

Virtual Worlds on the Go

Stephen Downes

March 10, 2016

Social networking and learning communities



Gavriel Salomon - <http://garfield.library.upenn.edu/classics1988/A1988Q406800001.pdf>

Swan & Shea - http://www.rcet.org/research/publications/chapter_11.pdf

Image: <http://success.students.gsu.edu/first-year-programs/freshman-learning-communities/>

The need for deliberate practice



David V. Day

<https://www.researchgate.net/publication/229807474> The Difficulties of Learning
From Experience and the Need for Deliberate Practice

Image: <http://expertenough.com/1423/deliberate-practice>

From virtual to reality



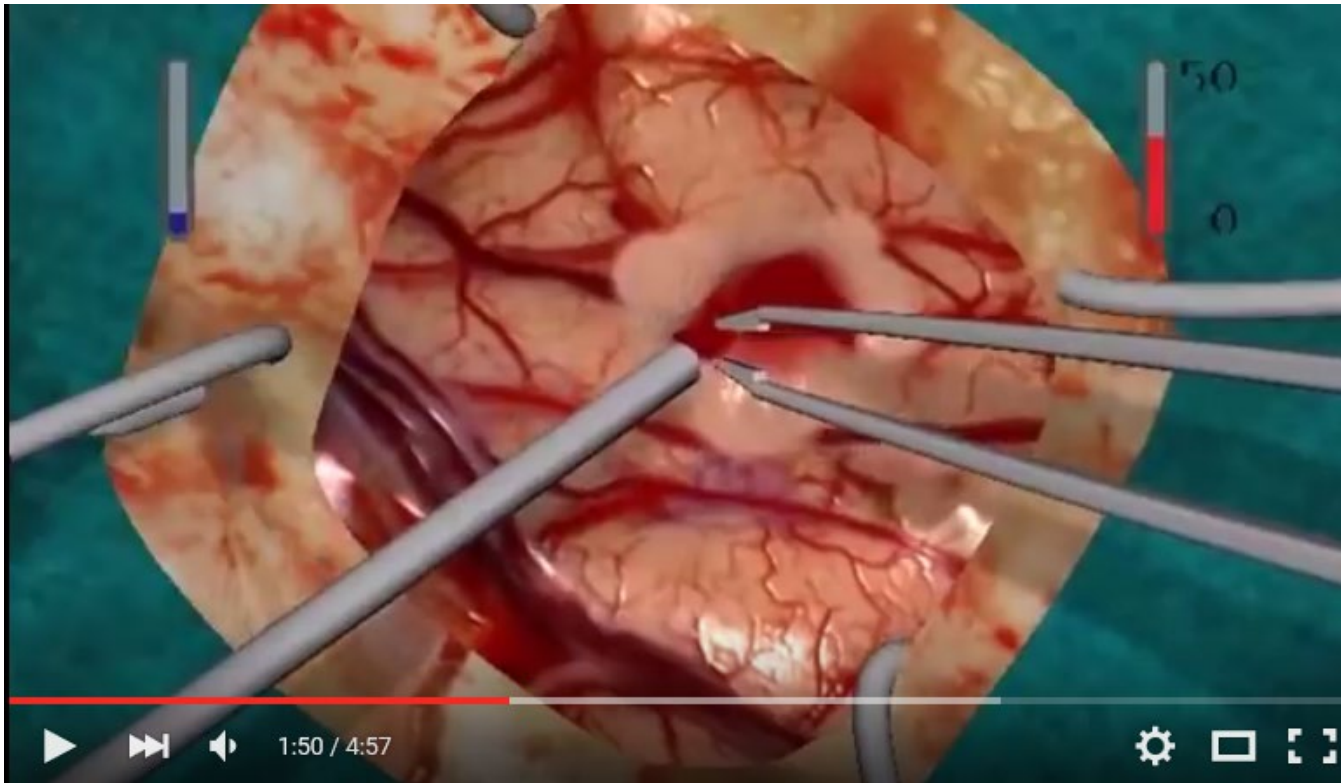
A Voyage on the Tribal Warrior

Built in the Torres Strait more than 100 years ago as a pearling lugger, it now promotes awareness of the Aboriginal community



