

**PNC2008 conference in Vietnam**

***From Knowledge Transfer to  
Knowledge Building  
by new e-Pedagogy***

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学習活動ログビューア - Microsoft Internet Explorer

ファイル(F) 編集(E) 表示(V) お気に入り(A) ツール(T) ヘルプ(H)

viewer

SessionId: 23 Set UserId: 1 makeCheckPoint zoomReset

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チャット  
ヒコウキ

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ComToShock - Microsoft Internet Explorer

ファイル(F) 編集(E) 表示(V) お気に入り(A) ツール(T) ヘルプ(H)

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4	3) 旅行・車・映画	3	4) 政府施設規模	3	5) 輸出水準	View						
6	4) 研究開発投資	0	5) 社会開発規模	3	6) 為替レート							

開いています - http://130.153.64.166:8080/comlib/servlet/RapsodyAdapterServlet

学習活動ログビューア - Microsoft Internet Explorer

ファイル(F) 編集(E) 表示(V) お気に入り(A) ツール(T) ヘルプ(H)

viewer

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2002/07/24 22:57:24

ビジネスゲーム

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開いています - http://130.153.64.166:8080/comlib/servlet/RapsodyAdapterSe

インターネット

Log Viewer - 2002/07/25 14:21:39

File(F) Edit(E)

UserA [進行]  
為替レートをあげることで、他を下げることなく、資本ストックのみを上げることに成功しました。

USERA [回答]  
上げてみてください。

UserA [進行]  
それではために為替レートを2にしてみます。

Java Applet Window

Microsoft Internet Explorer

http://130.153.64.166:8080/ComLib/Servlet/ViewWorldMap

2003.04

Worker  
Factory  
Company  
Product  
Treasure

人数増減 (人) 100 増減 2000  
コンクリート 400 エンジンオイル 2750  
船 900 船 2000

入札/出札 1000  
入札/出札 1000

Bid Trial Please make a Bid

# Structuring Dialogue-Process

他グループの  
問題解決過程

自グループの  
現在の  
問題解決過程

自グループの  
過去の  
問題解決過程

# *Knowledge Society and Next Society*

- **By network technology, we need the total management system for knowledge producers, providers and consumers**
- **From structured knowledge to ill-structured knowledge**
- **Methodology change.....classroom lecturing to modern apprenticeship**
- **Change of Employment Systems**

# *Technological Issues*

- **Sharing/Re-using the distributed learning resources**
- **Distributing computational load**
- **Seamless access**
- **Stock of learning experiences**
- **Meaningful knowledge mining for educational practices**

**In the Post-Modern age,  
our new learning viewpoint is as follows.**

- (1) Group modeling and collaboration for social activities.**
- (2) Exploration-minded experimental learning.**
- (3) Learning (urged) by asking, explaining and teaching to make a new insight.**
- (4) Interactive diagnosis and open learning.**

# *What is e-Pedagogy?*

- **WBE & eL is changing traditional educational systems ?**
- **How about the educational systems for K-12?**
- **How about the higher educational systems such as universities?**
- **How about the human development in industries?**

# *Why we need e-pedagogy?*

- **Changing teachers/instructors' roles?**
- **Changing teaching/learning styles?**
- **Changing teaching/learning resources?**
- **Changing methodologies of teaching/learning?**
- **Changing peoples' thinking ways, mentality?**
- **Changing social/industry/business infrastructure?**

# **Why WBE & e-Learning appears?**

- **CAI coming back?**
- **Educational Application using Internet?**
- **Communication of Knowledge and Intelligence ?**
- **New Knowledge and Intelligence Creation and exchanging?**
- **Learning opportunity, anytime, anywhere and anybody?**

# *Comparison between Traditional Classroom Teaching and e-Learning*

- **Constraints from time & place ...Yes**
- **FACE to FACE**
- **Knowledge transfer based on texts and Drill learning**
- **Delay of Evaluation (Summative Evaluation)**
- **Passive course-pursueing**
- **Teacher Centered**
- **Observation Learning in class**
- **Developing to average students**
- **Constraints from time & place ...No**
- **Net Communication (Sync.- Async.)**
- **Knowledge transfer based on Contents and Drill Learning....Simulation, Knowledge Exploring and Building with practice by ICT**
- **Immediate feedback and evaluation( Formative Evaluation and Remedial treatment)**
- **Self- Pace**
- **Mastering Learning**
- **Learner Centered**
- **Collaborative Learning by ICT**
- **One Top Access to data in Real World**

