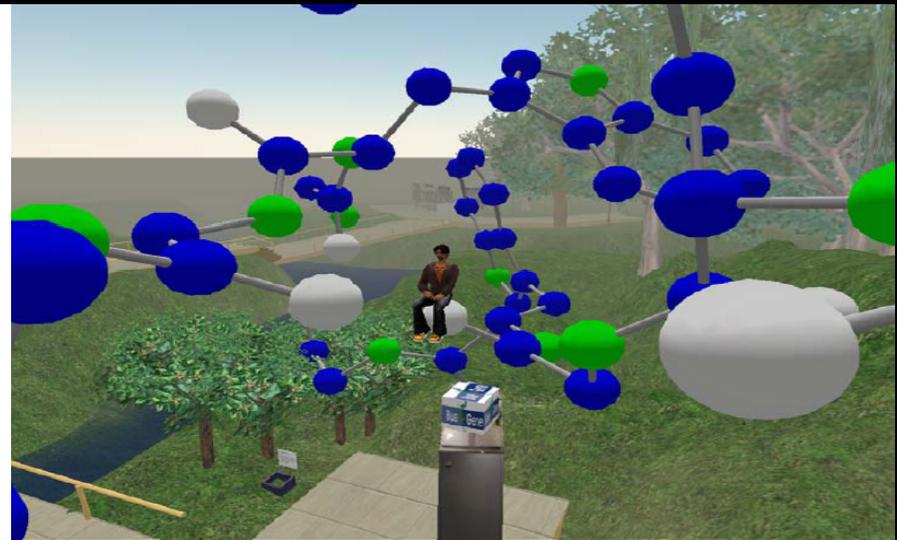


NetWORKed Learning

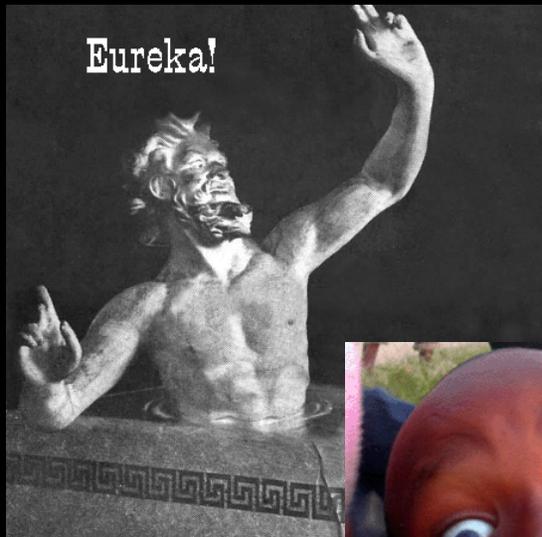
Redefining Learning in a World Gone Web



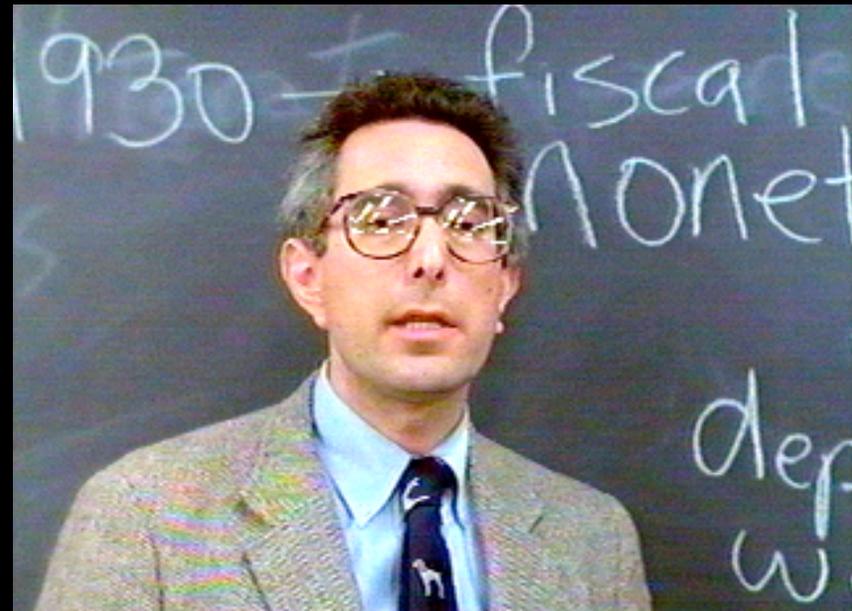
Dr. Tony O'Driscoll
Fuqua School of Business, Duke University

