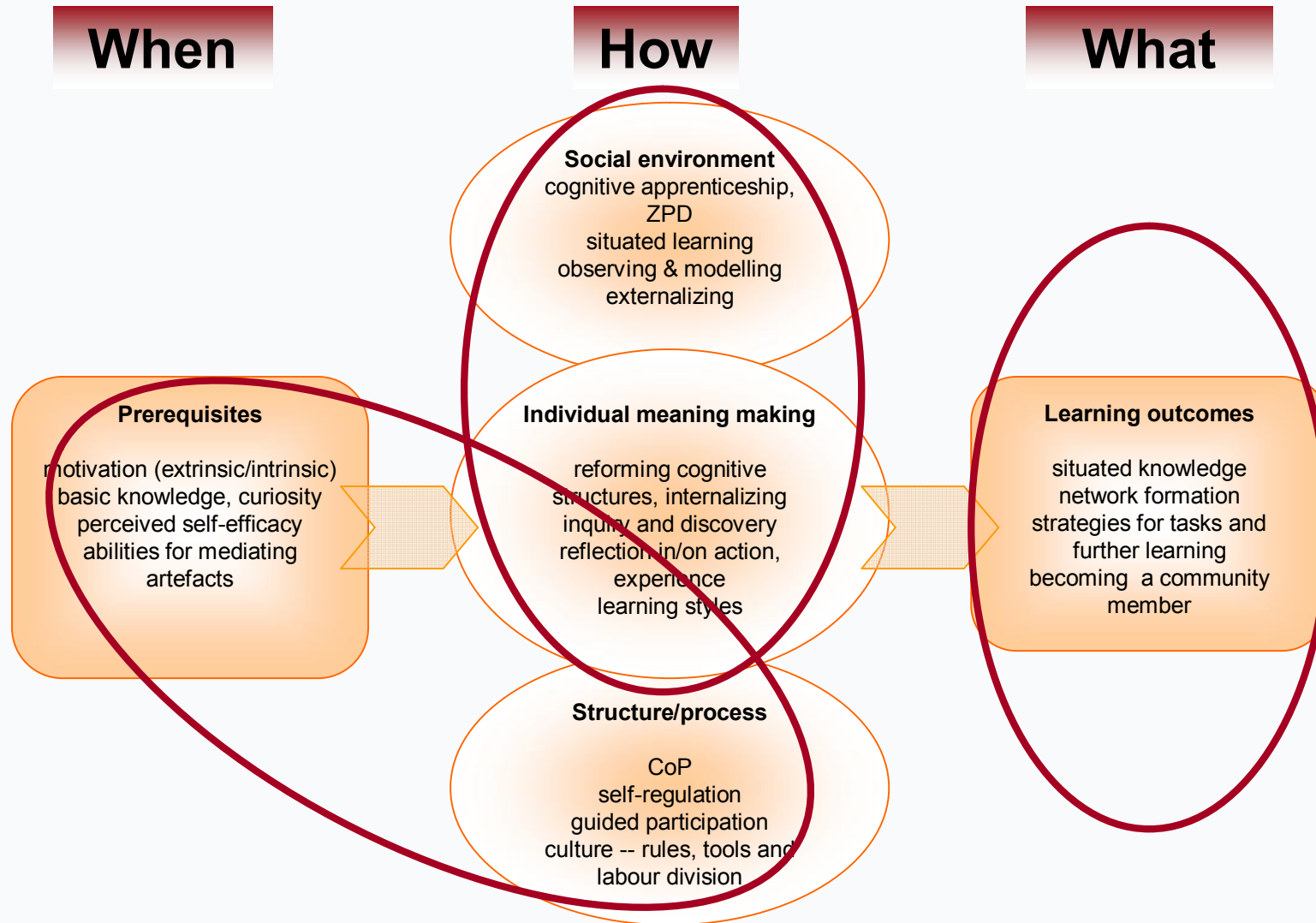


Session 4:

Learning in Online Spaces and Communities – how, what and when?



