mit.edu

- * OCW is not an MIT education.
- * OCW does not grant degrees or certificates.
- * OCW does not provide access to MIT faculty.
- * Materials may not reflect entire content of the course.



Open Courseware Consortium

http://ocwconsortium.org/



Find resources - author resources http://cnx.org/

Example - Collaborative Statistics http://cnx.org/content/col10522/latest/

CNXML



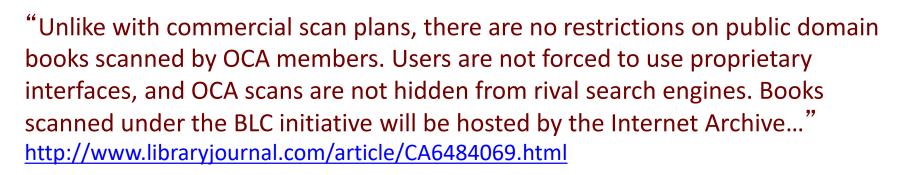
http://www.oercommons.org

"single point of access through which educators, students, and all learners can search, browse, evaluate, download, and discuss open educational resources (OER)"

Includes review, tag features...



Building a digital archive of global content for universal access.



http://www.opencontentalliance.org

Internet Archive: http://www.archive.org
OurMedia: http://www.ourmedia.org/



Provides complete
Open University online
courses

Provides ways for participants to contribute as well as take courses

Creating a new world of learning



OpenLearn

http://www.open.ac.uk

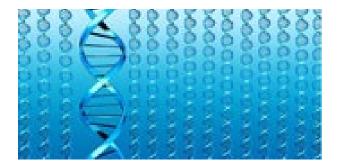
OpenLeann Autumn 2007

Intute

http://www.intute.ac.uk/

"Intute is a free online service providing you with a database of hand selected Web resources for education and research."