# **The principles of e-Pedagogy from Social computing**

- **Demand Driven**
- **Self-Identity through social activity**
- **One Top Access to Real World and Data**
- **Constructional Conjunction for Semantics and Concept by Interactive activity**



# Collaborative Learning & Working?

it is not easy

- Competency of members

- *Low*

- *Middle*

- *High*

- *Very high*

- Style of leadership

- *Directive*

- *Persuasive*

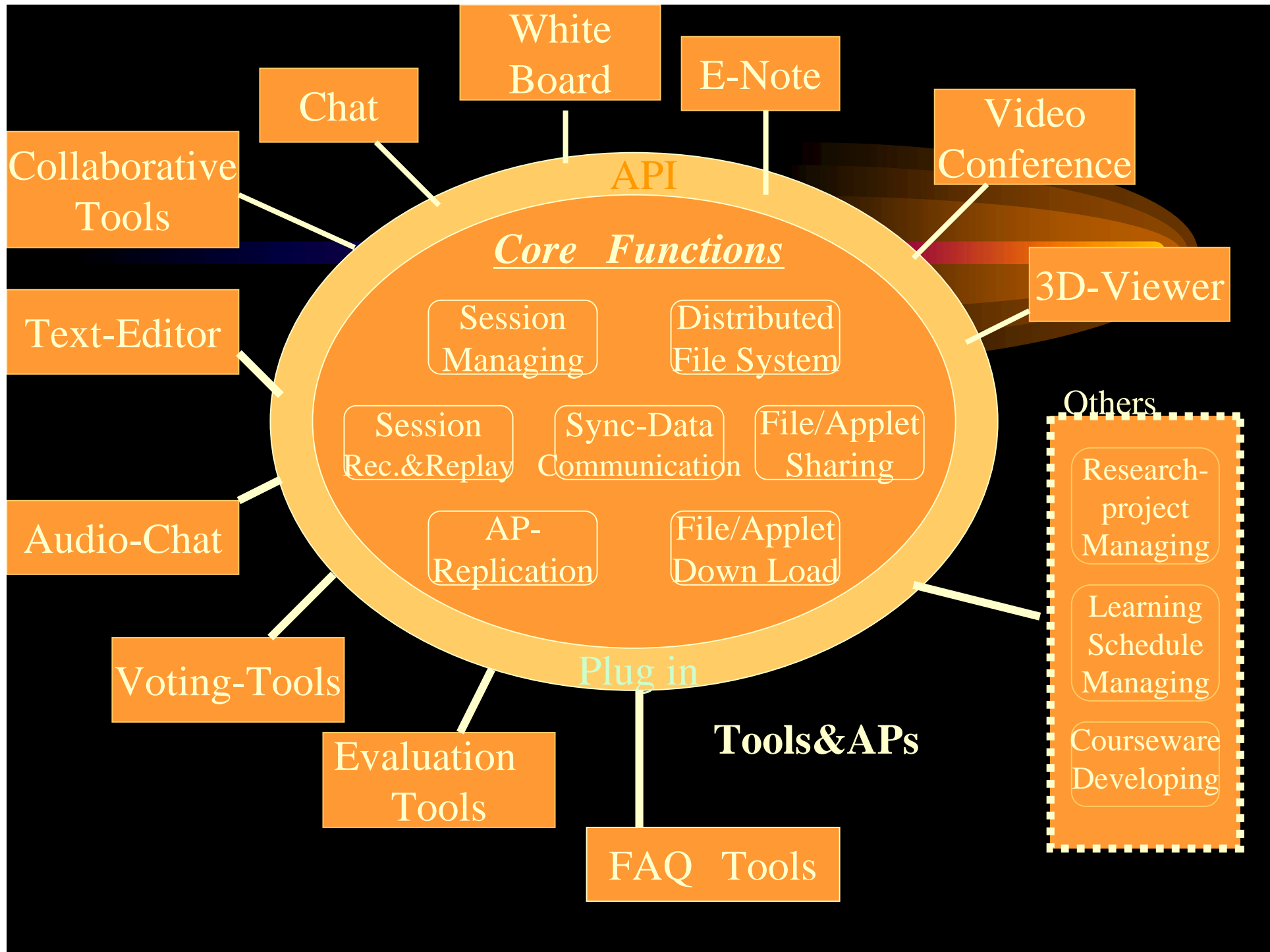
- *Cooperative*

- *Autonomous*

## *Dimensions(parameters) of Collaborative Learning*

Highly structured	<b>Structure</b>	No structure
high	<b>Teacher control</b>	low
external	<b>Moderation of learning</b>	internal
external	<b>Learner motivation</b>	internal
Curriculum based	<b>Learning content</b>	Learner based
Unilateral by teacher	<b>Assessment</b>	Unilateral by learner

