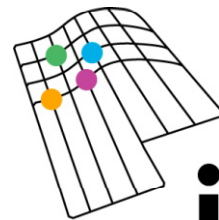# Designing Dynamic Learning Environments for Trans-Competence Acquisition

iCamp
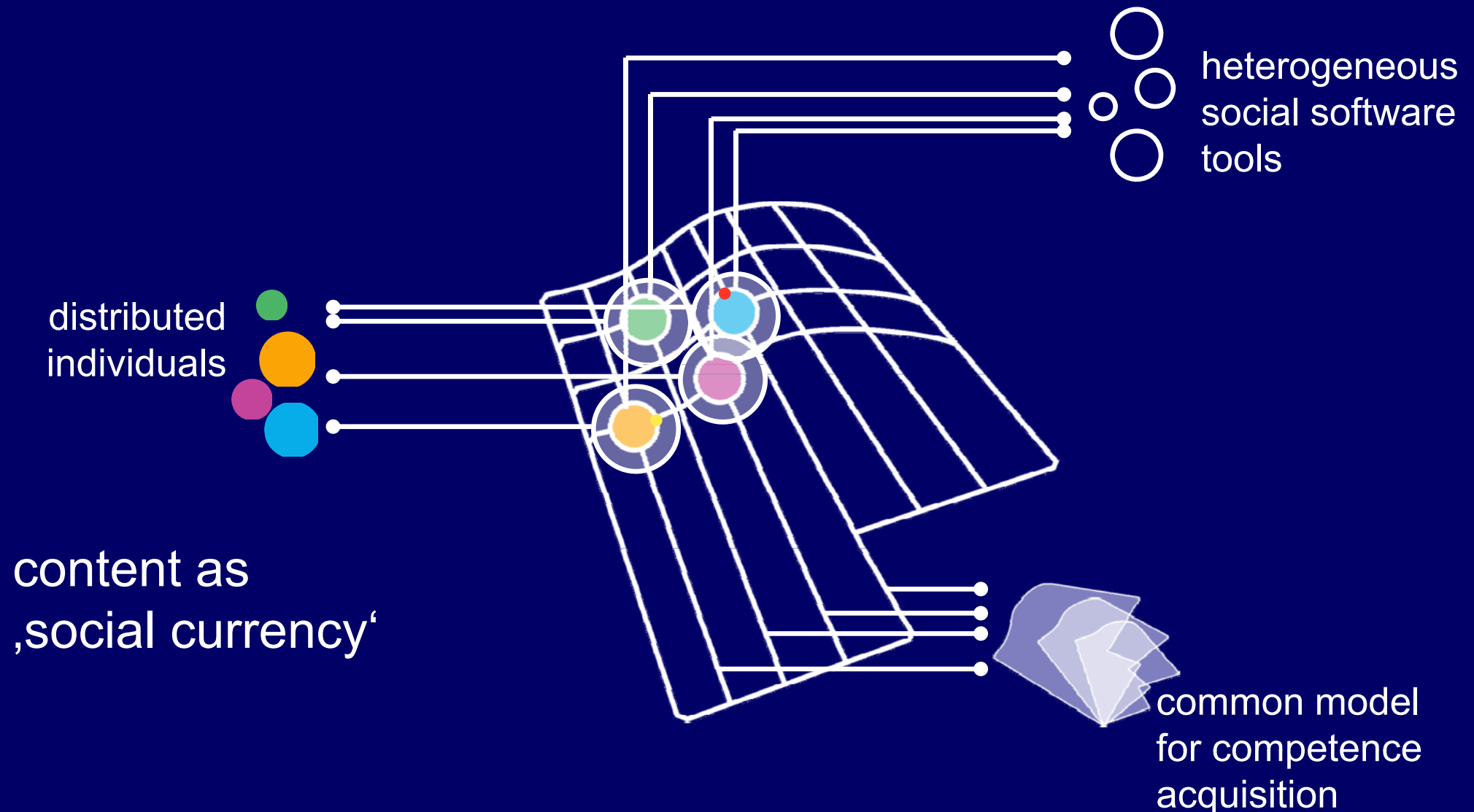
Fridolin Wild
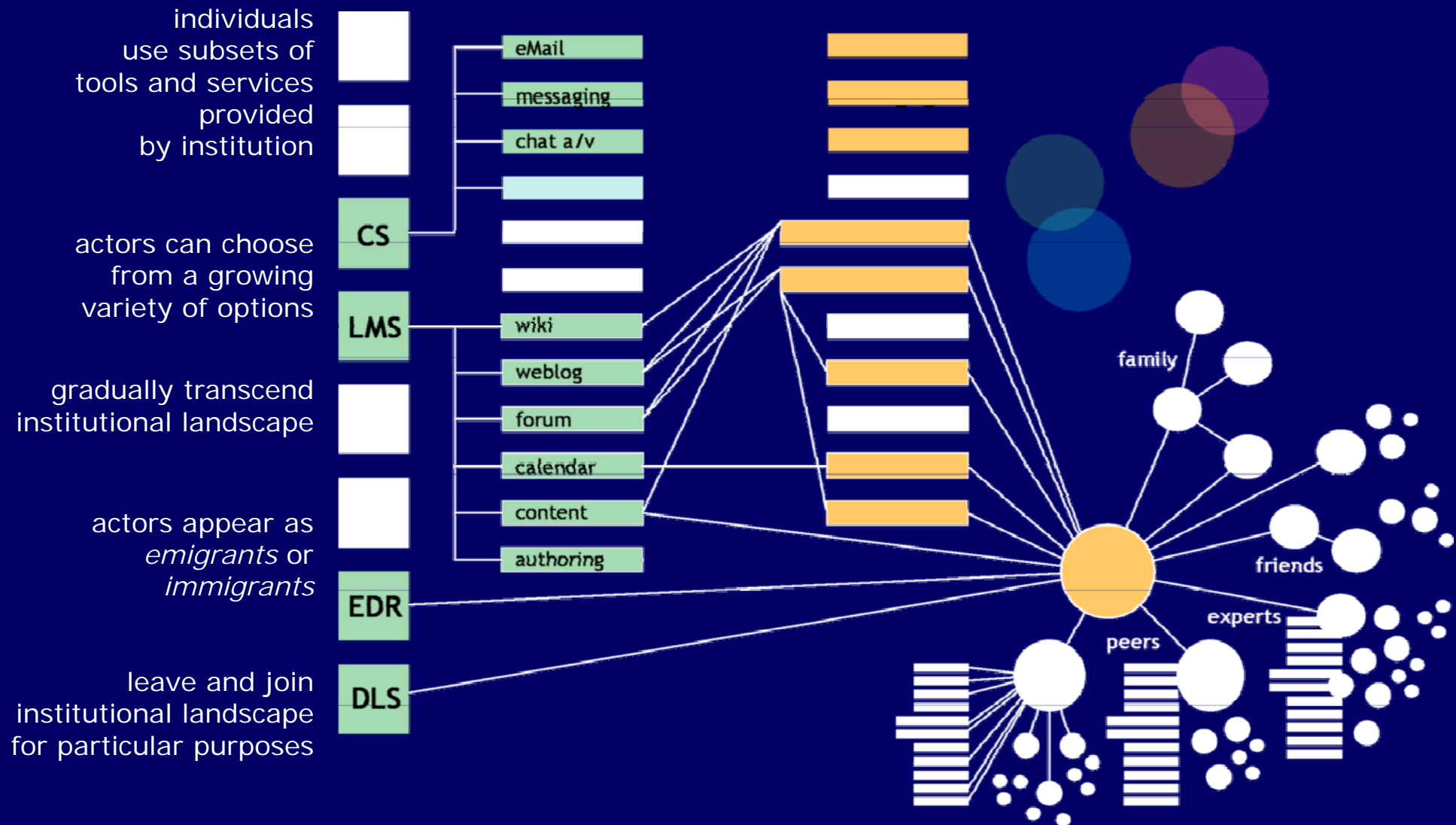Vienna University of Economics and Business Administration

