Social media for Web-based Learning Communities

Lecture for the IITE-2014 International Conference

"New challenges for Pedagogy and Education Quality"

MOOCs, Clouds, Mobiles" (Moscow, October 14-15, 2014).

<u>Piet Kommers</u>
<u>University of Twente</u>
<u>The Netherlands</u>

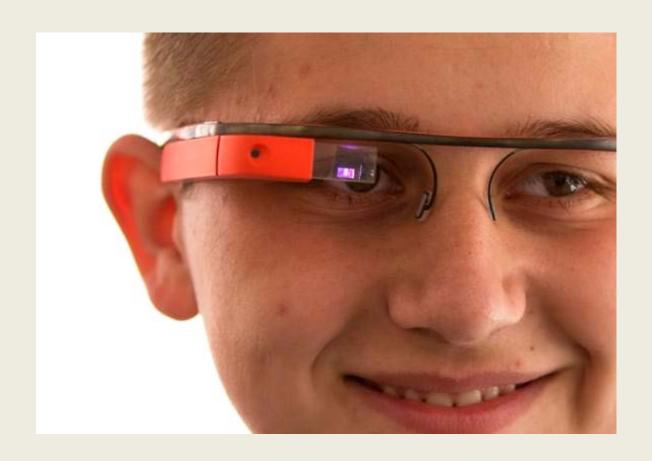
New Horizon



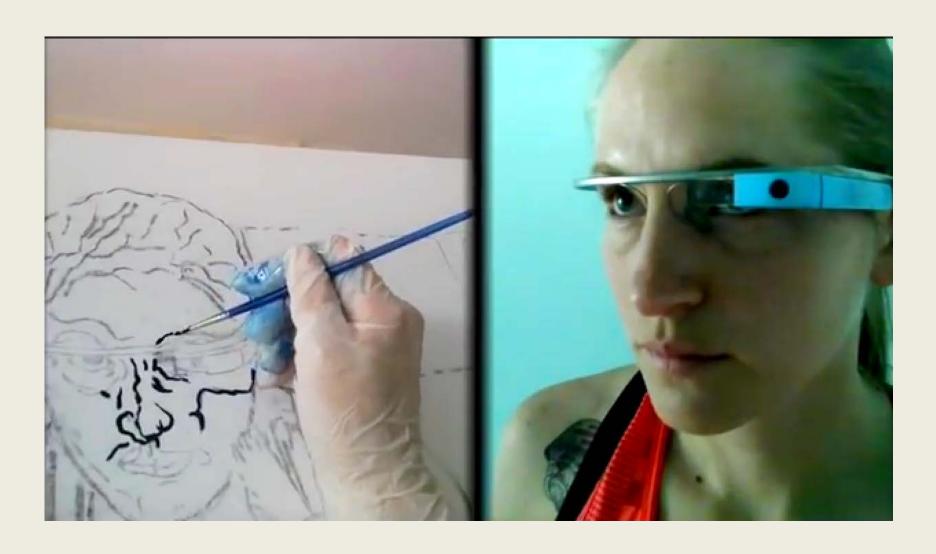


Evolution of the Individual

* We are born * We die * We live in the middle



ICT Society Human Beings



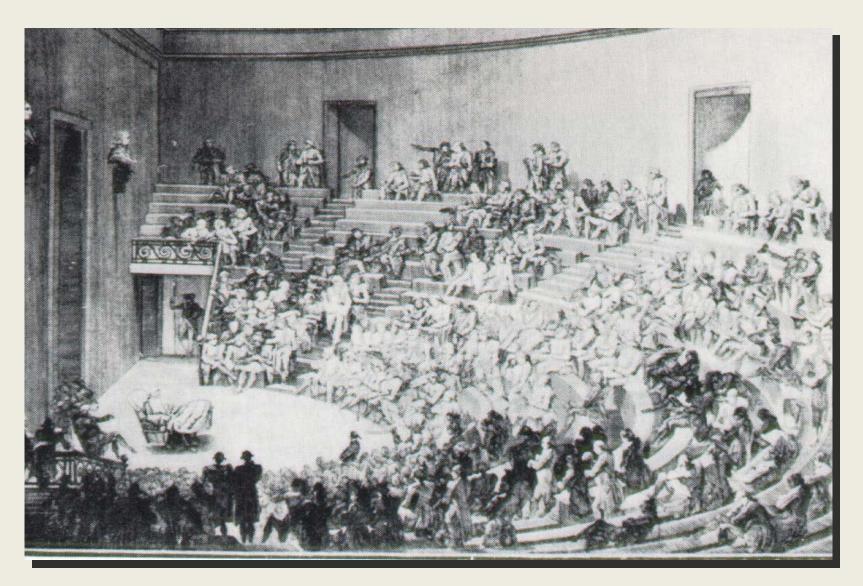
Operation in 2002



P.M.Bloemendaal

Q-conference

Lecture Hall in 1802



P.M.Bloemendaal

Q-conference

Lecture Hall in 2011



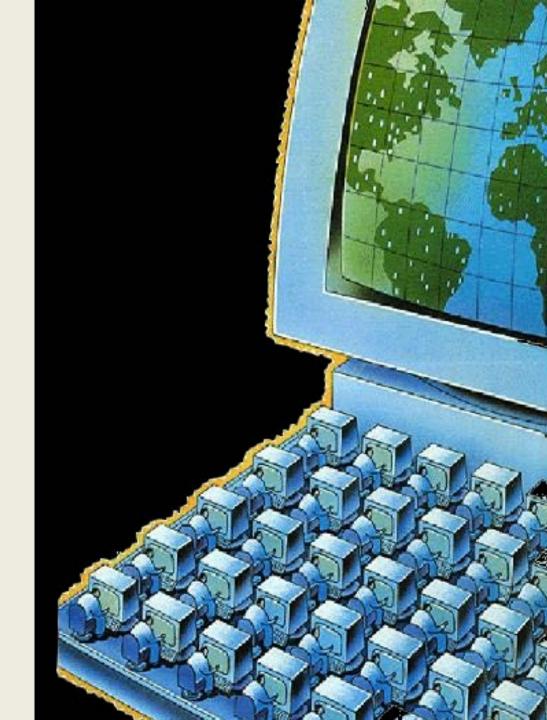
P.M.Bloemendaal

Q-conference

The knowledge is between

rather than

within the persons





Same Pattern in Pedagogical Research

Pedagogical Research * Computer Supported Collaborative Learning (CSCL)

