



Supporting the Evolution of the Learner

WITH
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AND
ESTHER
DUNCAN



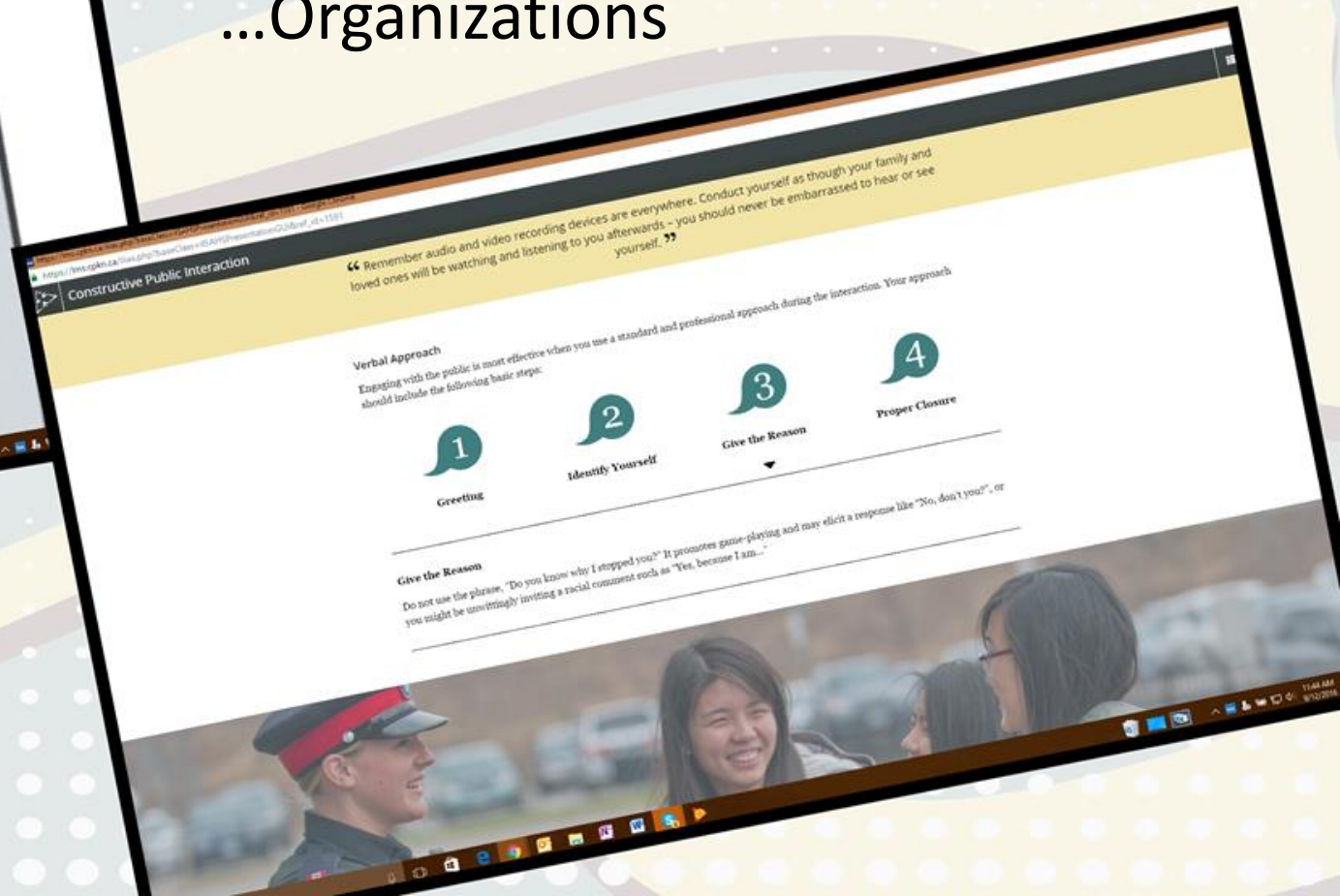
The Evolution of...

...Courses

...Learning Management Systems

...Learners

...Organizations





Creating a Learning Organization

What is a learning organization?

A learning organization is the business term given to a company that facilitates the learning of its members and continuously transforms itself.

