

Learning Layers

Scaling up Technologies for Informal Learning in SME Clusters

The Social Semantic Server

A Flexible Framework to Support Informal Learning at the Workplace

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- Introduction: Scaling Informal Workplace Learning
- System Design: Designing a flexible framework for informal workplace learning
 - Theoretical Underpinning
 - Design Principles
- System Implementation: SOA for a Hybrid Knowledge Representation
 - Software Architecture
 - Services
- Applications: *B&P, KnowBrain & Bookmarker/ Attacher*
- Conclusion on the Support of Informal Learning
- Future Work: Next Steps & What else can be achieve by the SSS?

Learning Layers Project: Scaling Informal Learning

- Looking at Learning in Work Practices
 - [Eraut and Hirsch 2007, Maier
 2009, Attwell 2003, Kooken et al.
 2009, Collin 2006]
- Unlock Peer Production
 - [Schmidt et al. 2009, Maier & Schmidt 2007]
- Scaffolding for Meaningful Learning
 - [Ley et al. 2010, Lindstaedt et al. 2010, Siadaty et al. 2010, Pata, 2006]
- Scale through Regional Clusters
 - [Deitmer and Attwell 2000]



Example: Building & Construction



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Seattle Municipal Archives http://www.flickr.com/photos/seattlemunicipalarchives/7165372144/ http://creativecommons.org/licenses/by/2.0/legalcode



Use of video recording and annotation



Explaining the use of a new construction technique and materials on site

Making video material available on site through QR tags







Collection transformed into instructional material to enhance traditional training Further questions on the use of the technique connected to site



Material, questions and best practices collected and discussed





Scaling Informal Learning: Project Architecture



Scaling Informal Learning: Project Architecture





- Individual knowledge is constructed through collaborative knowledge building via artefact mediated communication (Cress et al., 2013; Stahl, 2000; Suthers, 2005)
- Community of learners is considered as a distributed cognitive system (Hollan et al., 2000; Hutchins, 2000)
- Social construction of meaning in a distributed cognitive system, meaning making (Suthers, 2005)





How shared meaning emerges in Artefact-Mediated collaboration

- Artefact-mediated communication needs minimal shared understanding, i.e., a common ground (Clark & Brennan, 2003; Cress & Kimmerle, 2013)
- Shared Meaning is a result of social practices and negotiation (Wenger, 1998)
- Actors, artefacts, interpretations and their reifications co-evolve in a constant dynamic process of meaning making









- Develop a framework and services that make available a network composed of learners and their shared artefacts
- Network is built by capturing how these artefacts are used in workplace activity
- Services expose particular structural aspects of that network in the learning context







Claims	Design Principles
Persons interact in a small group or the whole community of learners via shared	• DP1: The SSS establishes a hybrid network of persons and artefacts built up by the interactions of persons and artefacts.
artefacts.	• DP2: The SSS creates and infers groups of users to let learners interact in trusted learning settings.
	• DP3: The SSS removes possible inherent boundaries from existing tools.
The situational context in which knowledge construction and application takes place is	• DP4: The SSS can track the physical, time, social and semantic context in which interactions have taken place.
important both for individual learning as well as for establishing shared understanding.	• DP5: The SSS can provide cues/recommendations (e.g., tags, artefacts, etc.) to remind users of the context in which an interaction has taken place.
People (i.e. their interpretation) and artefacts	• DP6: The SSS makes persons aware of collaborators' interpretations via services.
coordination of representational states.	• DP7: The SSS allows persons to express their interpretations that lead to manifestations in artefacts via services (e.g., discussion, tagging).
Cognition represents a "cultural process" that allows access to the history of the translations between artefactual, internal and physical structure.	 DP8: The SSN tracks the history of network interactions and can store different states of that network.
Internal, digital and physical environment is connected so that there is a constant	• DP9: The SSS can represent different knowledge structures in different levels of maturity.
exchange between internal and external	DP10: The SSS provides a mapping to physical objects.
structures.	• DP11: The SSS supports different formality levels of metadata.





- SSS follows ideas of Service-Oriented Architecture (SOA) and Microservices
- Functionality is divided in services that can be easily maintained, tested and combined to new services or more powerful ones
- Key benefits:
 - Loose coupling
 - Abstraction
 - Reusability
 - Autonomy
 - Statelessness
 - Composability
- This architecture design aims at supporting various tools with common functionality
- SSS is open-source software and available from the Learning Layers GitHub
 - <u>https://github.com/learning-layers/SocialSemanticServer</u>



• Service Registry

 Forwards requests from REST API

Service

- Implements interface
- Provides its datatypes, configuration and data access functions
- Has Service Container: Access point to concrete implementations
- Hybrid data persistence
 - MySQL
 - Apache Solr
 - External datasources (e.g., Evernote)





- Metadata
 - (1) formal (e..g, time, location), (2) domain specific (e.g., from ontology), (3) user provided metadata (e.g., tags)
- Activity
 - Trace users' interactions with resources (e.g., log files)
- Search
 - Full-text searches based on metadata (e.g., tags) or content (via SOLR)
- Recommendations
 - Tag-, resource-, user recommendations based on semantic, social and location-based context (e.g., Seitlinger et al., 2013; Kowald et al., 2014)
- Gardening Knowledge Structures
 - Topic Modelling (via LDA) and tag recommendations
- Discussion
 - Discuss around entities and multimedia Q&A
- Access Restrictions
 - Build groups of learners and share learning material with others
- Collection
 - Organize data in collections or learning episodes



Applications of SSS and Its Services

- Backend technology for various Learning Layers tools in Healthcare and Construction domain
- Examples:
 - Bits & Pieces
 - sensemaking of learning experiences
 - KnowBrain
 - Collaborative organizing and discussion of learning material
 - Bookmarker / Attacher
 - Exploration of topics on the Web and formalization into blogs
- Others:
 - e.g., Living Documents, AchSo!, DiscussionTool, Learning Toolbox
 - see: <u>https://github.com/learning-layers/</u>



Bits and Pieces

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Bits and Pieces

Notifications

Search

Context

Sharing





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Bookmarker



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Learning Layers | Scaling up Technologies for Informal Learning in SM

Tags (separated by comas ",")

bookmark, layers, project

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Save Bookmark

Attacher







- ... is a **flexible technical infrastructure** to integrate tools for informal workplace learning.
- ... has been conceptualized and designed based on principles gained from theories of **Distributed Cognition** and **Meaning Making**.
- ... supports meaning making in artefact-mediated communication.



Future Work: Workplace Learning Analytics

Giving learners the power to understand and analyse their learning process!

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Future Work: Workplace Learning Analytics





Thank you for your attention

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Learning Layers Project ICT EU-FP7, 12mEUR, 2012-2016 Web: http://learning-layers.eu Source Code: http://github.com/learning-layers













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Coverage of Informal Learning?

The resulting tools demonstrate that the SSS is capable of supporting different informal learning practices at the workplace (Ley et al., 2014).

