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Knowledge creation – metaphor of learning and baseline for technology development

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Today's logistics

Time	What will we do?	
9.30 -10.20	Presentation: - Theoretical perspectives - Design highlights	
10.20 – 10.35	Break	
10.35 – 11.15	Presentation and demo KPE	
11.15 – 11.25	Break	
11.25 – 12.00	Hands-on training KPE	

General context and background

- Knowledge Practices Laboratory: integrated project funded by EU
- Aims:
 - Investigating knowledge creation processes in higher education and workplaces
 - Designing pedagogical scenarios &
 - Developing technology to support learning
 - Testing and implementing scenarios and technology in authentic settings



Why do we need **Why do we need** new theories/perspectives of learning?

- Knowledge around us increases and becomes more complex (epistemification)
- Work nowadays is increasingly more focused on dealing with and advancement of knowledge
- Participation in knowledge-intensive work requires individuals to learn new skills
- How to conceptualize these challenges in education?



(Some) Theories of learning

- Behaviorism (Skinner, Watson, Thorndike)
 - behavior is determined by the environment (stimul response)
 - > direct instruction, programmed instruction
- Cognitive theory (Anderson, Simon, Schank, Bruner)
 - learning happens in one mind, mental mechanisms and information processing are determinant
 - ➤ guided instruction
- Situated cognition (Brown, Collins, Greeno)
 - knowing is inseparable from doing, always bound to the context
 - > cognitive apprenticeship, communities of practice



- Constructivism social constructivism (Piaget, Vygotsky)
 - knowledge and meaning are embedded and created
 - from an interaction between their experiences and their ideas
 - in interaction with the social and cultural context
 - Constructionism (Papert, Resnick)
 - Discovery learning, inquiry-based learning
 - Knowledge building (Scardamalia, Bereiter)
 - Dialogisms (Bakthin, Linell, Wertsch)



The knowledge creation metaphor*

- Paavola & Hakkarainen (& Lipponen, 2004)
- Attempts:
 - to address some of the problematic aspects left unaddressed by previous perspectives
 - to provide the challenges posed by the increasing epistemification
 - to provide guiding principles for organizing teaching and learning
 - ➤ no theory of learning!

*Paavola & Hakkarainen, 2005 (& Lipponen, 2004)



Theoretical starting points

- Innovative knowledge communities (Nonaka & Takeuchi, 1995)
 - Tacit and explicit knowledge
 - Knowledge conversion: socialization, externalization, internalization
- Activity theory and model of expansive learning (Engeström, 1987,1999)
 - Learning situated in collective activity systems
 - Mediated by artefacts and signs
 - Follows a cycle

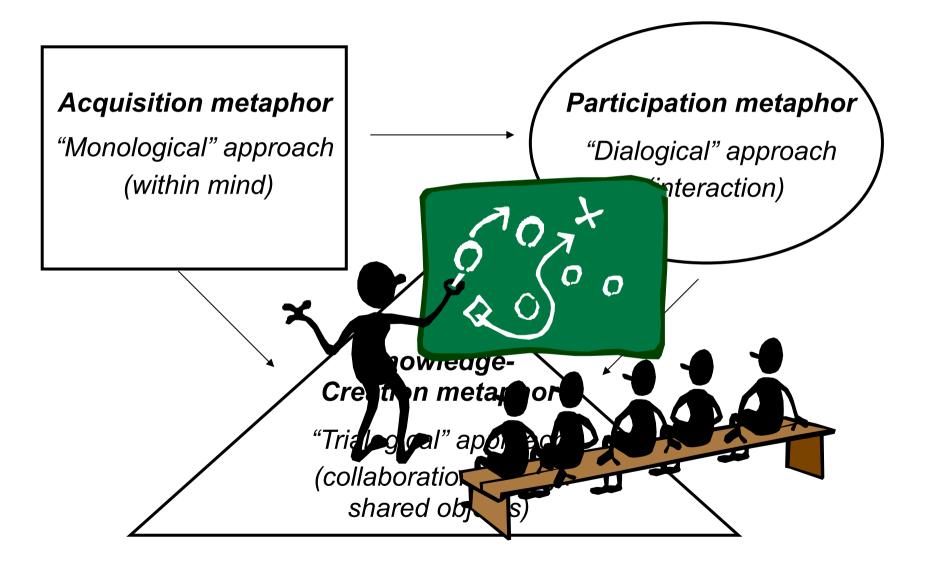


Theoretical starting points (2)

- Knowledge building (Scardamalia & Bereiter, 1993, 2002)
 - Collective work
 - Conceptual artefacts (theories and ideas see Poppers 3rd realm)
 - Primary aim to
 - solve problems
 - develop new ideas
 - advance communal knowledge