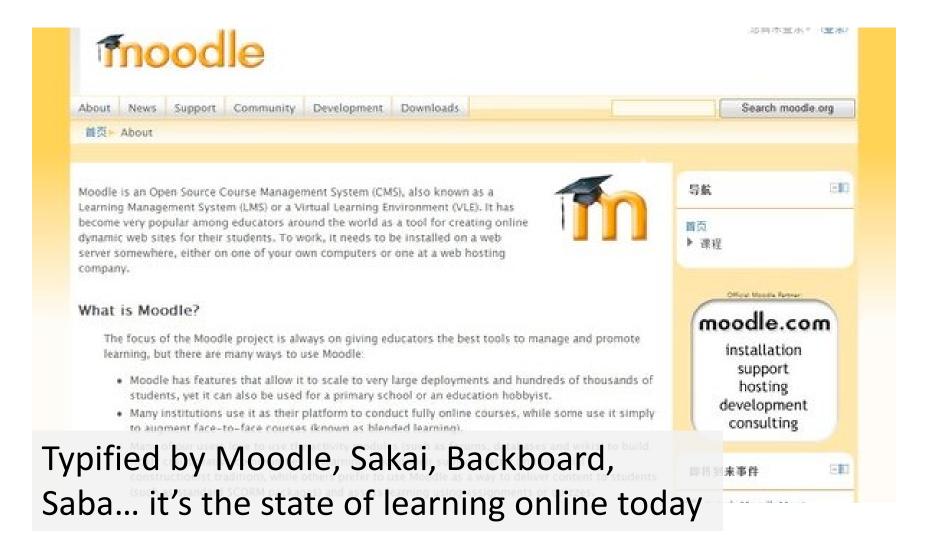
GLOBE

http://globe-info.org/

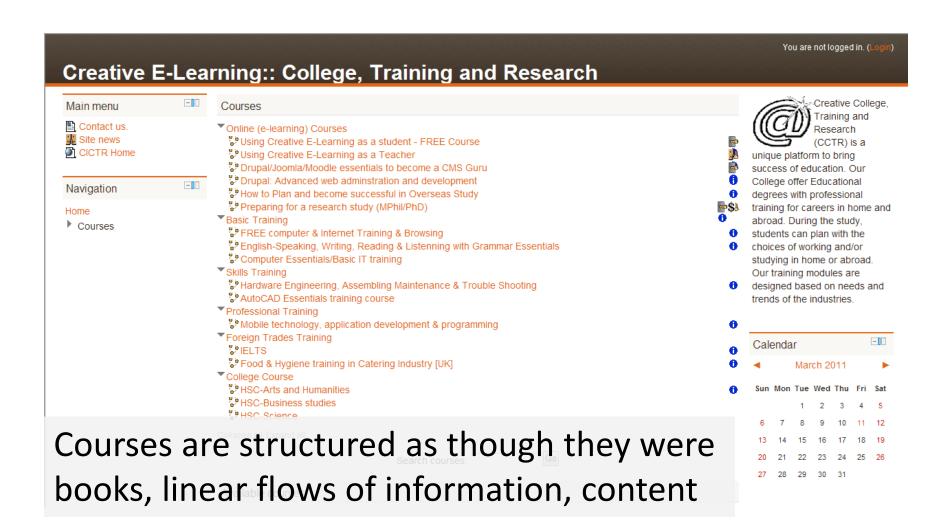
ARIADNE
edna Online
LORNET
MERLOT
NIME



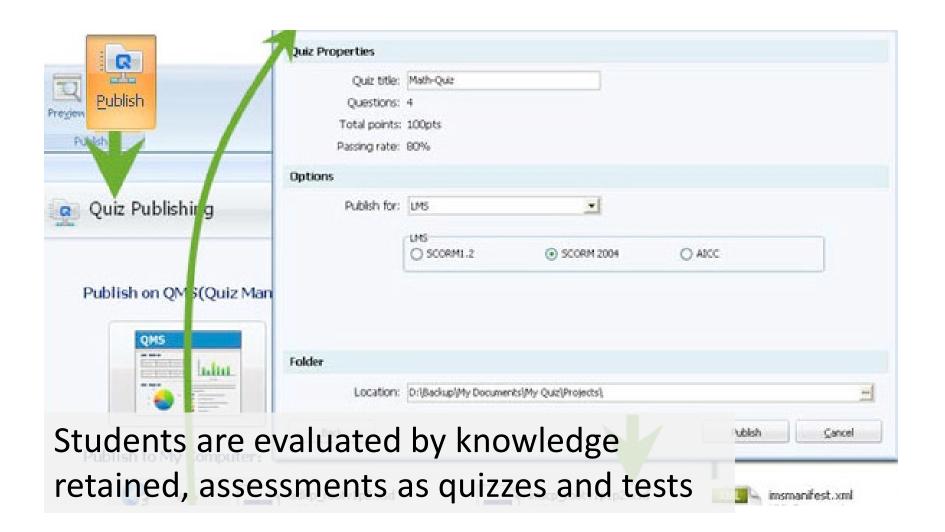
The LMS



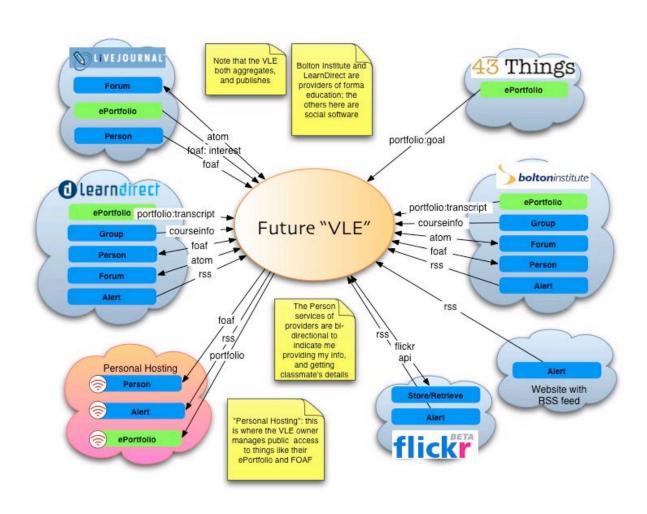
The LMS



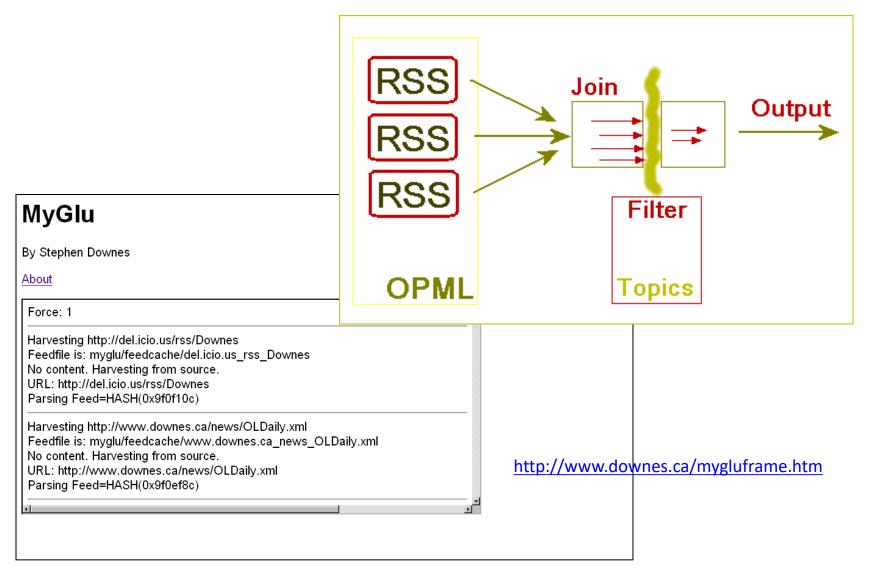
The LMS



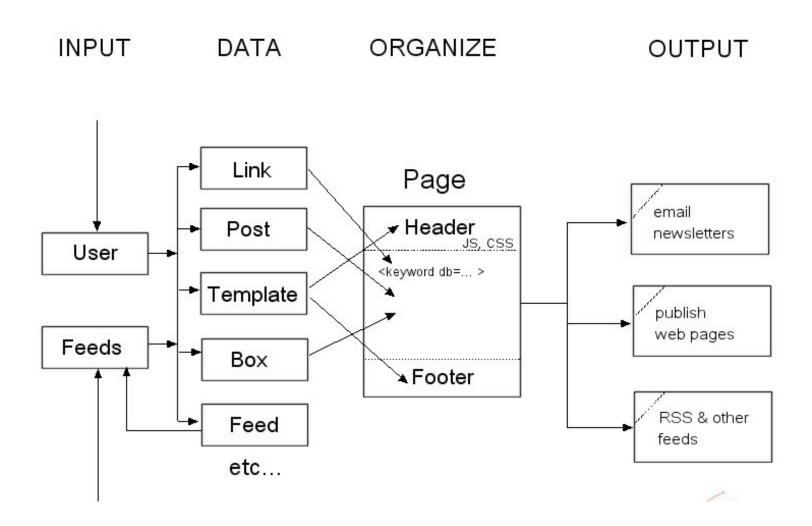
The Idea of the PLE



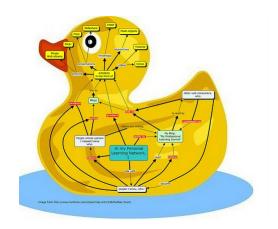
Aggregation and Remixing

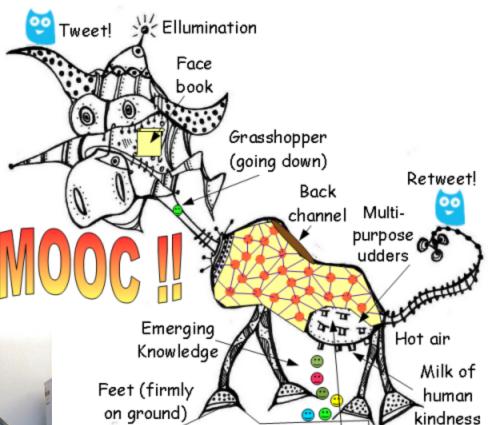


gRSShopper



http://www.mooc.ca http://cck11.mooc.ca







http://suifaijohnmak.wordpress.com/2011/03/ 10/cck11-how-to-explain-connectivism-moocand-plepln/

