Neue Technologien = Neue Lernkultur?

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Open University of the Netherlands - OTEC

• Started in 1984; national institute;
• Two missions:
  1. provide open distance education
     • 7 faculties, 24000 students
     • 24 study centres in Netherlands and Belgium
     • Develop education in multidisciplinary teams
     • Deliver education through a variety of technologies (print, cd-rom, telephone, internet, face to face contact sessions, practical rooms, etc.)

• 2. innovate education
• The Educational Technology Expertise Centre (OTEC) of the Open University of the Netherlands carries out R&D into Learning Technologies.
• The current technology development programme is investigating Self-Organized Learning Networks. (Ca. 80 Staff)
Young people are spending their time in a space which adults find difficult to supervise or understand ...

Their Space
Education for a digital generation

Hannah Green
Celia Hannon
Research Questions & Key Findings

- Hypothesis: Schools need to respond to the way young people are learning outside the classroom.

- “the use of digital technology has been completely normalised by this generation, and it is now fully integrated into their daily lives.”

- “contrary to society’s assumptions about safety, this generation is also capable of self-regulation when kept well informed about levels of risk.”

- “had their own hierarchy of digital activities when it came to assessing the potential for learning.”
Figure 2 The Many Forms Of Social Computing

<table>
<thead>
<tr>
<th>Social technology</th>
<th>Examples</th>
<th>Current usage</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Social networks</strong></td>
<td>LinkedIn facebook orkut friendster myspace Pluck Bloglines FeedBurner newsgator Pluck</td>
<td>• 6% of North American online consumers use social networking sites weekly, up from 4% in 2004.</td>
</tr>
<tr>
<td>Technology that allows users to leverage personal connections.</td>
<td></td>
<td>• 6% of North American online consumers use RSS weekly.</td>
</tr>
<tr>
<td><strong>RSS</strong></td>
<td></td>
<td>• 47% of marketers use or plan to use RSS feeds.</td>
</tr>
<tr>
<td>An XML standard that lets users collect and read content feeds.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Open source software</strong></td>
<td>The Apache Software Foundation OpenOffice.org Linux MySQL</td>
<td>• 56% of US firms use open source software; 19% plan to use it.</td>
</tr>
<tr>
<td>Publicly available software that can be copied or modified without payment.</td>
<td></td>
<td>• 39% of European firms use open source software; 29% plan to.</td>
</tr>
<tr>
<td><strong>Blogs</strong></td>
<td>Gawker TypePad Blogger WEBLOGS.COM msn Spaces xanga</td>
<td>• 10% of North American online consumers visit blogs weekly.</td>
</tr>
<tr>
<td>Online diaries of text, photos, or other media.</td>
<td></td>
<td>• 51% of marketers use or plan to use blogs in some way.</td>
</tr>
<tr>
<td><strong>Search engines</strong></td>
<td>Yahoo! msn Ask Jeeves Google Technorati</td>
<td>• 79% of US online consumers use a search engine weekly in 2005.</td>
</tr>
<tr>
<td>Services that find Web content based on user-specified criteria.</td>
<td></td>
<td>• 79% of marketers use or plan to use search marketing.</td>
</tr>
<tr>
<td><strong>User review portals</strong></td>
<td>tripadvisor reviewcentre Insider Pages cnet CNET.com GameRankings.com</td>
<td>• 12% of North American and 21% of European online consumers visit ratings sites.</td>
</tr>
<tr>
<td>Web portals that allow users to search for peer reviews on a product or service.</td>
<td></td>
<td>• 6% of North American and 5% of European online consumers use P2P networks.</td>
</tr>
<tr>
<td><strong>P2P file sharing</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sharing media files over a network</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Service Type</td>
<td>Description</td>
<td>Examples</td>
</tr>
<tr>
<td>--------------------------------------</td>
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<td>Services that find Web content</td>
<td>based on user-specified criteria.</td>
<td>search engine</td>
</tr>
<tr>
<td><strong>User review portals</strong></td>
<td>Web portals that allow users to search for peer reviews on a product or</td>
<td>Tripadvisor, ReviewCentre</td>
</tr>
<tr>
<td><strong>P2P file sharing</strong></td>
<td>Sharing media files over a network powered by users who act as both client</td>
<td>BitTorrent, Gnutella</td>
</tr>
<tr>
<td><strong>C2C eCommerce</strong></td>
<td>Buying and selling among consumers via the Net.</td>
<td>eBay, Craigslist</td>
</tr>
<tr>
<td><strong>Comparison shopping sites</strong></td>
<td>Sites that allow consumers to compare products or services.</td>
<td>PriceGrabber, Shopzilla</td>
</tr>
<tr>
<td><strong>Podcasts</strong></td>
<td>Online audio or video that users can download to a device.</td>
<td>Podcast Alley, Juice</td>
</tr>
<tr>
<td><strong>Wikis/Collaboration software</strong></td>
<td>Shared publishing software or site that allows users to edit content.</td>
<td>JotSpot, BaseCamp</td>
</tr>
<tr>
<td><strong>Tagging</strong></td>
<td>Metadata assigned to items like photos or Web pages to facilitate</td>
<td>Digg, Del.icio.us</td>
</tr>
</tbody>
</table>