- ✓ Individual
- ✓ Dyads & Triads
- ✓ Groups of 4-5 students
- ✓ Communities
- ✓ Social Networks
- ✓ Professional Networks
- ✓ <Other/>



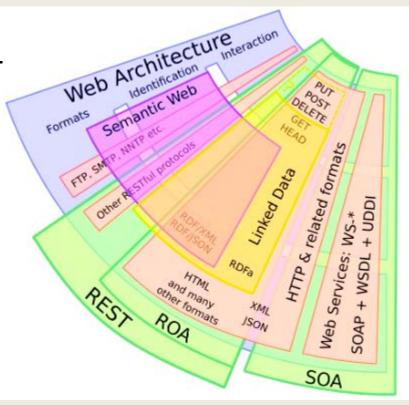
Pierre Dillenbourg is a CSCL pioneer and Professor of Computer Science at Swiss Federal Institute of Technology in Lausanne (EPFL).



"The Semantic Web is a major research initiative of the World Wide Web Consortium (W3C) to create a metadatarich Web of resources that can describe themselves not only by how they should be displayed (HTML) or syntactically (XML), but also by the meaning of the metadata."

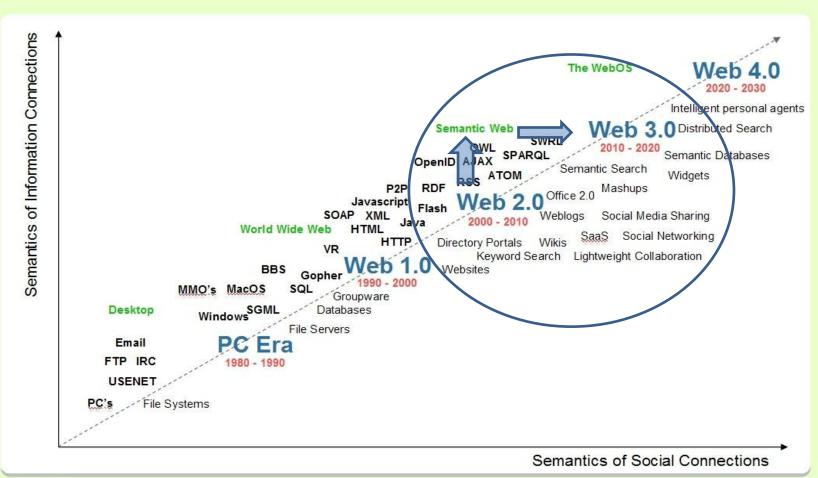
From W3C Semantic Web Activity Page

"The Semantic Web is an extension of the current web in which information is given well-defined meaning, better enabling computers and people to work in cooperation."