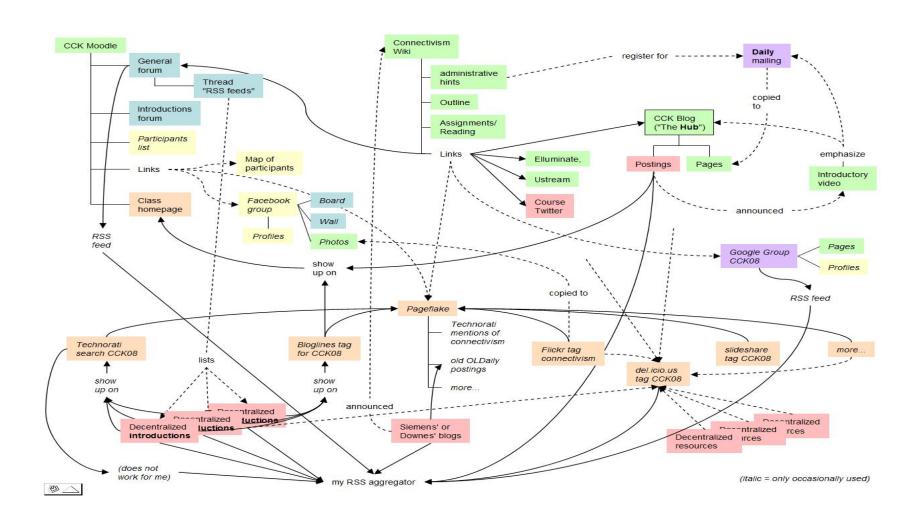
USB sockets

The Connectivism Courses

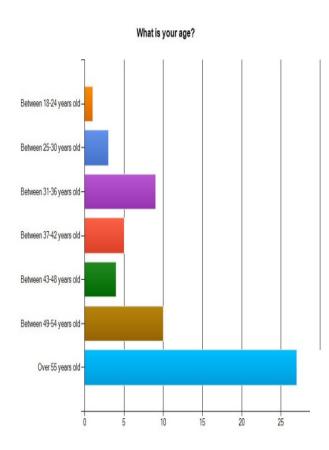
The Connectivism Courses



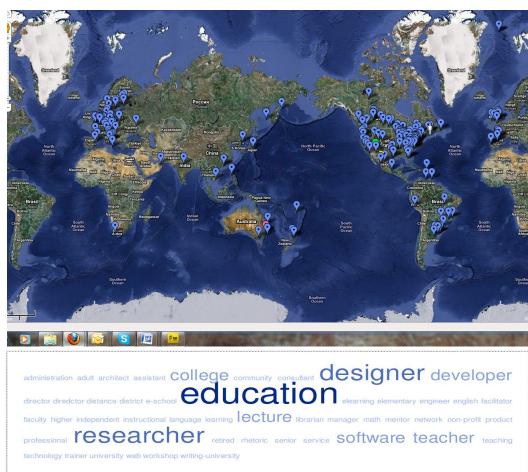
The Connectivism Courses



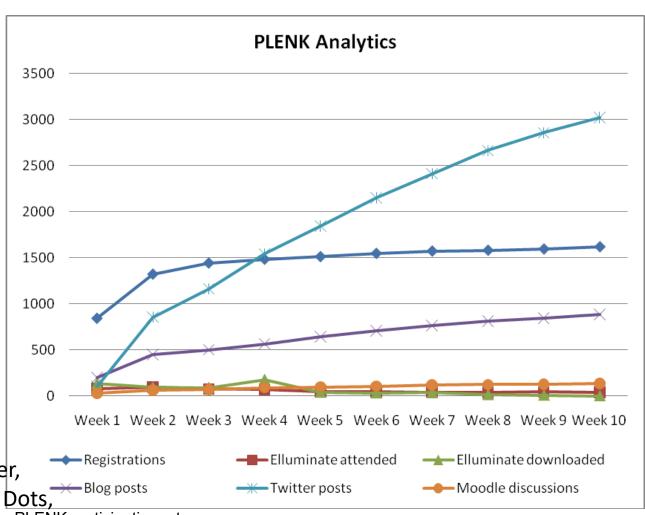
Our Experience



Kop and Fournier, Connecting the Dots, CIDER, 2011



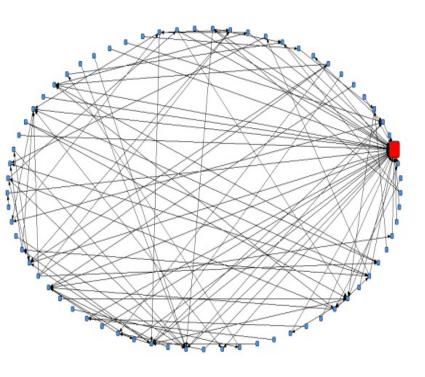
Our Experience



Kop and Fournier,
Connecting the Dots,
CIDER, 2011

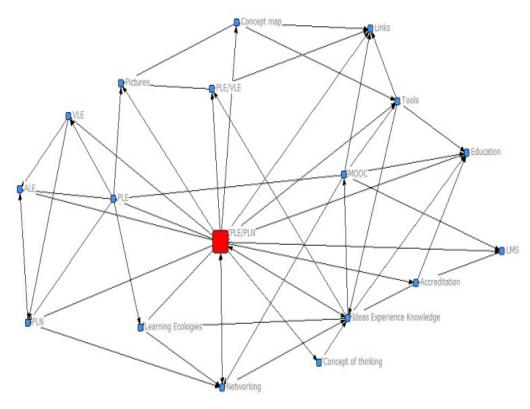
PLENK participation rates

Our Experience



The complex network a facilitator's post generated

Kop and Fournier, Connecting the Dots, CIDER, 2011



