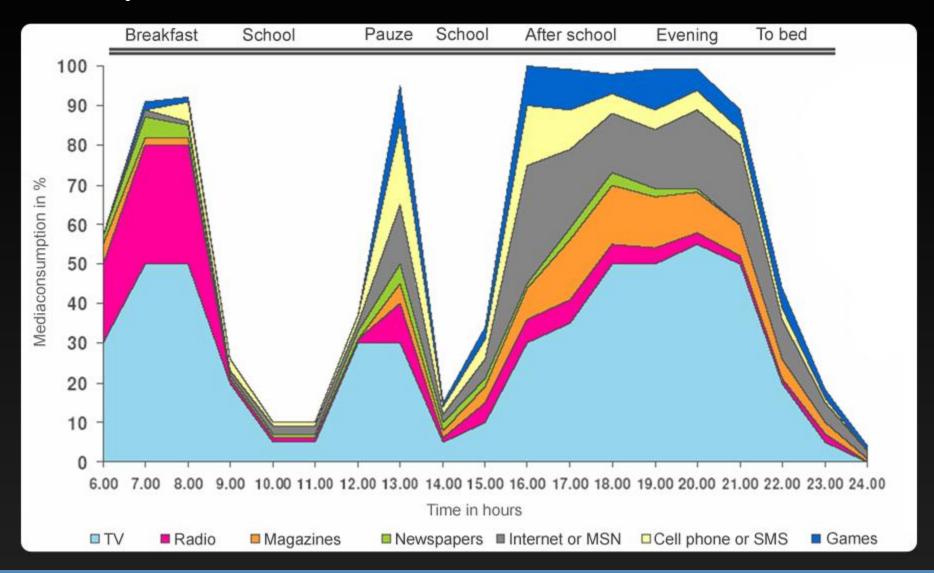
Learning and Knowledge The Digital Mindset





Daily Media Uses



The generation

- Playing Games

 Grand Theft Auto, World of Warcraft, PS2,

 Xbox, LAN Parties
- Communicating 24/7
 Via SMS, MSN, chatrooms, mobile phones
- Integrating f2f and virtual friends
- Never reading a manual
- Preferring a cell phone rather than a newspaper

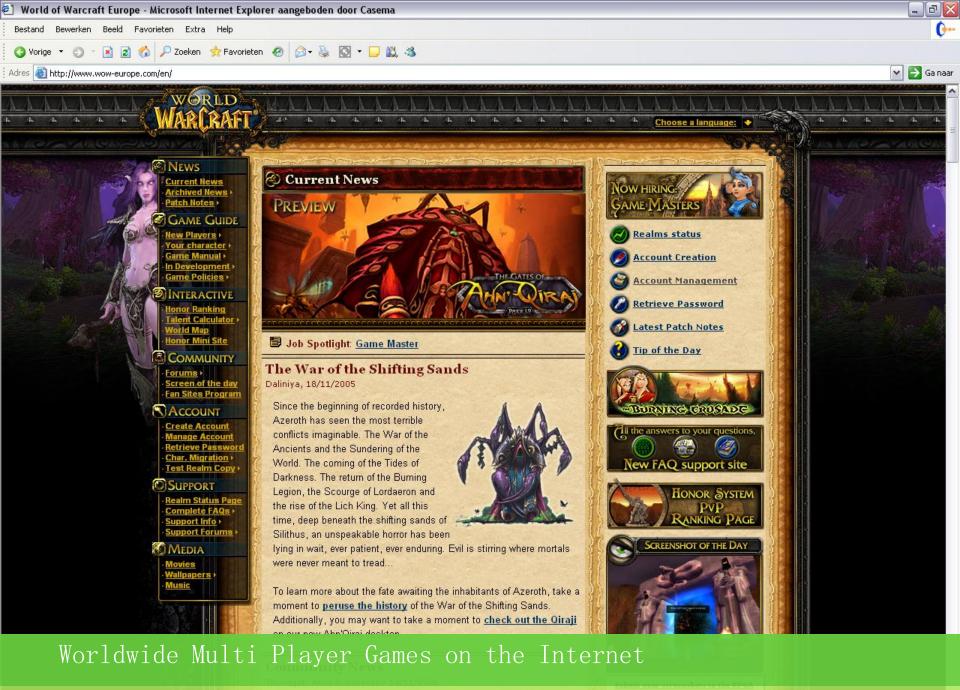
The generation for whom learning is playing

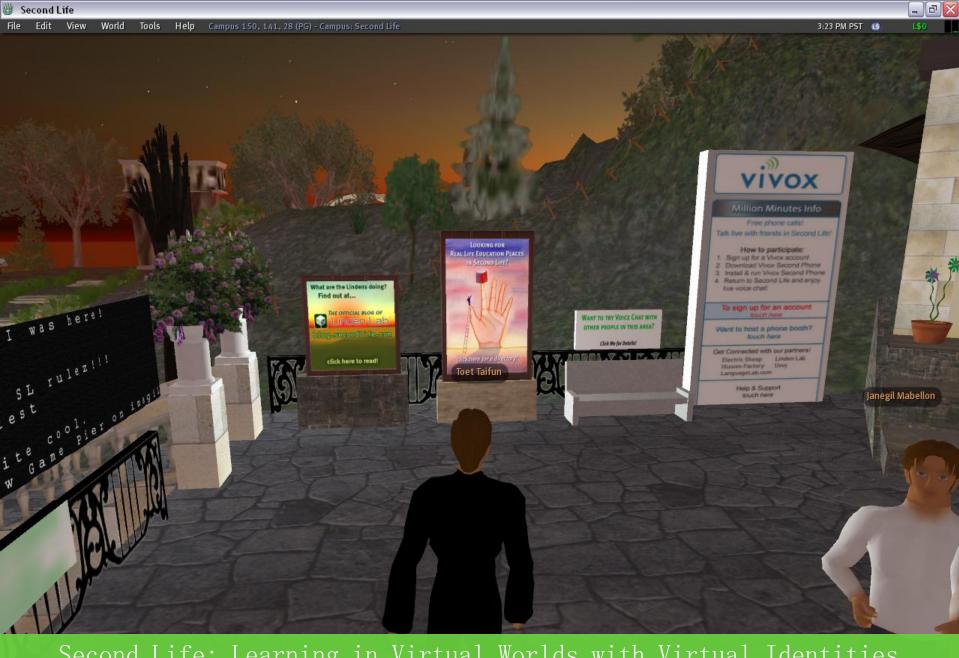
• The generation inventing games
Without winners or losers, without start or
end, and changing the rules continuously...