Agenda

- The iCamp Project
  - Aims & Context
  - Augmented Landscapes
  - Competence Acquisition
- Learning Activities (AT)
- Web-Application Mash-Ups
- Mash-Up PLE (MUPPLE)
- Designing Activity-Driven MUPPLEs
- Sharing Experiences through Patterns
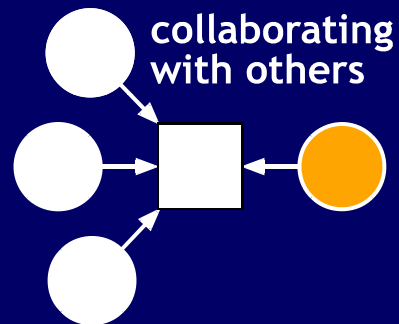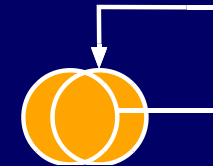- Statement: Learning in The New Web

The iCamp Project

heterogeneous social software tools

distributed individuals

content as ,social currency'

common model for competence acquisition

Augmented Landscapes

individuals
use subsets of
tools and services
provided
by institution

actors can choose
from a growing
variety of options

gradually transcend
institutional landscape

actors appear as
emigrants or
immigrants

leave and join
institutional landscape
for particular purposes

CS

LMS

EDR

DLS

eMail

messaging

chat a/v

wiki

weblog

forum

calendar

content

authoring

family

friends

experts

peers

Competence Acquisition

collaborating
with others

self-directing &
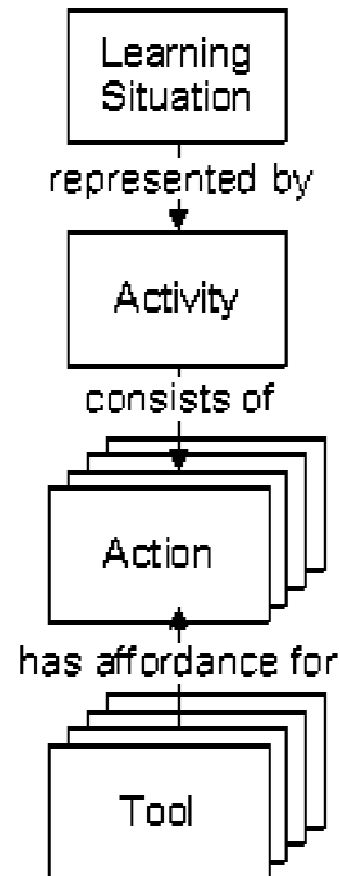self-organising

social-
networking
with others

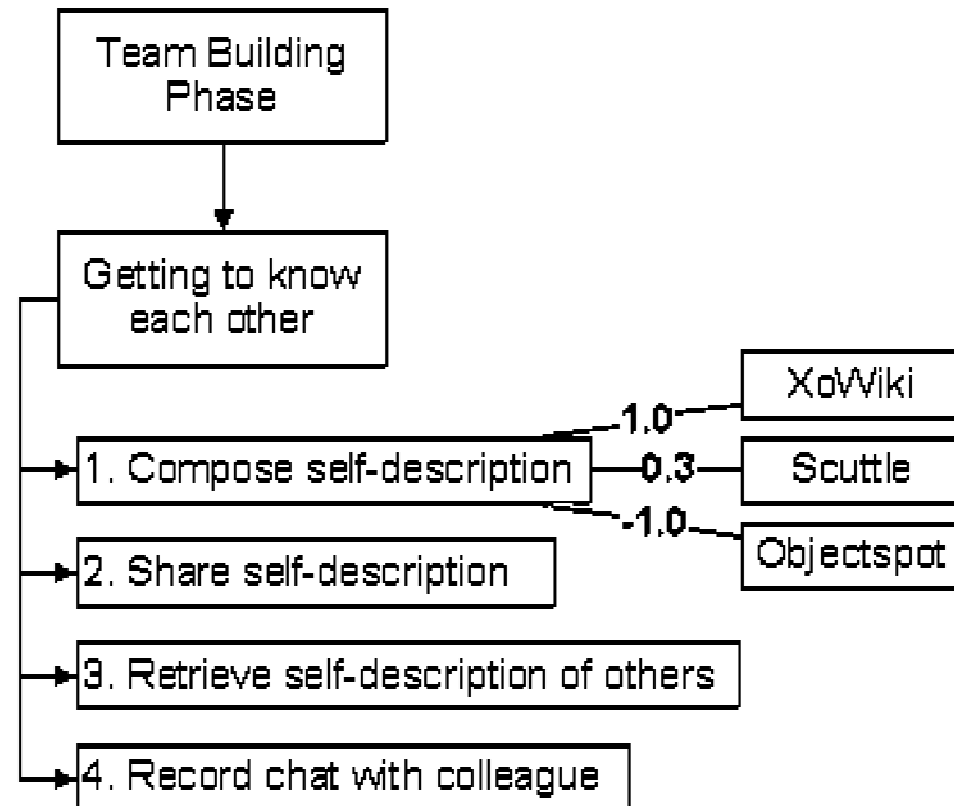**Social- & Self-Competences (Hyperc.)**, not
Professional Competence!

