"Playing as Metaphor for Learning in the 21st Ceptury

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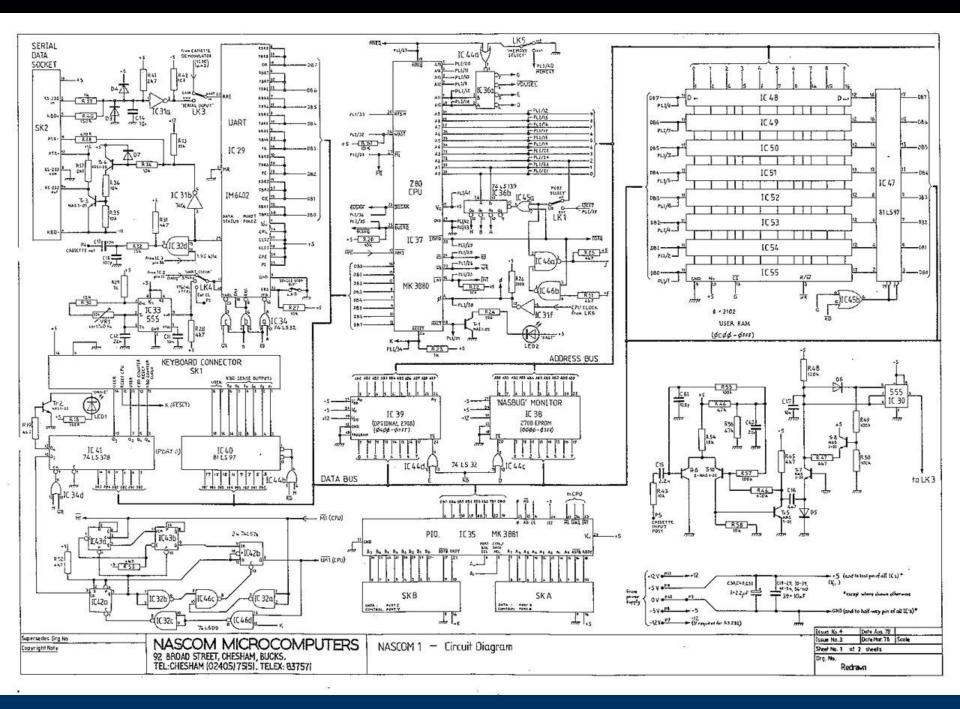




# Learning Playing Working

## From Instrual via Extrual to Construal

- Nascom 1 and Nascom 2 (1977-1979)
- Machine Code, Forth, Lisp, Pascal, Prolog, SmallTalk.







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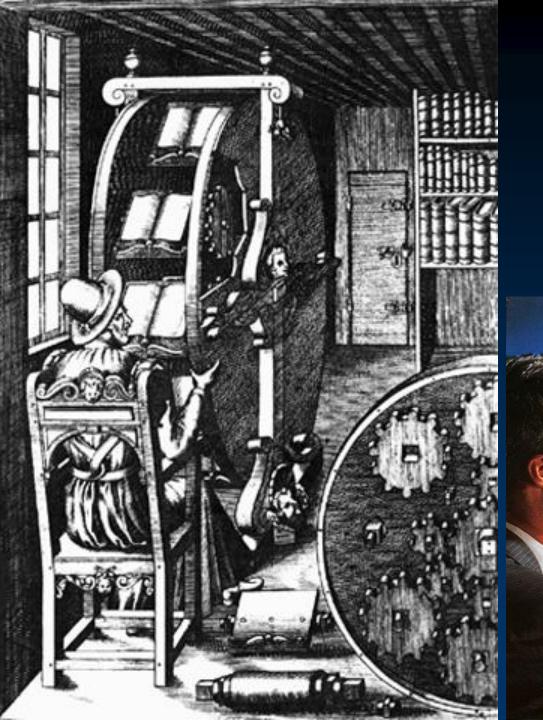
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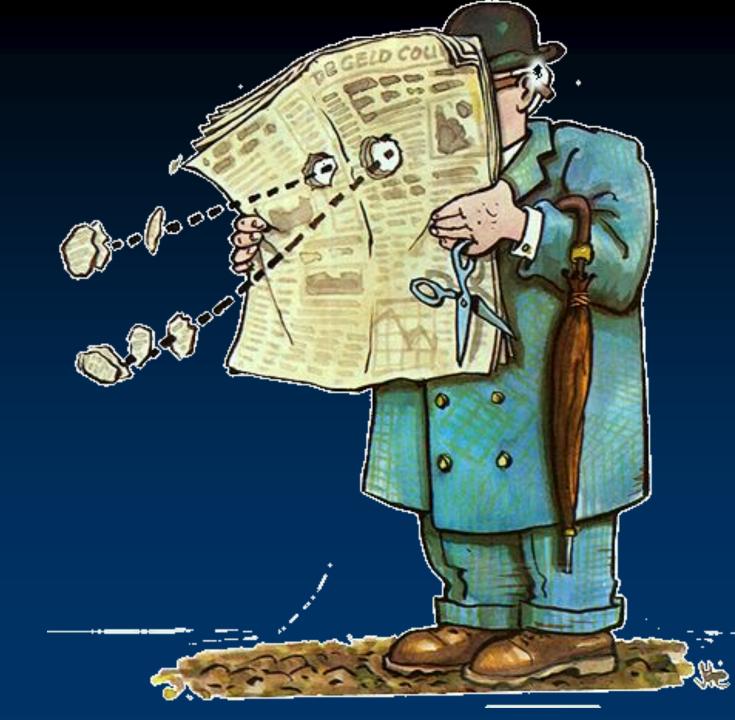
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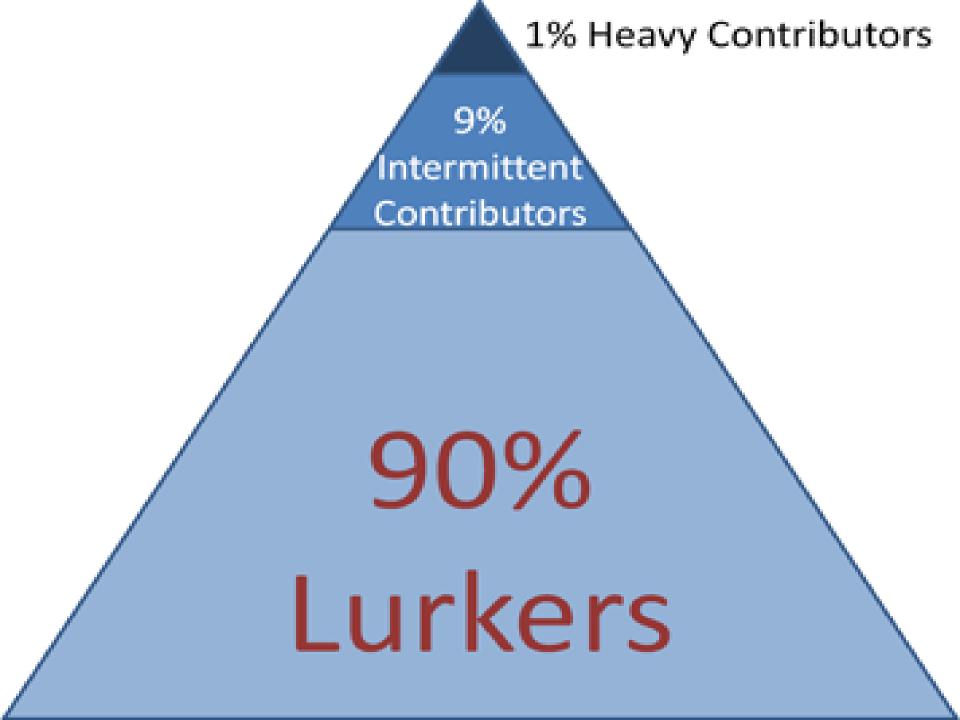
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### From Hypermedia via Multimedia to VR