<http://www.downes.ca/presentation/18>

Real world practice



Neurotouch - <https://www.youtube.com/watch?v=XFERkYapAAA>

Diana Oblinger - <https://net.educause.edu/ir/library/pdf/eli3009.pdf>

The move to mobile



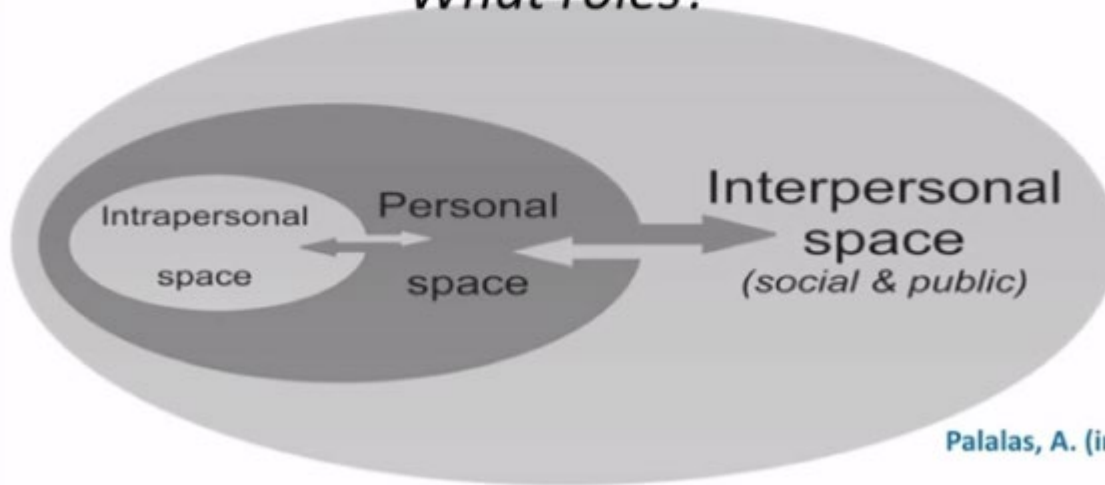
Bonnington, Wired - <http://www.wired.com/2015/02/smartphone-only-computer/>

World Bank: <http://blogs.worldbank.org/edutech/big-educational-laptop-and-tablet-projects-ten-countries>

A mobile learning ecosystem



*Who? With whom?
For whom? From whom?
What roles?*



7

ASTD: <https://www.td.org/Publications/Newsletters/Links/2015/12/The-Mobile-Learning-Ecosystem>