Tue March 31, 15:30-16:45



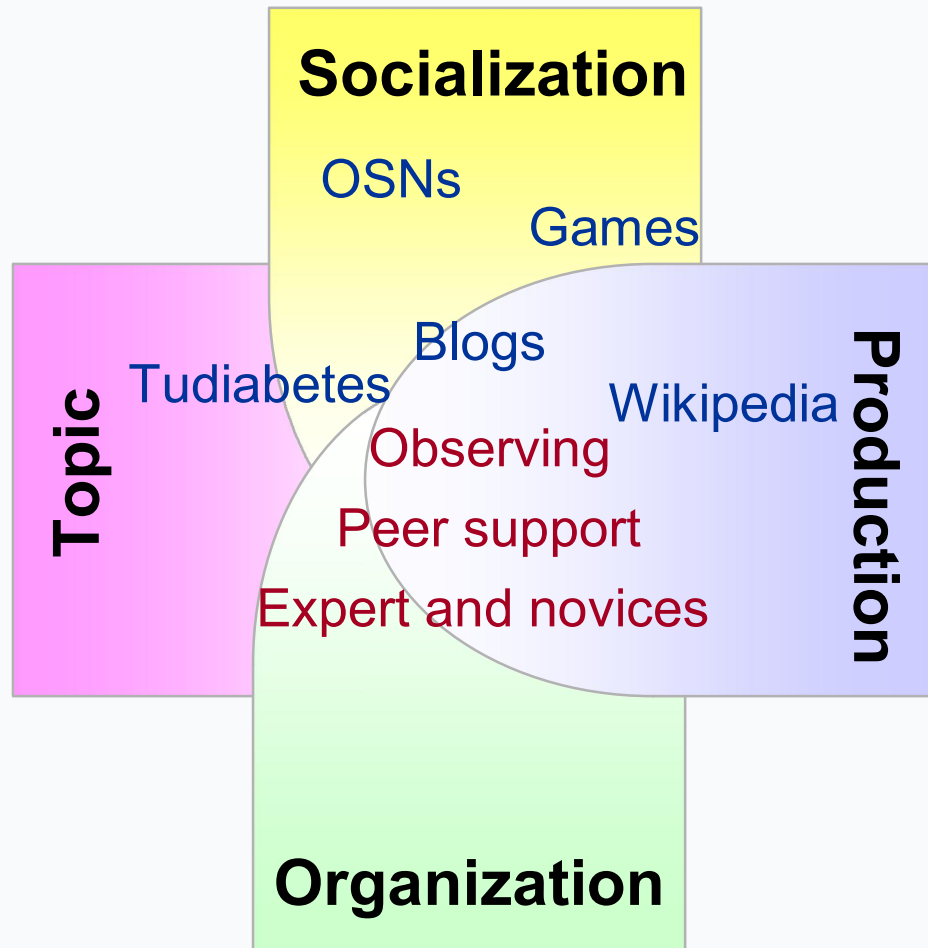
How learning is taking place?

Individual meaning making

reforming cognitive
structures, internalizing
inquiry and discovery
reflection in/on action,
experience
learning styles

Social environment

cognitive apprenticeship,
ZPD
situated learning
observing & modelling
externalizing



- **Different forms than in traditional classroom**
 - Learning through narratives
 - New opportunities for reflection
 - Experiential learning
 - Inquiry-based learning
- **Different social environment**
 - Active peer support for learning
 - Environments mixing experts and novices
 - Learning by observing others
 - ~40% of members 'active lurkers' in Takahashi et al. (2003)

What is learned in online communities?