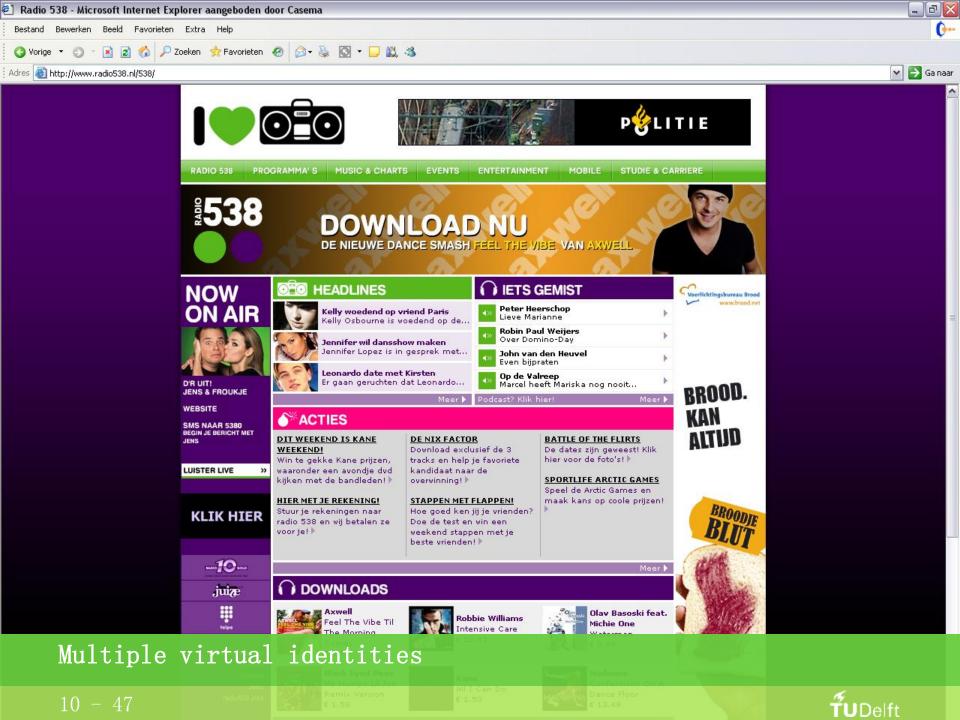


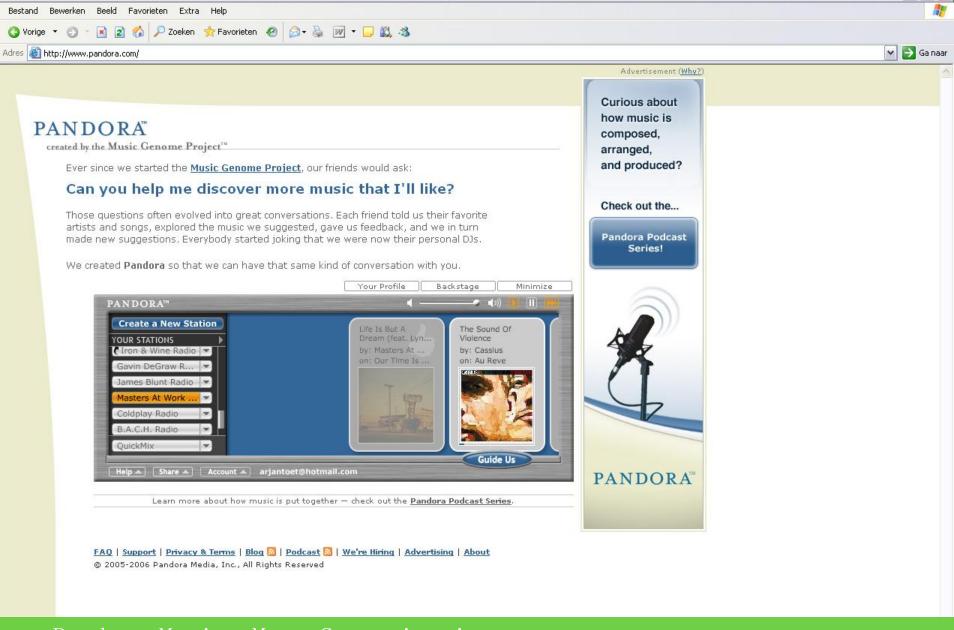
ŤUDelft





Second Life: Learning in Virtual Worlds with Virtual Identities

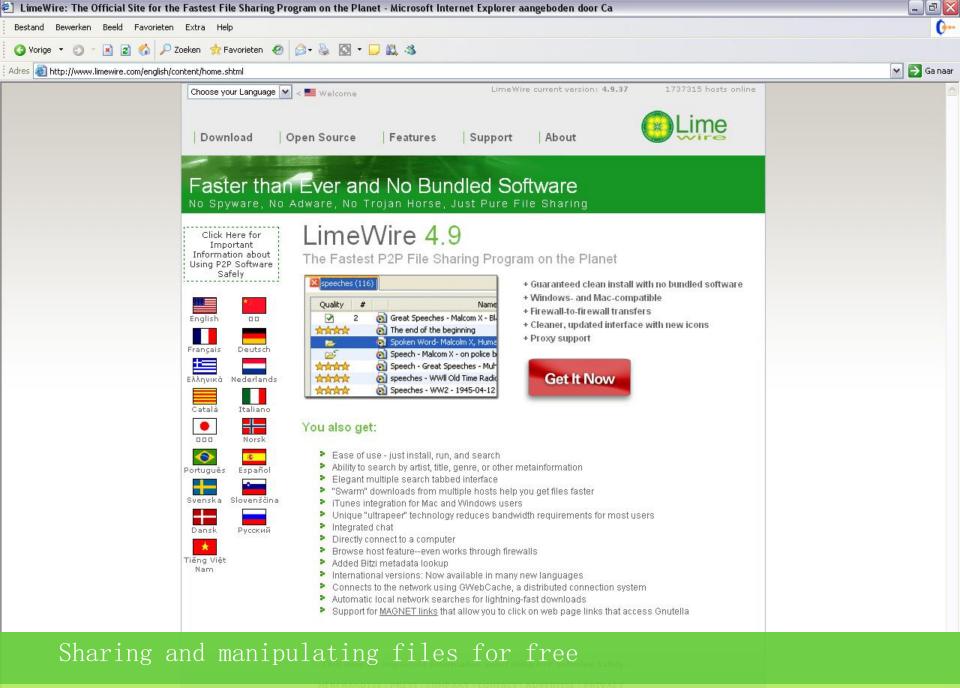




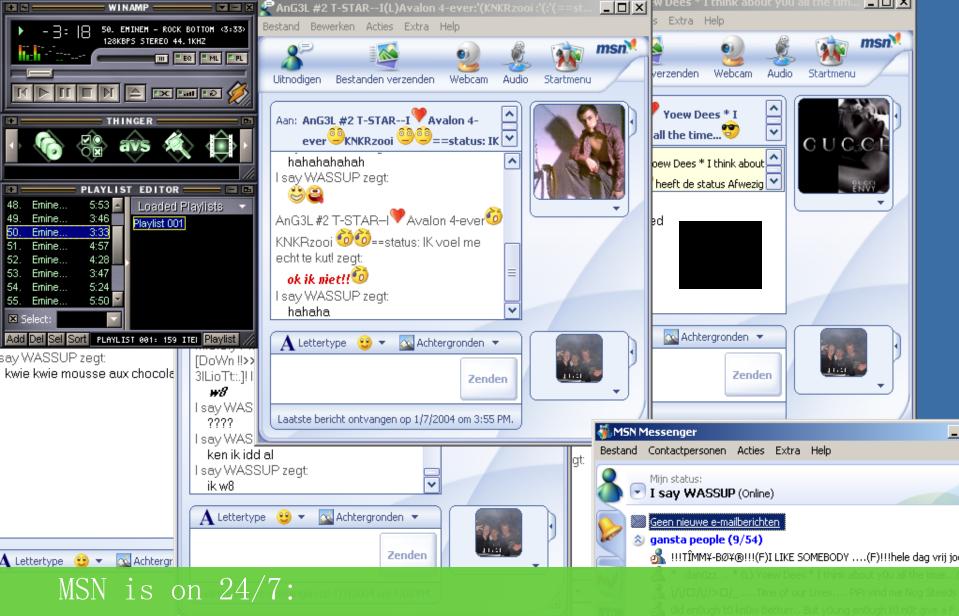
Pandora Music: Mass Customization

🞒 Pandora Internet Radio - Find New Music, Listen to Free Web Radio - Microsoft Internet Explorer

