Technology development programme

Peter van Rosmalen
Heerlen, 13 maart, 2007
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Learning Networks Programme

A Learning Network is a network of persons who create, share support and study learning resources (‘units of learning’) in a specific knowledge domain.

Objective:
Develop a coherent set of e-learning technologies to establish learning networks for lifelong learners.
Key issues

- Put the lifelong learner center stage
- Support for formal education, non-formal (further) education and training and informal learning
- Support learners with collaborative filtering techniques to navigate in the learning network
- Support learners to assess their existing competences and to map them to a position in a learning network
- Decrease the workload of teachers and learners
- Use and develop open standards and open source software
Themes LN - internal projects

1. Learning Networks Integrated

2. Learner Positioning in Learning Networks
   - Assessment model
   - Positioning

3. Make & Use Activity Nodes in Learning Networks
   - ASA (support)
   - SEP (social software)

4. Navigation in Learning Networks
   - ROMA (navigation)
   - ISIS (navigation)
European Projects

• E-LEN (Learning Design Patterns)
• aLFanet (Adaptive, standards-based elearning)
• UNFOLD (Standards dissemination & COP in particular IMS-LD)
• TELCERT (Application Profiles and conformance testing)
• COOPER (Project based learning)
• JISC (IMS LD)
• MACE (Architecture)
• PROLEARN (Network)
• TENCompetence (IP)
Standards

- CopperCore (IMS-LD open source player)
- Publications
TENCompetence
The TENCompetence Project Aim

- **Building The European Network for Lifelong Competence Development**
- To be used by any individual, school, team or organisation that has a need to (further) develop the competences (of their members) in a formal or informal way
- The system will integrate and develop open source software based on the principles of web services/SOA
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<th>TENCompetence Partners</th>
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<td><strong>Open Universiteit Nederland (Coordinator)</strong></td>
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<td>Software de Base, S.A.</td>
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<td>LogicaCMG</td>
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<td>Fundació Universitat Pompeu Fabra</td>
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<td>GIUNTI Interactive Labs s.r.l.</td>
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Important aspect
Core use cases

1. Want to improve a specific competence
2. Want to study for a new job (or 'competence profile')
3. Want to keep up-to-date in my current competence profile(s)

Supporting Use Cases:
- Want to explore the learning resources, courses, people, etc. in a new field
- Want to assess my competences for a certain job (competence profile)
- Want to reflect on my competences
The “Personal Competence Manager”

• Supports the development of competences by managing **personal action plans**
• The personal action plans includes **actions from multiple sources**: informal and formal learning activities, courses, study programmes, workshops, meetings, communities, working groups, ...
• Persons can **share the action plans** and underlying resources with others
• It **integrates various systems** for knowledge management, learning design, learner support, navigation support & positioning/assessment.
**7 Core Requirements:**
1. Support new pedagogical & organisational Models for Lifelong Competence Development
2. Support individuals to search the most suitable formal and informal learning activities
3. Stimulate pro-active sharing of resources
4. Support competence assessment
5. Provide various forms of user support services
6. Provide decentralized, self-organised management
7. Integrate isolated models & tools from four different areas (KM, Learning, CDP, CoP)

**Non-functional Requirements:**
1. Open Source Licenses
2. Use of Open Standards
3. Web services/SOA based
4. Extensible
5. Services can be replaced by commercial services

**Organised Pilots in Project Plan:**
1. Digital Cinema & ICT (first 18 month)
2. Health Care (after 18 month)
3. Nile Region (after 18 month)
4. Antwerp Lifelong Learning City (after 18 month)

**Additional Pilots:**
1. Small pilots by Partners
2. Pilots by Ass. Partners
3. Pilots by others
At any time