

Creating, sharing and reusing e-learning content

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all new technologies
start out by reproducing
existing paradigms

e-learning content has
been seen within the
paradigm of the book,
the lecture notes, the
experiment and the test

e-learning content also
emerged within the
confines of existing social
relations

where publishers,
teachers, trainers,
experts 'made' content
and content was seen as
individual property

students consumed
materials (and were
tested on their
consumption)

learning objects were
intended to allow reuse
of materials and be used
on different platforms

It didn't work - not
because of the
technology but because
the social and pedagogic
relations were wrong

**There was little focus on
the needs of learners and
on learning processes**

Standards were based on
technical specifications
and ignored how people
think and act

learning materials failed
to account for the social
context of learning

platforms and
architectures were
monolithic and tended to
produce 'lock in'

Now we see the
emergence of new
approaches to creating,
sharing and using
learning materials

**Teachers and learners
can create their own
learning materials**

materials can be shared
through open
repositories and user
defined (distributed)
metadata

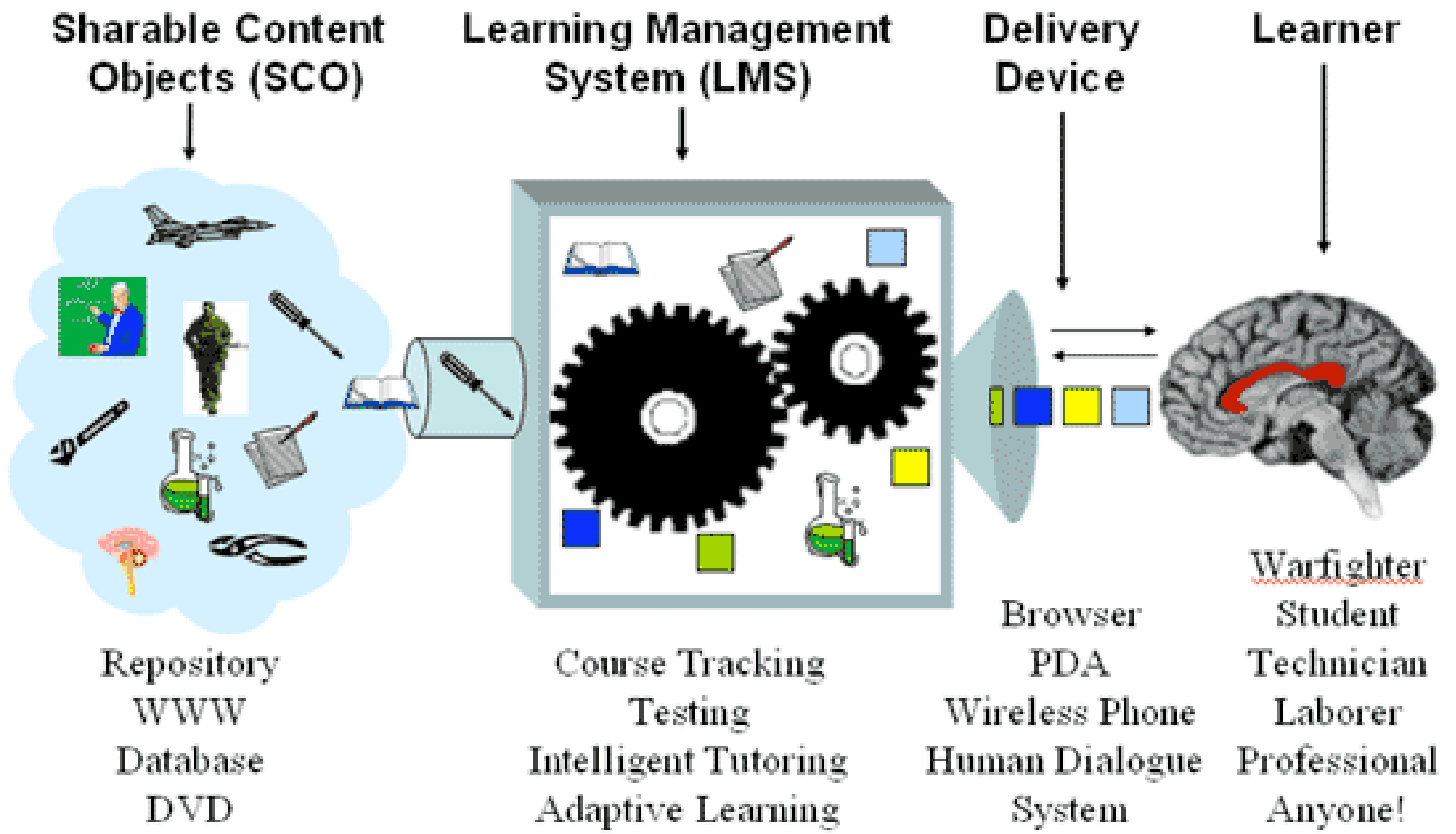
learners are not just
passive consumers but
creators in their own
right