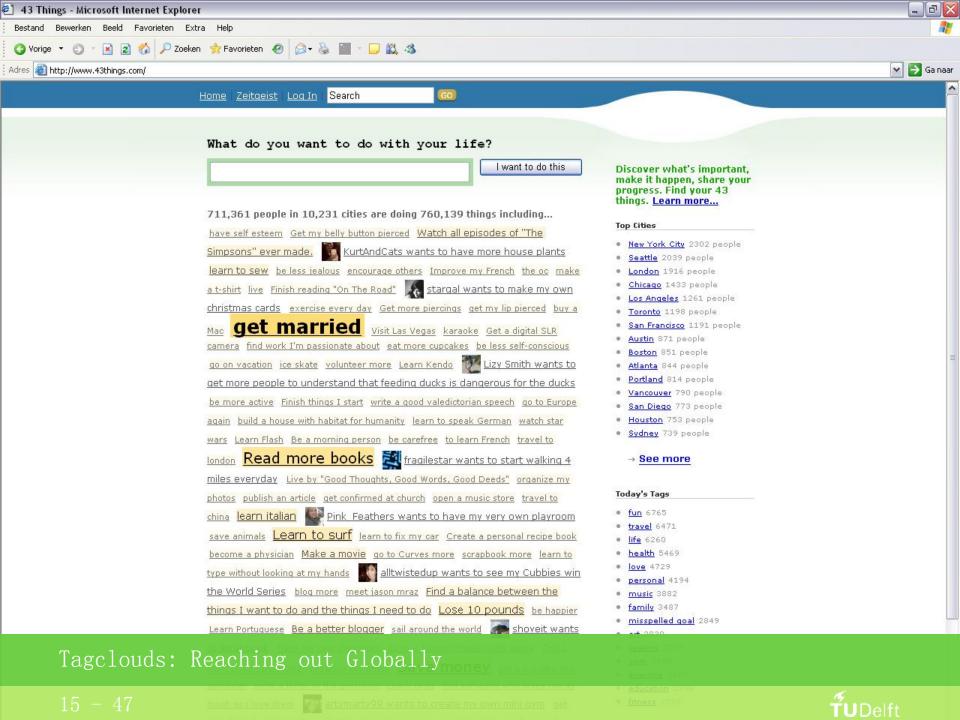


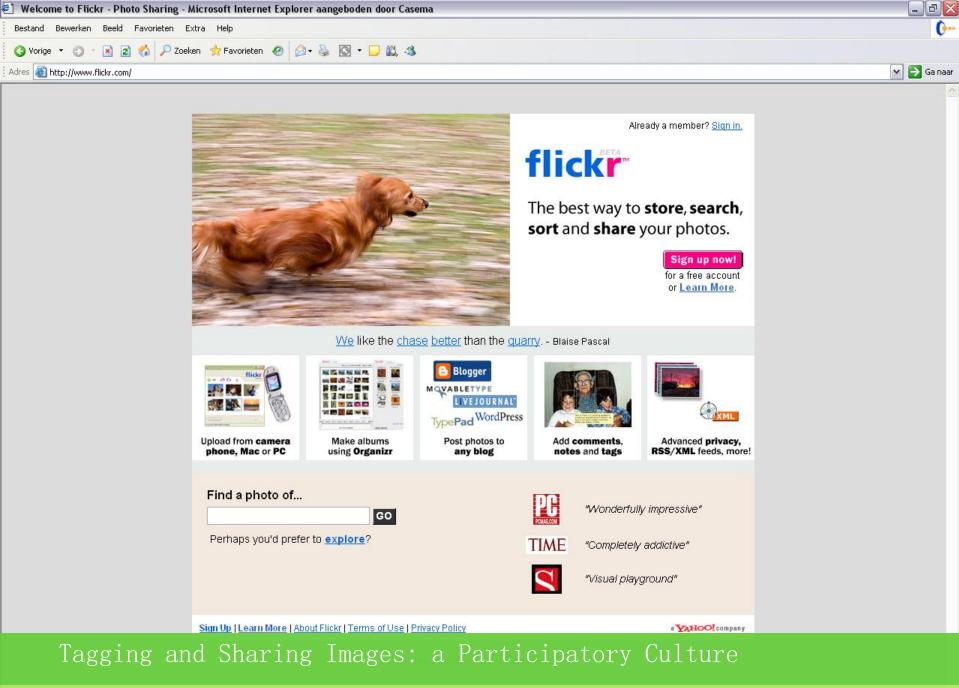






10 simultaneous communications
More than 150 contacts





Homo Zappiens' writing





My Space, My language

Skateboarding up the stairs



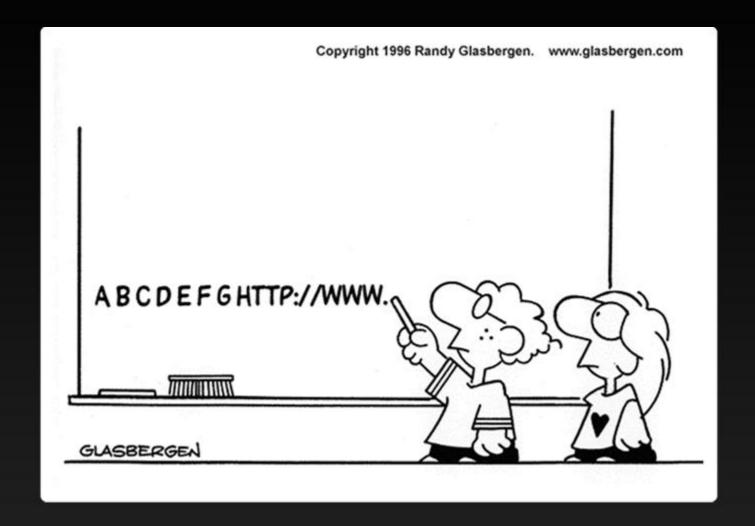
Surfing and snowboarding

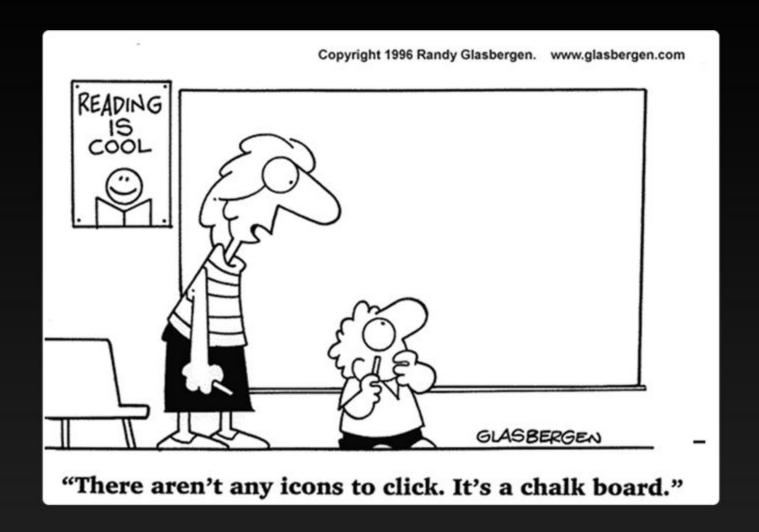


Searching for extremes

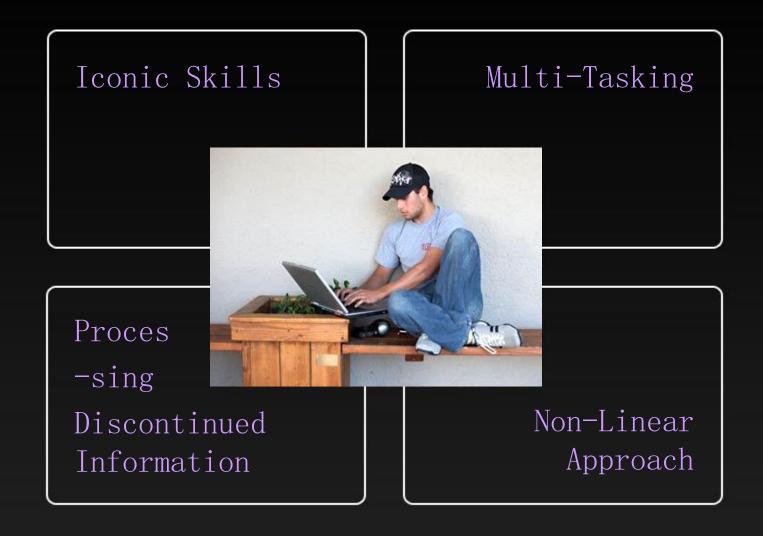


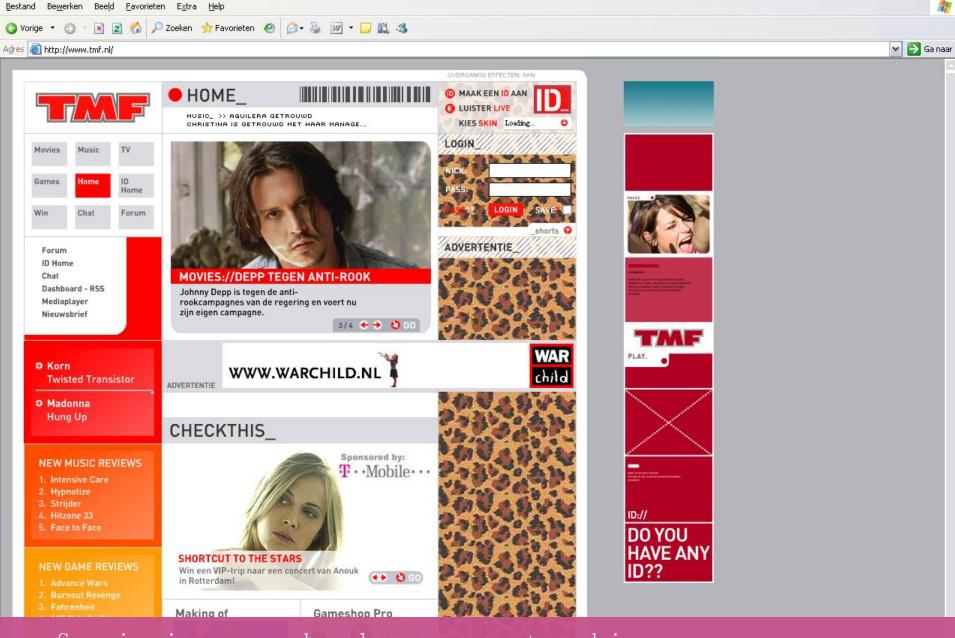
School is for meeting friends rather than for learning





Homo Zappiens at Work





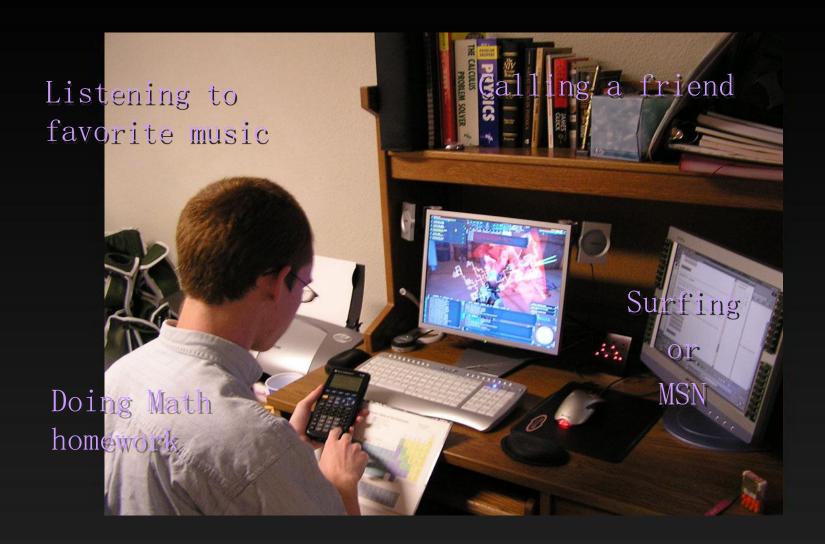
Scanning icons, sound, colours, movements and images

TUDelft

- B X

🚝 ..:: TMF ::.. - Microsoft Internet Explorer

Multi-Tasking