Image: <https://www.youtube.com/watch?v=KnOecJu4BjQ>

Pedagogical affordances

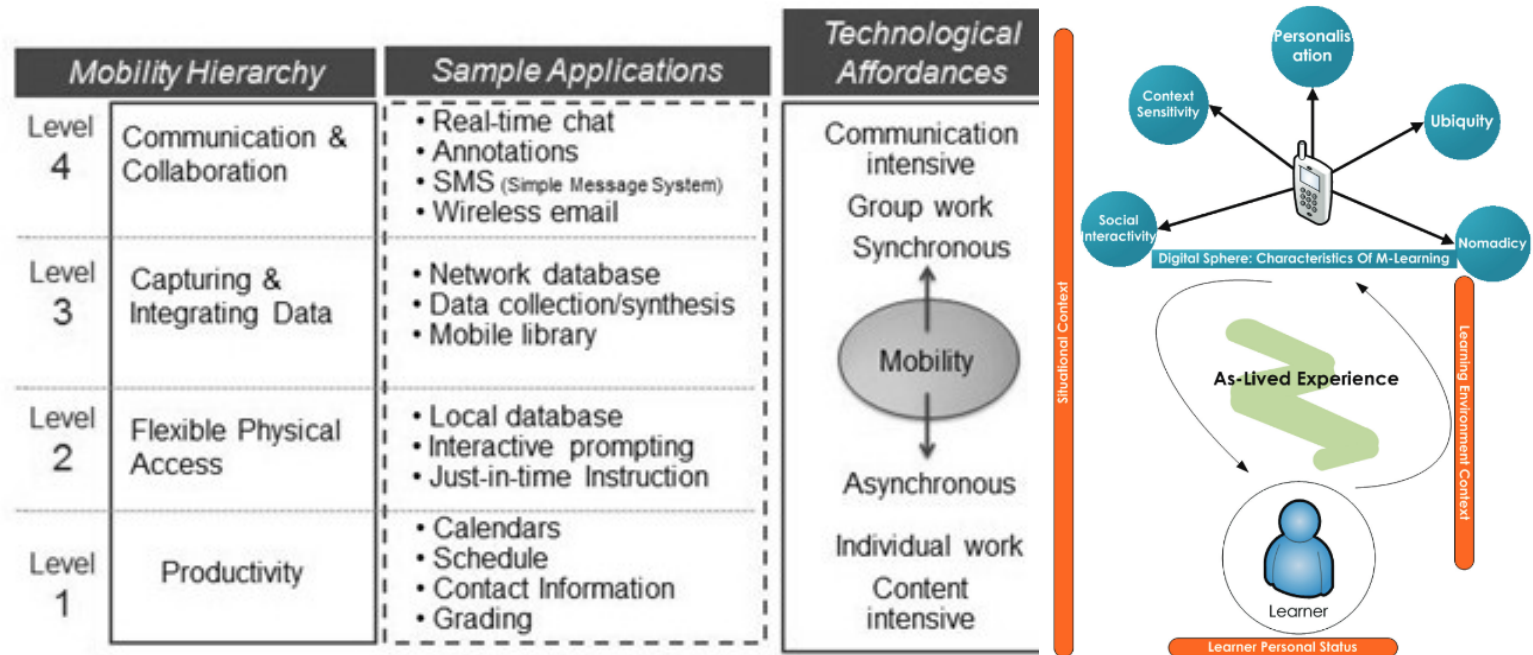
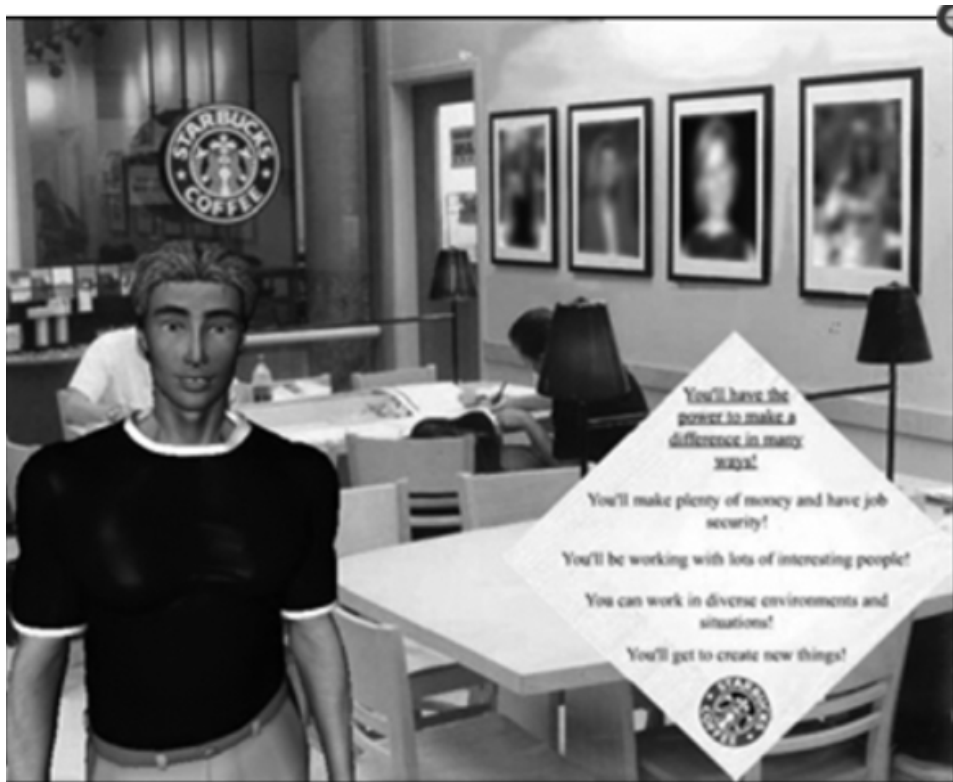


Figure 2. Mobility hierarchy, sample applications, and technological affordances. Note: Adopted from Gay, Rieger, and Bennington (2002).

Yeonjeong Park - <http://www.irrodl.org/index.php/irrodl/article/view/791/1699>

Stanton & Ophoff - <http://iisit.org/Vol10/IISITv10p501-523Stanton0091.pdf>

Mobile performance support... ... with virtual worlds?