Pedler, M., Burgogyne, J. and Boydell, T. 1997. The Learning Company: A strategy for sustainable development. 2nd Ed. London; McGraw-Hill

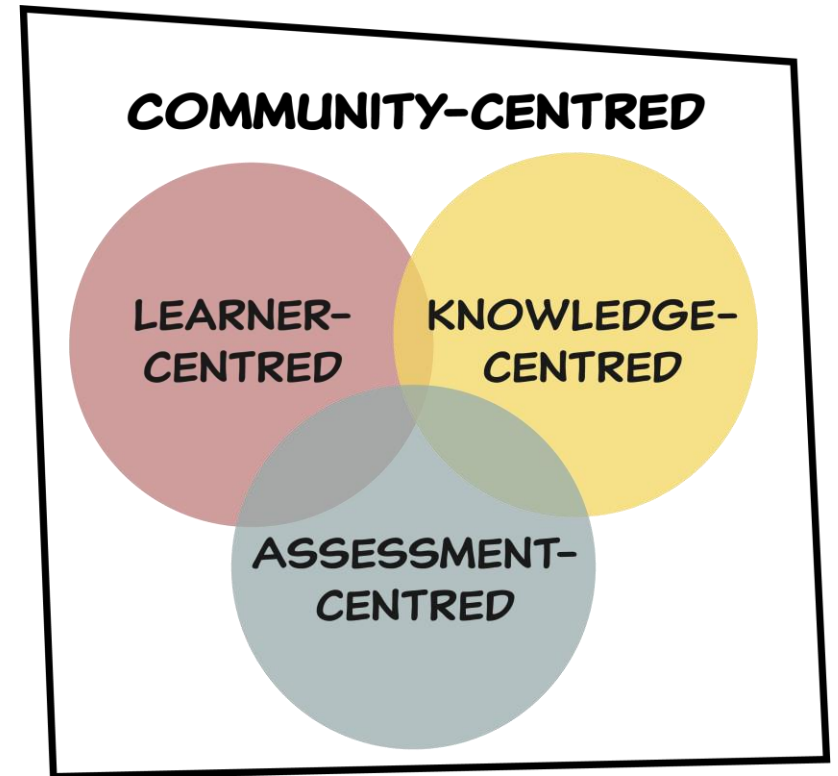
A learning organization creates a culture that supports and encourages both individuals and the organization to increase knowledge, competence, and performance levels on an ongoing basis. This, in turn, promotes continuous improvement and supports the achievement of goals, innovation, and the ability to deal with change.

Four (4) Lenses of the Learning Environment

The learning environment is central to facilitating learning and continual transformation within the learning organization.