Processing Discontinued Information

Zapping is the skill to construct meaningful knowledge from discontinued audio-visual and textual information flows

Channel 1



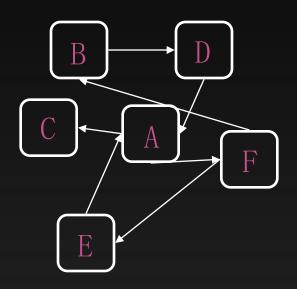
Non Linear Approach

Non-linear learning strategies demand a redesign of content: learning assets, objects to be accessed just-in-time

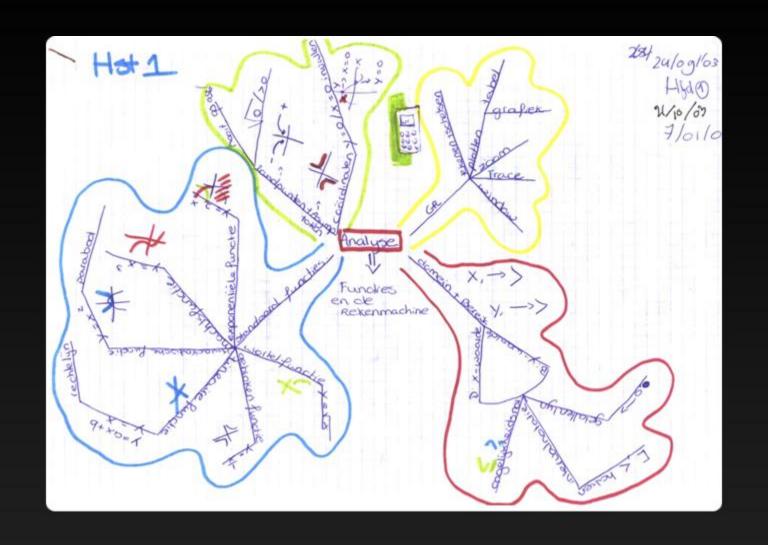
Linear

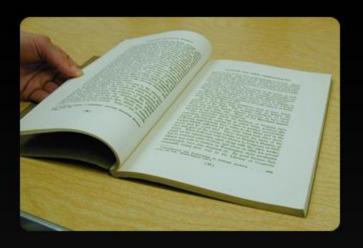


Non-linear



Mind Mapping





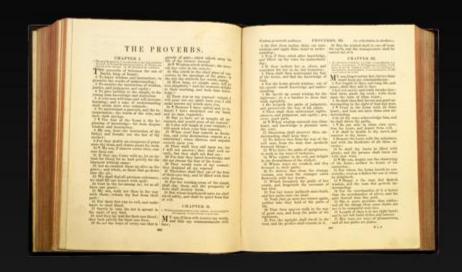
- Interpreting
- Everything is of same importance
- Object
- Book is static
- Always same end
- One way communication
- Reader is spectator



- 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

Parents are good at reading...

