TEN Competence
Building The European Network for Lifelong Competence Development
Functionality for Learning Networks: Lessons Learned from Social Web Applications

Adriana J. Berlanga, Peter Sloep, Francis Brouns, Peter van Rosmalen, Marlies Bitter & Rob Koper

Educational Technology Expertise Centre (OTEC)
Open University of The Netherlands
Outline

- Introduction: LLL and Learning Networks
- Social web applications
- Functionalities
- Lessons learned: ePortfolio
- Conclusions
LLL & Learning Networks

• Lifelong Learning (LLL):
  – Learning as integral part of our life
  – Formal, non-formal and informal learning options
  – Essential to sustained economic growth

• Learning Networks:
  – Self-organized online communities designed to facilitate LLL
  – Participants acquire competences and share knowledge and resources
Learning Networks

Learning actions help students to acquire a competence:
- courses
- assessments
- learning resources
- workshops, etc..

Participants
- learners, institutions, trainers, teachers...

Learners
- self-directed learners, responsible for their own learning process
- can participate at the same time in formal & informal learning actions
- heterogeneous with respect to competences acquired/wanted
Learning Networks

• How to manage and organize Learning Networks?
  • Their success depend on the active participation of their members (Koper and Specht, 2007)

• Question…
  • In a technological infrastructure that supports Learning Networks, which functionalities are needed for fostering and encouraging learners’ interaction/participation?
  • What about communities outside the educational context?
# Social Web Applications

<table>
<thead>
<tr>
<th>Application</th>
<th>Management and sharing of</th>
<th>Users (million)</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>flickr™</td>
<td>Pictures</td>
<td>2(^{(1)})</td>
<td>“classroom displays” group</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>“photo_students” group</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Clinical Cases</td>
</tr>
<tr>
<td>del.icio.us</td>
<td>Bookmarks</td>
<td>2</td>
<td>EdTechTak network of educators</td>
</tr>
<tr>
<td>YouTube</td>
<td>Videos</td>
<td>72(^{(2)})</td>
<td>UOC channel</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Guitar lessons</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Math problems</td>
</tr>
</tbody>
</table>

\(^{(1)}\) 100 million photos  
\(^{(2)}\) 100 million videos viewed each day
Social Web Applications

• Identified functionalities
  – *Self-management*: administration and sharing people/resources
  – *Self-organization*: interaction/reaction to resources
  – *Self-regulation*: control people/resources/communities
# Functionalities

<table>
<thead>
<tr>
<th>Action = user create own … / browse members’</th>
<th>del.icio.us</th>
<th>Flickr</th>
<th>YouTube</th>
</tr>
</thead>
<tbody>
<tr>
<td>Profile</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Contacts</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Communities</td>
<td>❌</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Resources</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Tagging</td>
<td>✓</td>
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</tbody>
</table>
### Functionalities

**Self-organization**

<table>
<thead>
<tr>
<th>Action = interaction with members’ resources</th>
<th>del.icio.us</th>
<th>Flickr</th>
<th>YouTube</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comment</td>
<td>✗</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Recommend</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Copy</td>
<td>✓</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td>Subscribe</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Add as favourite</td>
<td>✗</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Rate</td>
<td>✗</td>
<td>✗</td>
<td>✓</td>
</tr>
<tr>
<td>Related resources</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Search</td>
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<td>Bookmarks</td>
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<tr>
<td>del.icio.us</td>
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<td>Photos</td>
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<td></td>
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<tr>
<td>Groups</td>
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<tr>
<td>People</td>
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<tr>
<td>Videos</td>
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**TEN Competence**

Building The European Network for Lifelong Competence Development
### Functionalities

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</tr>
</thead>
<tbody>
<tr>
<td>Resources as offensive</td>
<td>×</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Communities as offensive</td>
<td>×</td>
<td>×</td>
<td>✓</td>
</tr>
<tr>
<td>Private and public resources</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Private and public communities/groups</td>
<td>×</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>
Lessons Learned

• They share the “self”
  – Participants control their own information, resources, communities, contacts
• Focus is on the individual rather than on the community → “My Space”
• Lack of separation between private and shared assets → sharing
• Web as application/repository, information available from everywhere
Lessons Learned

• User Profile / ePortfolio
  – User-centred: user as creator/owner
  – Not only a participant’s historical or “own reflections texts”
    • Present one’s self
    • Foster interaction
    • Encourage participation
    • Develop trust
    • Promote visibility
    • ...
Lessons Learned

• User Profile / ePortfolio - Design
  – Available on the Web
  – Owned/controlled by the user
  – Allows to share
  – Integrate social web applications
  – Tools for the creation and maintenance might incorporate functionalities for
    • Self-management: e.g., tagging profiles
    • Self-organization: e.g., recommend profiles, comment profiles
    • Self-regulation: e.g., private/public profiles
Lessons Learned

• User Profile / ePortfolio
  – Open questions
    • Do participants should keep the same self-presentation? Or should different “role-plays” be allowed?
    • Which information should the profile include?
    • What is an appropriate level of privacy?
    • Which characteristics and tracked actions should the historical record include?
Conclusions

• Social web applications do provide clues for designing applications and tools from a user-centred perspective
  – Learning Networks
  – ePortfolio

• Future work
  – How the impact of the analyzed functionalities can be measured?
  – How can they be incorporated in the TENCompetence Personal Competence Manager?
Personal Competence Manager

- TENCompetence Personal Competence Manager (stand 8)
  - Infrastructure for supporting lifelong competence development through Learning Networks
- TENCompetence
  - 4-year EU-funded project
  - 15 partners from 9 countries
  - Staff of 150 people
dspace.ou.nl
www.tencompetence.org

PCM download: http://sourceforge.net/projects/tencompetence/
Associate partnerships: http://www.tencompetence.org/node/16

adriana.berlanga@ou.nl