Educator Perspective

My Vision



My Reality



Webvolution

Connect
"TO"

Connect
"THROUGH"

Connect
"WITHIN"

Web 1.0

Web 2.0

3Di

Value
Proposition

Access

Find

Share

Participate

Collaborate

Co-Create

Poster
Children

Google



myspace.com
a place for friends



SECOND
LIFE

Netscape

ebay

You Tube



amazon.com

On My Mind

social Networking free
:learning
Virtual Worlds
Functional Design
Microtechnology
innovation
recruiting
second
learning gam
Learning Awar
closed computing
Microtechnology



Learning=Net**WORK**ing



Getting things done requires good connections, both the human kind and the Internet kind.

Schooling has confused us into thinking that learning was equivalent to pouring content into people's heads.

It's more practical to think of learning as optimizing our networks.

New Value Chain

Information = Currency



People = Transport



Insight = Outcome



Conversation = Transfer

Immernet?

Welcome to the IMMernet

Tron Movie Trailer

3Di = Connecting WITHIN

Kin or Twins?

VSW



Unbounded Space
Social Interaction
Communities
User Created Content
Business Opportunity

Avatar-Mediated
Persistent World

Reputation

Immersive

Interactive

Real-Time Communication

Virtual Economy

Assets

MMORPG



Bound by a Narrative

Defined Roles

NPCs

Rules

Tokens

Ranks and Levels

Routinization

Gutenberg



1450 – Invented

1500 – German Bible

1520 – Literature

Watt



1785 – Invented

1807 – Steam Boat

1829 – Locomotive

Lumiere



1895 – Invented

1903 – Great Train Robbery

Paving Cow Paths



John Loudon McAdam
(1756-1836)



137 Miles
Hours

Differentiation



The Sense of **Self**

The Death of **Distance**

The Power of **Presence**

The Sense of **Space**

The Capability to **Co-Create**

The Pervasiveness of **Practice**

The Enrichment of **Experience**

History Lesson



Mind the **TRAP!**

1600



1940



1990



2009



Now that we are moving from factory work to anytime, anyplace work, we need an **anytime anyplace educational parallel.**

Engagement

$$I * I = E$$

Interactivity * **Immersion** = **ENGAGEMENT**

Education 2.0

Education is going through a large-scale transformation toward **a more participatory form of learning.**

Rather than treat pedagogy as the transfer of knowledge from teachers who are experts to students who are receptacles, educators should consider more hands-on and informal types of learning.



John Seely-Brown

These methods are closer to an apprenticeship, a farther-reaching, more multilayered approach than traditional formal education.

We are learning in and through our interactions with others while doing real things. I'm not saying that knowledge is socially constructed, but **our understanding of that knowledge is socially constructed.**

It is in participation with others that we come into "being" and internalize our own understandings of the world.

FREEDOM!