According to a rscheearch at an Elingsh uinervtisy, it doesn't mttaer in waht oredr the ltteers in a wrod are, the olny iprmoetnt tihng is taht the frist and lsat ltteer is at the rghit pclae.

The rset can be a toatl mses and you can sitll raed it wouthit porbelm. Tihs is bcuseae we do not raed ervey lteter by it slef but the wrod as a wlohe.

···but less good at visual cues

Look at the chart and say the COLOUR not the word

YELLOW BLUE ORANGE
BLACK RED GREEN
PURPLE YELLOW RED
ORANGE GREEN BLACK
BLUE RED PURPLE
GREEN BLUE ORANGE

Left - Right Conflict

Your right brain tries to say the colour but your left brain insists on reading the word

Homo Zappiens learns differently...

Homo Zappiens Homo Sapiens high speed < > conventional speed multi tasking < > mono tasking non linear approaches < > linear approaches iconic skills first < > reading skills first connected < > stand alone collaborative < > competitive learning by searching < > learning by absorbing learning by playing < > separating learning and learning by externalizing < playing fantasy < > learning by internalizing

Homo Zappiens Develops Meta Cognitive Skills

- Enquiry based approaches
- Networked learning
- Experiential learning
- Collaborative learning
- Active learning
- Self organisation
- Problem solving strategies
- Expliciting knowledge to others

Homo Zappiens' Reference Framework

• Is digital and multimedia oriented











• Is menu, keywords, and tags oriented













• Relies on challenge, creativity, and selfesteem

For Homo Zappiens

• The Net is an extension of self

• Sharing is winning

Profiling is expressing yourself

Services are personalized

• Peers are your references

• You matter in an organization





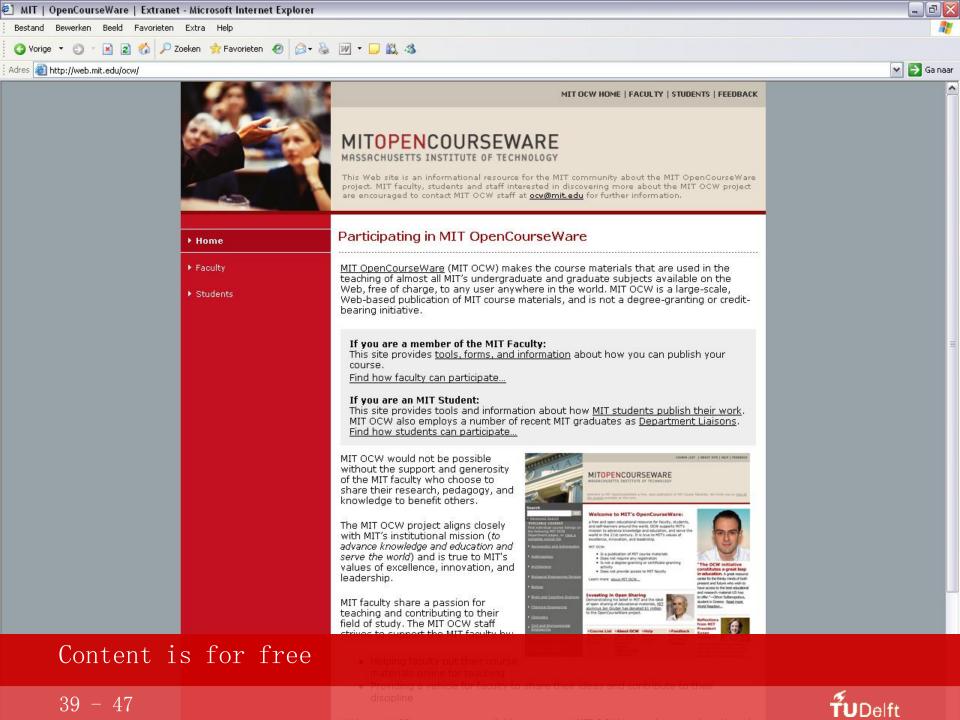


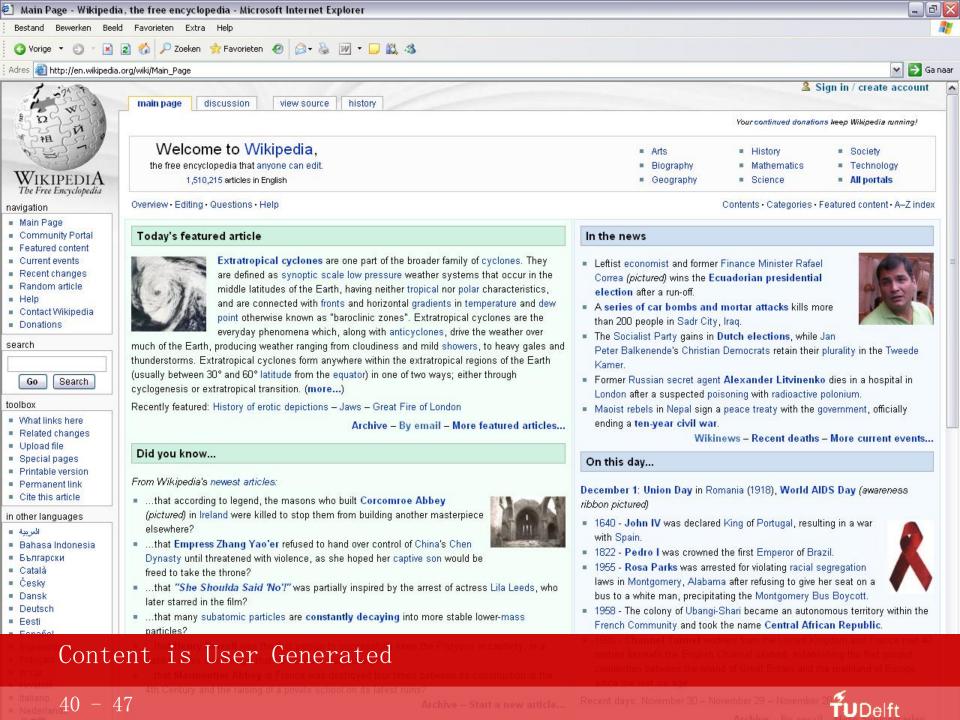
···Learning is the interactive process of searching for meaning