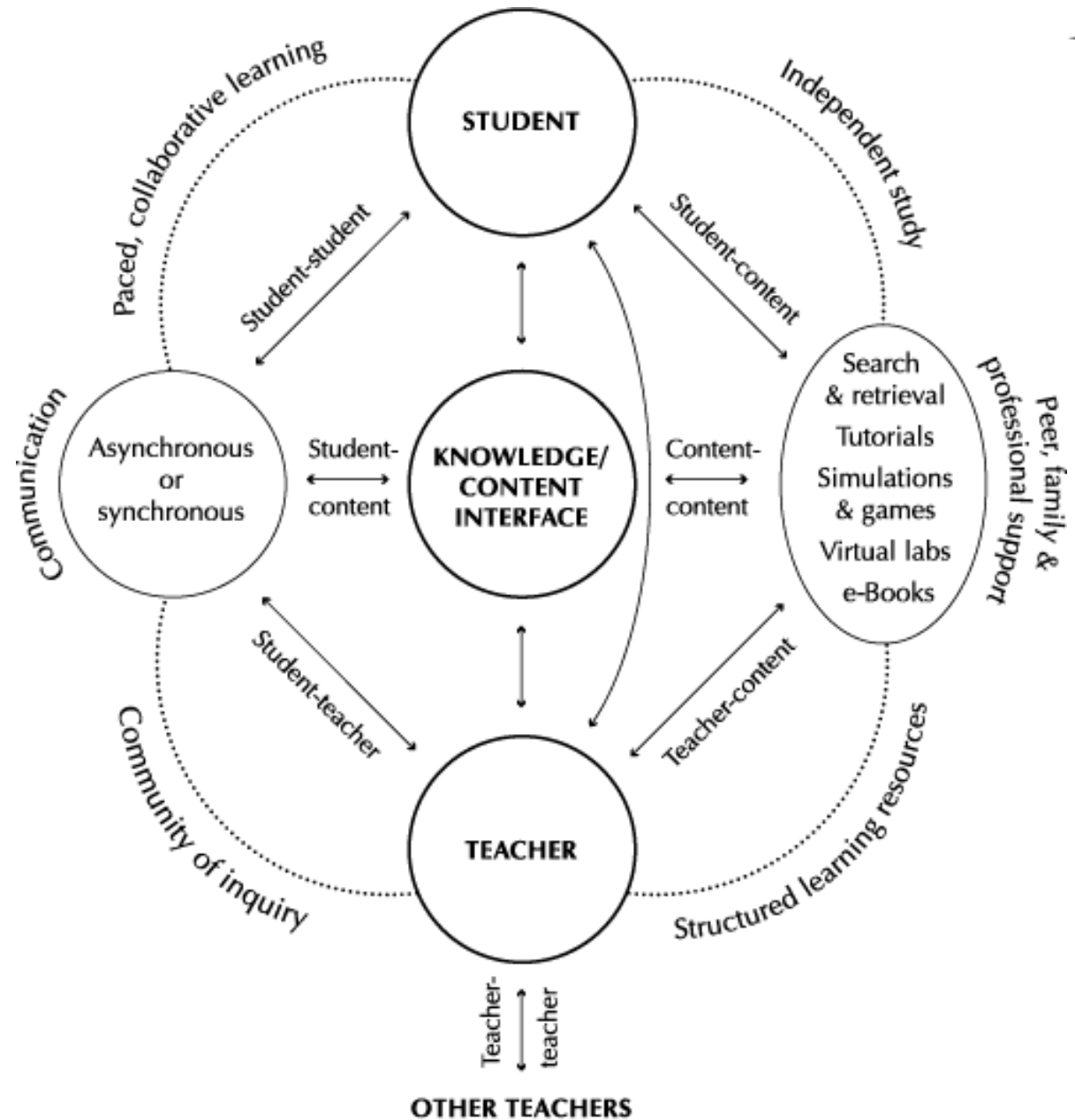
“Learning environment refers to the diverse physical locations, contexts, and cultures in which students learn.” *The Glossary of Educational Reform, 29 August, 2014*

Bransford, Brown, and Cocking (1999) show that effective learning environments are framed within the convergence of four (4) overlapping lenses.