Flow

Repetition

Experimentation

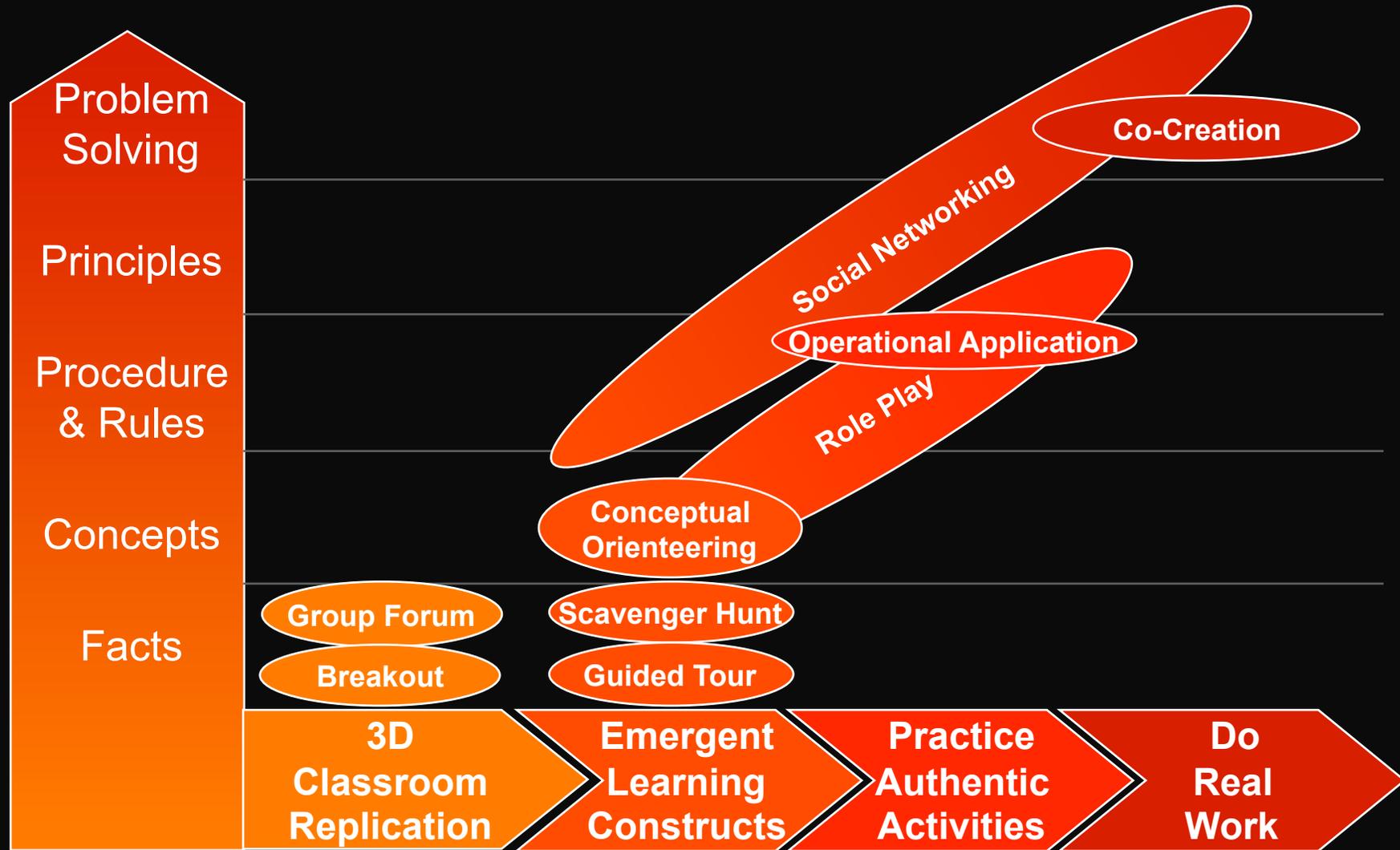
Engagement

Doing

Observing

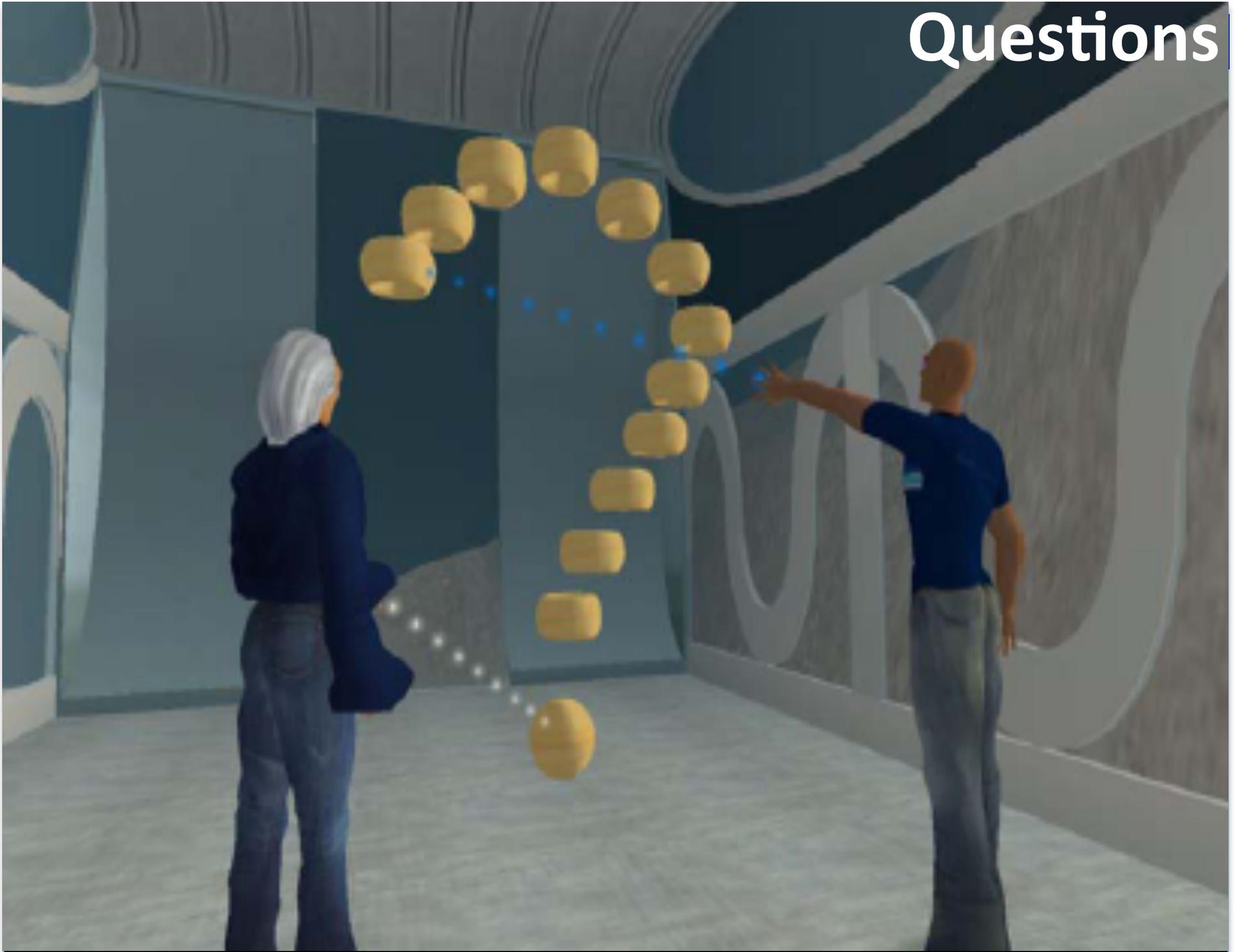
Motivation

3DLA Model



Source: Kapp and O'Driscoll

Questions



Connect



The screenshot shows a web browser window with the address bar displaying <http://wadratripp.wordpress.com/>. The page content includes a main heading "Learning Matters!" in red, a photograph of a man with glasses and a beard, and a 3D avatar of the same man. Below the photo is a post dated "April 19, 2007" with the title "Virginia Tech Tragedy: Web 2.0 to the Rescue!". The post content features a large image of the Virginia Tech logo, which consists of the text "Virginia Tech." above a stylized "VT" monogram, all within a maroon square with an orange border. To the right of the post is a search box with a "Search" button and a calendar for April 2007. The calendar shows the days of the week (M T W T F S S) and the dates 1 through 30, with the 19th highlighted. Below the calendar are links for "Pages" and "Mar".

<http://wadratripp.wordpress.com>