Relationships between topics in a discussion in week 1

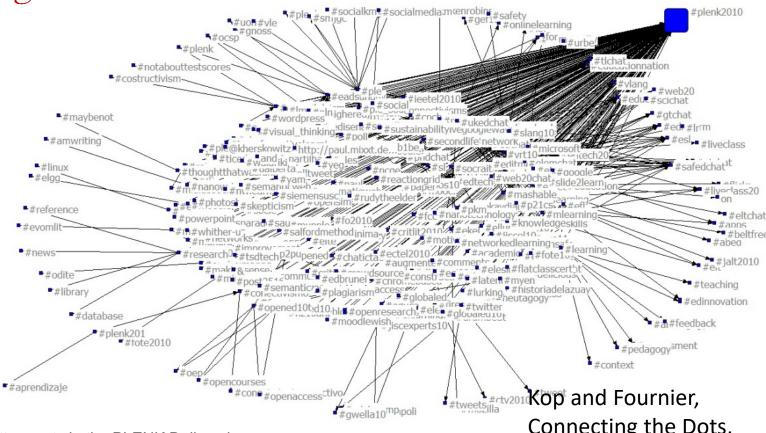
Our Experience



Kop and Fournier, Connecting the Dots, CIDER, 2011

Our Experience

Twitter PLENK connections to hash-tag networks



#tags related to Twitter posts in the PLENK Daily - six weeks duration

Connecting the Dots, CIDER, 2011

Knowledge Transfer

Knowledge Transfer Process

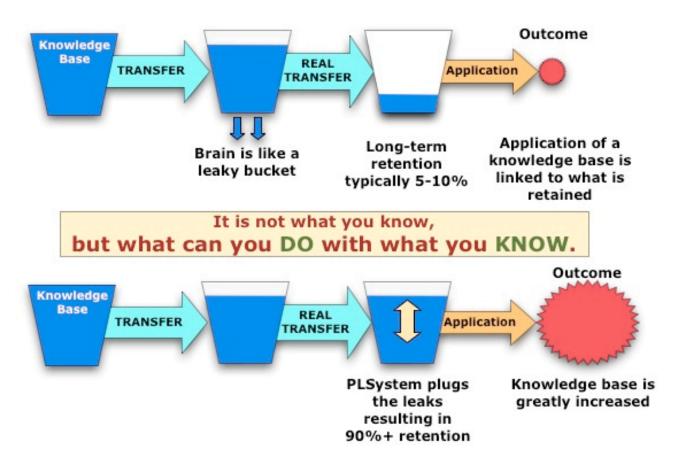
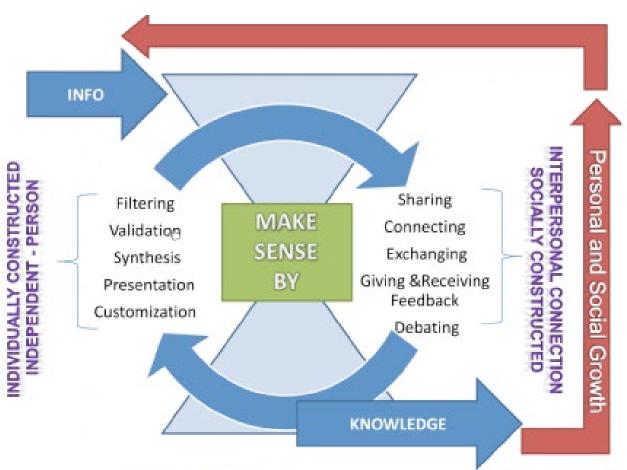
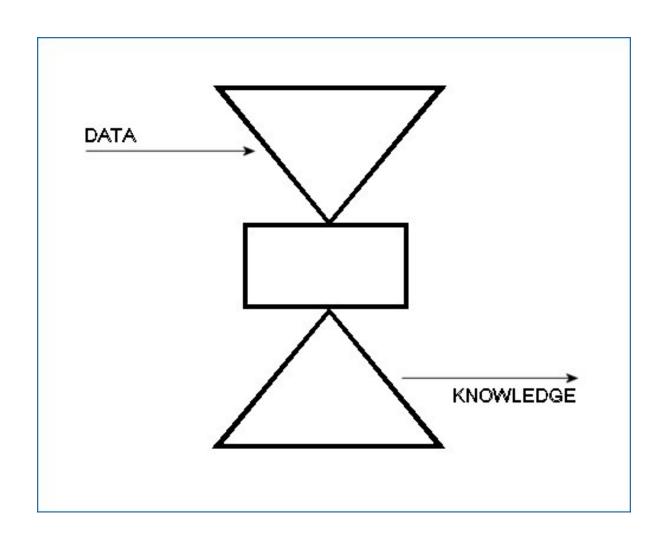
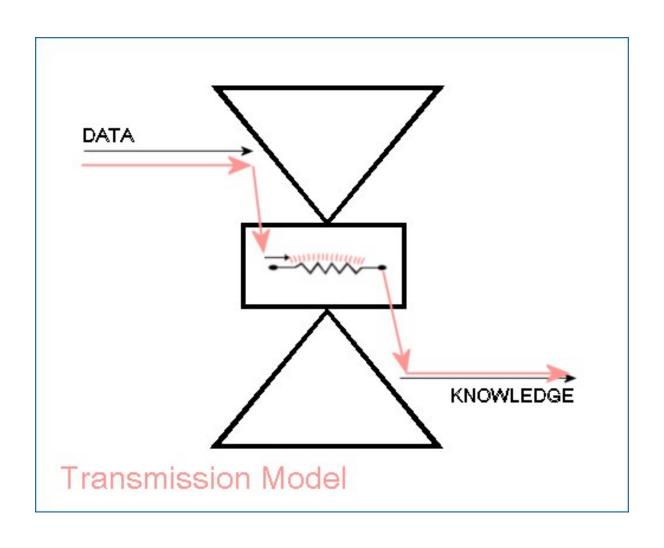


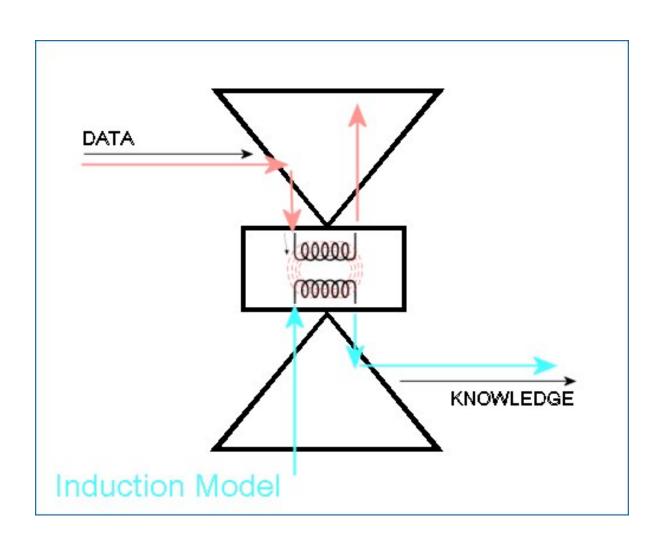
Image: http://stat.kompasiana.com/files/2010/07/knowledgetransfer.jpg