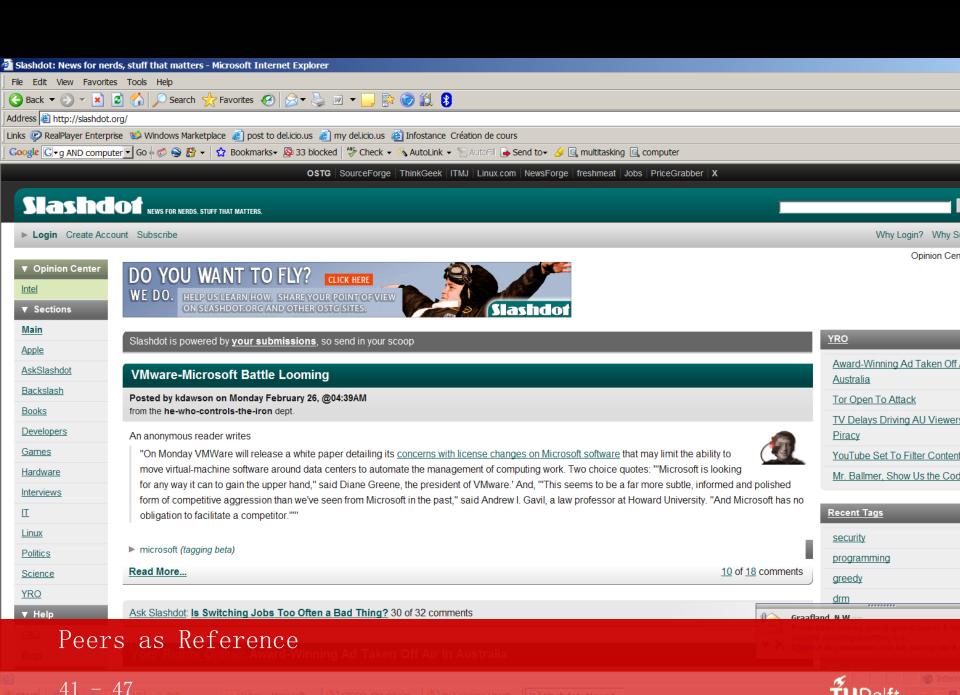
···Knowledge is communication about meaning