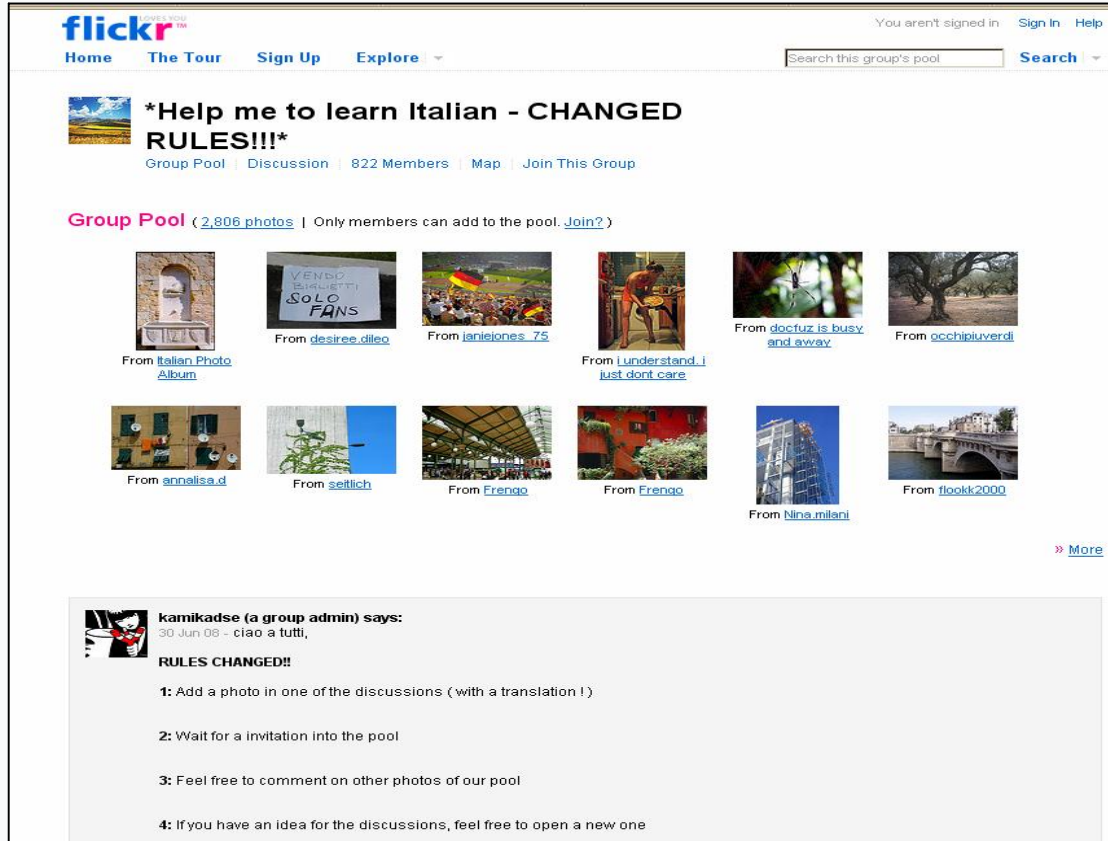
Learning outcomes

situated knowledge
network formation
strategies for tasks and
further learning
becoming a community
member



The image shows two overlapping web pages. The top page is a Wiki page for 'Against the Day' by Thomas Pynchon. It features a navigation menu on the left with options like 'Home Page', 'Annotations by Page', and 'Pynchon Hewbies'. The main content area includes a welcome message, a link to 'Create an account', and a section for 'Paperback Pagination' with a small image of a blimp. The bottom page is the Lulu Community homepage. It has a search bar at the top, navigation tabs for 'Publish', 'Buy', 'Services', 'Community', 'My Lulu', and 'Help'. The main banner reads 'Lulu Community' and 'People like you, ready to connect with you, provide feedback and relay tricks of the trade.' Below the banner are sections for 'Forums', 'Lulu Blog', 'Newsletter', and 'Lulu Groups'. A 'Latest Post' section highlights an article titled 'Advantages & Disadvantages Of Self-Publishing'.

- **Mother tongue**
 - Having audience motivates writing, collaboration benefits quality
 - 49% of teenagers enjoy writing outside of school “a great deal” (Lenhart et al, 2008)



The screenshot shows a Flickr group page for '*Help me to learn Italian - CHANGED RULES!!!*'. The page includes a search bar, navigation links, and a group pool of 2,806 photos. Below the pool, there is a notice from the group admin, kamikadse, dated 30 Jun 08, stating that the rules have changed. The notice lists four steps: 1: Add a photo in one of the discussions (with a translation!), 2: Wait for a invitation into the pool, 3: Feel free to comment on other photos of our pool, and 4: If you have an idea for the discussions, feel free to open a new one.

- Mother tongue
- Foreign language
 - Different ways to connect native and non-native speakers



The screenshot shows the main page of the Mathematics Wikia. At the top, there is a navigation bar with 'Request a new wiki', 'Log in', and 'Create an account'. Below this is a search bar and a sidebar with categories like 'Mathematics Wikia', 'Browse content', 'Community', 'Mathematics', and 'Geometry'. The main content area features a large banner for 'IXL' with the text 'The Web's best math site for school and home practice' and 'Click for 20 free problems.' Below the banner, there is a welcome message: 'Welcome to the Mathematics Wikia. We are currently working on 346 articles in English. There are also companion wikis in other languages under development. Please support this project by adding content in whichever language you feel most comfortable. Note that all contributions must be compatible with the GFDL license. We also need help developing guidelines for this wiki.'