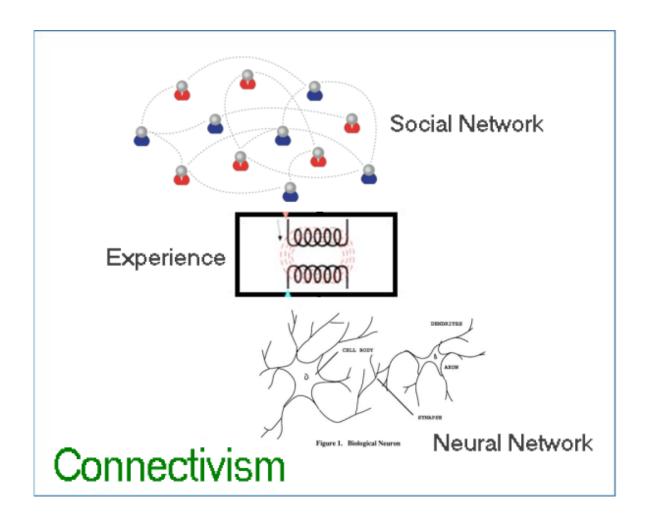


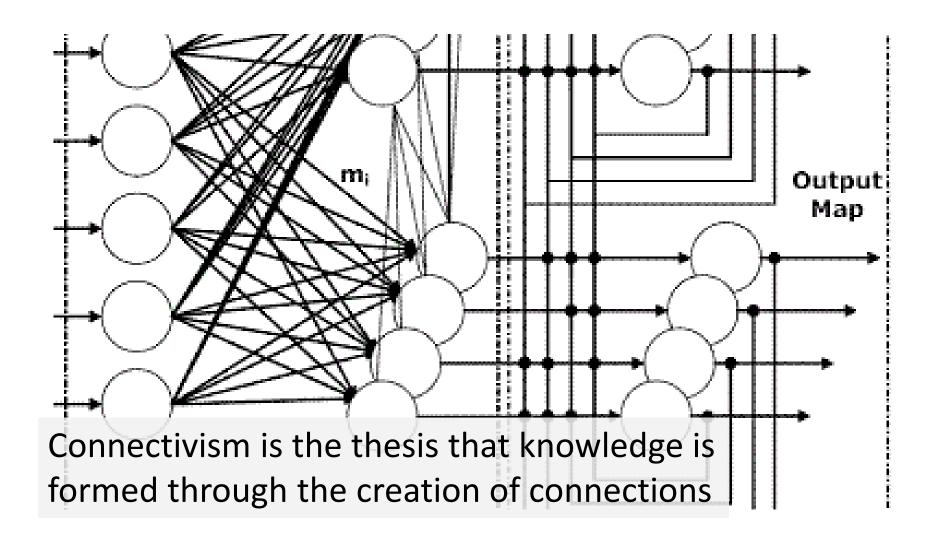
Silvia Andreoli http://saandreoli.wordpress.com - Inspired by Harold Jarche http://www.jarche.com/











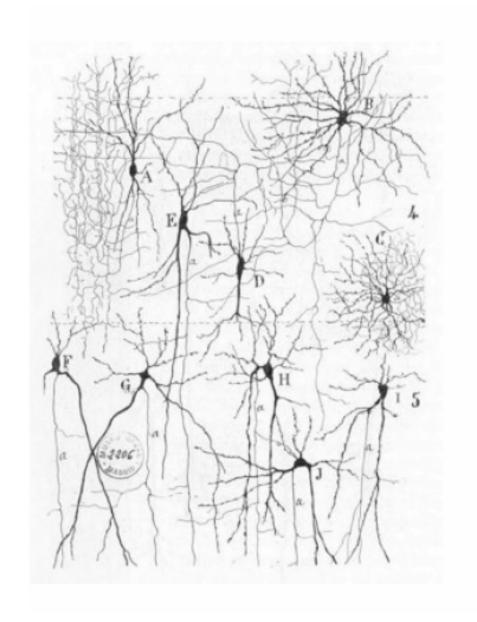
- There is no curriculum, no theory, no body of knowledge
 - (or, more accurately, the curriculum is the McGuffin)
- The product is not the knowledge, it is the *learner*
- It's not that there's nothing to learn, it's that it's complex and needs to be navigated...

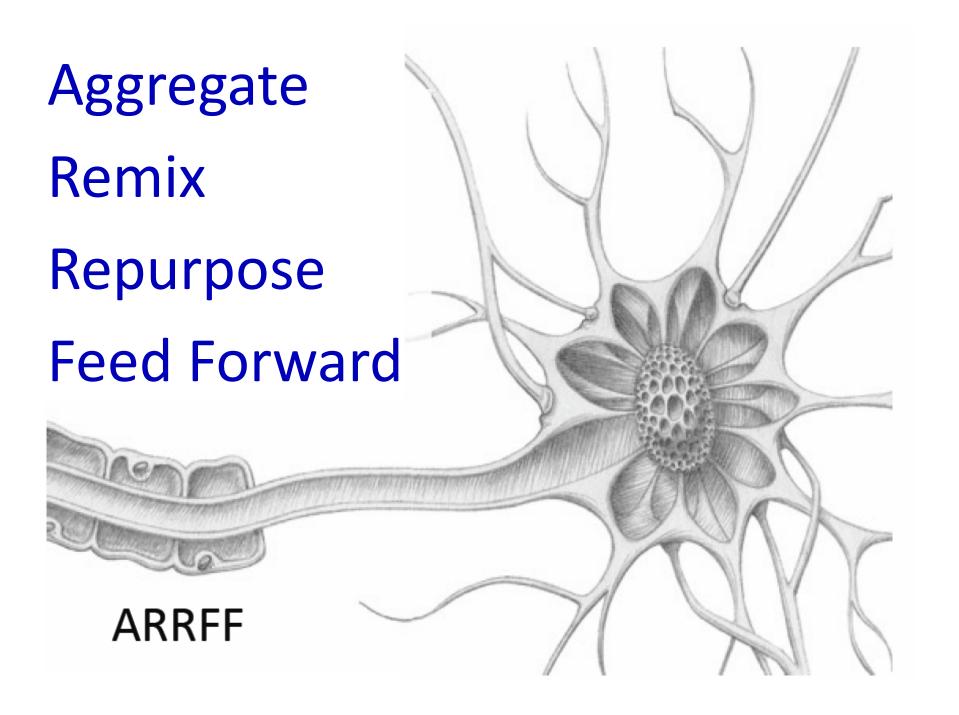




The connectivist method: Aggregate.... Remix... Repurpose.... Feed Forward

- Teachers are nodes, students are nodes
- Both teaching and learning consists of sending and receiving communications to other nodes





