

folksonomy augmented reality web 2.0  
 iPads RSS  
 wikis e-learning PLNs Facebook  
 Flickr  
 net neutrality Mark Pegrum  
 cloud computing Twitter m-learning  
 animations apps CC multimedia  
 tagging YouTube podcasting

Please note that for copyright reasons some images have been removed from the published version of these slides.

?

- Please add comments or questions on Twitter: **#RDML17**

[O]ur current educational system, start to end, is built for an industrial era, churning out students like widgets who are taught to churn out widgets themselves. That is a world where there is one right answer: We spew it from a lectern; we expect it to be spewed back in a test. That kind of education does not produce the innovators who would invent Google.

- What does he mean?
- Do you agree?

**#RDML17**

Jeff Jarvis (2012)



?

- What is web 2.0?
- What are social media?
- What is the role of mobile devices?
- What is the connection with learning?

**#RDML17**



1

**the changing network**

?

- How have these **network changes** affected your teaching and/or professional role so far? And how might they affect it in the future?

#RDML17



2

## changing hardware

We want to get to this world in the future where you eventually have **glasses or contact lenses** where you can **mix digital or physical objects** in the digital world.

Mark Zuckerberg (2017)

Mobile-only Internet users are, in fact, in a relatively disadvantaged position – compared with other users, they are more typically unemployed and their household income is lower ... **Mobile Internet use must be complemented with fixed use...**

Sakari Taipale (2016)



?

- How have these **hardware changes** affected your teaching and/or professional role so far? And how might they affect it in the future?

#RDML17



3

## changing software

## innovations

- computer
  - internet
  - personal computer
  - world wide web (web 1.0)
    - mobile phone
- the really big one ...*



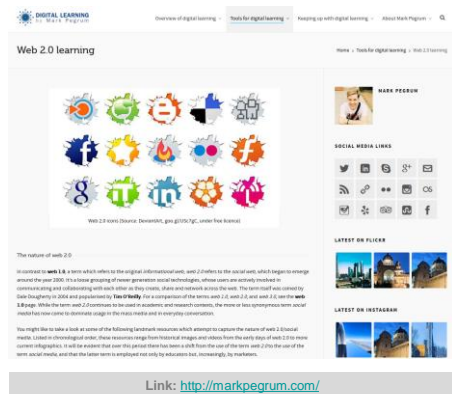
“web 2.0”

Dale Dougherty / Tim O'Reilly

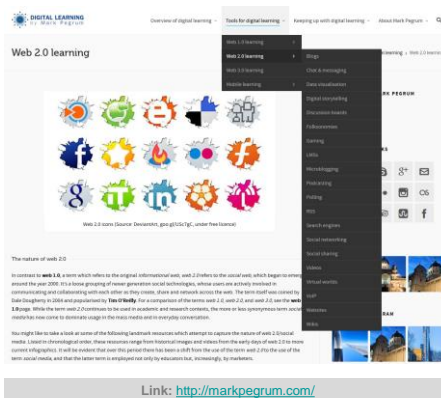


## web 2.0 tools & techniques

- blogs
- chat & messaging
- data visualisation
- digital storytelling
- discussion boards
- folksonomies
  - gaming
- microblogging
- m-learning
- podcasting
- polling
- RSS
- search
- social networking
- social sharing
- virtual worlds
  - VLEs
  - videos
  - VoIP
  - wikis



Link: <http://markpegrum.com/>



Link: <http://markpegrum.com/>



## The People Formerly Known as the Audience

[...]

Think of passengers on your ship who got a boat of their own. The writing readers. The viewers who picked up a camera. **The formerly atomized listeners who with modest effort can connect with each other and gain the means to speak – to the world, as it were.**

Jay Rosen (2006)



[The web is] evolving from a 'place' into [a] **social and collaborative platform** in which many are rapidly developing a voice and an awareness of multiple perspectives.

Steve Lee & Miles Berry (2006)



Web 2.0 is **linking people** ...  
... people **sharing**, tracing, and **collaborating** ...

Michael Wesch (2007)



[Web 2.0 technologies are] a means whereby just about anyone can contribute to **an ongoing 'conversation'** in which **knowledge is both discovered and constructed** as it goes on.

Terry Freedman (2006)



"social media"



"mobile web"



"apps"



But the writing is on the wall for self-contained apps that want to immerse users in an experience that is somehow divorced from the physical reality in which users live. **Mobile blends physical and digital**, and it increasingly does so **through cards or notifications, not apps**, per se.

Matt Asay (2015)

?

If we add

the internet  
+  
web 2.0/social media  
+  
an ecology of fixed & mobile devices

what do we get?

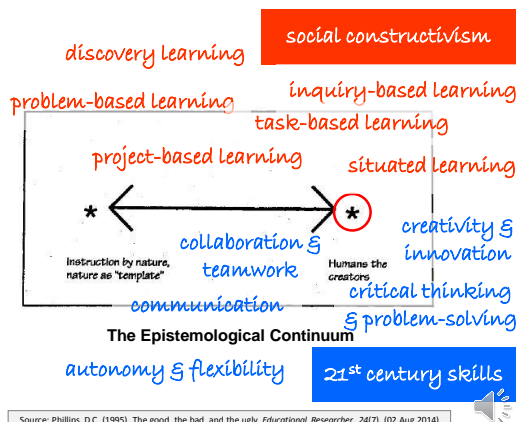
?

- How have these **software changes** affected your teaching and/or professional role so far? And how might they affect it in the future?

#RDML17

4

## changing pedagogy



- Constructivism focuses on the learner and the knowledge that he/she **actively constructs** by working on **authentic problems**, usually **collaboratively**. Learning involves constructing one's own knowledge from one's experiences.
- It is based on **active engagement** by the learner with ideas and materials, and **students add to (or sometimes change) their previous knowledge set**.

Glenn Finger et al (2007)

- [Social constructivism] holds that learning is a socially enacted process; that is, **constructivism + others = social constructivism**.

- What children learn and how they think are derived directly from their social world. Their **social world is the source** of all their concepts, ideas, facts, skills and attitudes.

Glenn Finger et al (2007)



We need guidelines for engaging with Web 2.0 technologies to develop a skill-set encompassing appropriate **21st-century learning** and employability skills—namely, communication, collaboration, creativity, leadership and technology fluency.

Rosalind James (2014)



why all the excitement?

- social constructivism
  - student-centred
  - social
  - collaborative
  - engaging

- 21<sup>st</sup> century skills
  - creativity
  - autonomy
  - collaboration
  - critical thinking

a good match!

- web 2.0/social media
  - personal
  - social
  - collaborative
  - engaging

- mobile devices
  - individually chosen
  - perpetual social access
  - perpetual collaboration
  - informed engagement

?

- How have these **pedagogical changes** affected your teaching and/or professional role so far? And how might they affect it in the future?

#RDML17



5

normalisation

The 3 P's of online learning:

Pedagogy

Pedagogy

&

Pedagogy

Gary Motteram & Sophie Ioannou-Georgiou (2007)



Forget blogs...**think open dialogue**. Forget wikis...**think collaboration**. Forget podcasts...**think democracy of voice**. Forget RSS/aggregation...**think personal networks**. Forget any of the tools...and think instead of the fundamental restructuring of how knowledge is created, disseminated, shared, and validated.

George Siemens (2007)



is there a problem with this?

**awe** vs **fear**



“normalisation”

Stephen Bax



?

- To what extent is the use of technology **normalised** in your teaching and/or professional role? How could it be further normalised in the future?

#RDML17