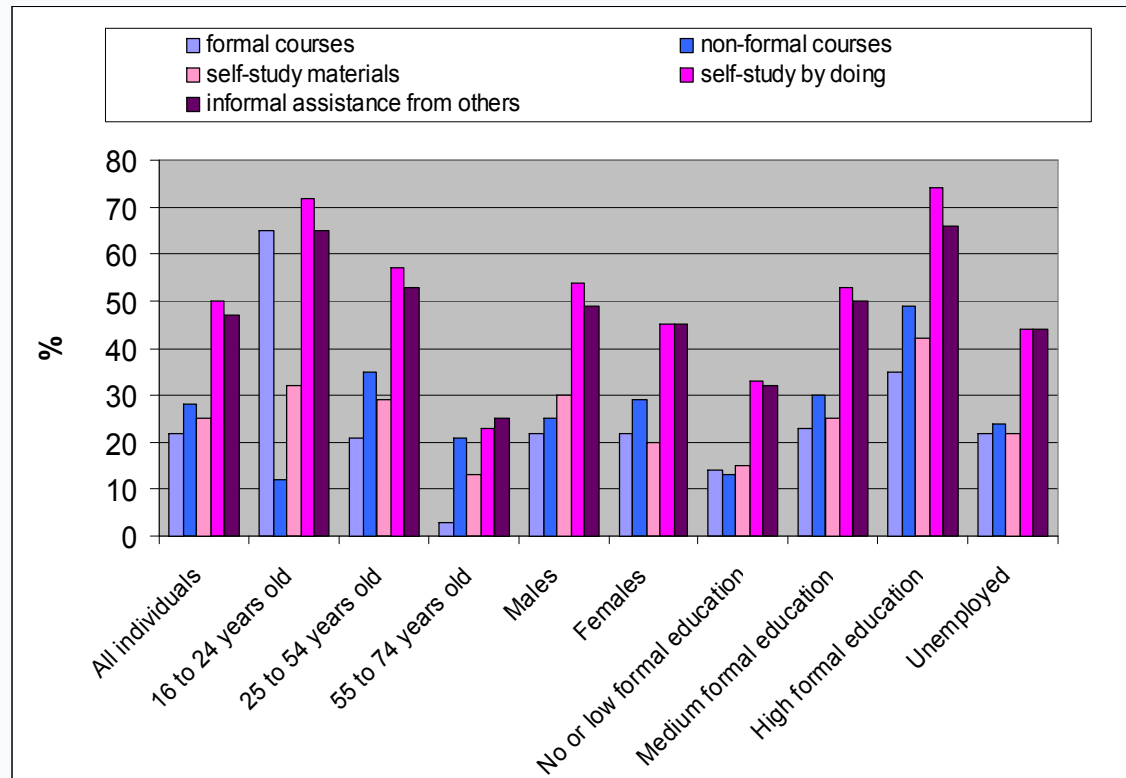
The screenshot shows the main page of Qwiki, a quantum physics wiki. It features a navigation bar with 'page', 'discussion', 'view source', and 'history'. The main content area includes a welcome message: 'Welcome to Qwiki! Qwiki is a quantum physics wiki devoted to the collective creation of technical content for practicing scientists. Please sign up, browse around the site, click on the edit links, and contribute something! The site is nominally centered around quantum physics including -- but not limited to -- quantum optics, quantum metrology, quantum control, quantum information, and quantum computation. Essentially, Qwiki is designed for people who post content to the Arxiv and quant-ph. If you are new to the increasingly popular wiki way, you may want to visit Wikipedia to see a more general effort in action.'

Below the main text, there is a 'navigation' section with links to 'Main Page', 'Browse Categories', 'Recent Changes', 'Random Page', 'Community Portal', 'Help!', 'FAQ', and 'Sign up!'. There is also a 'search' box and a 'toolbox' section with links to 'What links here', 'Related changes', 'Upload file', 'Special pages', 'Printable version', and 'Permanent link'.

An 'Announcements' section is also visible, containing several updates: 'We have upgraded CAPTCHAs to reCAPTCHA', 'UPGRADE Complete We have recently upgraded to the newest version of the Mediawiki package. Please report any problems with the site to Anthony E. Miller.', 'Qwiki is now Qwiki.stanford.edu! The Mabuchi Lab (current custodian of Qwiki) has moved to Stanford University and Qwiki has moved with it. We apologize for the longer than planned interruption that resulted from the move.', and 'Welcome to the new Complexity Zoo spin-offs! The Petting Zoo introduces complexity theory to newcomers unready for the terrifying'.