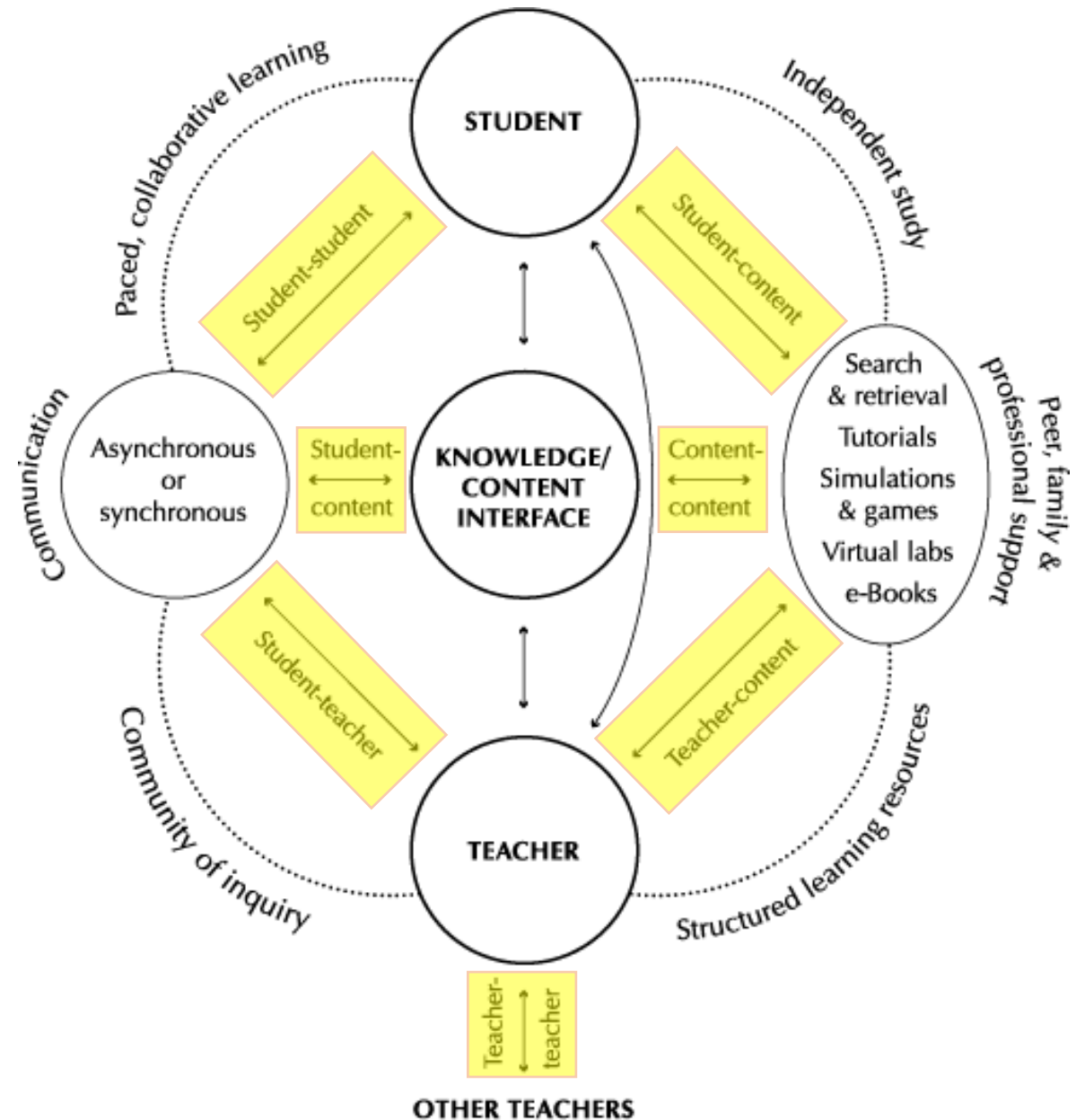
Anderson's Model of Online Learning

The unique characteristics or affordances of the Web enhance these generalized learning contexts (Anderson, 2008).



The Critical Role of Interaction

- Student - Student
- Student - Content
- Student - Teacher
- Teacher - Content
- Teacher - Teacher
- Content - Content






Discussion

Why does this matter?

Thinking about the six (6) forms of interaction and the four (4) lenses of effective learning environments, let's look at the emerging technologies you have in your hands.

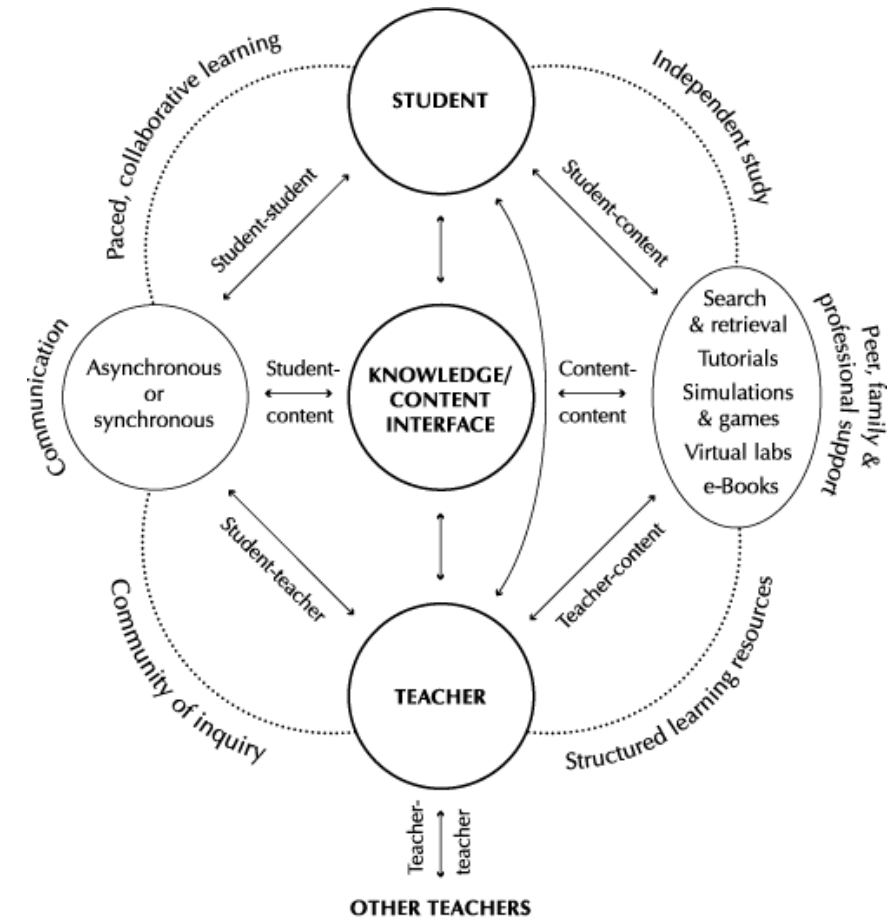
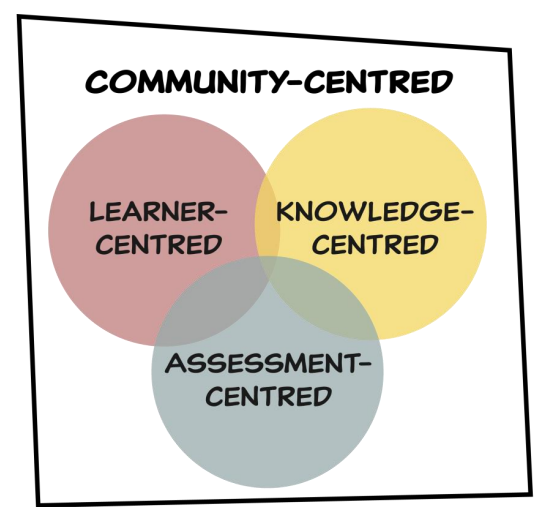


