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Virtual worlds on the go

Downes, Stephen

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March 10, 2016
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Social networking and learning communities



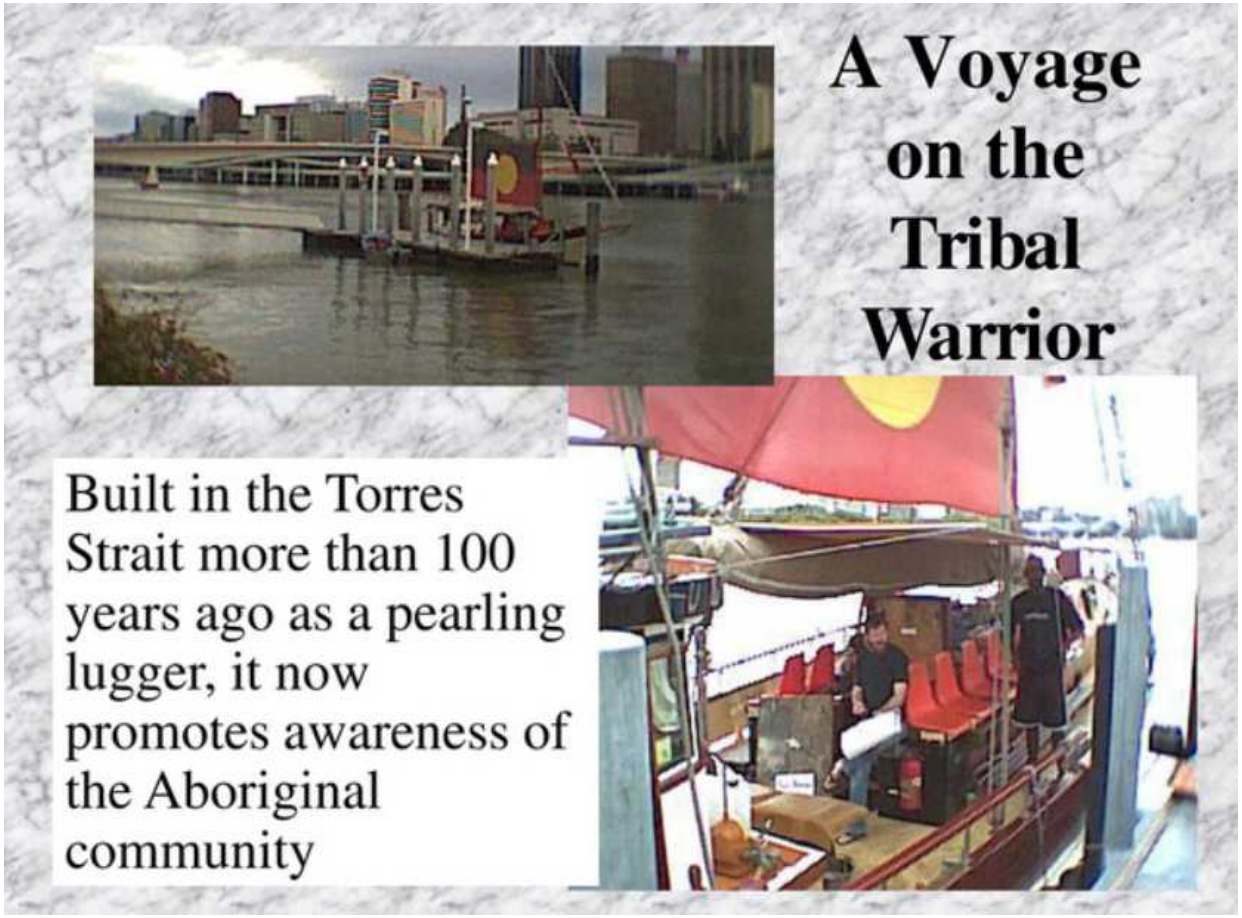
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Image: http://success.students.gsu.edu/first-year-programs/freshman-learning-communities/