Source: Forrester Research, Inc.
Personal and Informal Learning in Web2.0

Frappr!
- Notifications
- Social network map

flickr
- Notifications
- Personal photo collection

Personal Hosting
- ePortfolio
- Personal hosting is where the OLE owner manages public access to things like their ePortfolio, etc.

knowledge[net]
- Notifications
- Group
- Forum
- Chat
- Course content
- ePortfolio

moodle
- Notifications
- Group
- Forum
- Chat
- Course content
- ePortfolio

Learner-centred online learning environment

Websites with RSS feed
- Alert/RSS feed
Personal Blogging and Reflection

Personal Learning Landscape

Friendster

Social Networking (FOAF)

LIVEJOURNAL

LDAP authentication

CMS

Other Elgg accounts

Egg users can also search through all other Egg users repositories

Personal file repository

Search

Behance

delicious

Technorati

43 Things

All data in Elgg is an object wrapped in searchable metadata

Elgg personal learning landscape

Weblogging

Individual and groups

(Syndication - rss)

WordPress

Simple Query Interface SQL PHP Binding Layer

Communities

built on shared interests each community is an instance of Elgg

GLOBE

Global Learning Objects Brokered Exchange

1) Data will be available that shows which items communities and groups access within the GLOBE repository

Note: learners can completely customise their learning landscape through the templating system

2) This will be important as it will provide a good indicator of the most popular information

3) Which in turn will allow people to search and access data that is relevant to them!

Note: powerful permissions allow the learner to have complete control over who has access to what in their landscape

Note: a system like this would enable learners not just be the consumers of information but also contributors
Personal Learning Environment

Your identity: contact info, interests, values, reputation

Your network: contacts, collaborators, teams, teachers, mentors, colleagues, organizations, authors, friends, family, information, sources

past
What You've Done
- e-portfolios, portfolios, resumes/CV, storage, annotated bookmarks, blog, artifacts (photos, media, descriptions)

What You've Learned
- credentials, PLA, student administration data, statements and demonstrations of learning, LMS data, blog

What You're Doing
- LMS, blogs, contact lists, memberships, project progress, job titles/tasks, activity feeds

What You're Learning
- online communities, LMS, blogs, booklist, subscriptions, who you're learning with

What You Want to Do
- 43Things, future pursuits, career plans, desired credentials, possible lifestyles, skill development

What You Want to Learn
- 43Things, IEP, PDP, learning goals, desired credentials, skill development

Self-Directed Learning Tools
- ELGG, e-portfolios, aggregators, blogs, wikis, e-mail/IM, feed sлиц, bookmark/photo sharing, online communities, project management, to-do lists, authoring software

Collecting
- Aggregating, combining, storing (web/local), organizing, filtering and prioritizing artifacts/contacts/information

Reflecting
- Reviewing, connecting concepts, remembering, synthesizing, journaling/blogging, private/public/group-permissions

Connecting
- People and information: group-forming, shared goals/concepts/visions/interests/values/tags/information

Publishing
- Select, modify, combine, attribute, target and publish. e-portfolio, blog, CMS, authoring software, print, burn, send

Jeremy Hiebert 2006
Higher Education and Vocational Training

MACE — METADATA FOR ARCHITECTURAL CONTENTS IN EUROPE

MACE, an European Initiative is aimed at improving architectural education, by integrating and connecting vast amounts of content from diverse repositories, including past European projects existing architectural design communities.