#### **Conversation Theory**

A cybernetic theory and methodology

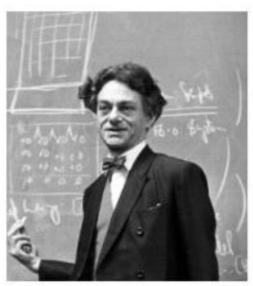
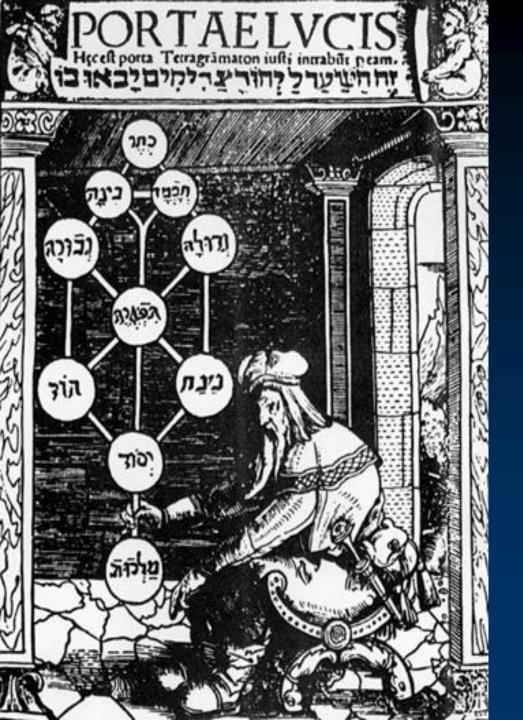
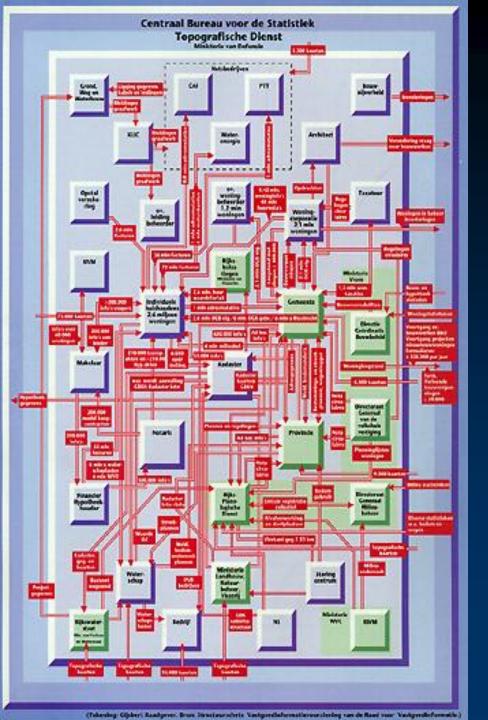


Fig. 4

Gordon Pask was an English author, inventor, educational theorist, cybernetician and psychologist who made significant contributions to cybernetics, instructional psychology, experimental epistemology and educational technology. --- Wiki "The theory itself applies to all conversations and, given the stricture that a conversation is the minimal unit for psychological observation, all of psychology including its extrapolation into related areas, such as architecture, as it deals with cities that are lived in..."