Learning as Immersion



Image: http://www.thehindu.com/education/article876093.ece

Learning as Immersion



Image: http://one.laptop.org/

Constructionism

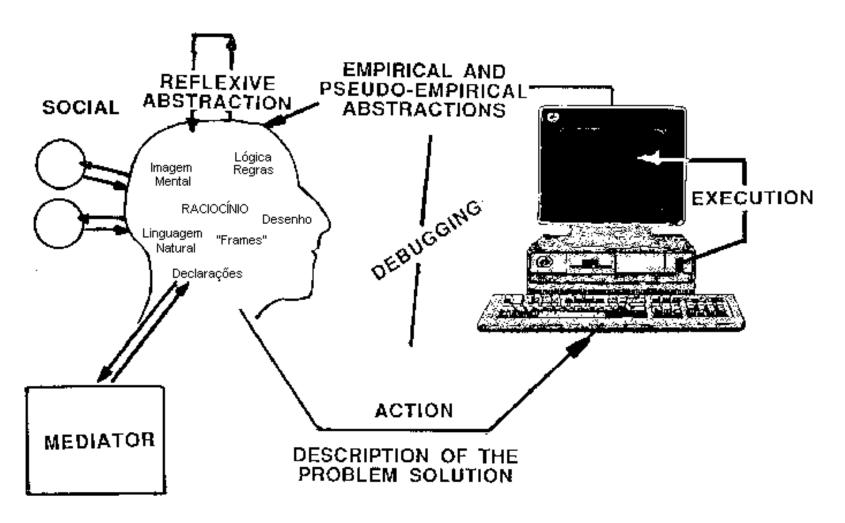


Image: http://eurologo.web.elte.hu/lectures/valente.htm

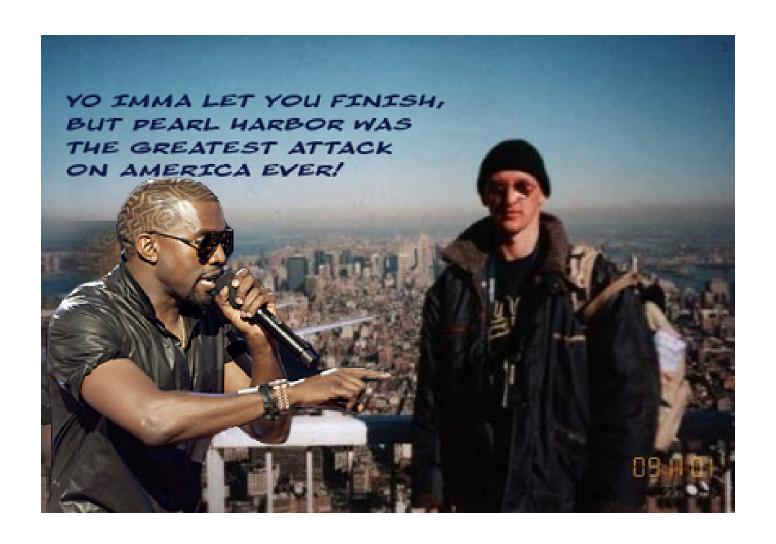
Speaking in LOLcats



Speaking in LOLcats



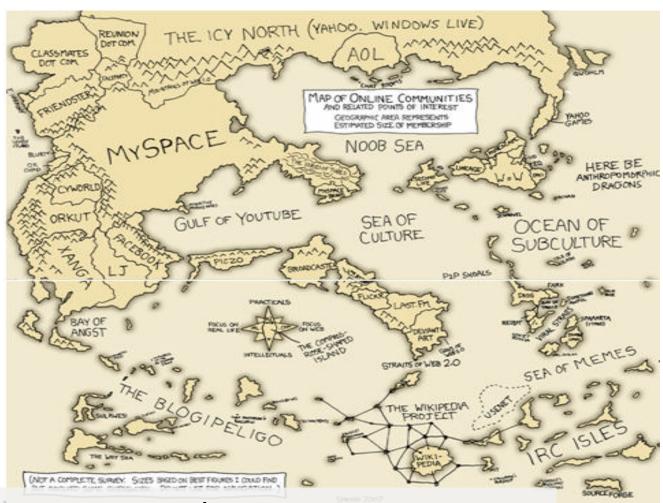
Speaking in LOLcats



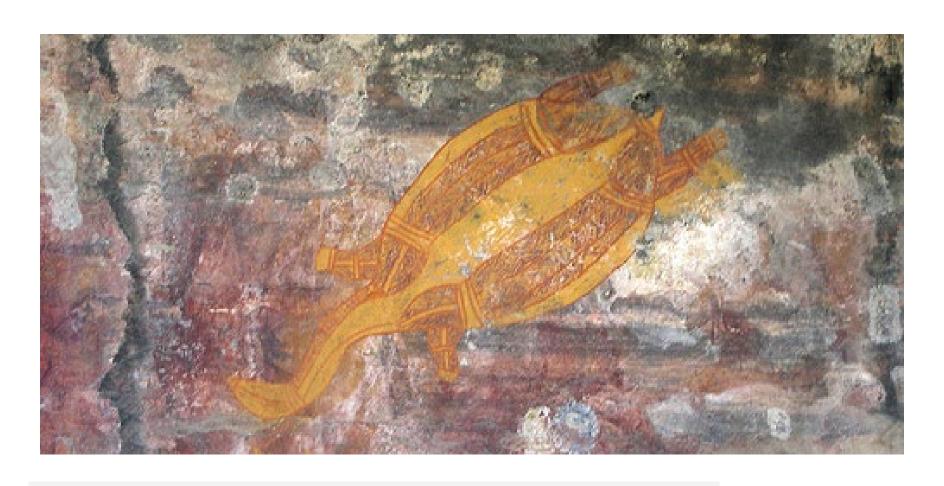


Body language...