● Transmedia

- Mobile learning
- Accessibility
- Formats (ePub, video, micro-learning)

Questions to consider:

- What do these terms mean to you?
- Have you used them?
- As educators are they relevant? Irrelevant?
- Do they enable learning?
- Are you excited by the possibilities?

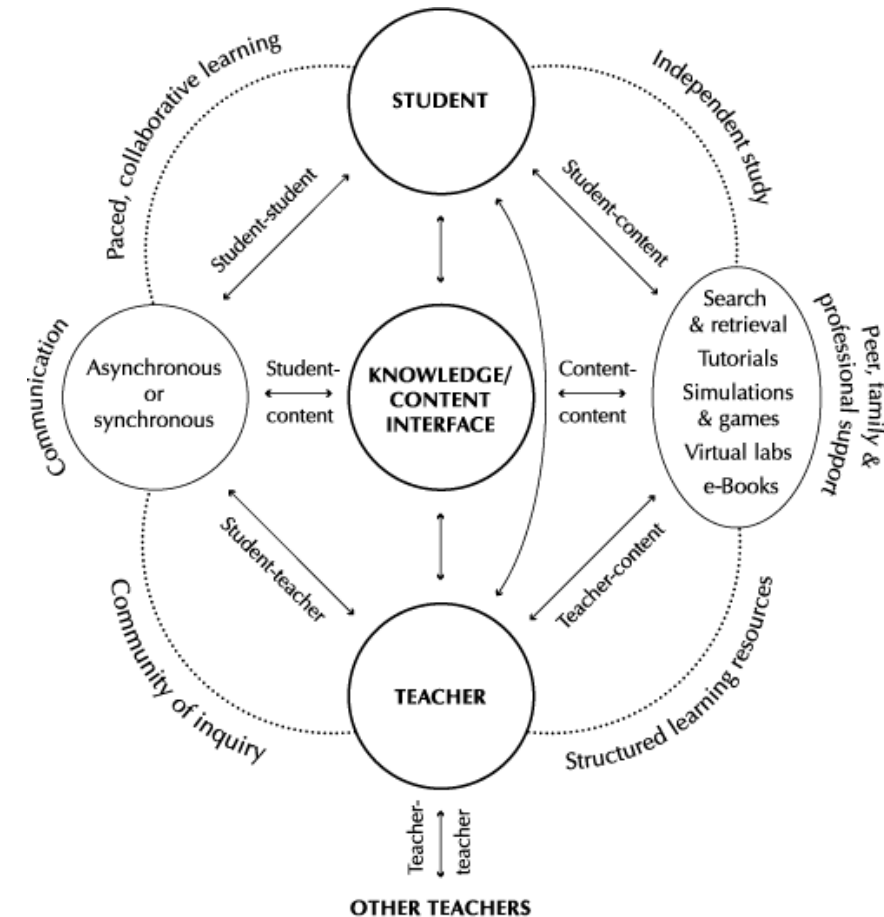
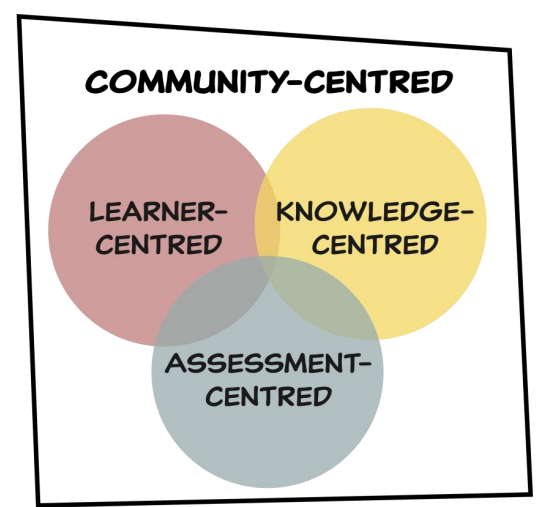