The need for deliberate practice



David V. Day
https://www.researchgate.net/publication/229807474_The_Difficulties_of_Learning_From_Experience_and_the_Need_for_Deliberate_Practice
Image: http://expertenough.com/1423/deliberate-practice

From virtual to reality



http://www.downes.ca/presentation/18

Real world practice



Neurotouch - https://www.youtube.com/watch?v=XFErkYapAAA

Diana Oblinger - https://net.educause.edu/ir/library/pdf/eli3009.pdf

The move to mobile

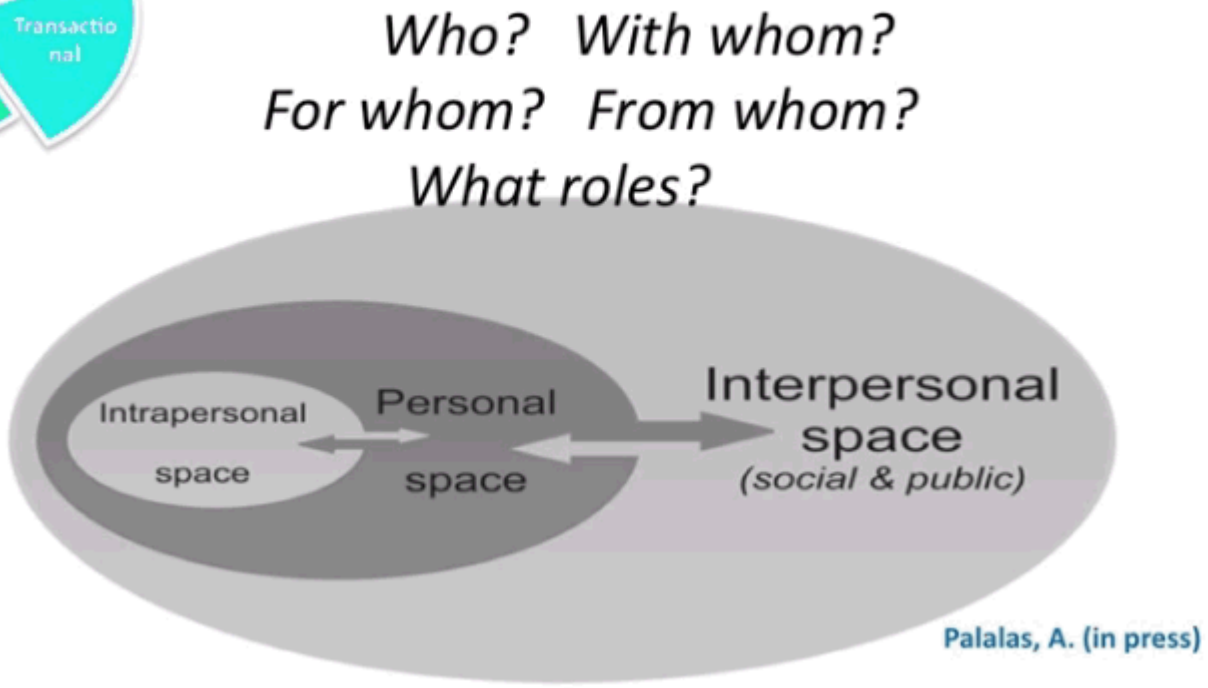


Bonnington, Wired - http://www.wired.com/2015/02/smartphone-only-computer/

World Bank: http://blogs.worldbank.org/edutech/big-educational-laptop-and-tablet-projects-ten-countries

A mobile learning ecosystem





ASTD: https://www.td.org/Publications/Newsletters/Links/2015/12/The-Mobile-Learning-Ecosystem