---Conversation Theory, Conversation, Cognition and Learning, Reasons for developing a theory of conversations, 1975



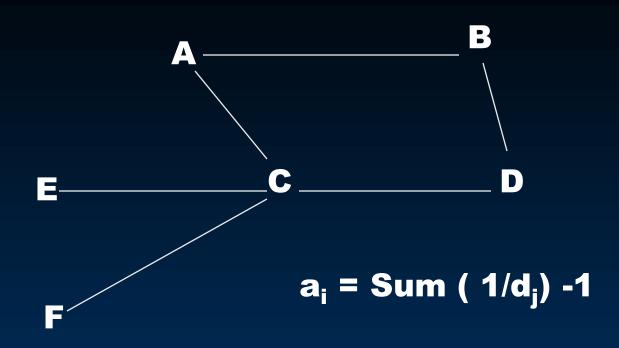


#### Conceptual

#### Epistemic

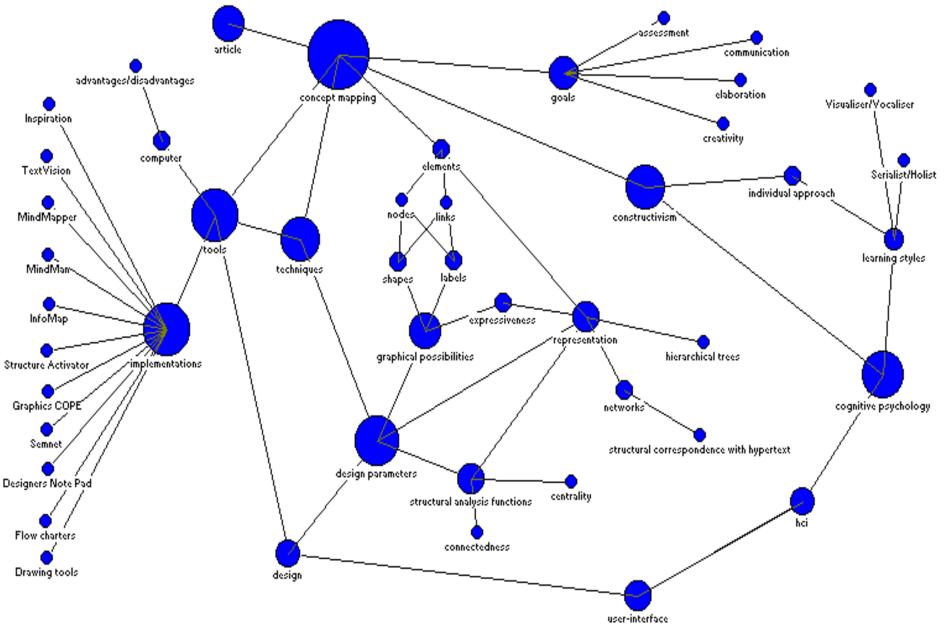
#### Episodic

#### Procedural



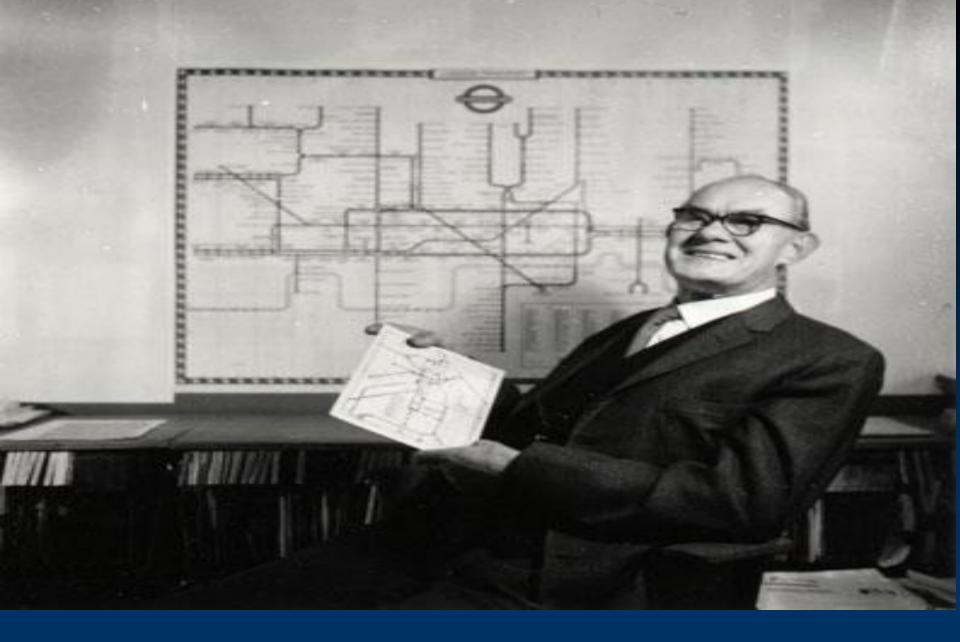
 $a_{B} = 1/d_{A} + 1/d_{D} - 1 = 0$   $a_{A} = -1/4$   $a_{C} = +2$   $a_{D} = -1/4$   $a_{E} = -3/4$  $a_{F} = -3/4$ 