ATD: <https://www.td.org/Publications/Newsletters/Learning-Circuits/Learning-Circuits-Archives/2008/12/E-Learning-2009>

NIH: <http://www.ncbi.nlm.nih.gov/pmc/articles/PMC2781889/>

Real world applications



Ambient performance -

http://www.ambientperformance.com/sectors_securityandsafety.html

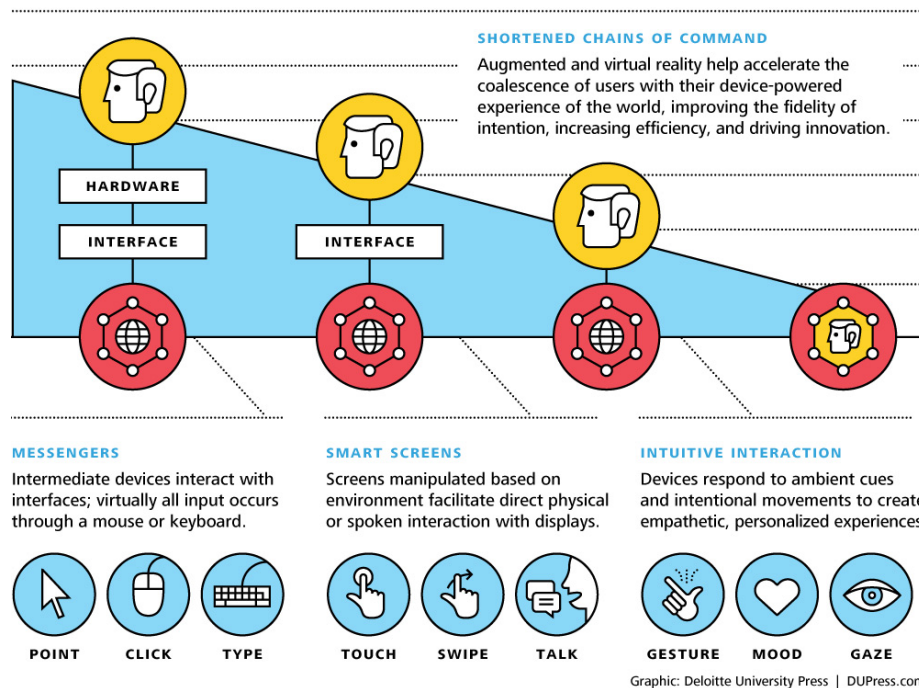
BrainLine - http://www.brainline.org/content/2008/07/analysis-assets-virtual-reality-applications-neuropsychology_pageall.html

3D Interactions - <http://www.hindawi.com/journals/ahci/2011/684202/>

Image: <http://www.cnn.com/2009/TECH/04/07/second.life.singer/>

A mobile virtual worlds performance support infrastructure?

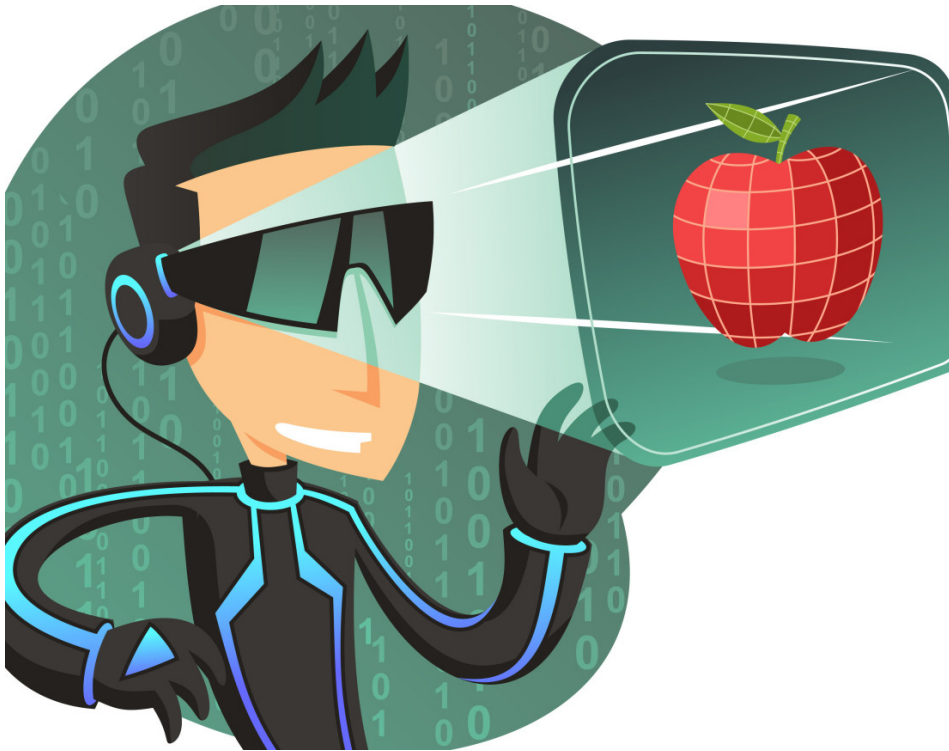
Figure 1. The evolution of interaction



Drones: <https://www.cbinsights.com/research-frontier-tech-report>

Image: <http://dupress.com/articles/augmented-and-virtual-reality/>

What will the educator's job be?