Image: https://www.youtube.com/watch?v=KnOecJu4BjQ

Pedagogical affordances

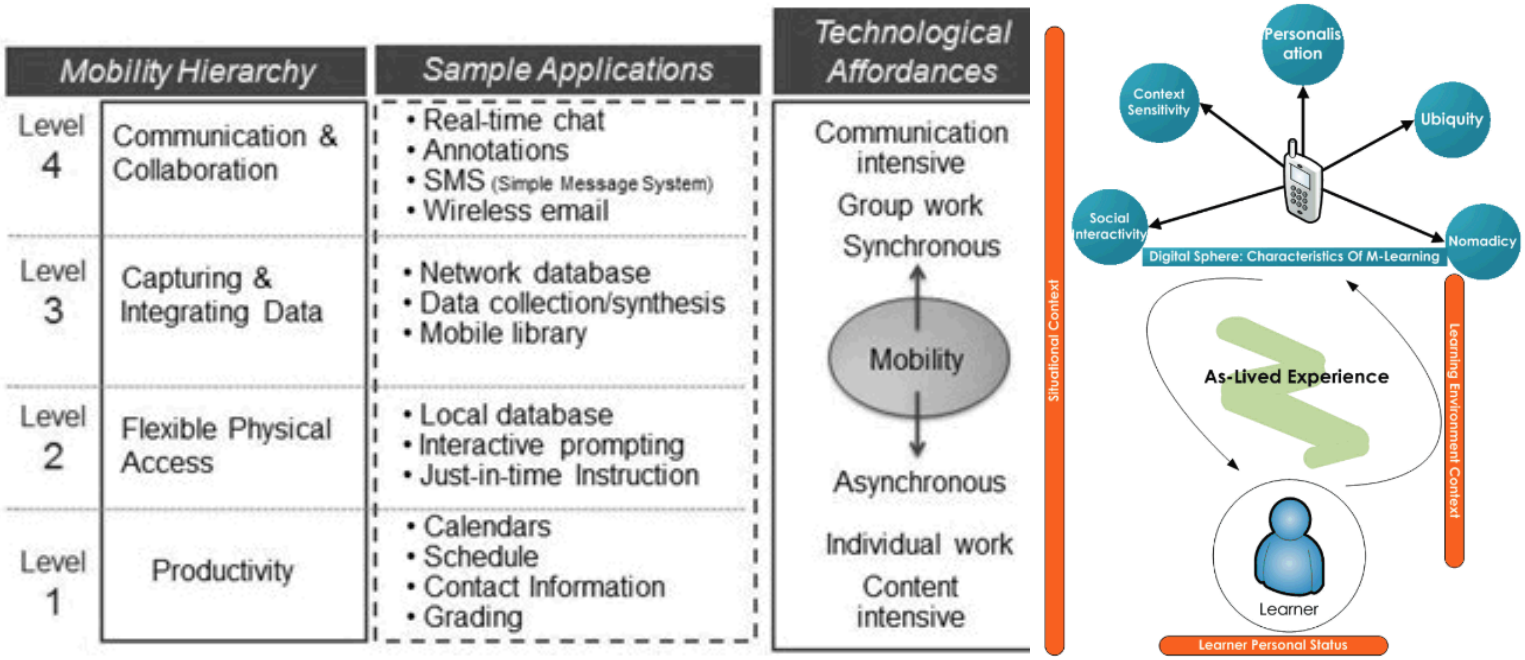
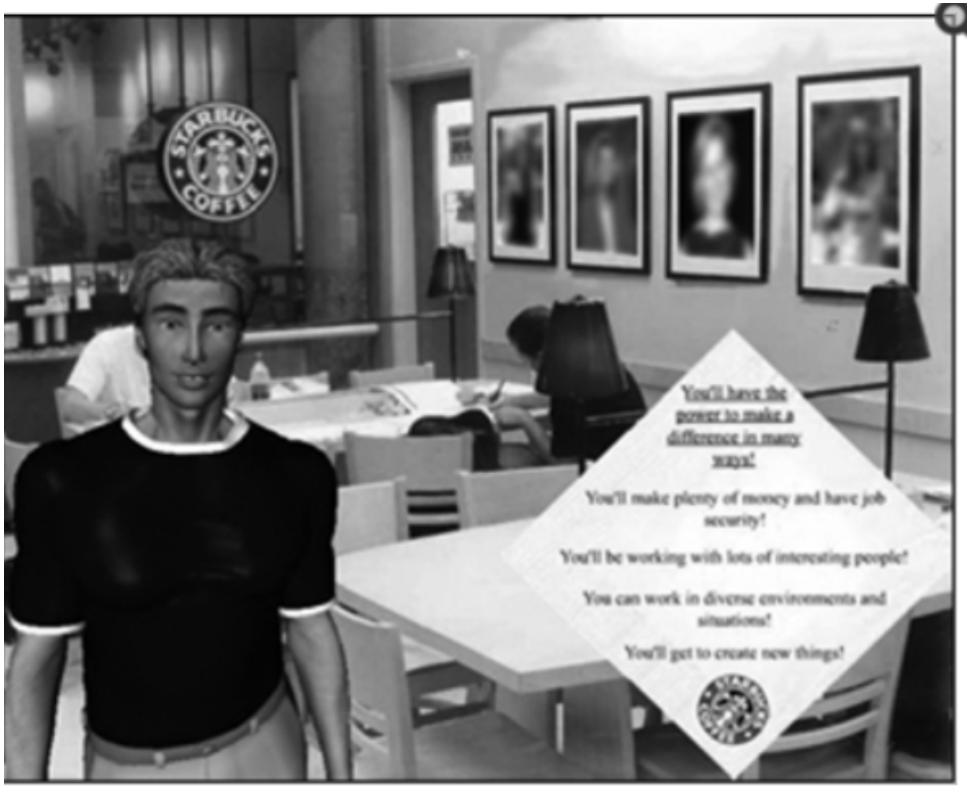