#### Tekstnet - cm\_artcl.tnt <u>N</u>etwerk <u>H</u>erzien Archief <u>W</u>ijzig Instellingen...

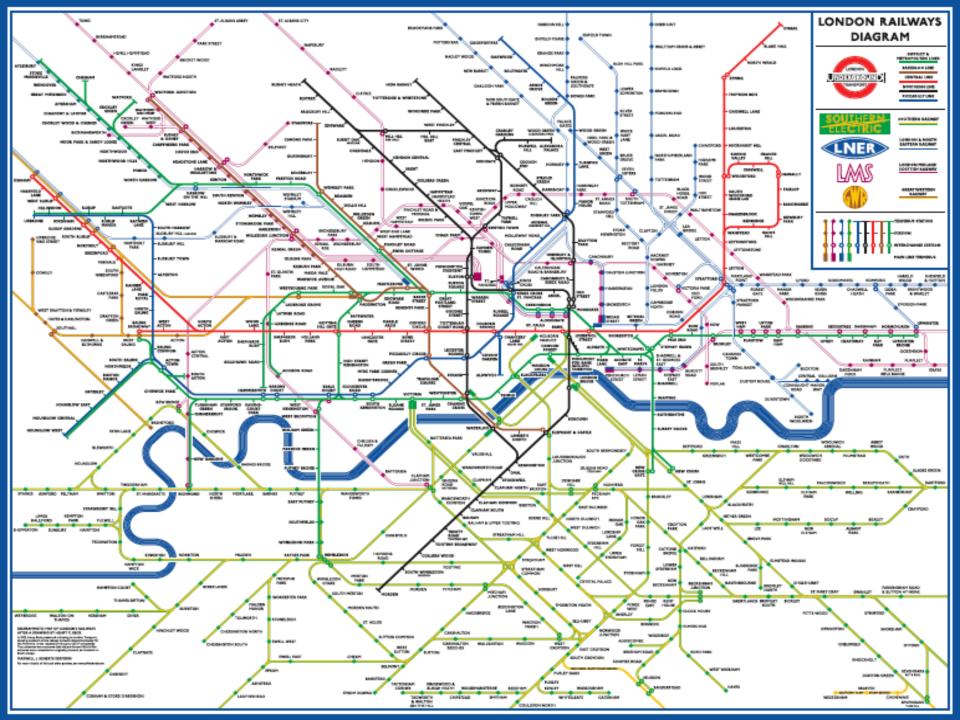


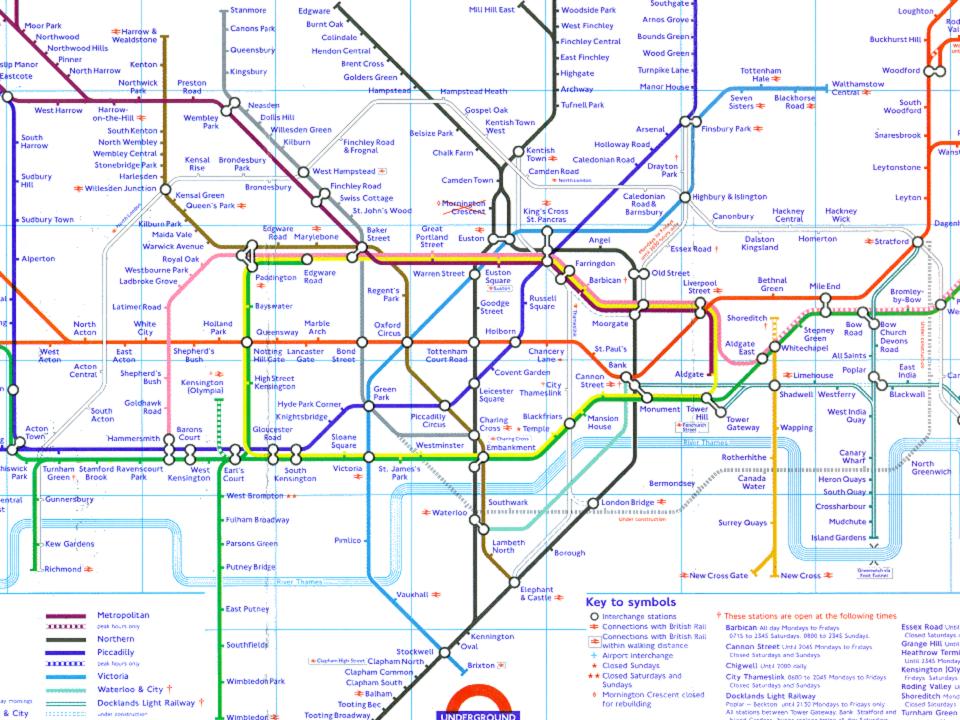
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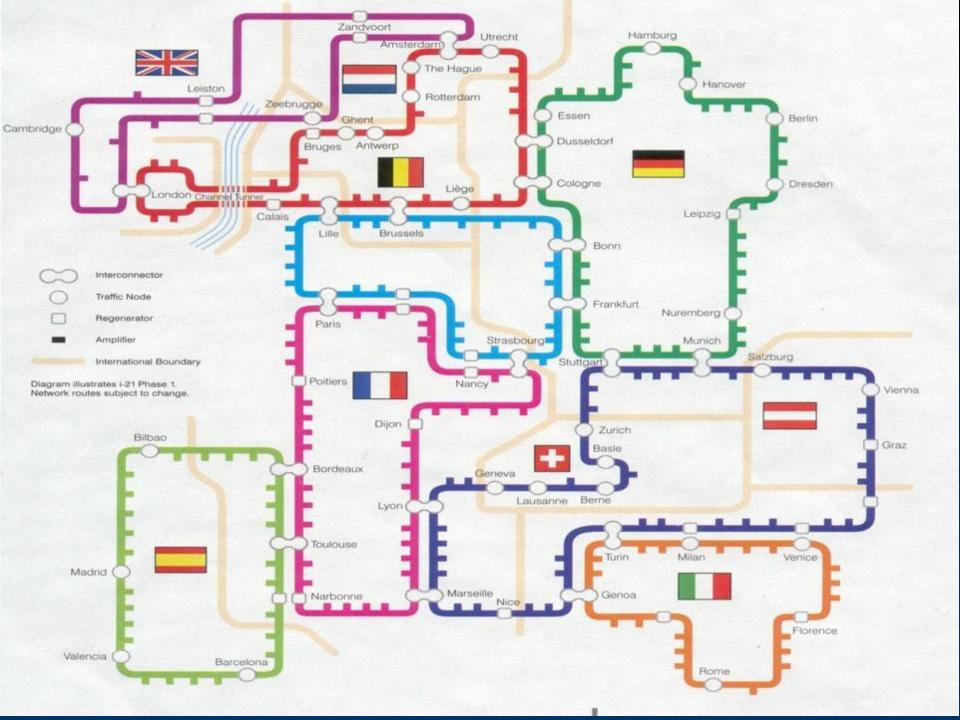