MACE with the creation of innovative e-learning tools will provide the community with services such as finding, acquiring, using and discussing contents that were previously had limited accessibility to small groups.

The project is built around several successful projects, such as DYNAMO, INCOM, WINDS, ARIADNE. In addition, the project is aimed at identifying and adding alternative repositories in Europe.

The consortium includes three content partners, who have access to a large number of content providers, including architects and universities dealing with architecture and design.

The project, reaching a substantial mass of digital content will significantly impact the EU scenario concerning architecture and cultural heritage, and will certainly become a

Mykela

Higher Education and Vocational Training

Open Universiteit Nederland
The Lifelong Learner

About TENCompetence
TENCompetence is funded by the European Commission through the IST Programme. It is developing and using infrastructure to support individuals, groups and organisations in lifelong competence development. Find out more about TENCompetence and participate in our public forums.

News
Winterschool 2008 - Call for Participation
TENCompetence Winter School 2008
APPLICATION DEADLINE: November 30th, 2007
Innsbruck, Austria February 18th - 22nd, 2008
http://www.tencompetence.org/node/141

OBJECTIVES: The TENCompetence Winter School is considered as an intense training and collaboration on the core topics related to the TENCompetence project (http://www.tencompetence.org), building the European Network for lifelong competence development.
> read more
Submitted bydma on 18 October, 2007 - 11:49.

Project Outcomes
The following links will take you directly to DSpace, the project repository, from where you can access a range of official and non-official project outcomes.
- Publications
- Presentations
- Specifications
- Software and Documentation
- Reports (deliverables and milestones)

Briefings
- TENCompetence Frequently Asked Questions (15 Mar)
- The TENCompetence Personal Competence Manager (11 Oct)

PCM forums
The PCM forums provide a place to discuss the use of the PCM. Click here to access them.

Downloads
Click here for the latest TENCompetence releases and the PCM site.

Building the European Network for Lifelong Competence Development...in Bulgaria.
The central need addressed by TENCompetence is to provide ubiquitous and lifelong adapted access to facilities that support the creation, storage, use and exchange of formal and informal knowledge and learning resources.
> read more

Lifelong learning networks - e-Portfolio 2007

OpenUniversiteitNederland
Myths and Motivation
Digital Natives and Informal Learning

- DEMOS: ranking learning activities for importance only 50% of parents rated classroom lectures first choice
  - Classroom Learning 50%
  - Social Activities 20%
  - Browsing the Internet, Gaming 4%
- Building General Knowledge
  - 65 % with use of new technology
Myth 1: The internet it too dangerous for children

MSN is good because you can’t have random strangers talking to you, you only talk to people you know. One time someone I didn’t know added me to their list but as soon as I realised I just blocked them.

Girl, aged 15

My dad won’t let me go on MSN because he thinks it’s a chatroom.

Boy, aged 12
Myth 3: There is an epidemic of plagiarism in schools.

Cutting and pasting isn’t cheating if you’ve read and understood it; that’s just getting inspiration.

Boy, aged 10
Myth 7: All gaming is good

If you play them all the time some games are only good for mashing your brain.

Boy, aged 8
Personal Media, Identity, virtuelle Identity

How many times have I told you! You was not downloaded, you was born...
Enable Identity

- Welcome
  - Pay attention to people
  - Flickr, MySpace
- Anonymity can be a death sentence
  - Lack of accountability & reputation
- Personal Branding
  - Nickname
  - About/URL
  - Images
- Accomplishments
  - Stuff I’ve Done
  - Rewards
- Social Incentive
  - “You’ve got mail!”