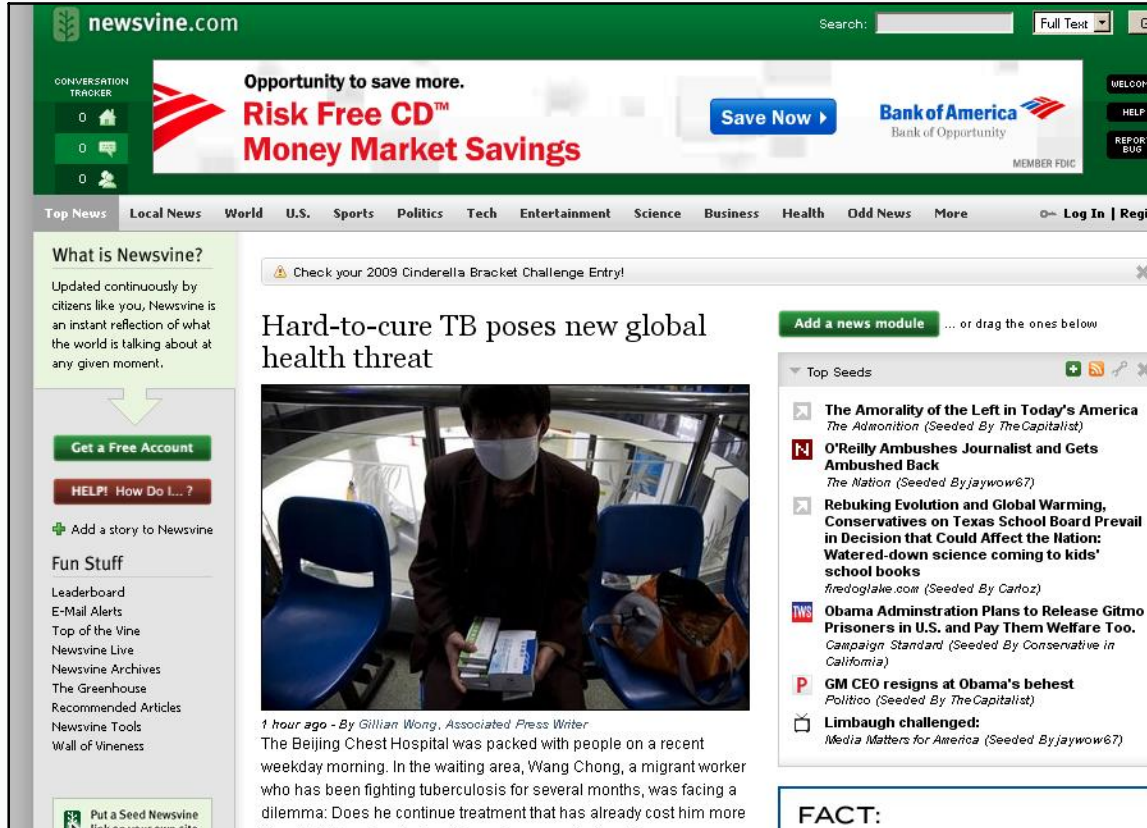
- Mother tongue
- Foreign language
- Mathematic and scientific competence

Way of obtaining IT skills in EU-27 in 2007



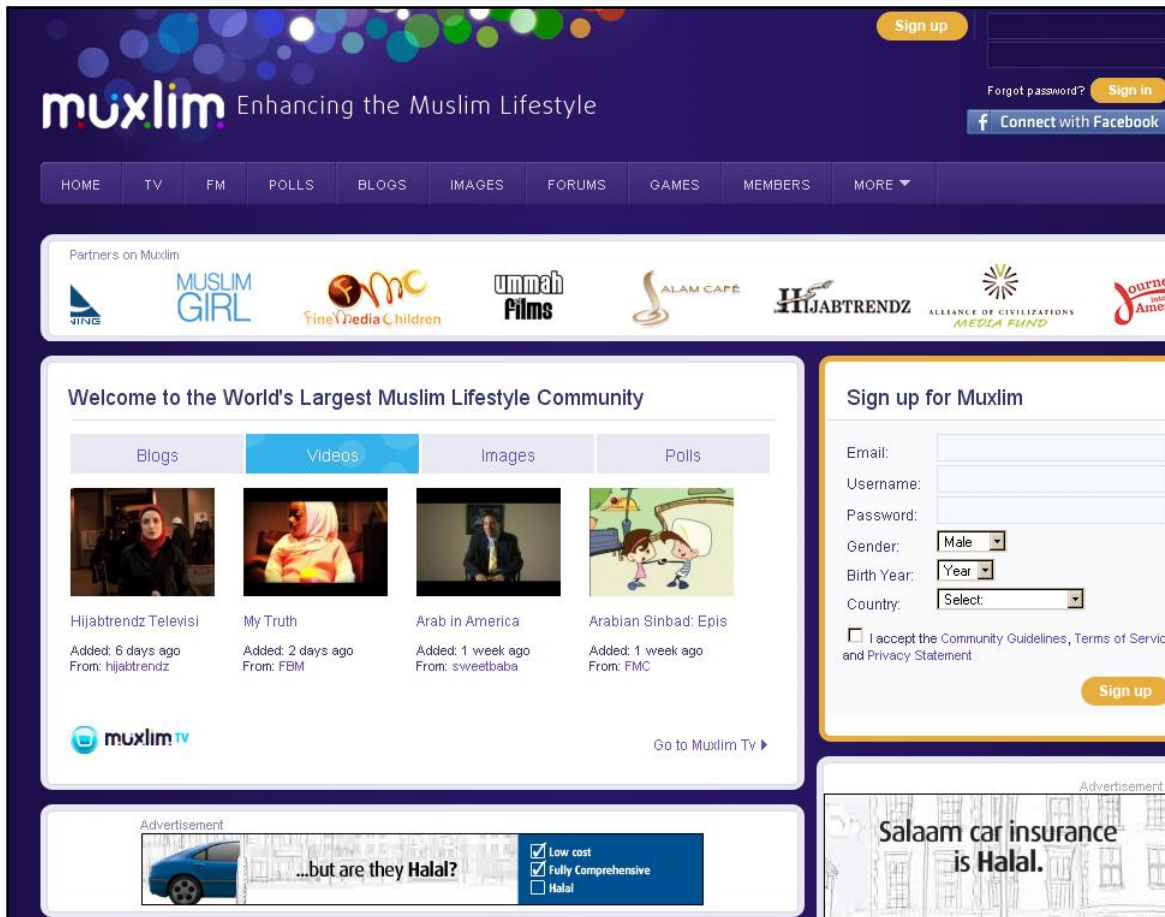
(source: Eurostat)