#### Harry Beck, 1931







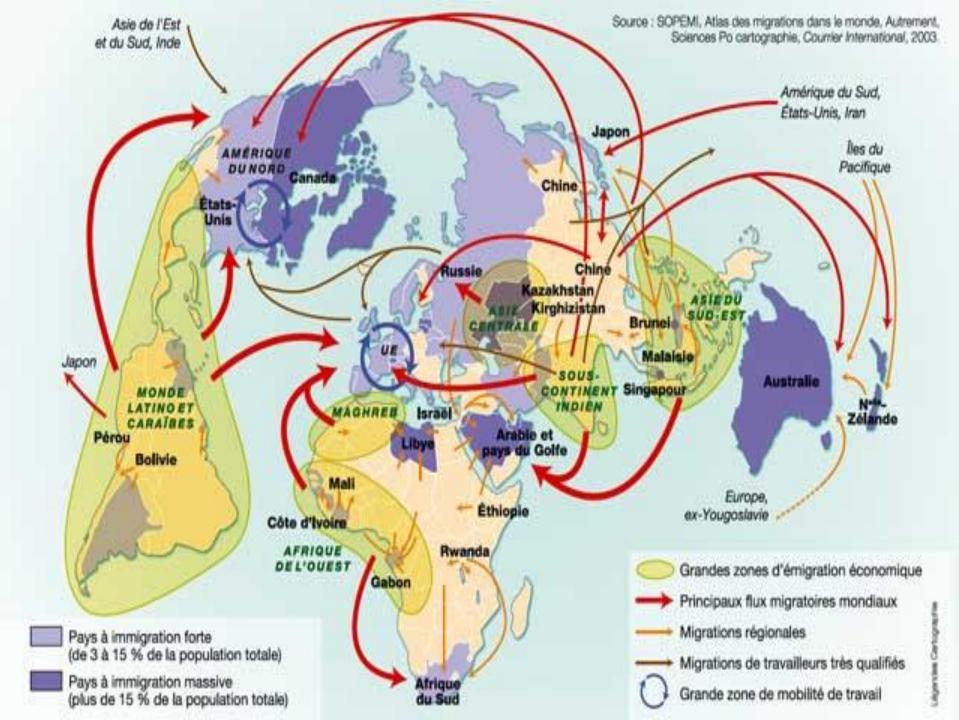


#### Is ICT still a

#### Game

#### **Changer?**





Axiom 1: Opposite permissions conflict:  $\vdash \mathcal{P}_p(x) \bigstar !\mathcal{P}_p(x)$ . Axiom 2: Obligation to perform mutually exclusive actions is a conflict:  $a \bowtie b \vdash \mathcal{O}_p(a) \bigstar \mathcal{O}_p(b)$ . Axiom 3: Conflicts are closed under symmetry:  $C \bigstar C' \vdash C' \bigstar C$ . Axiom 4: Conflicts are closed under increased strictness:  $C \bigstar C' \land C' \sqsubseteq C'' \vdash C \bigstar C''$ .

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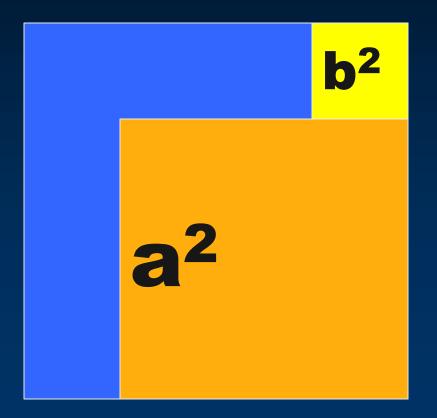
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•  $(a + b)^2 = a^2 + 2ab + b^2$ 

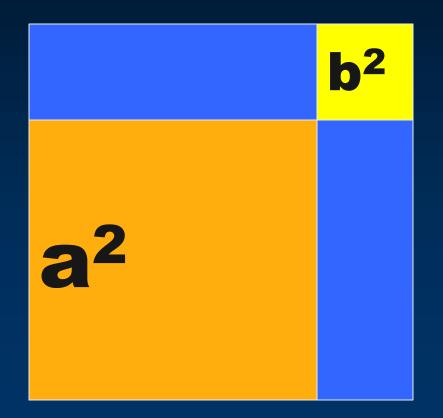
•  $(a+b)^2 = a^2 + 2ab + b^2$ 



•  $(a+b)^2 = a^2 + 2ab + b^2$ 

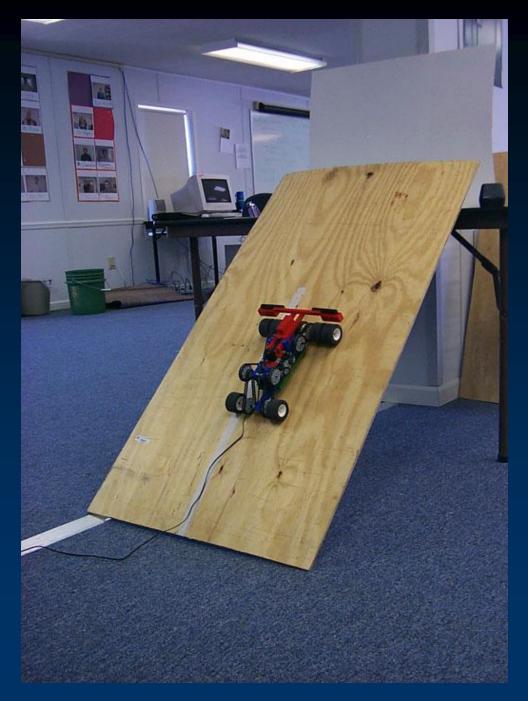


•  $(a+b)^2 = a^2 + 2ab + b^2$ 



#### <u>Technological</u> <u>Fluency</u>

Becoming fluent in thinking, expressing, communicating and constructing with technology



#### <u>Learning</u> Environment

Construction

Time

Integration

Openness

Learner-Centered

**Project-Based** 

Technology as pencil



# Kenneth Dunn

If students don't learn the way we teach them, let's teach them the way they learn.