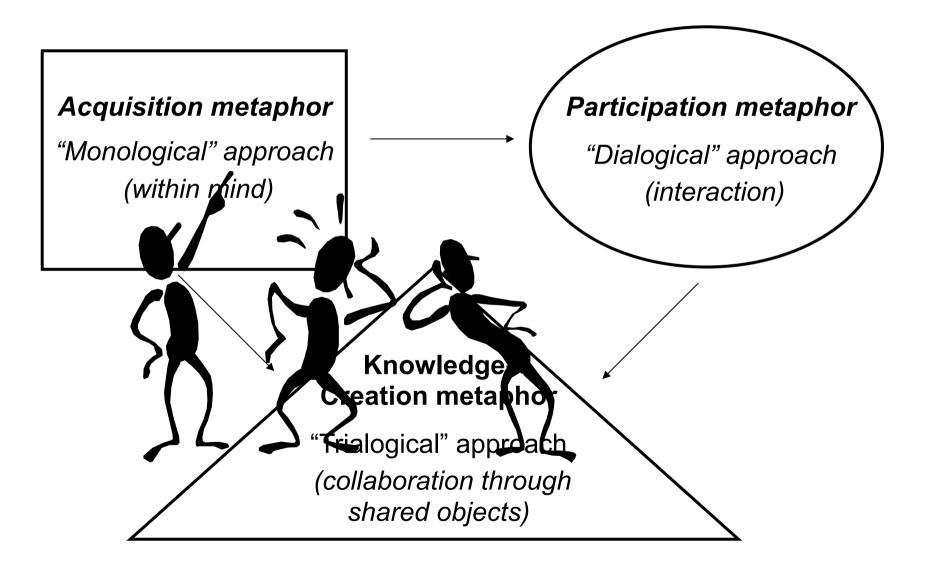


Metaphors for learning

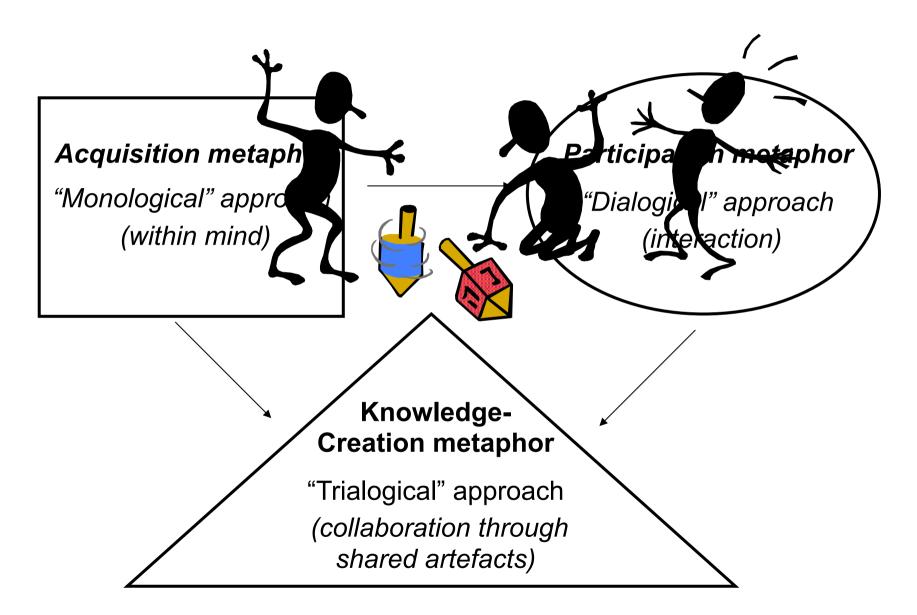




Metaphors for learning (2)



Knowledge creation metaphor



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Overview of the three metaphors*

Table I. An overview of the ideal typical characters of the three metaphors of learning

	Knowledge acquisition	Participation	Knowledge creation
Main focus	A process of adopting or constructing subject-matter knowledge and mental representations		A process of creating and developing new material and conceptual artifacts
		Enculturation, cognitive socialization	Conscious knowledge advancement, discovery, and innovation
		Norms, values, and identities	
Theoretical foundations	Theories of knowledge structures and schemata	Situated and distributed cognition	Knowledge-creating organizations
	Individual expertise	Communities of practice	Activity theory
	Traditional cognitivist theories	Sociologically-oriented epistemology	Knowledge-building theory
	Logically-oriented epistemology		Epistemology of mediation
Unit of analysis	Individuals	Groups, communities, networks, and cultures	Individuals and groups creating media ing artifacts within cultural settings