Figure 2. Mobility hierarchy, sample applications, and technological affordances. Note: Adopted from Gay, Rieger, and Bennington (2002).

Yeonjeong Park - http://www.irrodl.org/index.php/irrodl/article/view/791/1699

Stanton & Ophoff - http://iisit.org/Vol10/IISITv10p501-523Stanton0091.pdf

Mobile performance support…
… with virtual worlds?



ATD: https://www.td.org/Publications/Newsletters/Learning-Circuits/Learning-Circuits-Archives/2008/12/E-Learning-2009

NIH: http://www.ncbi.nlm.nih.gov/pmc/articles/PMC2781889/

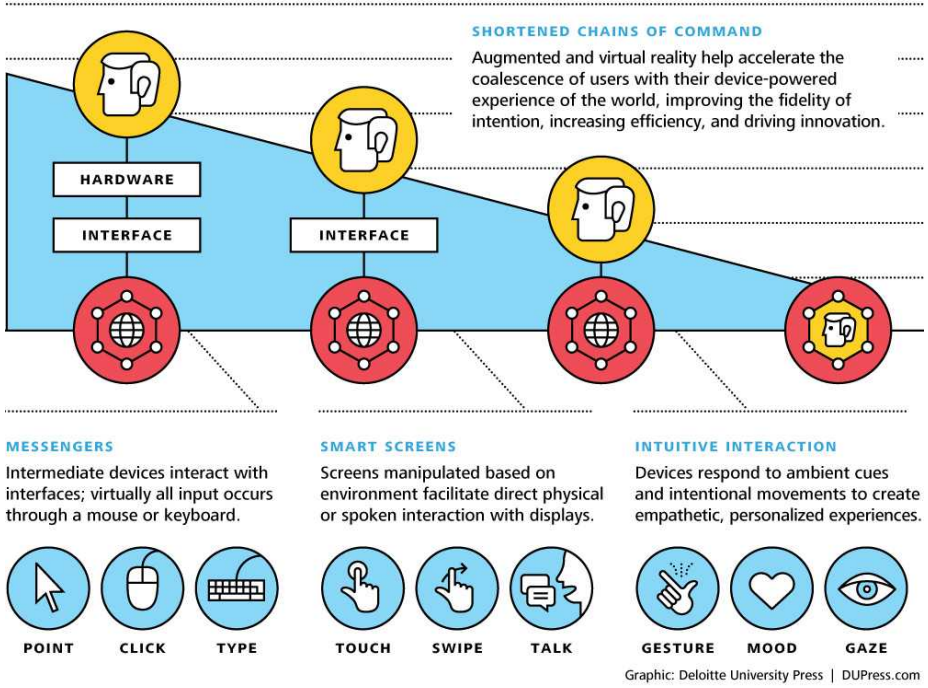
Real world applications



Ambient performance - http://www.ambientperformance.com/sectors_securityandsafety.html
BrainLine - http://www.brainline.org/content/2008/07/analysis-assets-virtual-reality-applications-neuropsychology_pageall.html
3D Interactions - http://www.hindawi.com/journals/ahci/2011/684202/
Image: http://www.cnn.com/2009/TECH/04/07/second.life.singer/

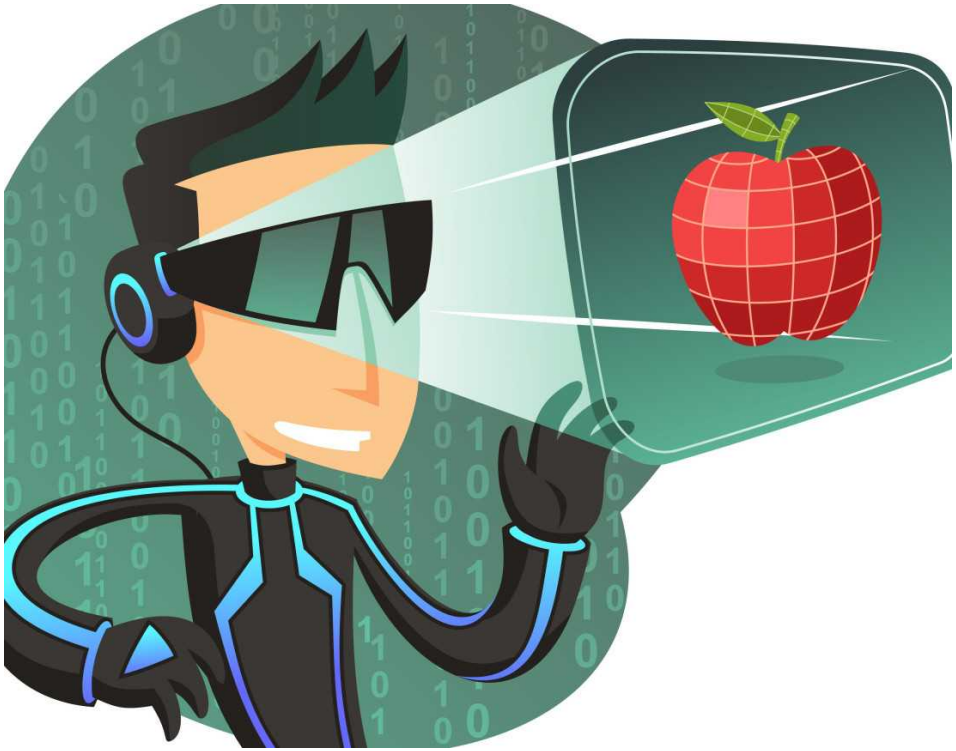
A mobile virtual worlds performance support infrastructure?