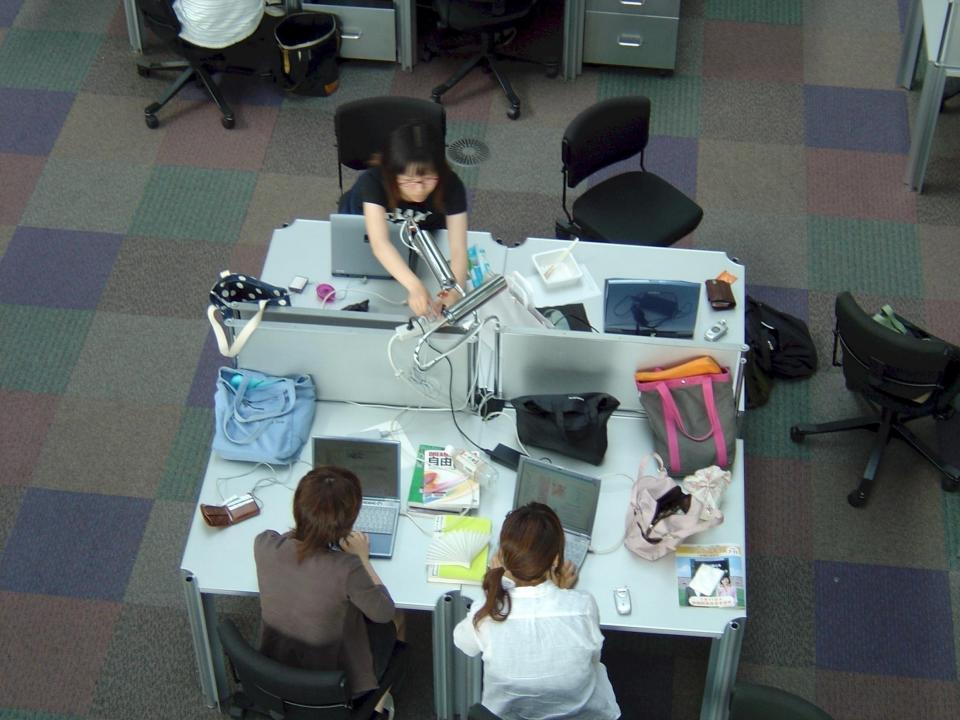
William Glasser: effectiveness of different modes of learning

What we read 10% 20% What we hear What we see 30% What we see/hear 50% What we discuss with others 70% What we experience