Tim Berners-Lee, James Hendler, Ora Lassila, <u>The Semantic Web</u>, Scientific American, May 2001

Semantic Tools



Online Communities



COLLABORATION

In conjunction with BICS at OHEC, communities of practice in higher education internationalisation policy, quality and strategy should be established

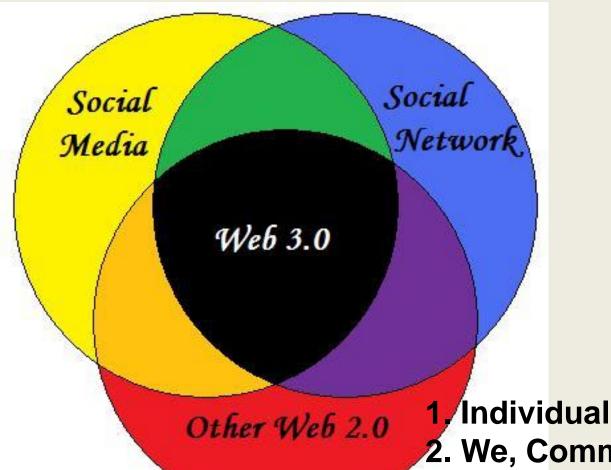
Communities of practice are groups whose members "share a passion for something they know how to do and who interact regularly to learn how to do it better" (Wenger, 2006).

About Communities...

- **Community:** a group of people who consciously share a sense of belonging anchored in common interests and enhanced by social interactions.
- Online community: an online social aggregation that emerges when enough people carry on those public discussions long enough to form relationships. Members' social interactions are facilitated by ICTs.
- Community of Practice (CoP): a group of people who share a concern or a passion for something they do, and learn how to do it better as they interact regularly.
- Collaborative e-Learning Community (CeLC): a social aggregation that emerges in online courses when enough people carry on progressive dialogues for the purpose of learning.



