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Learning and Connectivism in MOOCs Downes, Stephen

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A connectivist perspective

My Brain

Neurons and neural connections

The World

People, things,
 ideas, concepts, all
 connected to each
 other

Perception and Communication

The world speaks to me and I speak to the world

The MOOC

MOOC

- A learning network

My Brain

Neurons and neural connections

Perception and Communication

Perception and Communication

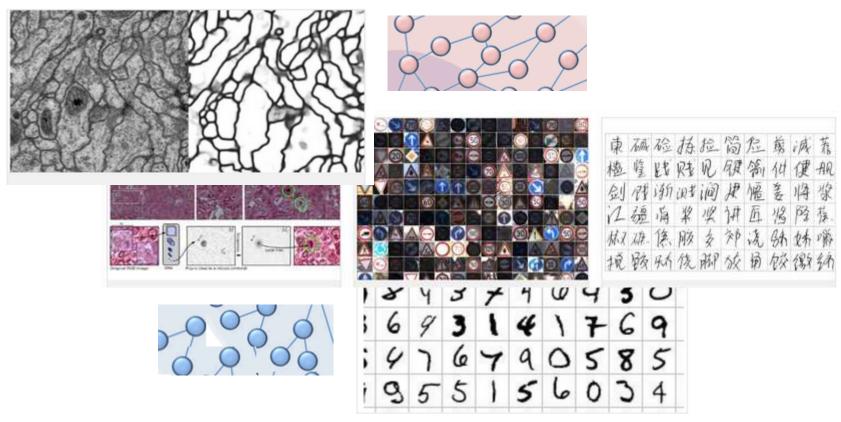
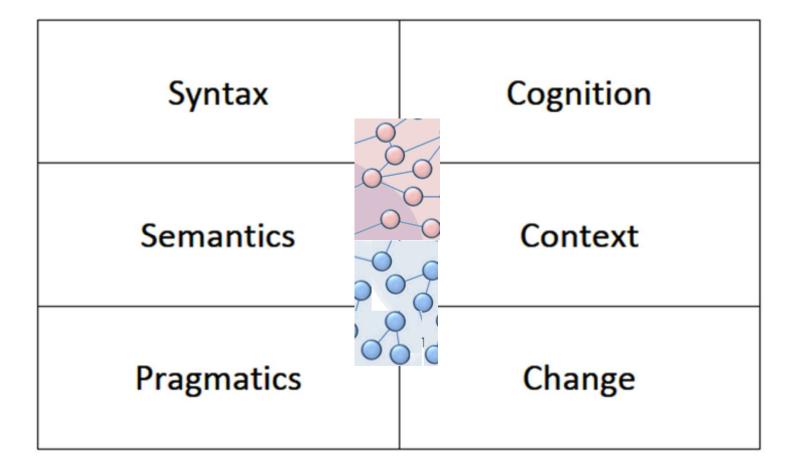
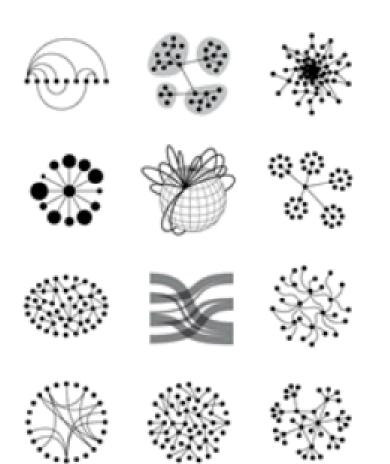


Image: http://devblogs.nvidia.com/parallelforall/cuda-spotlight-gpu-accelerated-deep-neural-networks/

The Critical Literacies



Not just rules and grammar



Forms: archetypes? Platonic ideals? Rules: grammar = logical syntax Operations: procedures, motor skills Patterns: regularities, substitutivity Similarities: Tversky - properties, etc