- **Mother tongue**
- **Foreign language**
- **Mathematic and scientific competence**
- **Digital competence**
 - **50% learn by doing and 48% with informal assistance**



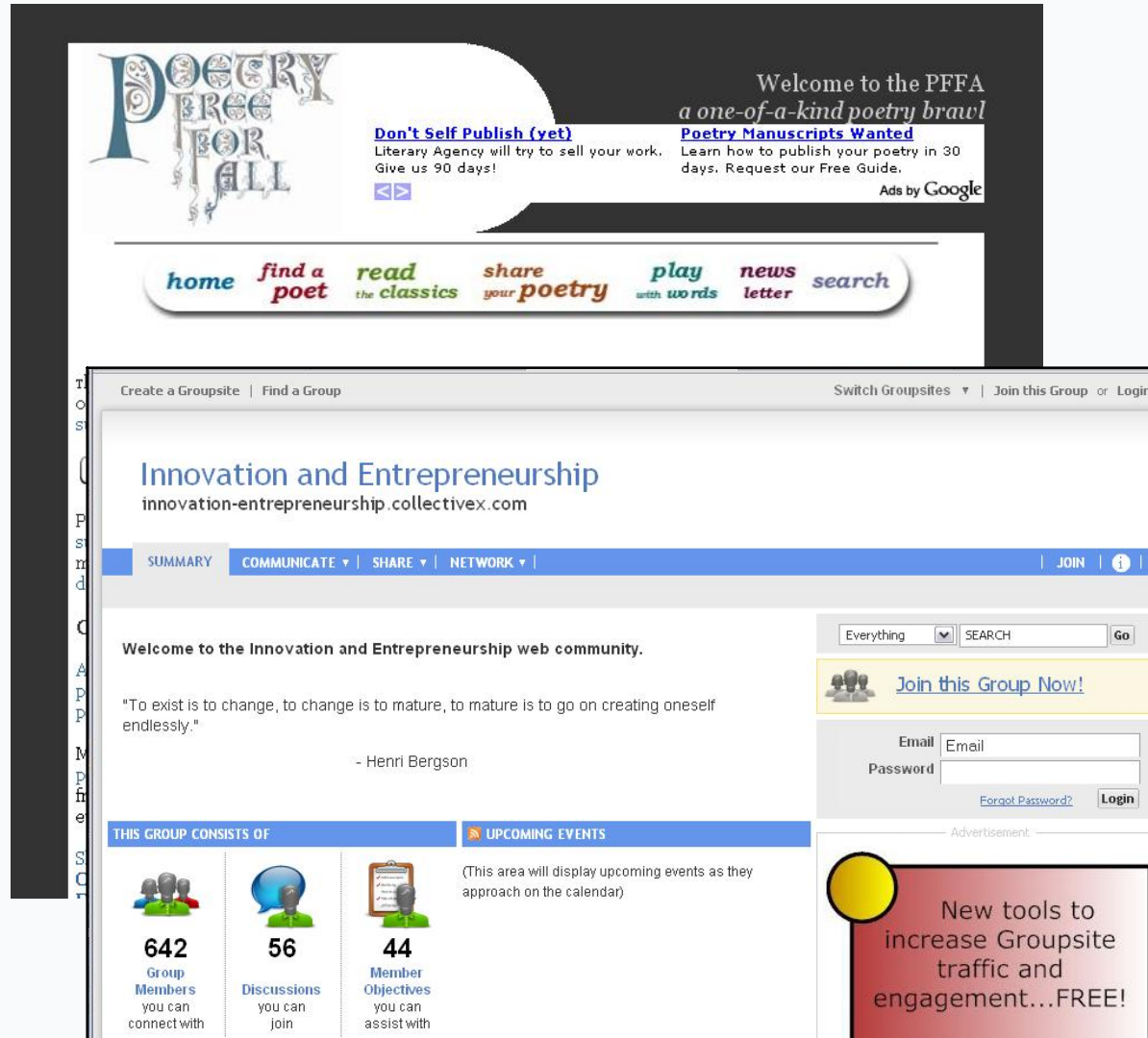
The screenshot shows the Newsvine website interface. At the top, there is a search bar and navigation links. A prominent advertisement for Bank of America is displayed. The main content area features a news article titled "Hard-to-cure TB poses new global health threat" with a photo of a person in a hospital setting. To the right, there is a "Top Seeds" section listing various news items, including "The Amorality of the Left in Today's America" and "Obama Administration Plans to Release Gitmo Prisoners in U.S. and Pay Them Welfare Too." The interface includes various interactive elements like "Add a news module" and "Get a Free Account".