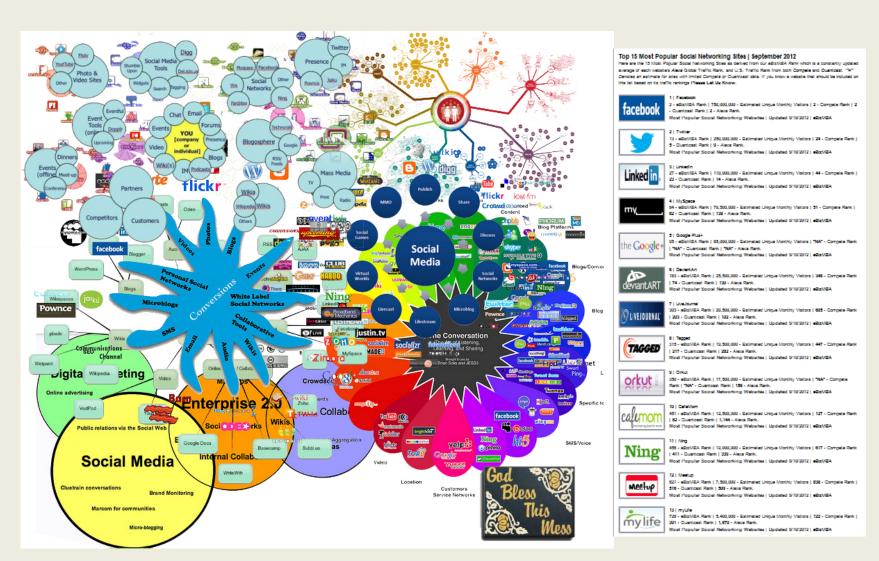


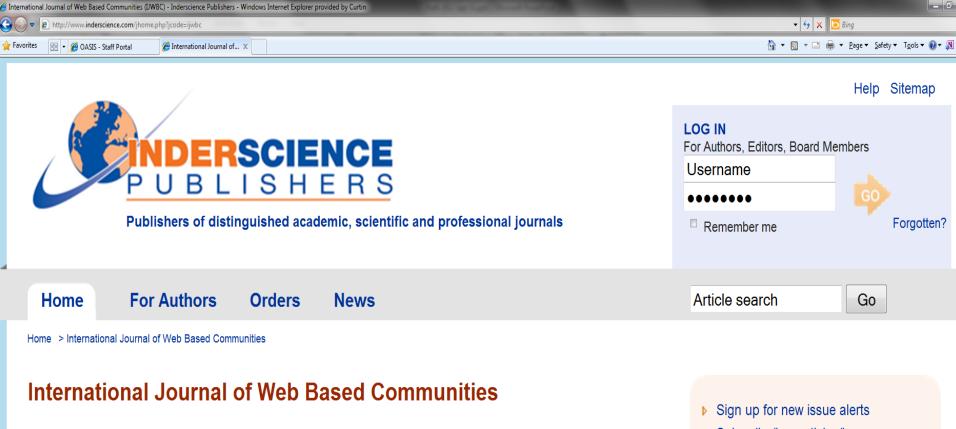


2. We, Communities

3. We, the Ecosystem

Social Networks







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IJWBC offers research outcomes and state-of-the-art recommendations to practitioners - communication managers, public information service officers, webmasters and those responsible for online communities and social media policies. It publishes integrated scientific results so that further research may be targeted quicker and easier. Web-based communities and social media may be categorised as corporate, scientific, social and educational. Based on technological/societal trends, they are in permanent evolution and need constant critical reflection. Sociology, education, communication and philosophy

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In November 2013, BRICS Ministers of Education met at UNESCO Headquarters at the invitation of UNESCO Director-General, Irina Bokova, to discuss for the first time opportunities for cooperation in education



What Went Wrong?



Tech Divided

- Poverty / Inequality leads to the extinction of humanity, loss of respect and dynamism. They disrupt the social fabric and solidarity.
- Work is a means to meet basic needs and for self-esteem.
- Excessive industrialization and consumerism would destroy the balance between man and nature.

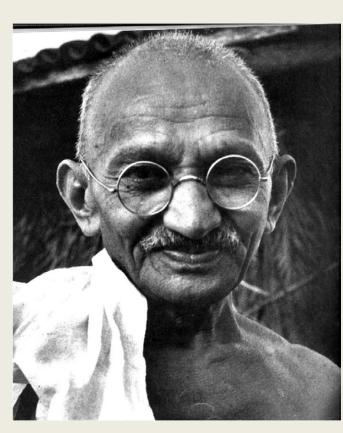




TABLE 5: INTERNATIONAL STUDENT MOBILITY

	Brazil	China	India	Russian Federation	South Africa
Students abroad	30,729	694,385	189,472	51,171	6,378
1st country of destination	United States: 8,745	United States: 210,452	United States: 97,120	Germany: 10,007	United States: 1,559
2nd country of destination	Portugal: 5,172	Japan: 96,592	United Kingdom: 29,713	United States: 4,654	United Kingdom: 1,339
3rd country of destination	France: 4,039	Australia: 87,497	Australia: 11,684	France: 4,300	Australia: 787
Students hosted	14,432	88,979	31,475	173,627	70,428
1st country of origin	Angola: 1,552		Nepal: 5,481	Belarus: 31,199	Zimbabwe: 23,273
2nd country of origin	Guinea-Bissau: 825		Bhutan: 2,274	Kazakhstan: 29,865	Namibia: 6,821
3rd country of origin	Argentina: 772		Iran, Islamic Rep.: 2,131	Ukraine: 12,805	Lesotho: 4,047

The Bologna Process

Historic Moments Current Drivers Future Momentum

"Make men work together to show them that beyond their differences and geographical boundaries there lies a common interest."

Jean Monnet

It really all began with Erasmus

- European Community Action
 Scheme for the Mobility of
 University Students established in
 1987
- Focus on provision of exceptional education experiences through mobility
- Mobility has always been the driving force behind harmonisation
- Primacy of mobility acknowledged at the Berlin ministerial summit in 2003 when mobility was identified as 'the basis for establishing the European Higher Education Area'





UDEEEWANA –United Distance Education For Eastern Europe, Western Asia, Northern Africa