*Paavola & Hakkarainen, 2005



Main characteristics

- `Artefact creation metaphor of learning` (Paavola & Hakkarainen, 2005)
- Learning through *collaborative creation* of *knowledge objects*/artefacts
 - shared artefacts(s)
- Knowledge artefacts materialize knowledge emerging from learners' *individual knowledge* & *interactions* between learners

E.g.: Research reports, Essays, Design or Software products

- (Productive) Interactions among learners, learners with objects
- Evolving artefacts and transforming practices
- Mediation



Reflection

Can you situate

the knowledge creation metaphor

in the context/landscape of the learning theories and motivate your choice?



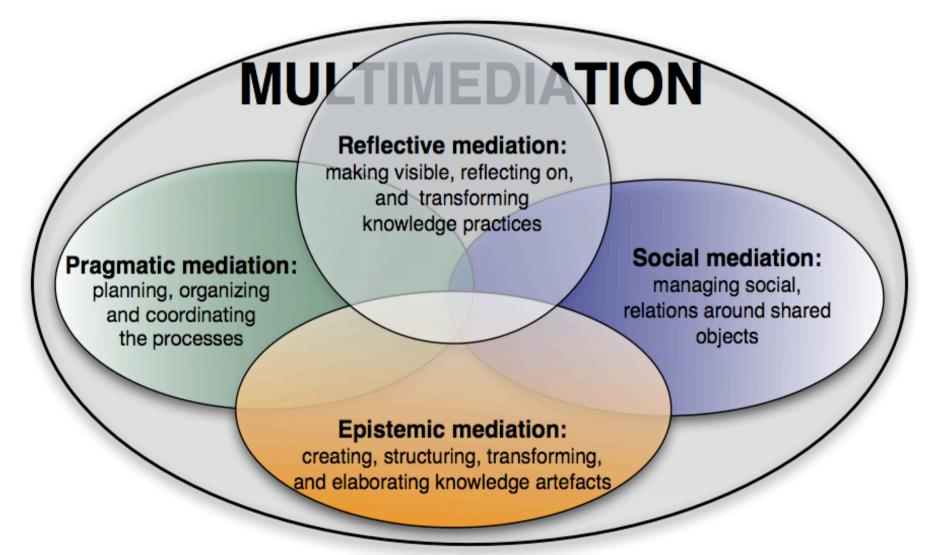
Break

Principles for design – learning and technology

- 1. Focus on activity around shared objects
- 3. Interaction between personal and social levels
- 5. Fostering long-term processes of knowledge advancement
- 6. Development through transformation and reflection
- 7. Eliciting (individual and collective) agency
- 8. Cross fertilization of knowledge practices
- 9. Flexible tool mediation for trialogical activity



Multimediation: Knowledge Practices Environment





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Type of tools and functionalities

Category of tools	Tools e.g.	Epistemic	Pragmatic	Social	Reflective
Collaborative production	Shared docs, Wiki, Notes, Comments, Weblinks, Tagging	X			X
Process organization	GANTT (process planning, Milestones, Calender, To Do		Х	Х	
Communi- cation	Chat, Object- bound chat		X	Х	
Analytic tools	Data Export, Visual Analyzer, Timeline-based Analyzer		Х		Х



Application scenario

- Settings
 - University of Applied Sciences for Teacher Education in the green sector
 - Participants: 73 pre-service teacher students (19 groups) and 8 teachers
 - 3 different courses
- Project content
 - Use of KC approach
 - Organize learning in groups on authentic projects
 - Collaboration f2f and using the online application (KPE)
 - Coaching by teachers f2f and in KPE
 - Long term projects 5 months
- Example: Analysis and Design of Assessment situations

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Project design

Project meetings



Group coaching



Group work







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Application scenario:

`Analysis and Design of Assessment situations`

	Mediation							
		Epistemic	Pragmatic	Social	Reflective			
Project Phase	Exploratory phase	Familiarizing with research topics	Organizing research topics	Getting to know each other	Review previous projects			
	Project planning	Writing project plan; sketch design plan	Planning and organizing the project	Allocating responsibilities tasks				
	Elaboration	Writing the ideas discussed with the group Creating drafts	Planning writing and design tasks	Communicating	Commenting on drafts			
	Delivery and reflection	Finalizing research report Design final product	Setting deadlines	Publishing report and design outcomes	Reflecting on project work			



Demo KPE



Break



Reflection

How does the Knowledge Practice Environment represent the knowledge creation perspective? *Explain using both the learning theoretical and the tool design perspective.*