*As design & operational factors*  
**Changing Pedagogics**



# Entity of CL



Collaborative tools

AP/Tool

AP/Tool

CW profile (design description)



Share window & Operation from Multi sites

Data-log of Learning process

AP/Tool

AP/Tool

Social computing

Descriptive model

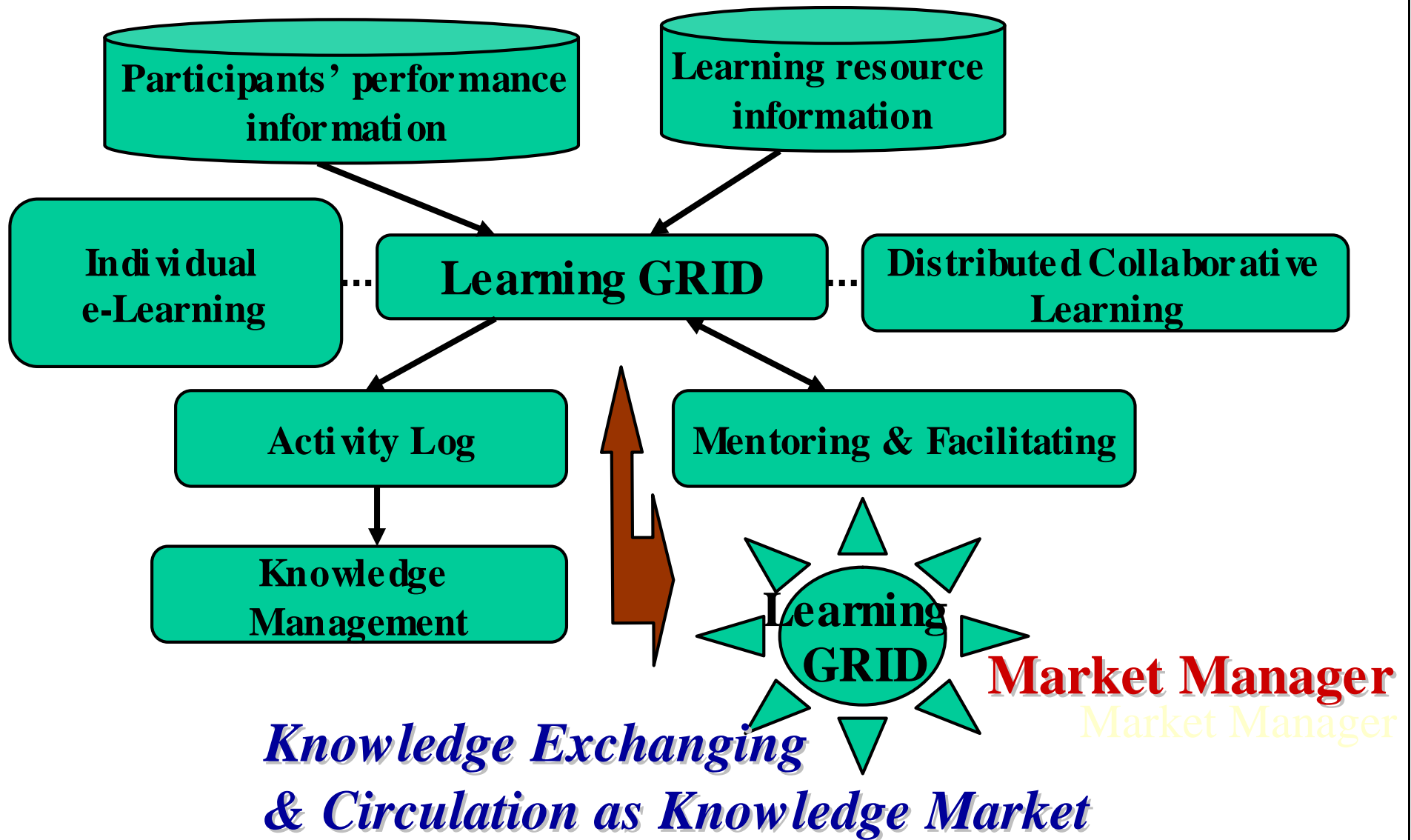