● Social Learning

- Flipped classroom
- Experience API
- Peer-to-peer learning

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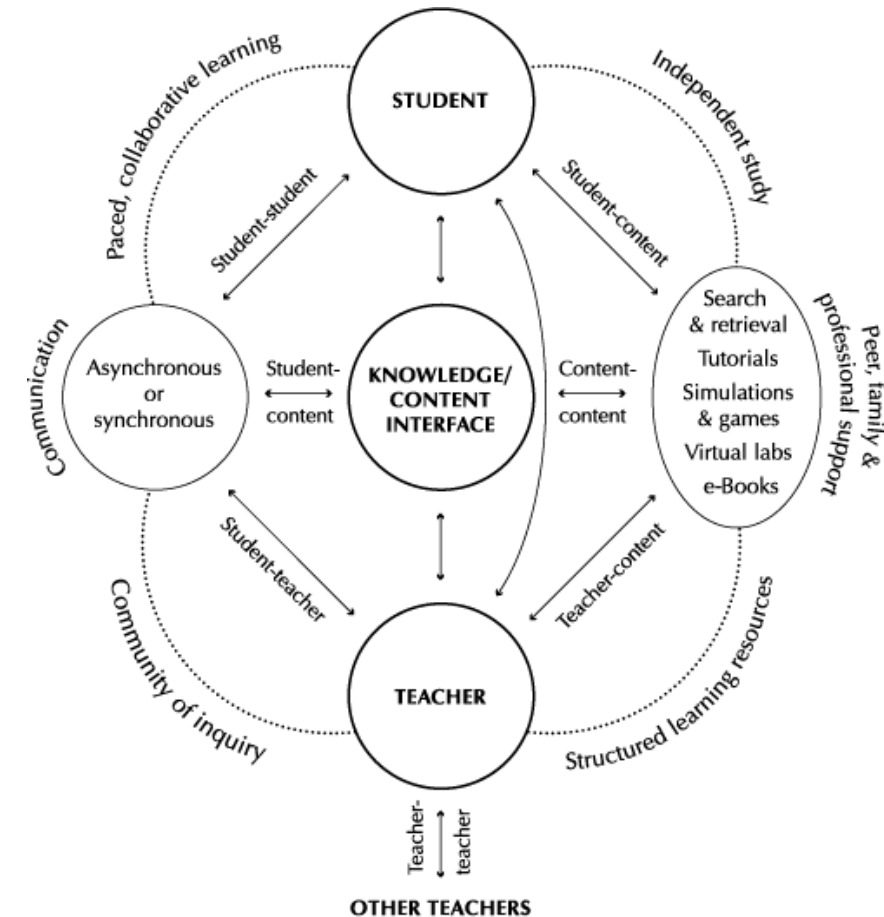
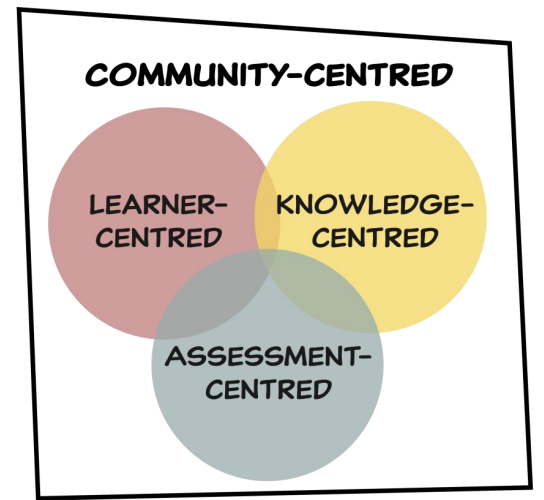