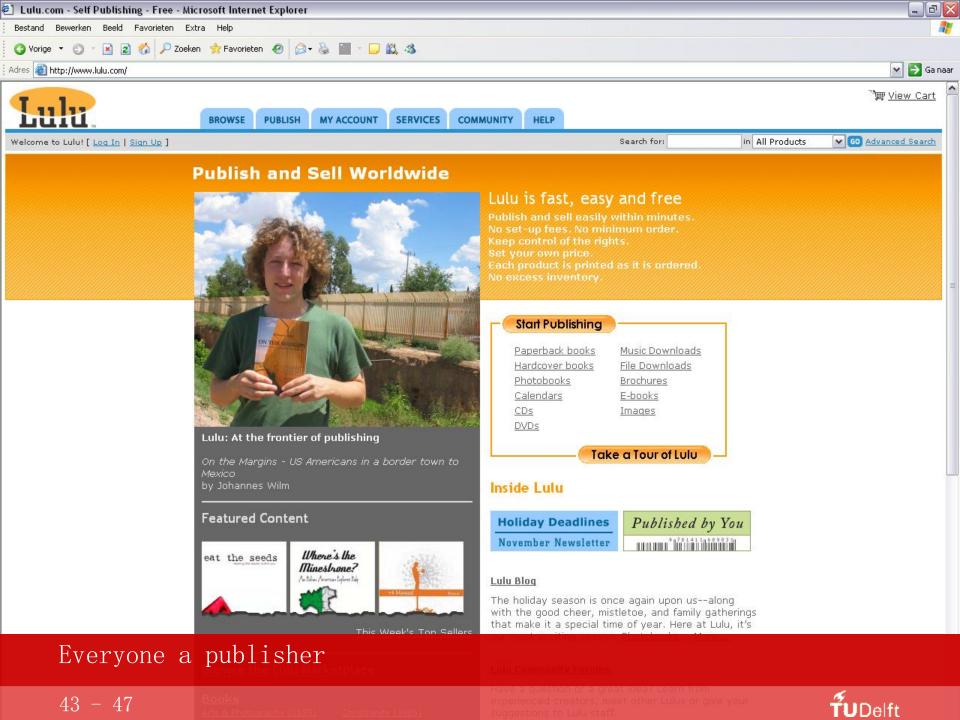
Learning by aggregation

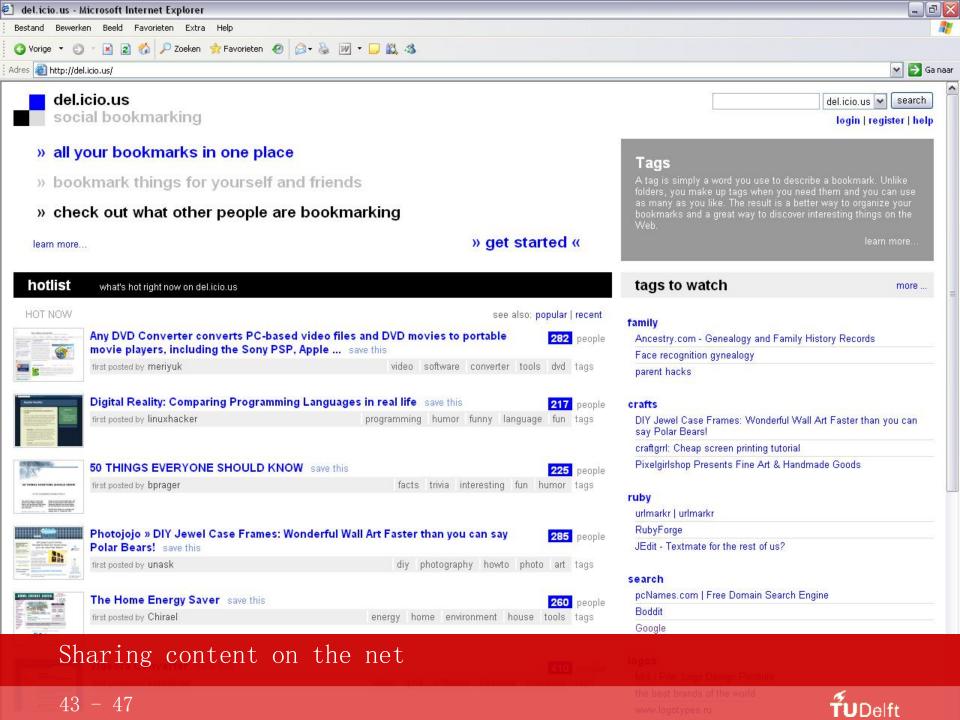
- Learning digitally is
 - -aggregating distributed and discontinued
 information
 - -stay current with peers in networks where each hold a part
 - sharing knowledge
 - prosumption

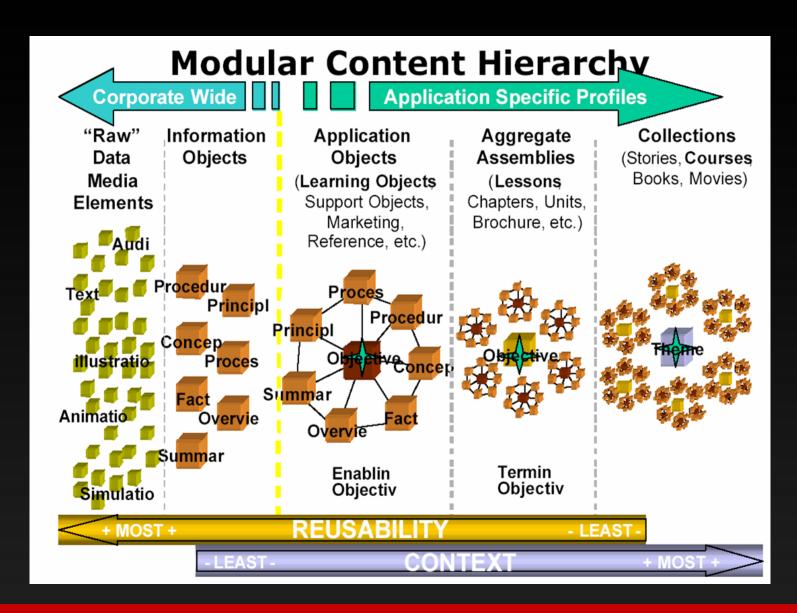