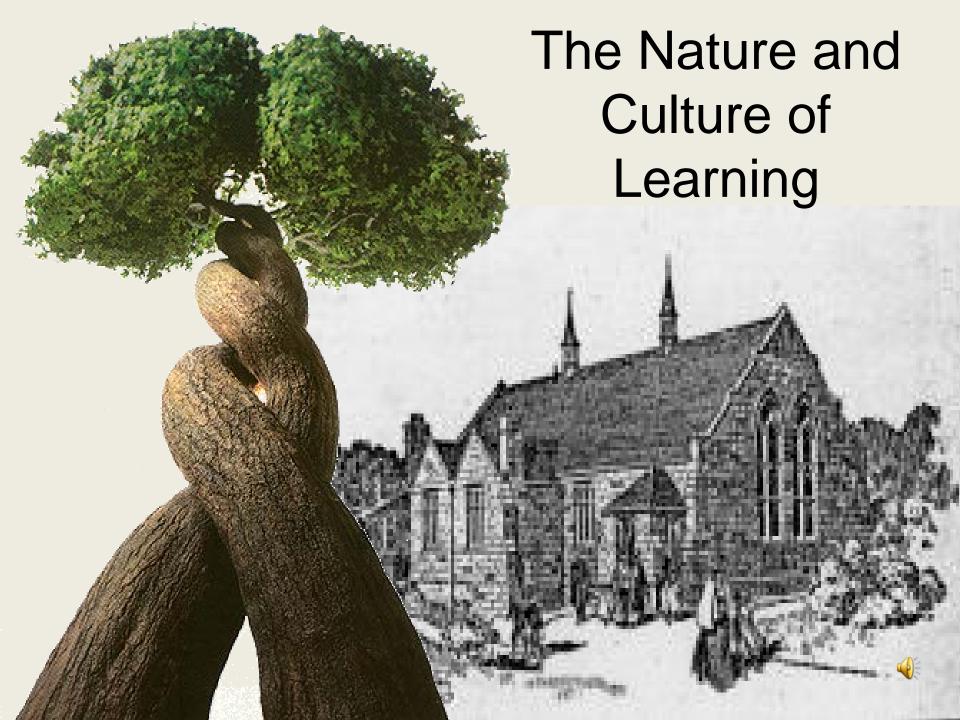


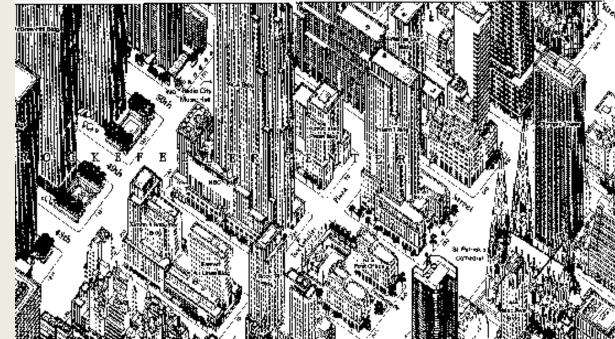
WP 3: Analyses and evaluation of the ICT level, e-learning and intercultural developments in every participating countries

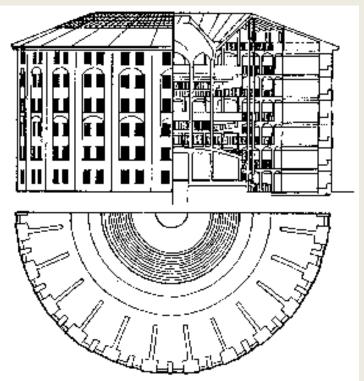
Elaboration of the conceptual framework for a joint research project based on lasting collaboration with the project participants

The objectives

- 1. To analyze methodological background and main approaches of conducting international investigations on ICT, e-learning and intercultural competences in order to work out a system of measuring instruments appropriate for the research at the international level.
- To analyze the educational effectiveness indicators in the countries involved in the Project – literature and regulatory documents review
- To analyze the ICT, e-learning and intercultural competences indicators in the countries involved in the Project - literature and regulatory documents review
- To analyze the intercultural competences indicators, affecting the efficiency of e-learning - the analysis of the newest published studies
- To work out a system of indicators for the joint research project







