Community, Content & Collaboration Management Systems, socio-constructivist scenarios for the masses?

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Code: edmedia-2002
The goal

Help socio-constructivist pedagogies on the Internet

The Menu

The problem ...

Internet spirit 2002: C3MS Portals

Scenarios = Internet-supported socio-constructivism

The TECFA "SEED catalog"

A few "design" decisions

State of our research & outlook
1. The problem...

Content transmission:
- web pages / videos
- "Learning Management Systems"

Instructional pedagogies:
- listen
- look at multi-media
- surf on the Web
- do

Socio-constructivist pedagogies:
- do
- discuss
- build

Community, Content & Collaboration Management Systems, © TECFA 15/7/02
Socio-constructivists were first on the Internet - what went wrong?

1993

Teaching & learning with the Web
(thesis = learning by projects)
web pages & forums
Moos
Wikis
...many good little things

2002

Open-ended scaffolded collaborative learning
???

Web-based training
WBT Systems
(anti-thesis = "instructional design")

"E-learning"
Learning management Systems

synthesis?
4 hypothesis on the future of socio-constructivist tools:

1. It won’t happen, because you can do good things without much technology (heard at this conference)

2. It won’t happen because micro-worlds constructivists do more "sexy stuff" (seen keynote talks)

3. It won’t happen because systems that emphasize the teacher’s role as manager won’t attract money and research systems are too specialized, too fragile, too whatever .... (heard at this conference)

4. It will happen, because countries with strong socio-constructivist elements in their curricula perform well (Finland)

My hypothesis:

• It won’t happen, but we can improve on the situation
2. Internet spirit 2002: C3MS Portals

- ... it’s a MEGA trend!
- Content, Collaboration & Community Management (C3MS)
- Examples: PostNuke, PhpWebSite, Drupal, Jetspeed, ....

Weblogs (blogs)

Slashdot-like engines (News + discussion)

Groupware (event calendar, forums, sharing)

Small Content Management (CMS)

Plugin architecture (extensions !!)

emerging
C3MS Kits
Base features of the C3MS portal

- Integration of most applications (authentication, interfaces etc.)
- User system (administrator, members, invited, ..)
- Plug-in architecture! (YOU can write modules)
WOW ...

• it works (thousands of sites, some of which thrive)
• people even learn from them
• some good communities of practice or communities of interest
• many people join to improve these systems and write modules:
  • like: collaborative hypertexts (wikis), pictures galleries, simple content
    management systems, event calendars, chats, project managers, file-upload,
    glossary management, weather, shout boxes, chats, ....
  • might be useful to support educational scenarios

STRANGE ...

• major use in education is limited to student portals
  (or faculty in situations where expensive software won’t work)
• a few weblogs (SF area + Holland)
• little creative use in education (no socio-constructivist scenarios)
### Scenarios = Internet-supported socio-constructivism

#### The case for scenarios

Socio-constructivist learning is more effective if individuals and groups have to evolve within *somewhat* specified scenarios.

Scenarios are **sequences of phases** within which group members **do tasks** and **play specific roles**.
We need environments that help orchestration!

Orchestration implies organizing workflow loops

... this is just the "ur-loop"!
4. The TECFA "SEED catalog"

- is a *cookbook* with "half-baked" strategies, scenarios and tools

*Schema:* Projects → Pedagogic Strategies → Activities (scenarios) → characteristics → Stages → Elementary activities → C3MS bricks (software types) → software (modules)
4.1. Example: Study wildlife around Denver

<table>
<thead>
<tr>
<th>PROJECT</th>
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<tbody>
<tr>
<td>Steps</td>
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<table>
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<tr>
<th>GLOSSARY SCENARIO (ACTIVITY)</th>
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<tr>
<td>Stages</td>
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<td>6</td>
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<table>
<thead>
<tr>
<th>Simple activ.</th>
<th>Description</th>
<th>C3MS brick (+ software)</th>
</tr>
</thead>
<tbody>
<tr>
<td>CoEdit</td>
<td>Creation of collaborative documents</td>
<td>Wiki (phpWiki PN module), simple CMS (PN module EzCMS)</td>
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<tr>
<td>BrainStorm</td>
<td>Generate Ideas</td>
<td>Wiki, News Engine, Forums, Bulletin Boards</td>
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5. A few "design" decisions

5.1 Features of the system

• not much development, it’s NOT a system but a strategy
• based on popular open source kits

5.2 Lower the cost for teachers (catalog + humans)

• training (both technical & pedagogical)
• repackaging and documenting C3MS software
• support & exchange portal

5.3 Try to organize a community of interest

• we need a movement, this is why I am here!

5.4 Stay open

• make it multi-purpose (e.g. also support community building)
• support for different user categories
6. State of our research & outlook

• This is part of a 3-year - 7 man/years applied research project
• within a larger EC project (SEED)

First results:

• several portals / projects launched with teachers
• catalog (first draft) + working papers
• good reception of technology by "power teachers"
  ... despite difficulties of installing/configuring such systems
• some difficulties to get "scenario planning" across

Outlook:

• Keep in touch: tecfaseed.unige.ch (soon !)
• More information (now): http://tecfa.unige.ch/proj/seed/catalog/
• We don’t know whether the idea will really work
  (socio-constructivism for masses by adopting C3MS)
• Next: same + roles + dataflow = virtual studio project = real CSCL
Slogans to take home:

(1) Shift the focus from learning materials to learning activities

(2) Free the Internet

I am not alone. I have seen similar ideas at this conference:

- David Young and Brent Wilson
- Elie Milgrom
- Marie Jasinski
- Musical improvisation
- others!