Competence is constructed from
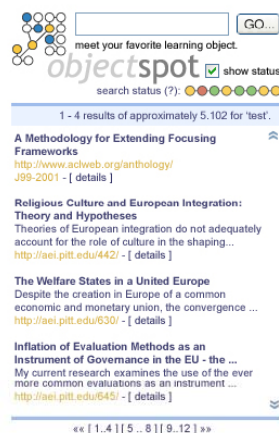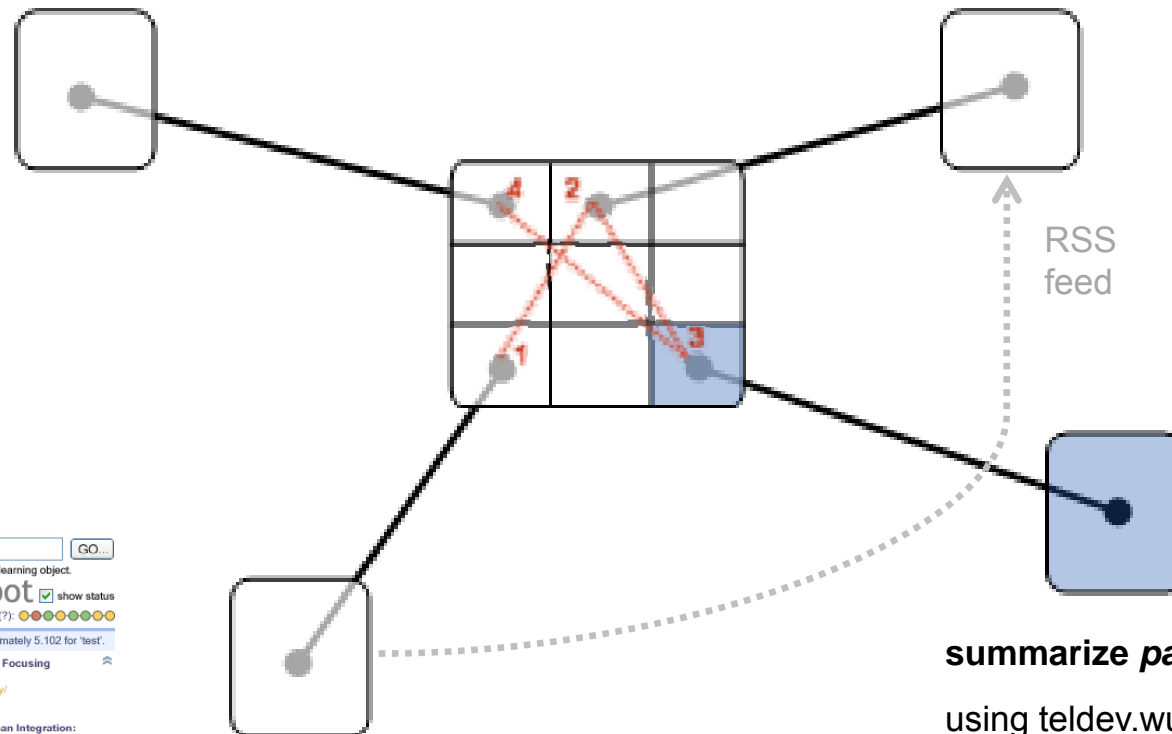certain **learning activities**

Learning Activities

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Web-Application Mash-Up

{ do s.th. } { *for an output* }

{ using http://… }

share *bookmarks*

using distance.ktu.lt/scuttle

RSS feed

summarize *papers*

using teldev.wu-wien.ac.at/xowiki

find *papers*

using www.objectspot.org

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MUPPLE: a Mash-Up PLE

"Mupples were small furry creatures that were imprisoned at the Umboo Lightstation when Mungo Baobab, C-3PO and R2-D2 rescued them. Some considered Mupples a delicacy."

-- http://starwars.wikia.com/wiki/Mupple

- Set of Web-Based Tools for learning, client-sided aggregation
  (= 'web-application mashup')

- Recommend **tools for specific activities**
  - through design templates
  - through data mining

- **Scrutable**: give learner full control over learning process

- **Track learner interaction & usage** of tools and refine recommendations

Mash-**UP**

Personal

Learning

Environments

<8>

Learner Interaction Scripting Language (LISL)

```
// definitions
define [an] activity "getting to know each other"
define […] action "publish"
define tool "xowiki" [with] url http://xowiki.icamp.eu
define tool "wordpress" url http://wordpress.icamp.eu
define tool "videowiki" url http://distance.ktu.lt/videowiki
define action "broadcast"
define action "introduce"

// actions
publish "self-description" [using tool "xowiki"]
broadcast "meeting" using tool "wordpress"
Introduce "yourself" using tool "videowiki"
```
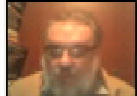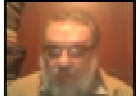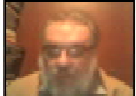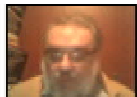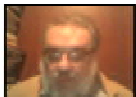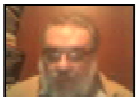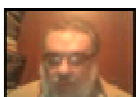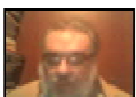
MUPPLE loves LISL !

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Sharing Activity Patterns

- Patterns (Alexander, 1979) consist of:
  - Context
  - Problem
  - Solution

- Collections of Aligned Patterns:
  Pattern Language
  - e.g. for ‚office buildings'
  - e.g. for ‚private homes'

→ **Allow for Experience Sharing & Learning from Best-Practice**

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Learning in the New Web

- 'individual' not 'institutional'

- 'collaborative team' not 'isolated single'

- 'multi-tool' not 'content-based'

- 'learning to learn' not 'knowledge transmission'

- 'activity sequences' not 'self-paced models'

   = 'TEL 2.0' not 'TEL 1.0'

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and Business Administration, Austria

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