Bentham's Panopticon

by

Kenneth Wain

Active

Manipulative/ Observant

Intentional

Reflective/

Regulatory

Authentic

Complex/

Contextualized

Constructive

Articulate/

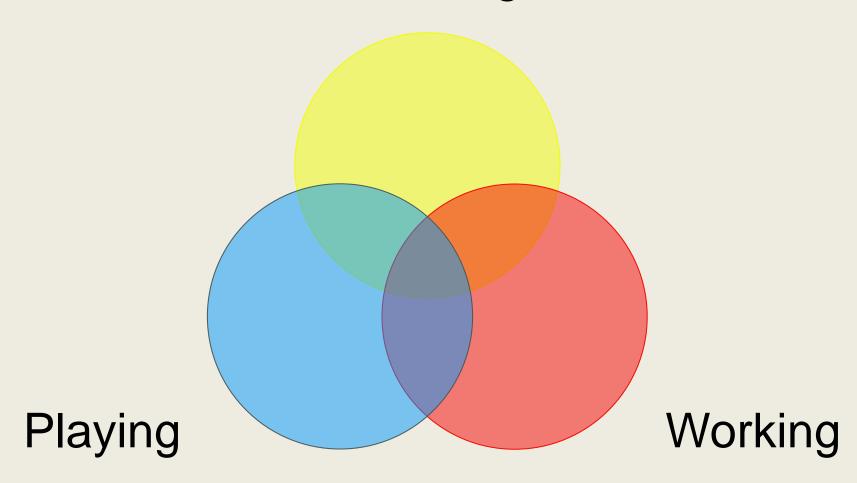
Reflective

Cooperative

Collaborative/

Conversational

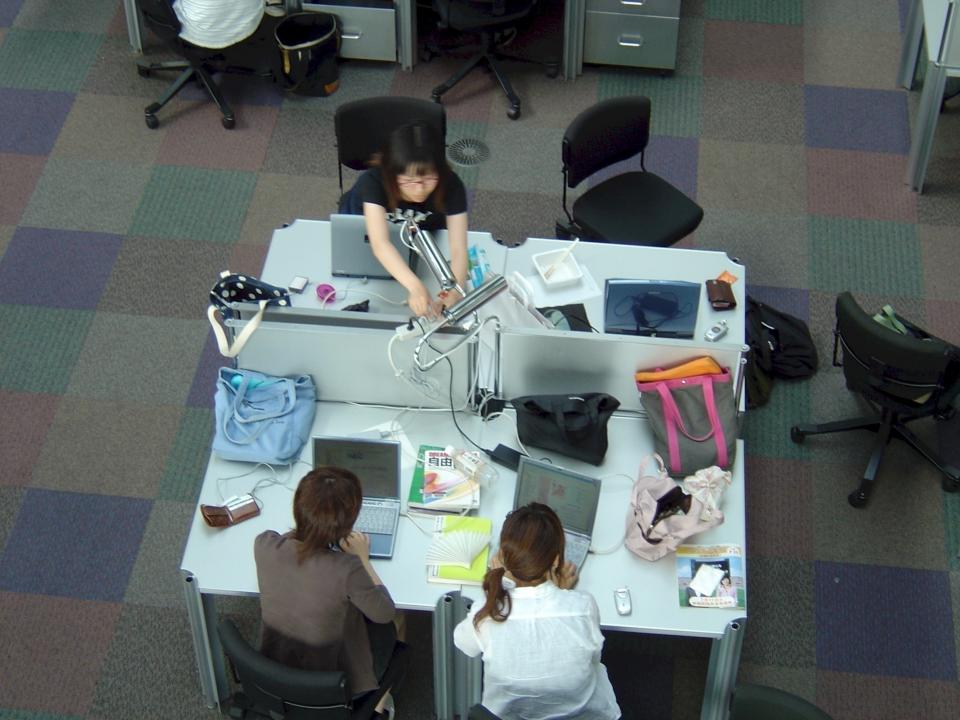
Learning



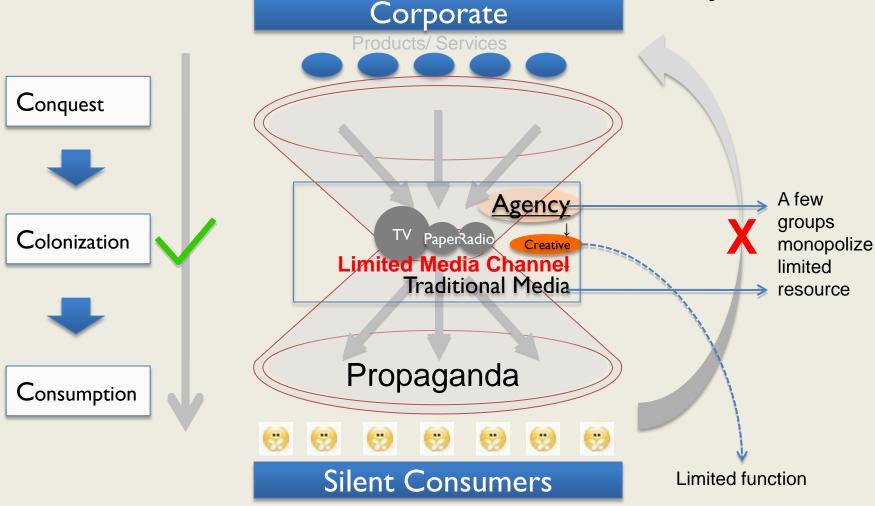




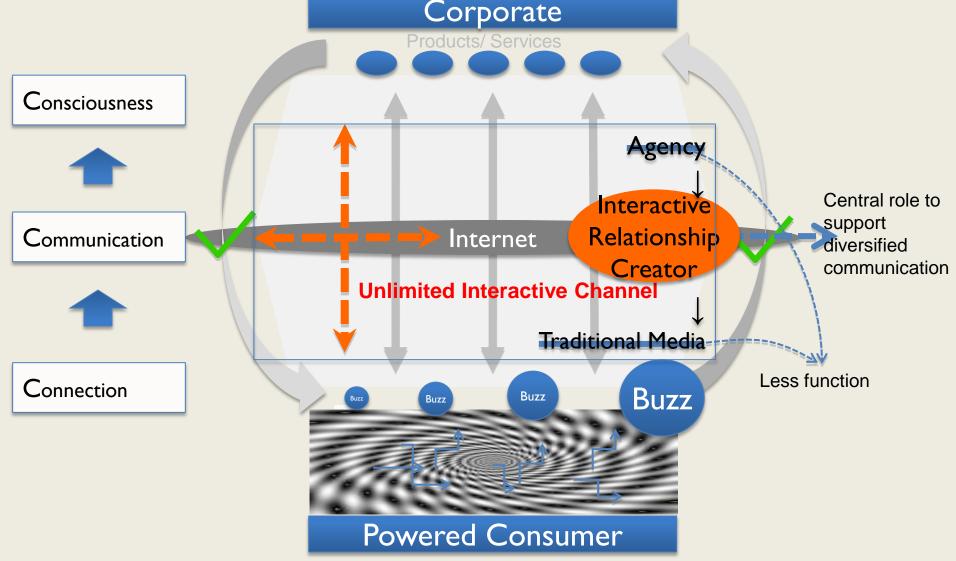




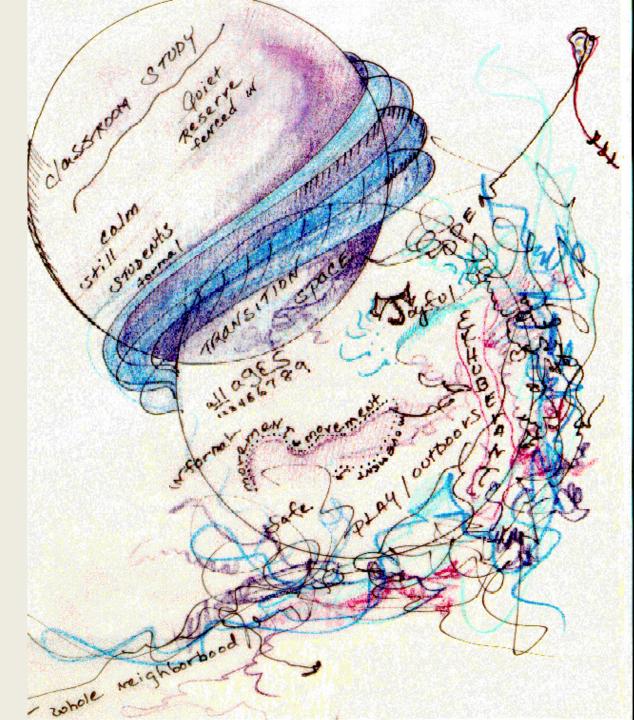
Market Change in AD industry: old



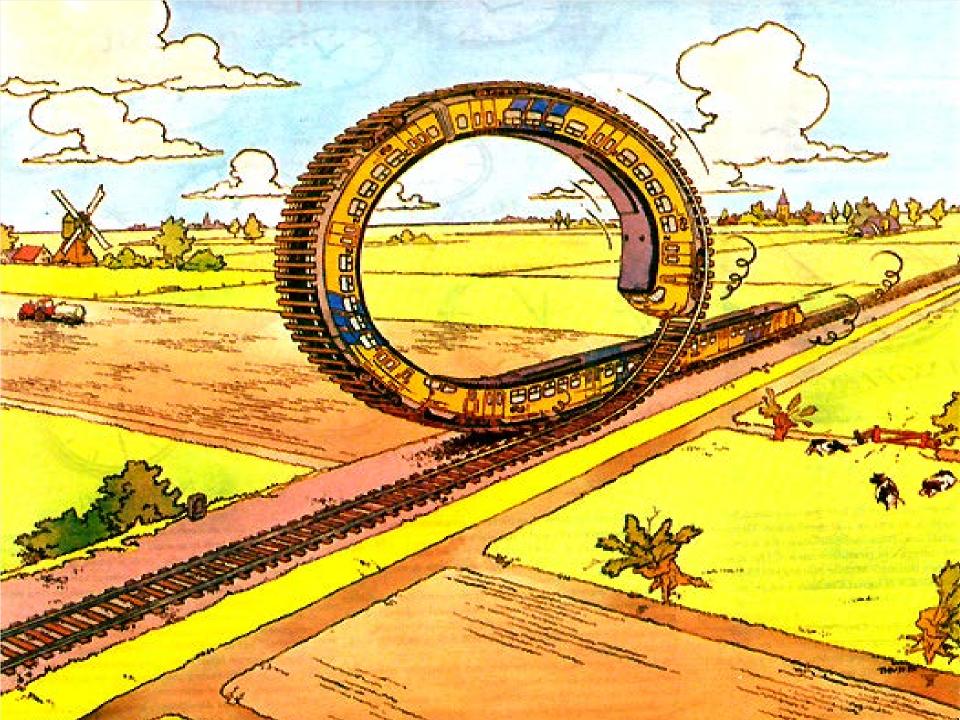
Market Change in AD industry: new



Conceptual
Stages in
Design



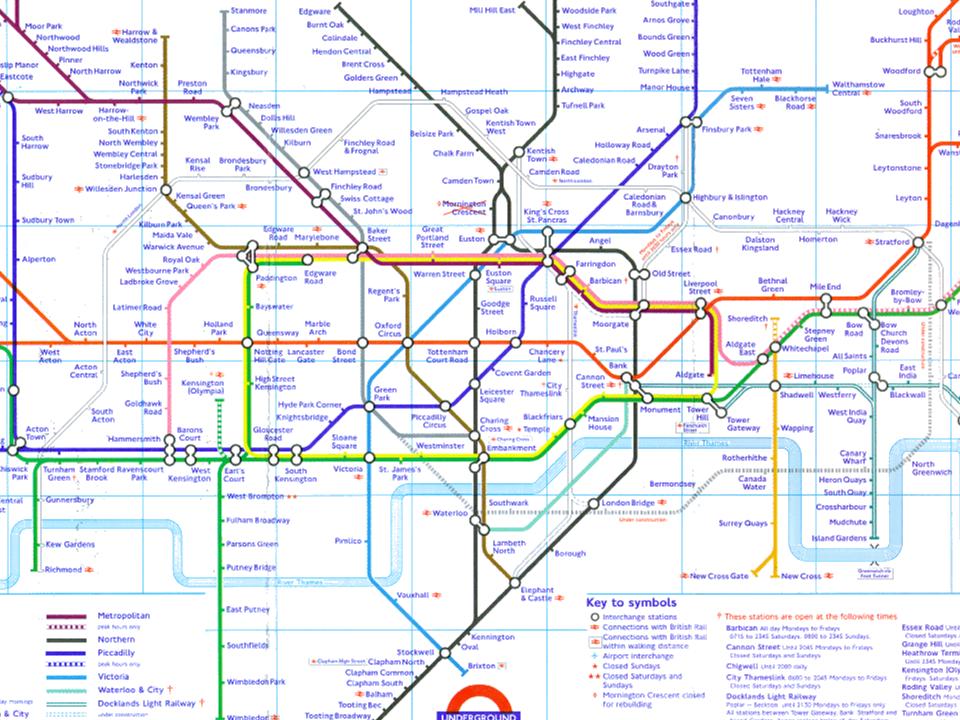












Cognitive Styles

Serialist

Holist





	9
2013-2015	Grundtvig EU Project "Open European Government"
