



- Education 1.0
- Education 2.0
- Education 3.0

- 1. Meaning is social constructed and contextually reinvented
- 2. Technology is everywhere (digital universe)
- 3. Teaching is done teacher-to-student, student-to-student, and people-technology-people (co-constructive)
- 4. Schools are located everywhere (fully infused in society)
- 5. Parents view schools as a place for them to learn, too
- 6. Teachers are everybody, everywhere
- 7. Hardware and software in schools are available at low cost and are used (strategically)
- 8. Industry view graduates as co-workers or entrepreneurs

- Web based tools
- Authoring tools
- Augmented reality
- Social networking services
- Syndication and notification technologies
- Blogs
- Wikis
- Tagging, social bookmarking and folksonomies
- Media-sharing services
- Podcasts and vodcasts
- Virtual worlds and immersive environments
- Online office applications

Web 2.0 for learning and training

Learning 2.0: The Impact of Web 2.0 Innovations on Education and Training in Europe

Learning 2.0

E-Learning

Technology

Training Technology

- Virtual environment and avatars - simulations
- HTML5 and responsive design
- Digital reader
- Automation and adaptive learning
- Big Data
- Education data mining

Simulations technologies

Cloud-based LMS

Learning Management System (LMS)

- Administration
- Documentation
- Tracking
- Reporting
- Delivery of educational courses or training programs
- Asynchronous Learning
- Blended Learning
- Built-In Course Authoring
- Certification Management
- Gradebook
- Mobile Learning
- Skills Tracking
- Social Learning
- Student Portal
- Synchronous Learning
- Testing / Assessments
- Video Conferencing

Some LMS Features

LMS software

- Mobile learning
- Video-based training

Learning Concepts

- Microlearning
- Gamification
- Learning 2.0
- Personalized learning
- Immersive learning

Web 2.0 for learning and training

The web 2.0 technologies gives the learner ability to combine text, audio and video content with online learning spaces, electronic communication, web-based conferencing systems, simulation software, social media and live synchronous tools is delivering flexible learning opportunities.

Social networking services

Internet- or mobile-device-based social spaces designed to facilitate communication, collaboration and content sharing across networks of contacts.

Learning 2.0

Learning 2.0 approaches promote the technological, pedagogical and organisational innovation in formal E&T.

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<ftp://ftp.jrc.es/pub/EURdoc/JRC55629.pdf>

E-Learning

E-learning can be defined as the use of computer and Internet technologies to deliver a broad array of solutions to enable learning and improve performance.

Simulations technologies

Simulation-based training aims to reduce errors and cost and address knowledge and skill gaps.