- Social and civic skills
 - Citizen participation through online communities
 - 44% of teens had learned about a problem in society in gaming (Lenhart & al, 2008)
 - 61% of bloggers want to motivate people to take action (Lenhart & Madden, 2006)



The screenshot shows the homepage of the Muxlim website, which is dedicated to enhancing the Muslim lifestyle. The site features a navigation menu with options like HOME, TV, FM, POLLS, BLOGS, IMAGES, FORUMS, GAMES, MEMBERS, and MORE. A prominent sign-up form is visible on the right side, asking for email, username, password, gender, birth year, and country. Below the navigation, there are logos for various partners including Muslim Girl, FMC, Ummah Films, Alam Cafe, HijabTrendz, Alliance of Civilizations Media Fund, and Journey with Amer. The main content area displays a grid of video thumbnails with titles like 'HijabTrendz Televisi', 'My Truth', 'Arab in America', and 'Arabian Sinbad: Epis'. An advertisement for 'Salaam car insurance is Halal' is also present at the bottom.

- **Social and civic skills**
- **Cultural awareness and expression**
 - Opportunity to see diversity
 - Exploring, negotiating, becoming aware of different cultures



The image shows two screenshots. The top one is a website for 'POETRY FOR ALL' with a navigation bar and several text-based advertisements. The bottom one is a screenshot of a social media group page for 'Innovation and Entrepreneurship' on a platform like Facebook, showing group statistics and a login form.

POETRY FOR ALL

Welcome to the PFFA
a one-of-a-kind poetry brawl!

Don't Self Publish (yet)
Literary Agency will try to sell your work. Give us 90 days!

Poetry Manuscripts Wanted
Learn how to publish your poetry in 30 days. Request our Free Guide.

Ads by Google

home find a poet read the classics share your poetry play with words news letter search

Create a Groupsite | Find a Group

Switch Groupsites | Join this Group or Login

Innovation and Entrepreneurship

innovation-entrepreneurship.collectivex.com

SUMMARY COMMUNICATE SHARE NETWORK JOIN

Welcome to the Innovation and Entrepreneurship web community.

"To exist is to change, to change is to mature, to mature is to go on creating oneself endlessly."
- Henri Bergson

Everything SEARCH Go

Join this Group Now!

Email Password Forget Password? Login

Advertisement

THIS GROUP CONSISTS OF

- 642 Group Members you can connect with
- 56 Discussions you can join
- 44 Member Objectives you can assist with

UPCOMING EVENTS
(This area will display upcoming events as they approach on the calendar)

New tools to increase Groupsite traffic and engagement...FREE!

- Social and civic skills
- Cultural awareness and expression
- Creativity, innovation, entrepreneurship



The screenshot shows a Wikipedia article titled "Astronomy" with a Livemocha advertisement overlaid. The advertisement features the Livemocha logo, a quote from The New York Times, and a "Social Language Learning - Online!" section. Below this, there are sections for "Discover Livemocha" and "Livemocha Challenge". At the bottom of the advertisement, there is an "International Community" section with a grid of photos of people. An advertisement for Orange mobile services is also visible in the bottom right corner of the Livemocha ad.

- Social and civic skills
- Cultural awareness and expression
- Creativity, innovation, entrepreneurship
- Learning to learn skills



- **Personal growth**
 - 52% of teenagers had thought about moral issues when gaming (Lenhart et al, 2008)
 - Virtual worlds allow exploring and developing identity (Bers, 2001)
- **Professional development**
 - Career development (Allan & Lewis, 2008; Hew & Hara, 2008)
 - Demonstrating and developing skills online (FLOSS, blogs as portfolios, creative professions)
 - 68% of IT professionals using online communities say it has helped their professional development (King research, 2007)
- **Enriching life**
 - Creating and maintaining social connections
 - Reflecting and cultivating one's life (Park et al., 2008)