2011-2013	Grundtvig EU Project "Feeling Younger by Getting Older"
2007-2010	Atlantis: "Architecture for EU-US Student Exchange Programs"
2008-2010	Surf N.A.P. "Acculturation Program for International Cooperation in Higher Education"
2008-2010	Grundtvig EU Project "Piazza Natura"
2008-2010	SMART EU project "Societal Effects of ICT" Publication in Press: ICT as Explicit Factor in the Evolution of Long-Life Learning: Topic Report 1 Revised Version. Conceptual framework 1st Version. Outlines of the vertical domain reports Outline of the horizontal domain report; 10 March 2009. Tender CPP N°55A/2007 (SMART 2007/0068) for contract notice 2007/S Nr 194 of 9 October 2007.
2007-2011	Intuition: EU 6 FP Network of Excellence on Virtual Reality and Virtual Environment Applications for Future Workspaces
2004-2009	DIME: Distributed Interactive Medical Exploratory for 3D Medical Images; Virtual Reality for Surgical Skills. Funded by NWO-Token2000
2004-2009	VREST Project: Virtual Reality Surgical Tools. (Nationally-funded by the Ministry of Economic Affairs)

Marie Curie EU Project "International Research Network for study and

development of new tools and methods for advanced pedagogical science

in the field of ICT instruments, e-learning and intercultural competences"

2014-2017

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- 9. Does beauty matter? The role of friends' attractiveness and gender on social attractiveness ratings of individuals on Facebook. International journal of web based communities, 8 (3). 389 401. ISSN 1477-8394 (2012)

Thanks for your Attention