Image: http://www.visualcomplexity.com/vc/blog/?author=1

Learning Theories: trying to find patterns in

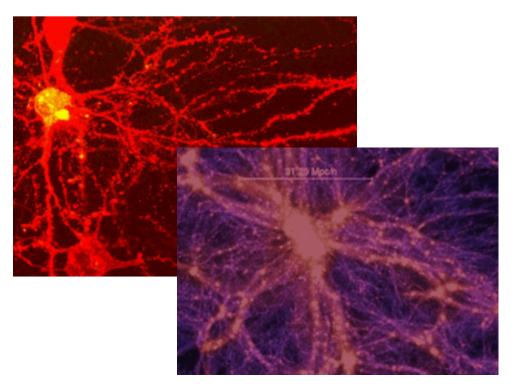
phenomena



- Behaviourism learning & practice
- Instructivism learning from worked examples, testing
- Cognitivist the importance of models and comprehension
- Constructivist creating our own learning

Image: http://www.visualcomplexity.com/vc/blog/?author=1

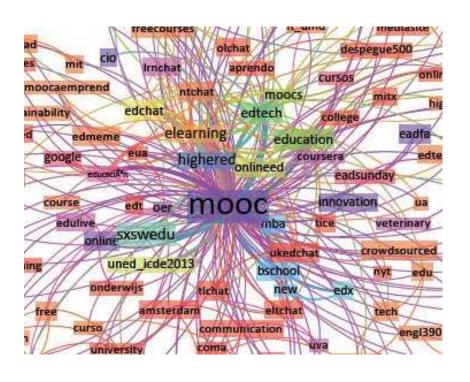
Networks and Connections in the World



- The way things are organized in the world is important
- A pile of sand is different from a sand castle
- We observe individual entities self-organizing
- These form complex networks from the brain to galaxies

Image: http://www.visualcomplexity.com/vc/blog/?p=1312

Massive / Open / Online / Course



- Massive networks grow
- Open networks have no edges
- Online creates the first real networks for learning
- Courses creating temporary networks

Image: http://themoocexperience.wordpress.com/2013/03/08/being-social-in-a-mooc/

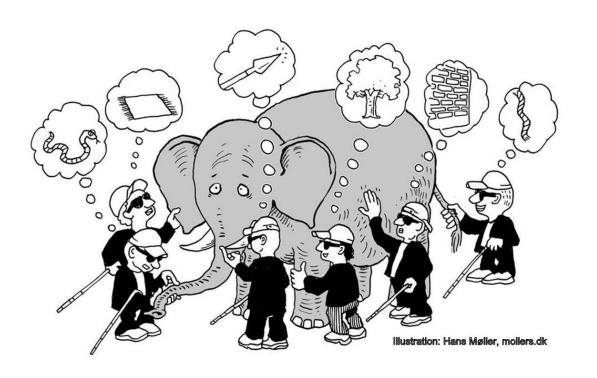
Theories of truth / meaning / purpose / goal



- Truth and belief: sense and reference
- Interpretation and models
 (probability, logical space, frequency, wagering / strength)
- Learning theories: Hebbian, back-prop, Boltzmann
- Decisions: voting / consensus / emergence

Image: https://darkjapanese.wordpress.com/tag/collocations/

A MOOC as a way of Seeing the World



- The MOOC brings together many perspectives
- No one perspective is correct or true
- The whole is created by interaction

Image: http://rathchakra.wordpress.com/

Knowledge is not Transmitted, it is *Created*



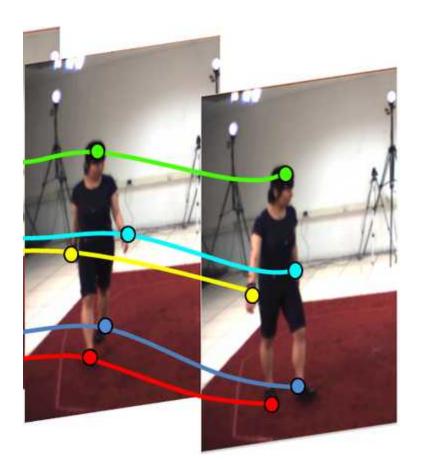
- Each piece contributes to the whole
- Each person sees the *new* from a certain perspective
- We feed back and forth