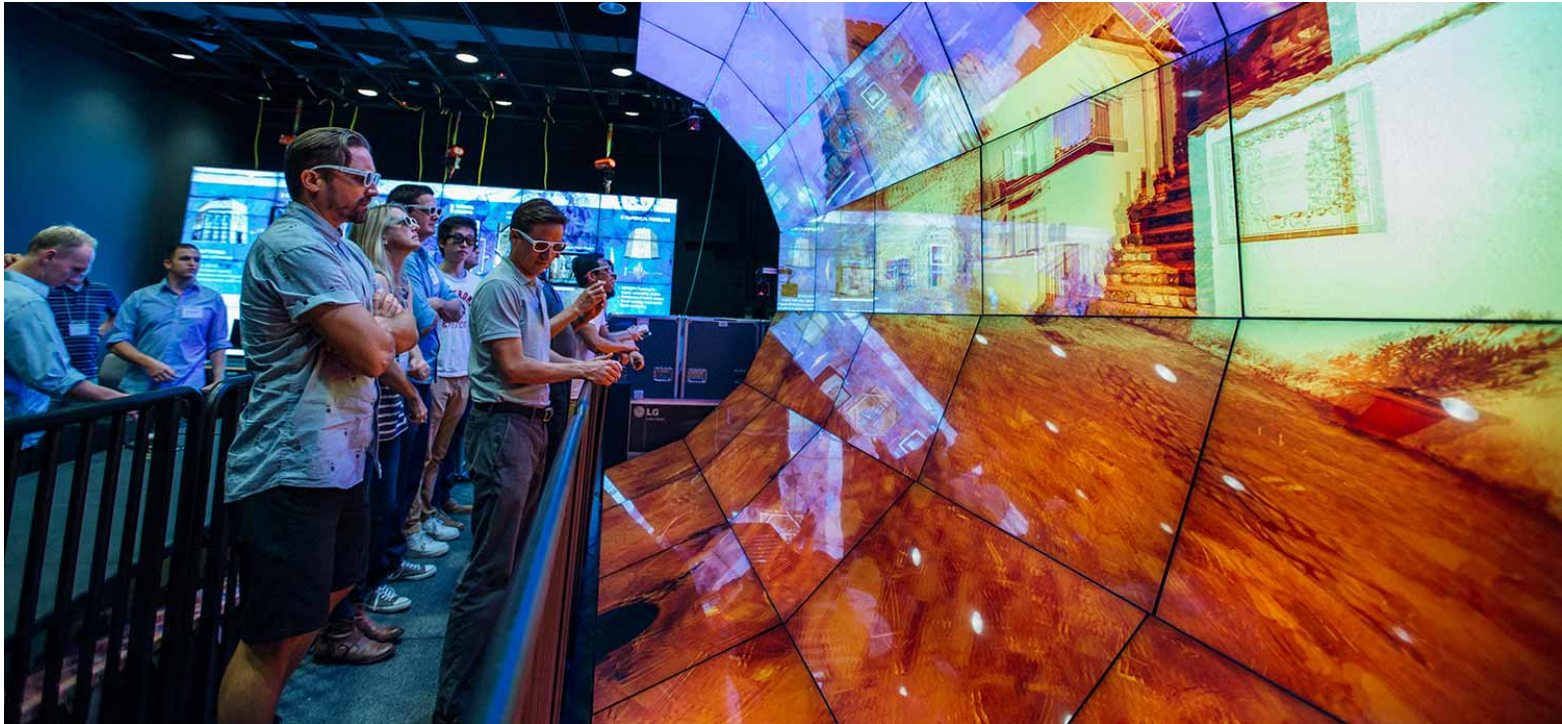


Maria Roussou -

<http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.7.102&rep=rep1&type=pdf>

Image: <http://techcrunch.com/2016/01/23/when-virtual-reality-meets-education/>

The new supportive learning agency



US Guide for High School Educators -

<http://www2.ed.gov/about/offices/list/ocr/transitionguide.html>

AGOCCG - <http://www.agocg.ac.uk/reports/virtual/vrtech/toc.htm>

Image:

http://ucsdnews.ucsd.edu/pressrelease/actual_reality beckons at conference_on_future_of_virtual_reality

Virtual worlds on the go



Living in an imaginary world -

<http://www.scientificamerican.com/article/living-in-an-imaginary-world/>

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<http://www.downes.ca>