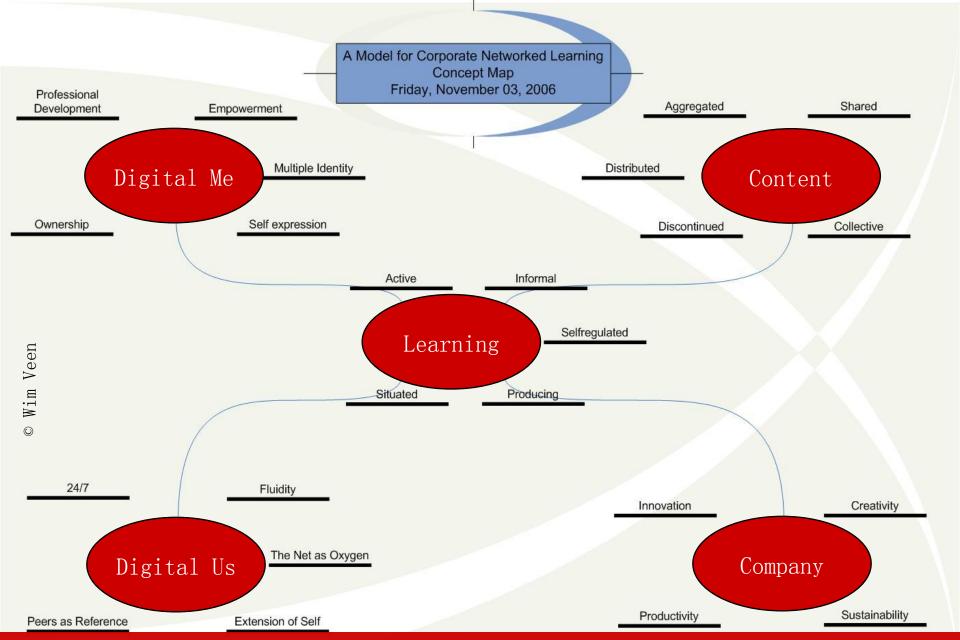






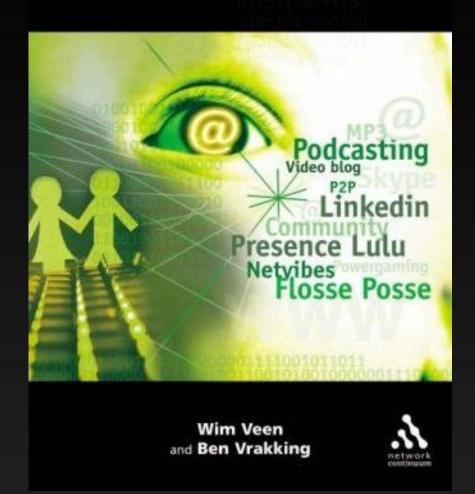


New Models for Content Development and Distribution



Innovating Learning at the Workplace

Growing up in a digital age



www. amazon. co. uk

www.bol.com

Further Readings

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CONTENT: PROF. DR. WIM VEEN



DESIGN: MSc. ARJAN TOET