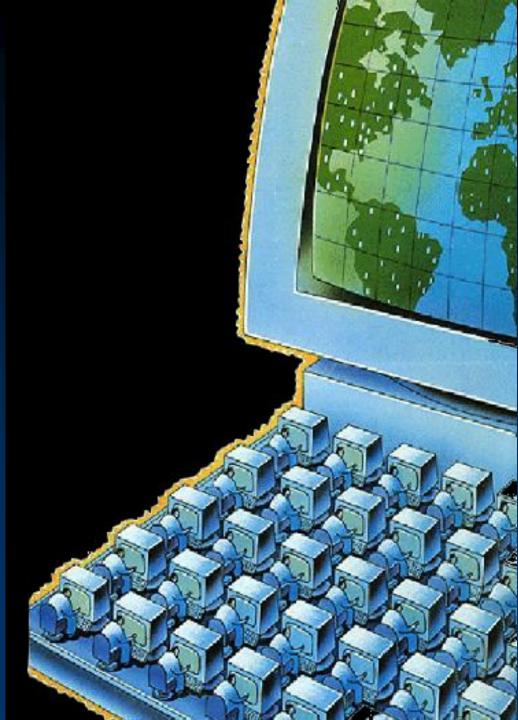


The knowledge is *between* 

rather than

#### within

the persons



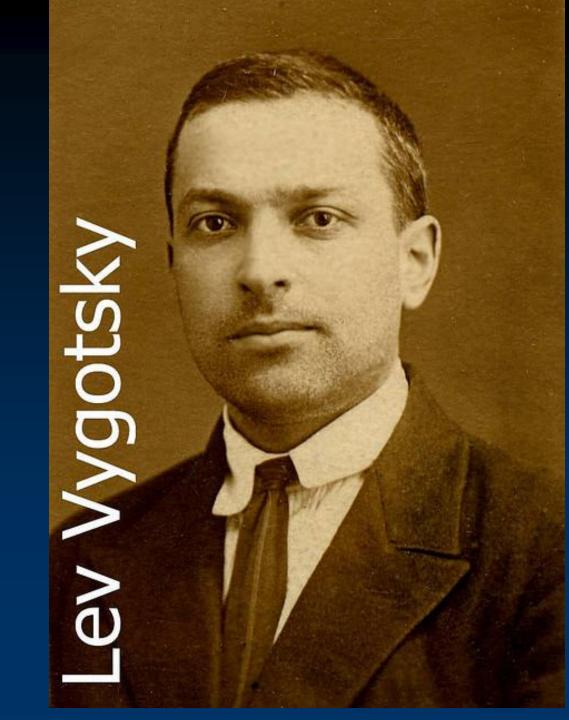
#### The Nature and Culture of Learning

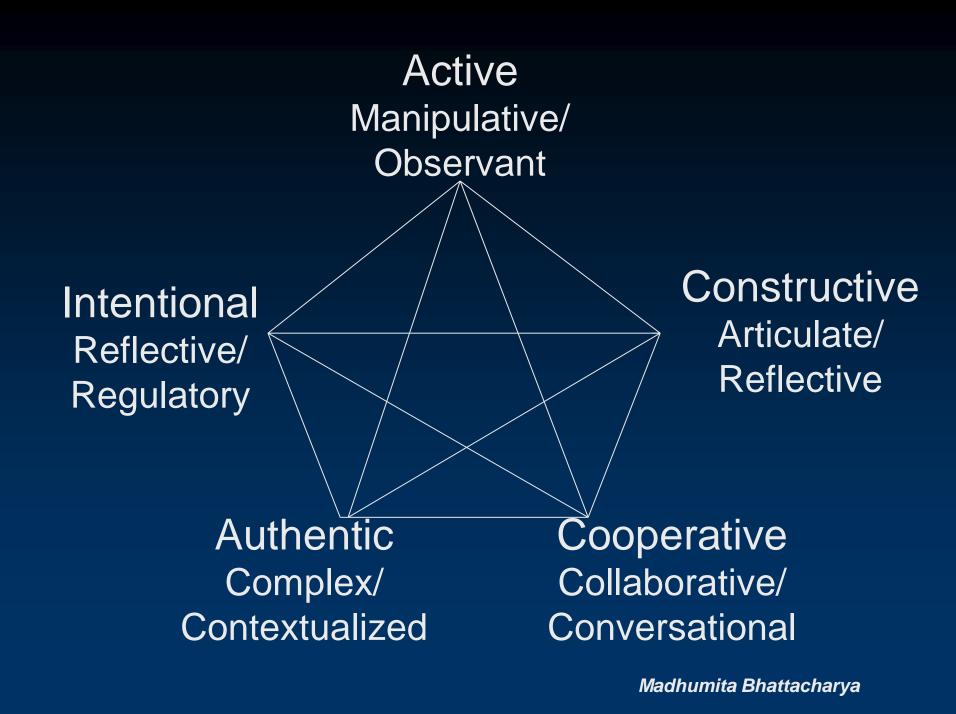
## Cognitive Styles

## Serialist

#### Holist







# **ICT-Education Partnerships**

Narrative Explorative Constructive Creative Emotional



Concrete Experience (doing / having an experience)



### Active Experimentation (planning / trying out what you have learned)

Reflective Observation (reviewing / reflecting on the experience)

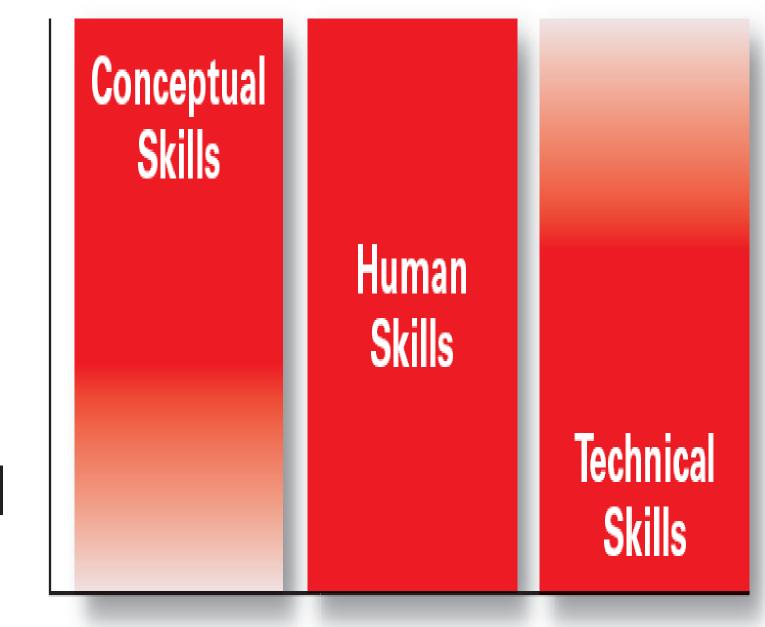
# Abstract Conceptualisation (concluding / learning from the experience)