Figure 1. The evolution of interaction



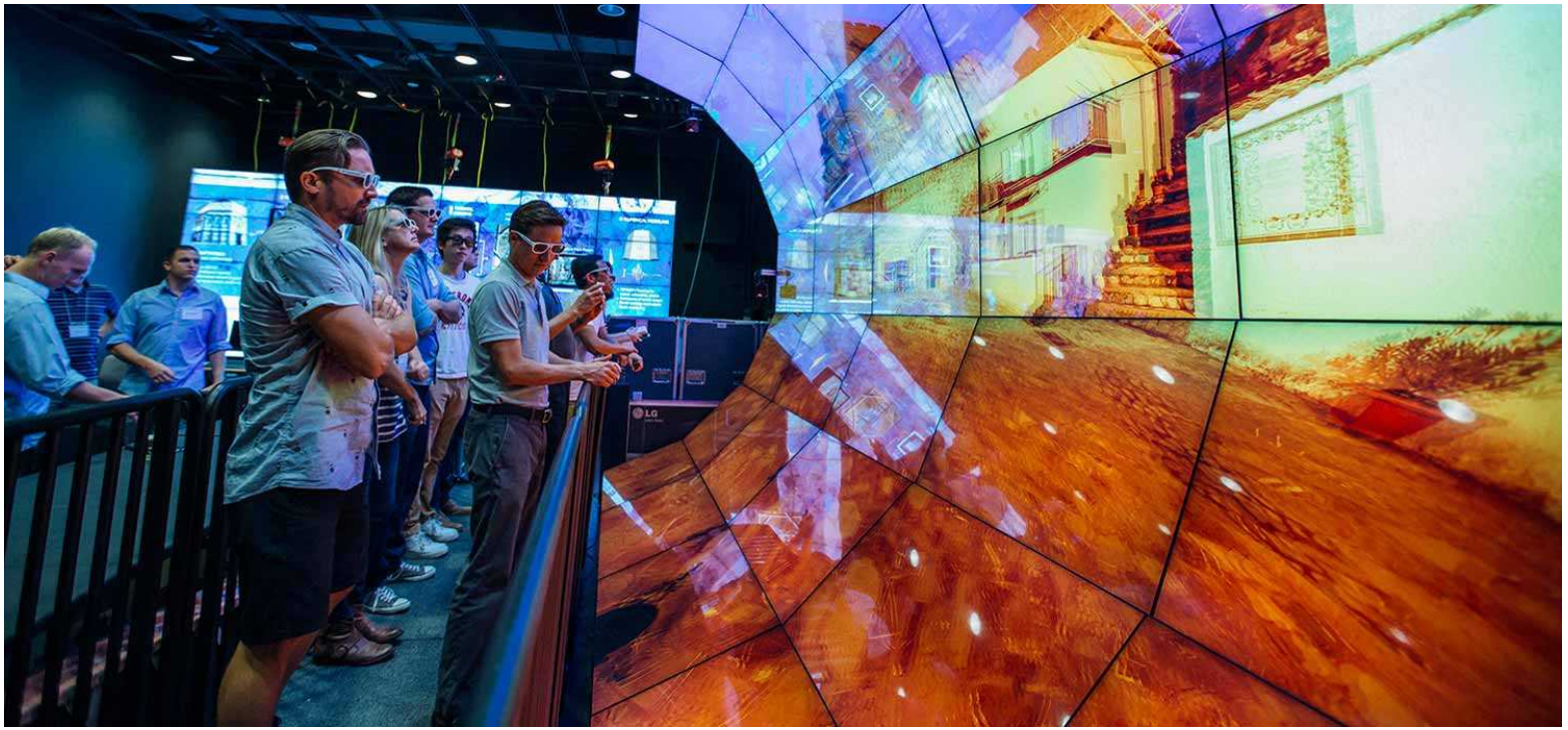
Drones: https://www.cbinsights.com/research-frontier-tech-report
Image: http://dupress.com/articles/augmented-and-virtual-reality/

What will the educator's job be?



Maria Roussou - http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.7.102&rep=rep1&type=pdf
Image: http://techcrunch.com/2016/01/23/when-virtual-reality-meets-education/

The new supportive learning agency



US Guide for High School Educators - http://www2.ed.gov/about/offices/list/ocr/transitionguide.html
AGOCG - http://www.agocg.ac.uk/reports/virtual/vrtech/toc.htm
Image: http://ucsdnews.ucsd.edu/pressrelease/actual_reality_beckons_at_conference_on_future_of_virtual_reality

Virtual worlds on the go



Living in an imaginary world - http://www.scientificamerican.com/article/living-in-an-imaginary-world/

Stephen Downes

http://www.downes.ca