Luke Wroblewski, Yahoo Inc.
Virtual characters, ebay trading, social studies about gaming, 9 mil population, turnover
Personal Media, Transparency und Karma

where am I ...

I AM AT... Show recent Hotel Gollner GRAZ, Austria

STATS

My karma is at ★★
I'm ranked 1379 on the Hot List
I discovered 11 Plazes
I visited 13 cities
I visited 5 countries
That's about 2% of the world
My average travel speed is 75 km/day
Awareness.
Presence,
"Geteiltes, mein Beitrag und der Rest der Welt"
What do you want to do with your life?

Be on Broadway  Improve my posture  Finish reading all the books I own before reading new ones  Learn Ruby  Visit Ireland  sowacs wants to sail the world  do art  pick up a Minnesota accent  stay calm  Learn AJAX style programming  be satisfied with myself  Take a cruise  Be a better friend  Save money  spend less time on the internet  finish school  be more healthy  learn how to massage moogienoogie wants to exercise daily  Watch the first season of Sleeper Cell  Buy a better digital camera and use it  Watch 20 episodes of "Lost"  learn bass guitar  start a revolution  read people's minds MadamKelly wants to List 100 things I love about my husband.  be happy  see a tiger in the wild  have my fortune told  support make trade fair  finish university  create a game  go to France  work in a library  steal a car  write a screenplay  finish my masters  watch friends episodes get into nyu  love  stop wasting so much time on the internet aroasaki wants to Go down a pants size  party more  travel to every continent  go to tokyo firebomber wants to meditate daily  do the JET program  Learn Turkish  See Bowling for Soup in concert  music  put a video on YouTube  write in my journal  learn all the lyrics and dance moves to high school musical  find inner peace  be a better mom  take care of my stuff  know someone who motivates me  identify Today's Tags

- fun 8808
- travel 7744
- life 7603
- health 6929
- love 6081
- personal 4914
- music 4698
- family 4129
- art 3500
- exercise 3055
- work 2995
1,078 people want to do this...

save the world

People doing this:

- verbaiche
  4 entries

- mray
  San Diego
  3 entries

- Carowe42
  Boston
  3 entries

- mitwhite
  3 entries

- Guto
  Belo Horizonte
  2 entries

- Maximilian The Great
  Concordia
  2 entries

- natou
  Ottawa
  2 entries

- agathahd
  Vitória
  1 entry

- vitorino
  Porto
  1 entry

- GayMindy

- kolisha
  1 entry
  WORTH DOING!

- aramharijan
  1 entry
  WORTH DOING!

- PottieChang
  1 entry

→ See all 1077 people

People doing this are also doing these things:

- activism activist community environment fun justice peace poverty save the world world

Popular Tags:

Sponsored Links

Go Green with Greenona

www.greenona.com Greenona shows you Green Search One stop search for Green results

Worth Doing

17 out of 25 people (68%) think this is worth doing.

People who’ve done this:
How to Check Brake Fluid

Introduction
Check the brake fluid when you check all the other fluids. It's easy to do and only takes a minute.

Instructions
Difficulty: Easy

Steps
1. Step One
Find the brake master cylinder. This is usually located under the hood on the driver's side of the car, toward the back of the engine compartment. Imagine where the steering column enters the engine compartment. The brake fluid is usually found just behind that area.
Die Ware
Aufmerksamkeit
und die
Währung Respekt

Yes, you.
You control the Information Age.
Welcome to your world.

OpenUniversiteitNederland
FOAF Netzwerke, und Vertrauen in Information
Consequences Demos Study

- **Government:**
  - Control the Creative Portfolio, Consequences of investment in hardware for the families, User as Designers, Homework and Coursework for the 21st Century!

- **School Leaders**
  - Reverse IT Lessons, Peer-to-Peer technology for Tuiton, Class WIKIs, Personal Blogs
Thank You.

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http://marcuspecht.de