● Location-based Learning

- Beacons
- Wearables
- Augmented reality

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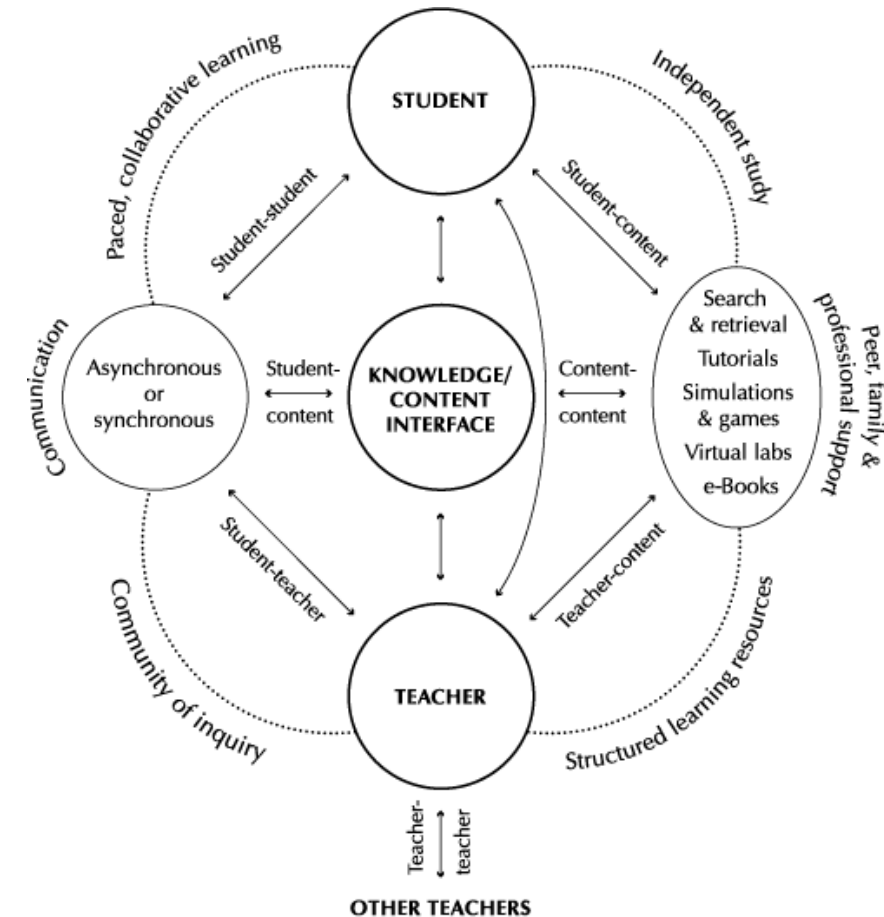
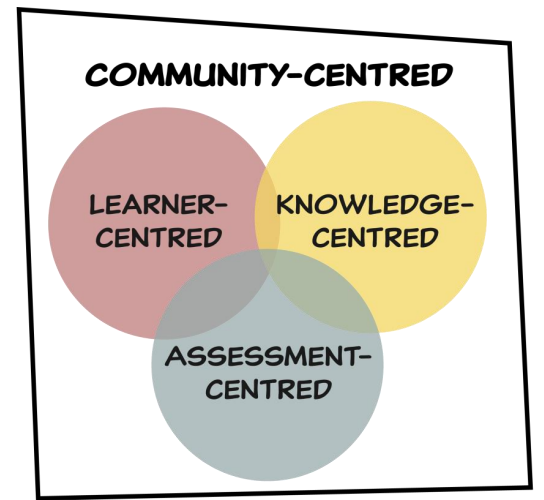


● Assessments and Evaluations

- Experience API
- Games-based assessment
- Social learning

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Questions/Conclusion

In many ways, these are tools/experiences/concepts that can be utilized to push educational interactions and knowledge mobilization to the next level.

Using a model by which to frame the understanding of how to best use these tools to empower learners and organizations to grow and transform.

