HOMO ZAPPIENS!

Learning in a networked age
DEVICES GIVING CONTROL OF INFORMATION FLOWS
DAILY MEDIA USES

![Graph showing daily media uses with time of day and media types]
Never reading a manual

Integrating f2f and virtual friends

Communicating 24/7

Playing Games!

Preferring a cell phone rather than a newspaper
THE GENERATION FOR WHOM LEARNING IS PLAYING
WORLDWIDE MULTI PLAYER GAMES ON THE INTERNET

The War of the Shifting Sands
Dalirrox, 18/11/2005

Since the beginning of recorded history, Azeroth has seen the most terrible conflicts imaginable, The War of the Ancients and the Sundering of the World. The coming of the Tides of Darkness. The return of the Burning Legion, the Searing of Lordaeron and the rise of the Lich King. Yet all this time, deep beneath the shifting sands of Stormwind, an unspeakable horror has been lying in wait, ever patient, ever enduring. Evil is stirring where mortals were never meant to tread...

To learn more about the fate awaiting the inhabitants of Azeroth, take a
THIS IS MY SON
THIS IS MY COLLEAGUE
MY COLLEAGUE’S GUILD
COLLABORATIVE DESIGN OF CYBERSPACES
WHAT MAKES GAMES SO ATTRACTIVE?
YOU CHOOSE YOUR STRATEGY

Completed: Upgrade Moon Blade

Inventory:

You choose your strategy.
“GRUBBY” MEETS KASPAROV
YOU DECIDE TO BUILD A CENTRAL BUSINESS DISTRICT
YOU CREATE
IN HOLLYWOOD
Motivation and goal orientation
A contextual bridging
Providing learners with cues, hints
High time-on-task
Immersion
Personalization of learning
AND IT’S FUN!
SECOND LIFE
LEARNING IN VIRTUAL
WORLDS
WITH VIRTUAL IDENTITIES
SECOND LIFE
IMMERSIVE INTERVIEWS
SECOND LIFE
MEETING THE UNEXPECTED
VIRTUAL CONFERENCE USING ADOBE CONNECT

BLENDING MINDS2MEET
Plate (Real Emily)

THE REAL EMILY
CHATTING IN CHATROOMS USING DIFFERENT VIRTUAL IDENTITIES
USING VIDEO CLIPS FOR COMMUNICATION
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Videos and Comics
Videos and comics about CC.
MSN IS ON 24/7
10 SIMULTANEOUS COMMUNICATIONS
Knowing URLs by Heart Better Than Irregular Verbs
TAGGING AND SHARING IMAGES

A PARTICIPATORY CULTURE
By Connecting Business Owners with WebScape Architects to create WebScapes

EveryScape Local Search

Reason #62: Visiting the gas pump isn't any fun.

EveryScape.com
Your Real Business. Online.

Business Solutions Partners & Distribution Employment Opportunities About EveryScape

Explore Local Search

Business Owners:
Discover how EveryScape drives New Customers to your business

EveryScape Local Search

Visit EveryScape's Official Blog

Partnerships
Enhance your website with our flexible API

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SHARING PICTURES LEADING TO NEW APPLICATIONS

Aspen Beaver Creek Breckenridge Utah Massachusetts Boston Austin Dallas Washington, D.C.

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My summer holidays were a complete waste of time. Before, we used to go to New York to see my brother, his girlfriend and their three screaming kids face to face.

I love New York. It's a great place.
CONCERNS ABOUT HOMO ZAPPIENS

- Autistic behaviour
- Shallow learning
- Lack of...
- concentration
- discipline
- sports activities
- Copy – paste
- Internet and computer are to blame
HOMO ZAPPIENS AT WORK

- Processing Discontinued Information
- Collaboration
- Multi-Tasking
- Iconic Skills
- Non-Linear Approach
INTERPRETING < EVERYTHING IS OF SAME IMPORTANCE OBJECT < BOOK IS STATIC < ALWAYS SAME END < ONE WAY COMMUNICATION < READER IS SPECTATOR <

> CONFIGURING
> CHOOSING DIFFERENT PATHS, OPPORTUNITIES
> OBJECT AND PROCESS
> GAME IS DYNAMIC
> MULTIPLE ENDS
> GAMES ARE COMMUNITIES
> PLAYER IS IMMERSED
> TRANSPORTATION OF PERSON
DIFFERENT MEDIA LEAD TO...

...DIFFERENT SKILLS
REDUCING SCARCITY OF...
INFORMATION
COMMUNICATION

AND JUST STARTING
REDUCING SCARCITY OF PRESENCE
HOMO ZAPPIENS LEARNs DIFFERENTLY...

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<td>FANTASY</td>
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HOMO ZAPPIENS DEVELOPS META COGNITIVE SKILLS

1. ENQUIRY BASED APPROACHES
2. NETWORKED LEARNING
3. EXPERIENTIAL LEARNING
4. COLLABORATIVE LEARNING
5. ACTIVE LEARNING
6. SELF ORGANISATION
7. PROBLEM SOLVING STRATEGIES
8. EXPLICITING KNOWLEDGE TO OTHERS
HOMO ZAPPiens’ Reference Framework

- Is digital and multimedia oriented
- Is menu, keywords, and tags oriented
- Relies on challenge, creativity, and self-esteem
...TRAINING INSTITUTIONS ARE ANALOGUE AND MOSTLY LINEAR
Traditional learning is planned by teachers creating linear learning activities.
Learning digitally is learning by...

- Aggregating distributed and discontinued information
- Stay current with peers in networks where each hold a part of the knowledge
- Sharing knowledge
- Prosumption
LEARNING IS ABOUT CONNECTING AND MANIPULATING FACTS, AND GIVING MEANING TO THEM TOGETHER WITH OTHERS
Welcome to TU Delft OpenCourseWare (OCW)

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Delft University of Technology (TU Delft)

Delft University of Technology is the largest and most comprehensive university of engineering sciences in the Netherlands.

TU Delft develops technologies for future generations, focusing on sustainability, safety and economic vitality.

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- Watermanagement
- Microelectronics
- Offshore Engineering
- Sustainable Development
- NanoScience
- BioMedical Electronics

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Latest messages

- Executive Director for the OpenCourseWare Consortium

CONTENT AS FREWARE
OPEN COURSEWARE
INNOVATIVE TOOLS FOR INNOVATIVE LEARNING AT THE WORKPLACE
Hier nog een voorbeeld van de Shell game van TUD.