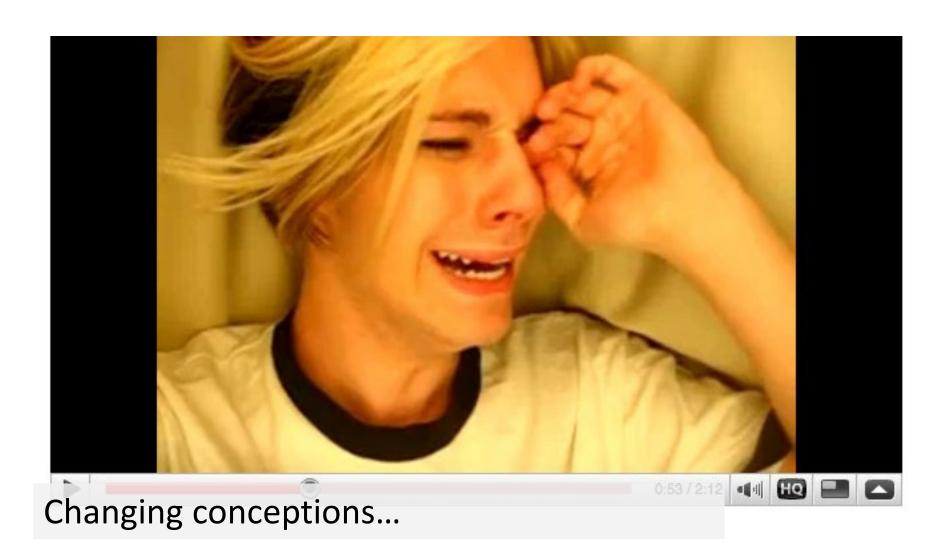


Maps, diagrams, graphics...



Cave paintings...

Old Media, New Media



Old Media, New Media

Conceptions Like:

- messages have a sender and a receiver
- words get meaning from what they represent
- truth is based on the real world
- events have a cause, and causes can be known
- science is based on forming and testing hypotheses

These, taken together, constitute, a static, linear, coherent picture of the world, the world as though it were a book or library

OERs as Language, not Content

- We have to stop treating online resources including educational materials - as though they were 'content'
- The people who actually use them have moved far beyond that
- These artifacts constitute a new language; they are (if you will) the words is a large, complex, post-linguistic vocabulary
- That's why they need to be open

Understanding New Media

Morris, Derrida and a little Lao Tzu

Syntax	Cognition	
Semantics	Context	
Pragmatics	Change	

We need this frame because if we aren't looking for these things, we just won't see them.

Syntax

Not just rules and grammar

Forms: archetypes? Platonic ideals?

Rules: grammar = logical syntax

Operations: procedures, motor skills

Patterns: regularities, substitutivity (eggcorns, tropes)

Similarities: Tversky - properties, etc

Semantics

theories of truth / meaning / purpose / goal [SemanTics]]

of a Structure

By Tom 7

carrot

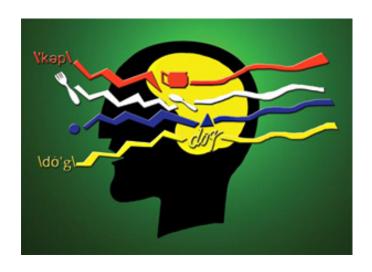
bowling pin

http://www.cs.cmu.edu/~tom7/csnotes/fall02/semantics.gif

- Sense and reference (connotation and denotation)
- Interpretation (Eg. In probability, Carnap logical space;
 Reichenbach frequency; Ramsey wagering / strength of belief)
- Forms of association: Hebbian, contiguity, back-prop, Boltzmann
- Decisions and decision theory: voting / consensus / emergence

Pragmatics

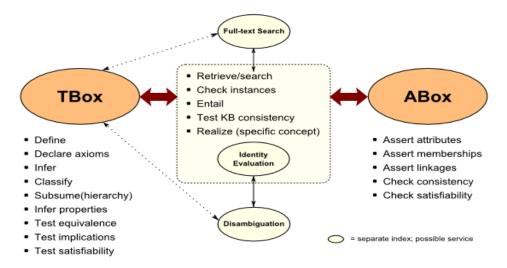
use, actions, impact



- Speech acts (J.L. Austin, Searle) assertives, directives, commissives, expressives, declarations (but also - harmful acts, harassment, etc)
- Interrogation (Heidegger) and presupposition
- Meaning (Wittgenstein meaning is use)

Cognition

reasoning, inference and explanation



http://www.mkbergman.com/category/description-logics/

- description X (definite description, allegory, metaphor)
- **definition** X is Y (ostensive, lexical, logical (necess. & suff conds), family resemblance but also, identity, personal identity, etc
- argument X therefore Y inductive, deductive, abductive (but also: modal, probability (Bayesian), deontic (obligations), doxastic (belief), etc.)
- explanation X because of Y (causal, statistical, chaotic/emergent)

Context

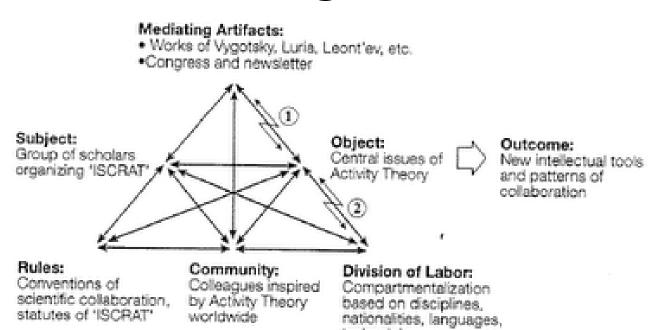
placement, environment



http://www.occasionbasedmarketing.com/what-it-is

- explanation (Hanson, van Fraassen, Heidegger)
- meaning (Quine); tense range of possibilities
- vocabulary (Derrida); ontologies, logical space
- Frames (Lakoff) and worldviews

Change



- relation and connection: I Ching, logical relation
- flow: Hegel historicity, directionality; McLuhan 4 things
- progression / logic -- games, for example: quiz&points, branchand-tree, database
- scheduling timetabling events; activity theory / LaaN

21st Century Skills Languages



http://spotlight.macfound.org/btr/entry/new media literacies/

The 'skills' described by Jenkins and others performance, simulation, appropriation, etc-are actually languages and should be understood in terms of these six dimensions

21st Century Language

Languages	Performance	Simulation	Appropriation
Elements			
Syntax			
Semantics			
Pragmatics			
Cognition			
Context			
Change			