# Knowledge Transfer and Transformation through Learning GRID

as Knowledge Market

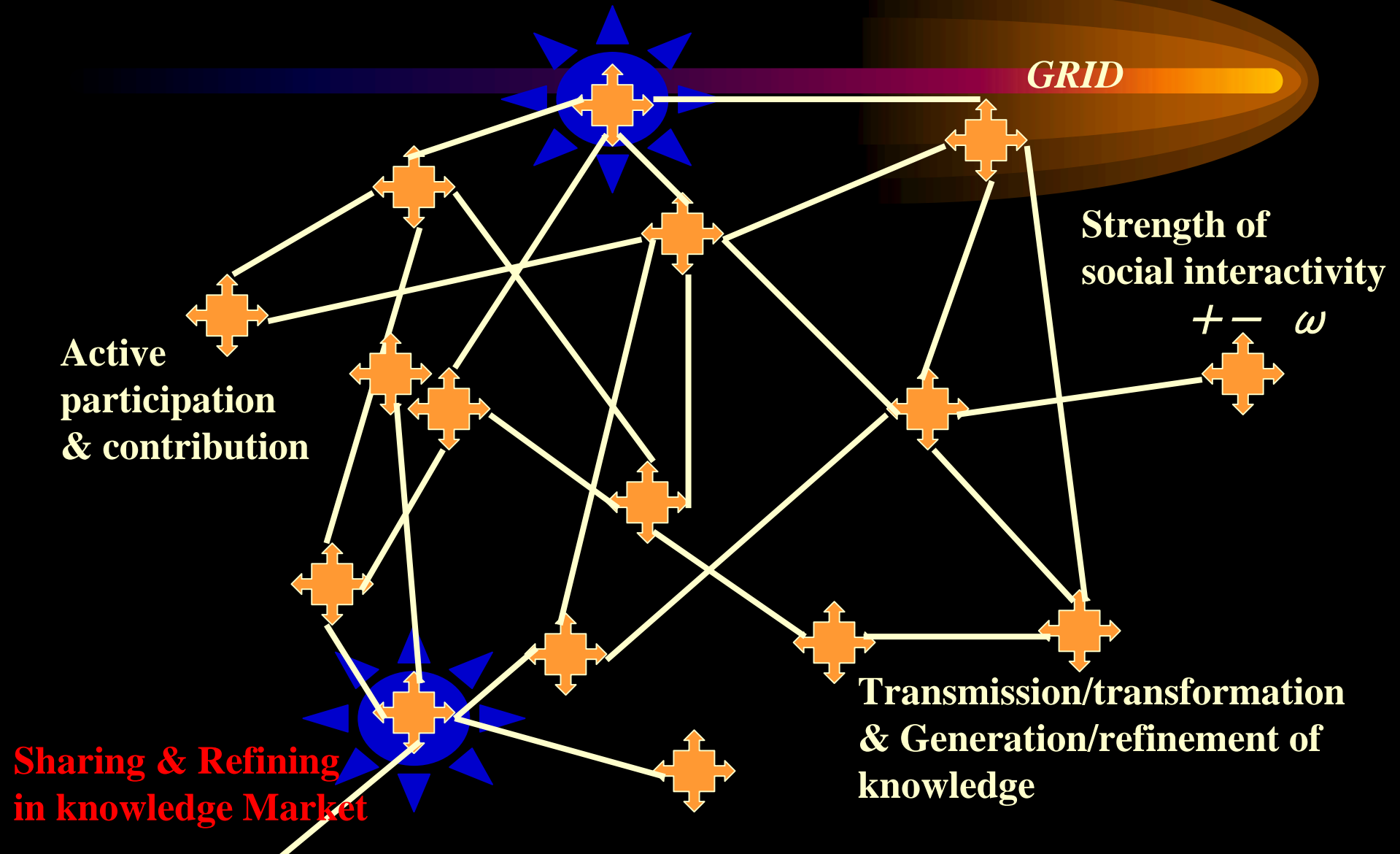
*~ Plan-Do-See-Deliver-Share ~*

- Knowledge Transformation & Delivering
- Knowledge Generation and Creation by Interaction
- Knowledge Catalyst
- Knowledge Market