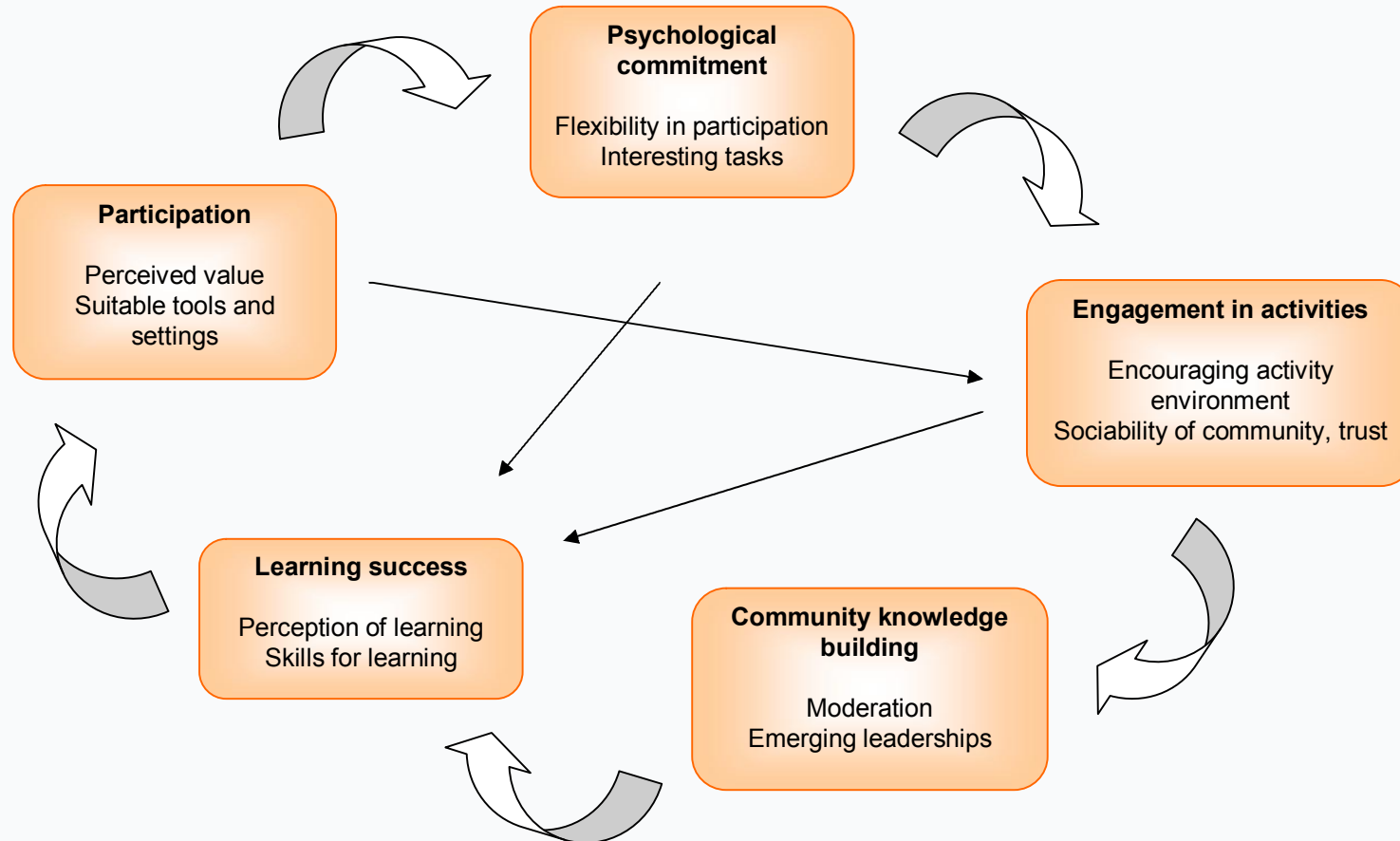
What is needed for learning in online spaces and communities?

Prerequisites

motivation (extrinsic/intrinsic)
basic knowledge, curiosity
perceived self-efficacy
abilities for mediating
artefacts

Structure/process

CoP
self-regulation
guided participation
culture -- rules, tools and
labour division



- **Enhancing learning and creativity**
 - ICT enhancing creative expression
 - Improving learning effectiveness with multimedia
 - Immersive environments
 - Game-based learning
- **Supporting sociability**
 - Showing and experiencing presence
 - Networking tools
 - Collaboration tools
 - Gathering and making implicit knowledge visible
- **New ways for accessing, organizing and interacting – empowered learner**
 - Easy access to a great diversity of resources
 - New ways for participating
 - Lifelong personal knowledge management

Motivation, curiosity for learning

Efficiency of learning

Guidance for learning

Quality of community

Relevance of learning

Identification and measurement of learning

Access (time, resources, skills) to online spaces

- **Technologies are providing new means for different ways of learning, making them more reachable**
- **Online spaces and communities have potential to be a key tool for the desired *lifelong learning continuum***
- **Online communities can be used for learning *relevant knowledge, skills and competences* for future jobs**
- **Collective online spaces provide *creative and innovative* potential both for individuals' learning and for institutions**
- **Online learning opportunities provide both new potential for *equity* and risks for increasing divides**
- **It is a major challenge to find how educational systems could best benefit from this informal online learning by**
 - **Preparing lifelong learners during formal education and outside of it**
 - **Learning to take advantage of these approaches in education & training**
 - **Validating learning outcomes in external settings without changing them**
 - **Finding how these communities could help in changing institutions (communities of learning practitioners, researchers, educational actors)**

**Thank you for your
attention**

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