What We Learn Depends on How We Interact



- Autonomy each individual decides for him or her self
- Diversity each person has their own values and goals
- Openness new members and new ideas are welcome
- Interactivity we learn through communication

Use / actions / impact



- Speech acts (J.L. Austin, Searle)
 assertives, directives,
 commissives, expressives,
 declarations (but also harmful acts,
 harassment, etc)
- Interrogation (Heidegger) and presupposition

Image: http://ftp.tnt.uni-

hannover.de/print/papers/view.php?ind=1&ord=month&mod=DESC

How to Do Things With MOOCs



- Educate model and demonstrate processes and actions
- Inform tell stories, recount experiences
- Promote Pass on an idea or a way of life (memetics)
- Recruit find others to join

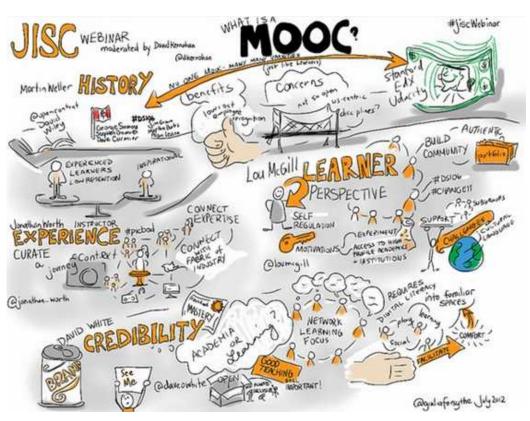
How to do things in MOOCs



- Aggregate listen to many diverse sources
- Remix bring these different perspective together
- Repurpose reform these new ideas in your own way
- Feed Forward share your perspectives

Image: http://www.lifeaftercoffee.com/2008/11/03/hello-iamthenode-and-im-here-to-make-you-vomit/

What a MOOC *Does*



- Asks questions
- Experiments
- Explores
- Discovers
- Creates

Image: http://www.jiscinfonet.ac.uk/topics/moocs/

Context

Placement, environment



- explanation (Hanson, van Fraassen, Heidegger)
- meaning (Quine); tense range of possibilities
- vocabulary (Derrida);ontologies, logical space
- Frames (Lakoff), worldviews

Image: http://www.visualcomplexity.com/VC/index.cfm?domain=Pattern%20Recognition

Context

Possibilities for Learning on the Internet



- The internet created a location where networks could form
- Online communities

 already learning in
 self-organizing
 groups
- eg. OSS, Napster...

Context

Learning in the Workplace

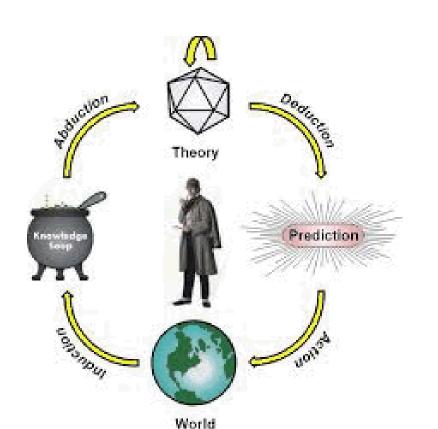


- the skills gap
- informal learning
- just-in-time learning (vs just-in-case)
- learning as something we support rather than provide

Image: http://www.goodpractice.com/blog/future-of-workplace-learning-in-2015/

Cognition

Reasoning, inference and explanation

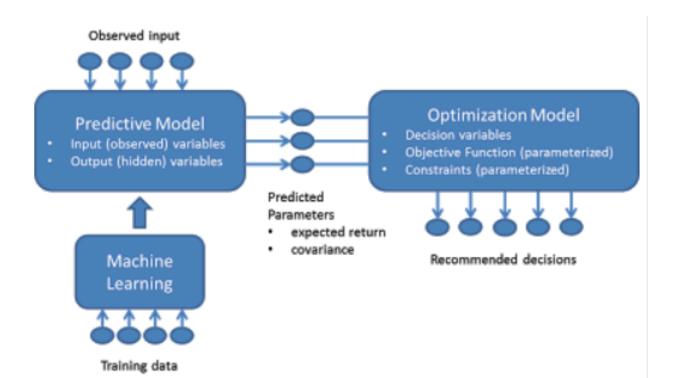


- description X (definite, allegory, metaphor)
- definition X is Y (ostensive, lexical, logical (necess. & suff conds), family resemblance, identity, personal identity, etc
- argument X therefore Y inductive, deductive, abductive, modal, probability (Bayesian), deontic (obligations), doxastic (belief), etc.)
- explanation X because of Y (causal, statistical, chaotic/emergent)