**The Scheme & function of Learning GRID Technology**

# Collaborative Computing & Learning GRID

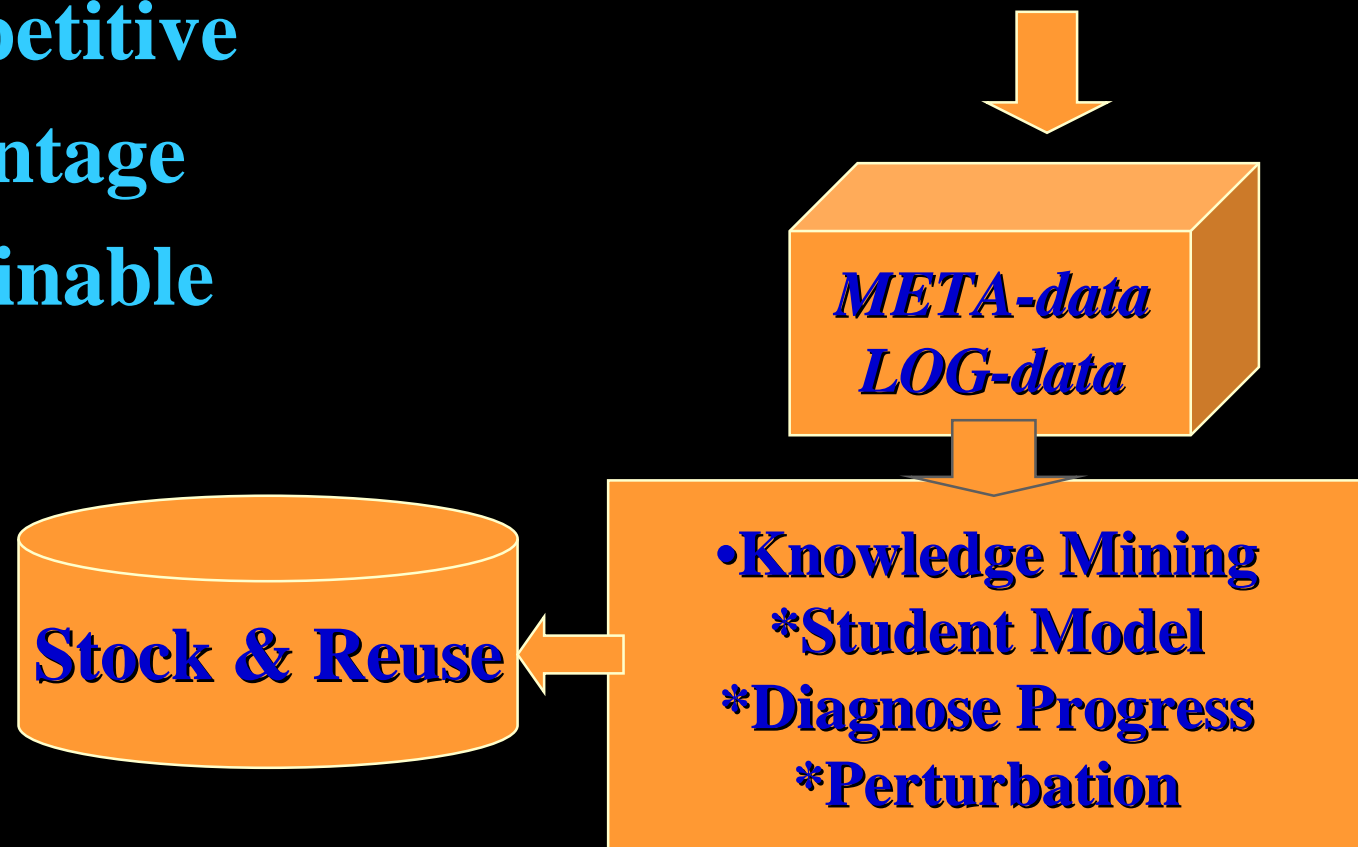


# *The Conditions of Learning Organization*

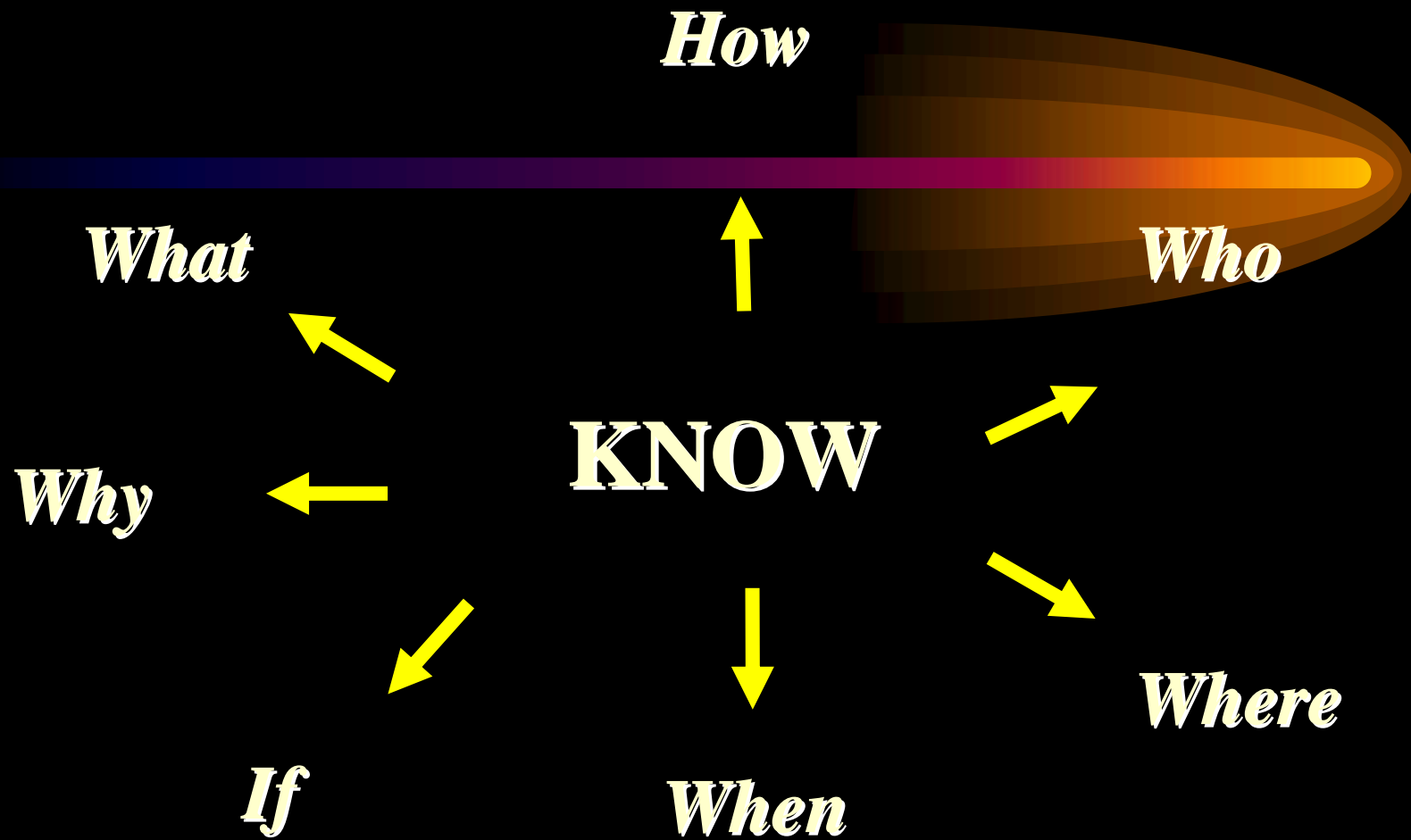
LMS >>> Manage to stimulate  
**Autonomous Learning**

**Learning**

- **Competitive**
- **Advantage**
- **Sustainable**



# Kinds of Knowledge



**then, can do it.**

# *What is e-Pedagogy for knowledge Building ?*

- **Independent**
- **Self-development**
- **Collaboration/Align**
- **Self-responsibility**
- **Learner centric**
- **Evaluation( digital portfolio & e-Carte)**
- **Practices based on situated context in real world**



*Thank you very much*