Learners develop a literacy of information navigation through using the web to explore, act, make, construct and develop knowledge

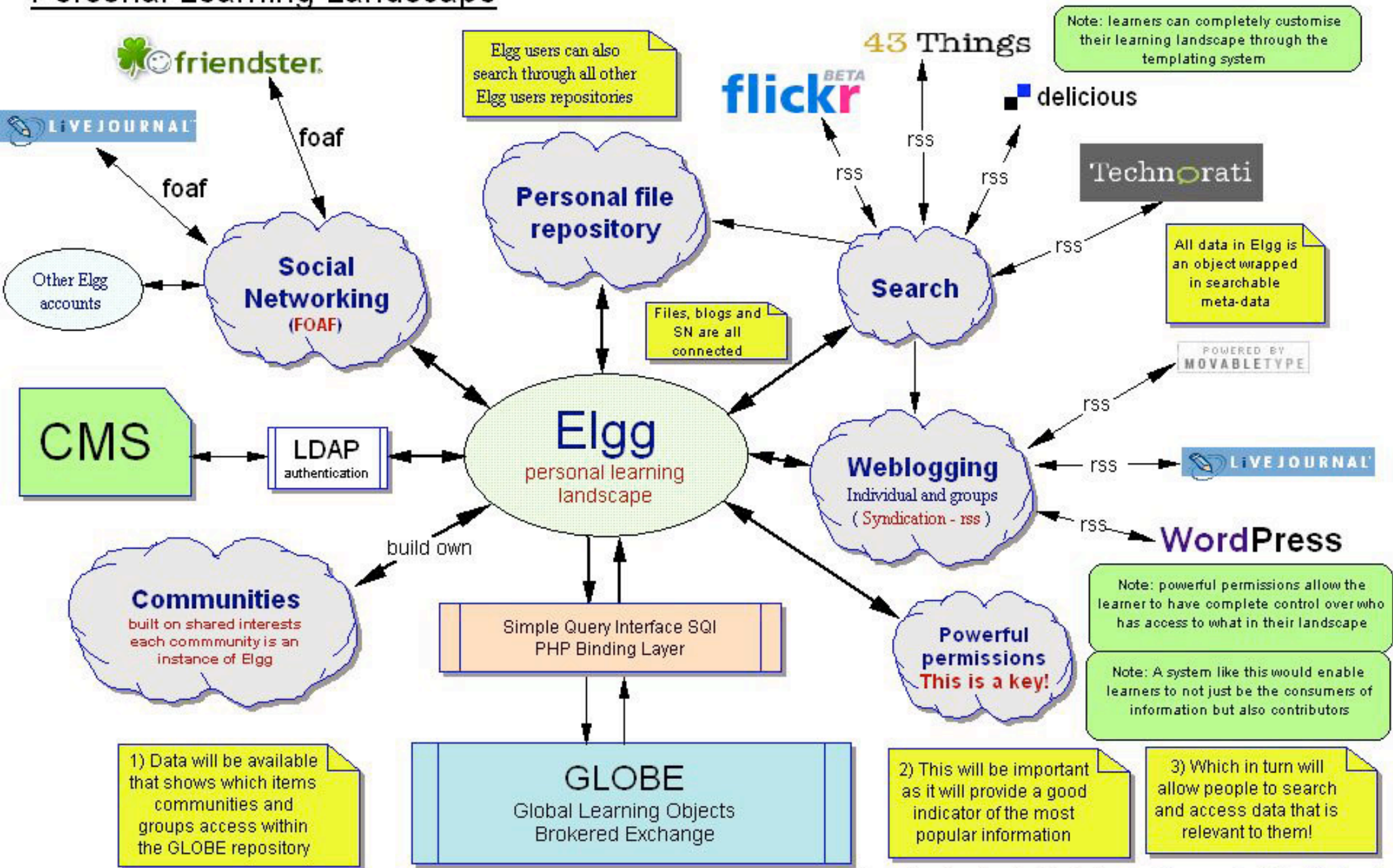
Learning becomes social,
concrete - based on judgement
and exploration, developing and
making

there are many new
tools - wikis, web logs,
tagging, search, portfolios

**based on 'thin' and
transparent open
standards**



Personal Learning Landscape



Want to know more?

www.ossite.org

[www.knownet.com/writing/
weblogs/Graham_Attwell](http://www.knownet.com/writing/weblogs/Graham_Attwell)