Image: http://www.jfsowa.com/pubs/challenge

Cognition

The Challenge of Learning Analytics



- Analytics predict
 performance using neural
 network techniques
 (machine learning)
- But this process requires
 'Big Data' with resulting
 privacy issues

Image: http://horicky.blogspot.com/2013/01/optimization-in-r.html

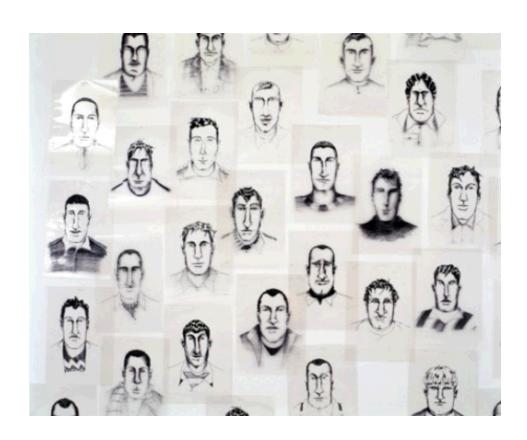
Cognition

How do we infer someone has learned?



- Traditional testing is a very poor sort of induction
- We identify good doctors, good food, good writers by recognizing them
- In a MOOC, achievement is demonstrated in open work, and recognized by peers

Graphs / Drivers / Attractors / Forces



relation and connection: I
 Ching, logical relation

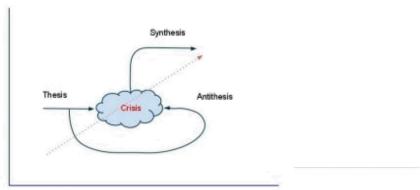
flow: Hegel - historicity,directionality; McLuhan

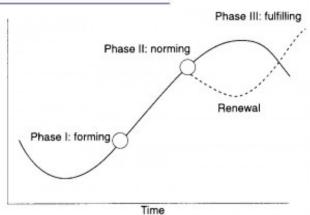
- games, for example: branch and tree, database

scheduling - events;activity theory / LaaN

Image: http://www.motikon.com/2011/12/19/from-data-to-design/

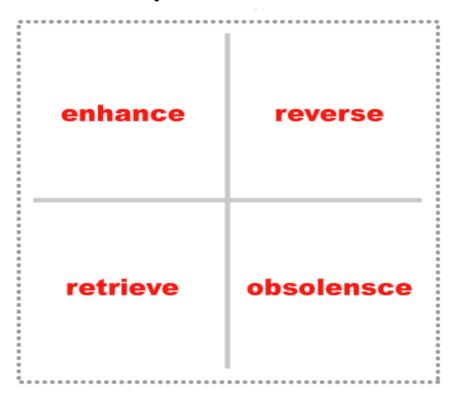
Varieties of Change





- Easy to think things will always be the same (vs the Tipping Point)
- Cycles and Arcs
- The dialectic

Consequences of Change



- What do MOOCs and connectivism enhance?
- What do they reverse?
- What thing from the past do they retrieve and make new?
- What current thing do MOOCs make obsolete?

Image: http://www.provenmodels.com/18/four-laws-of-media/marshall-mcluhan/

Drivers and (Strange) Attractors



- We think of the future in terms of today's imperatives: jobs, money, security
- But what is important to us today may not always be
- There's no way to *predict* but we can imagine what will matter...

Image: http://chaoticatmospheres.deviantart.com/art/Strange-Attractors-The-Dadras-Attractor-376066266







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