Example: Performance - Syntax

Languages Performance (the ability to adopt alternative identities for the purpose of improvisation and discovery) (subcategories?) **Elements** Syntax: - Presentation acting, method acting - Forms - "Know your lines" etc - Rules http://filmtvcareers.about.com/od/gettingthejob/a/GJ Actor Tips.htm - Stanislavski's system (etc...) - Operations http://en.wikipedia.org/wiki/Stanislavski%27s system - Patterns - Ritual Performance (etc.) - Similarities http://www.let.rug.nl/koster/papers/JHP.Koster2.Edit.pdf - Comparing Tales (etc.) http://artsedge.kennedy-center.org/content/2343/

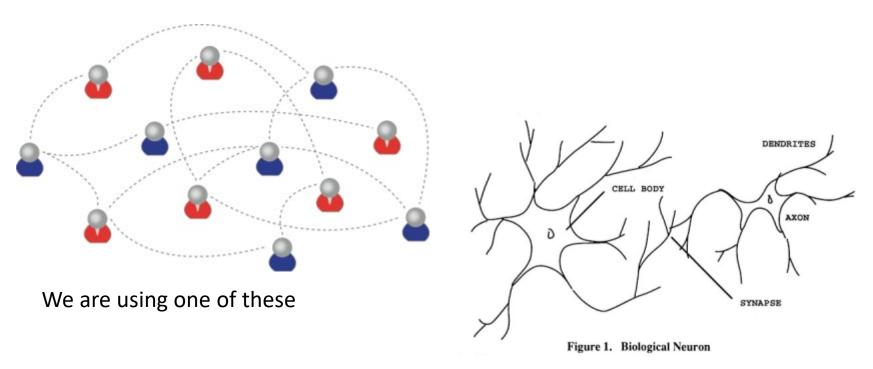
Assessment and Analytics

It makes no sense to rely on quizzes and tests



- Big Data, Web of Data, Semantic Web, RSS, Geo, FOAF...
- Mash-ups, APIs, the Cloud, Social Network

Personal Knowledge

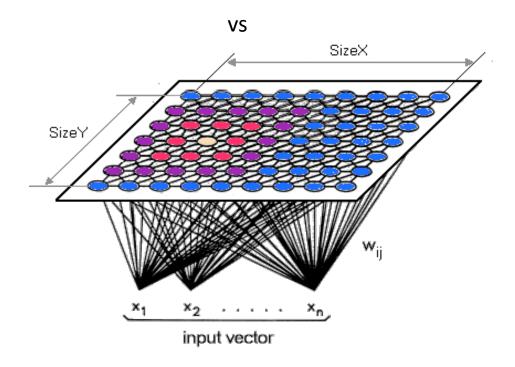


To create one of these

Personal knowledge consists of *neural* connections, not facts and data

Simple vs complex – text vs network

"Paris is the capital of France"

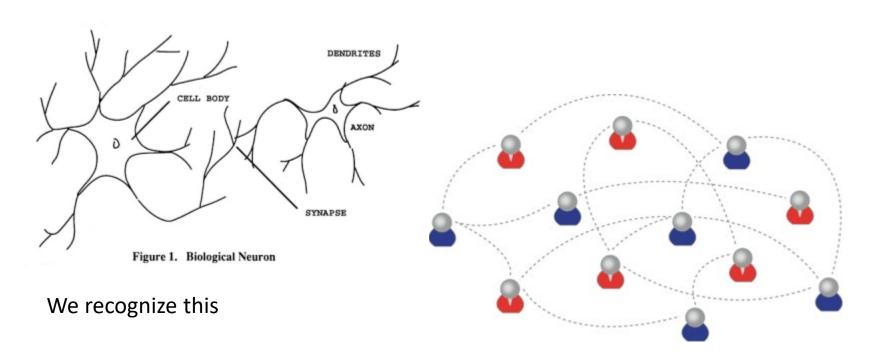


It is the difference between:

- 'Knowing' that 'Paris is the capital of France' or even some sort of 'knowing how' (these are external definitions of this knowledge) and
- What it feels like to have geographical knowledge; what it feels like to be a speaker of a language

Learning a discipline is a *total state* and not a collection of specific states

- Learning a discipline is a total state and not a collection of specific states
- It is obtained through immersion in an environment rather than acquisition of particular entities
- It is expressed functionally (can you perform 'as a geographer'?) rather than cognitively (can you state 'geography facts' or do 'geography tasks'?)



By perfomance in this

There are not specific bits of knowledge or competencies, but rather, personal capacities (more on this later)

Success Factors

 What sort of decentralized network will best support learning-as-growth?

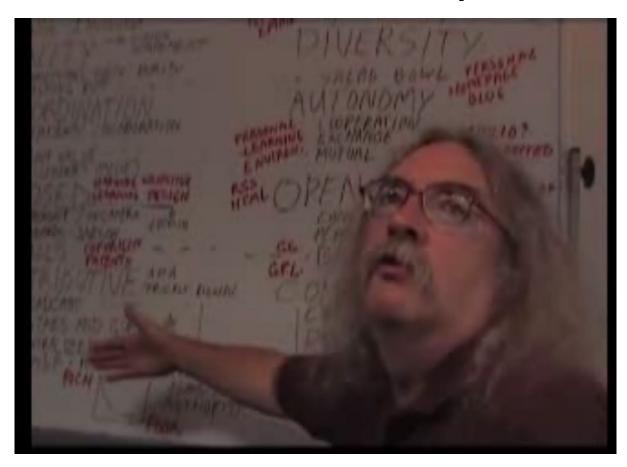


Network Democracy



Image: http://www.iiav.nl/ezines/web/WomenLearningPartnership/2007/No17/learningpartnership/programfocus-print=1.htm

Network Democracy



Diversity

 You need a mixture of materials – you cannot grow organically from carbon alone, or water

alone



Openness

- Closed systems become stagnant
- Raw materials are depleted
- The system becomes clogged with the 'creative product' of its members



Autonomy

- The simple cloning of entities does not allow for progress or development
- Each individual entity must manage its own grown in its own way



Interactivity

- A system cannot grow unless its parts interact
 - flowers need bees, cows need grain, beavers need trees
- Growth is created not by accumulation but by flow, by constant activation and interaction



http://www.youtube.com/watch?v=X0iI0pgTUx0

- http://www.downes.ca
- Free Learning

Stephen Downes