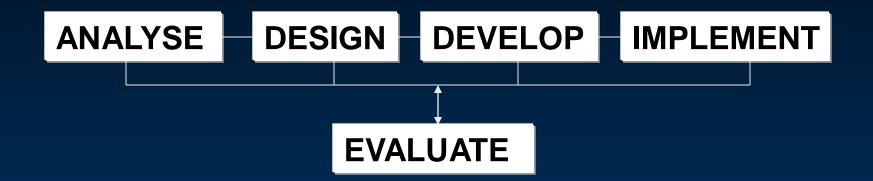
Middle Managers

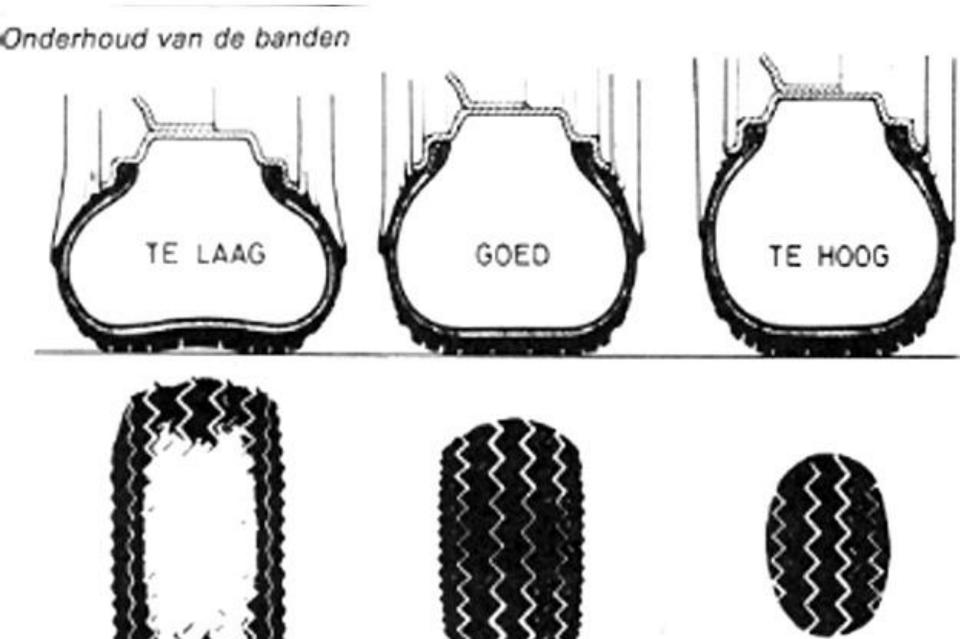
Lower-level Managers

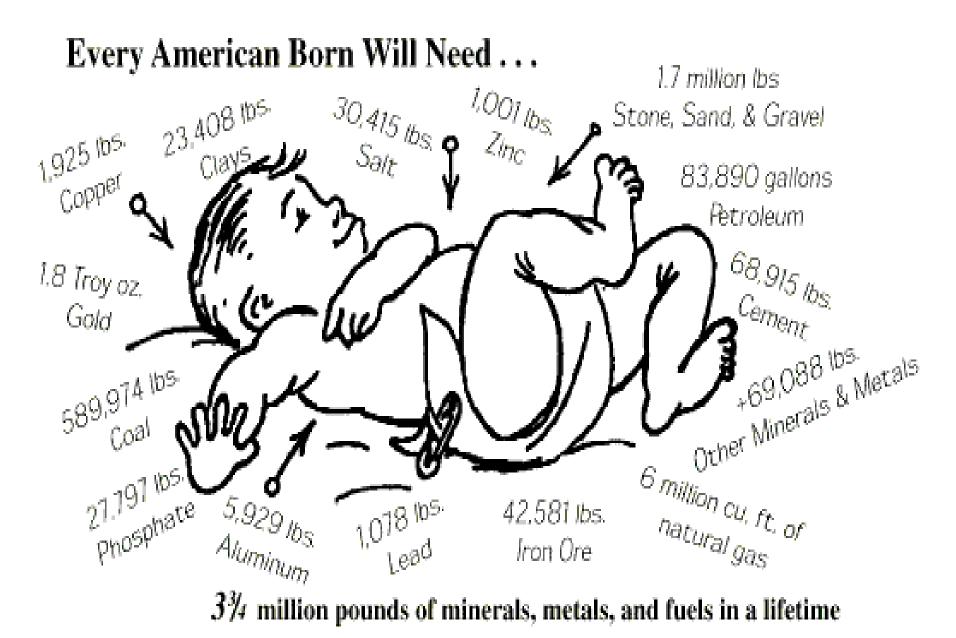


Level of Importance

### **Traditional Model for Design**

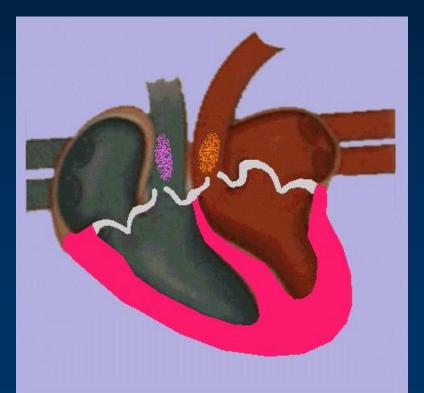


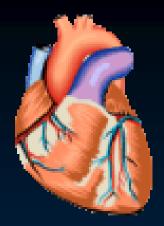


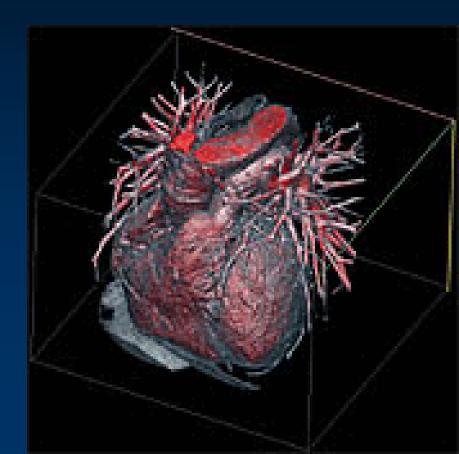


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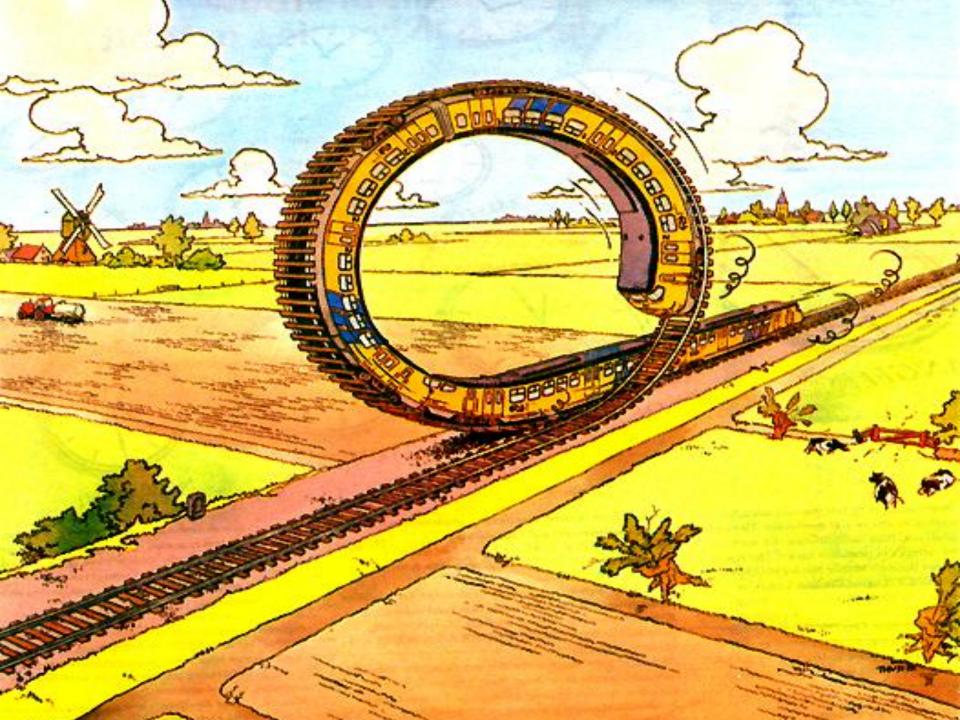






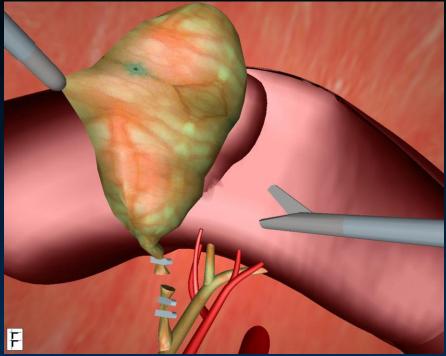












#### The VREST Project Surgical Training with Haptic Devices





# Learning Playing Working