

Open access means no walls: moving towards Education 3.0



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UNIVERSITY of the
WESTERN CAPE

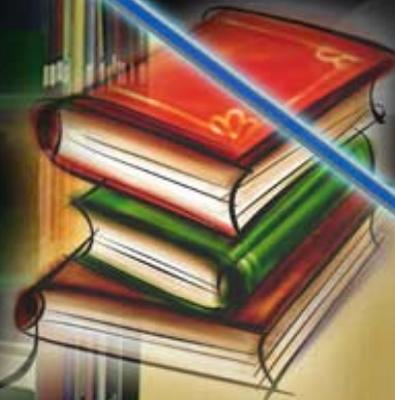




Scarcity



Scarcity





Scarcity



Scarcity





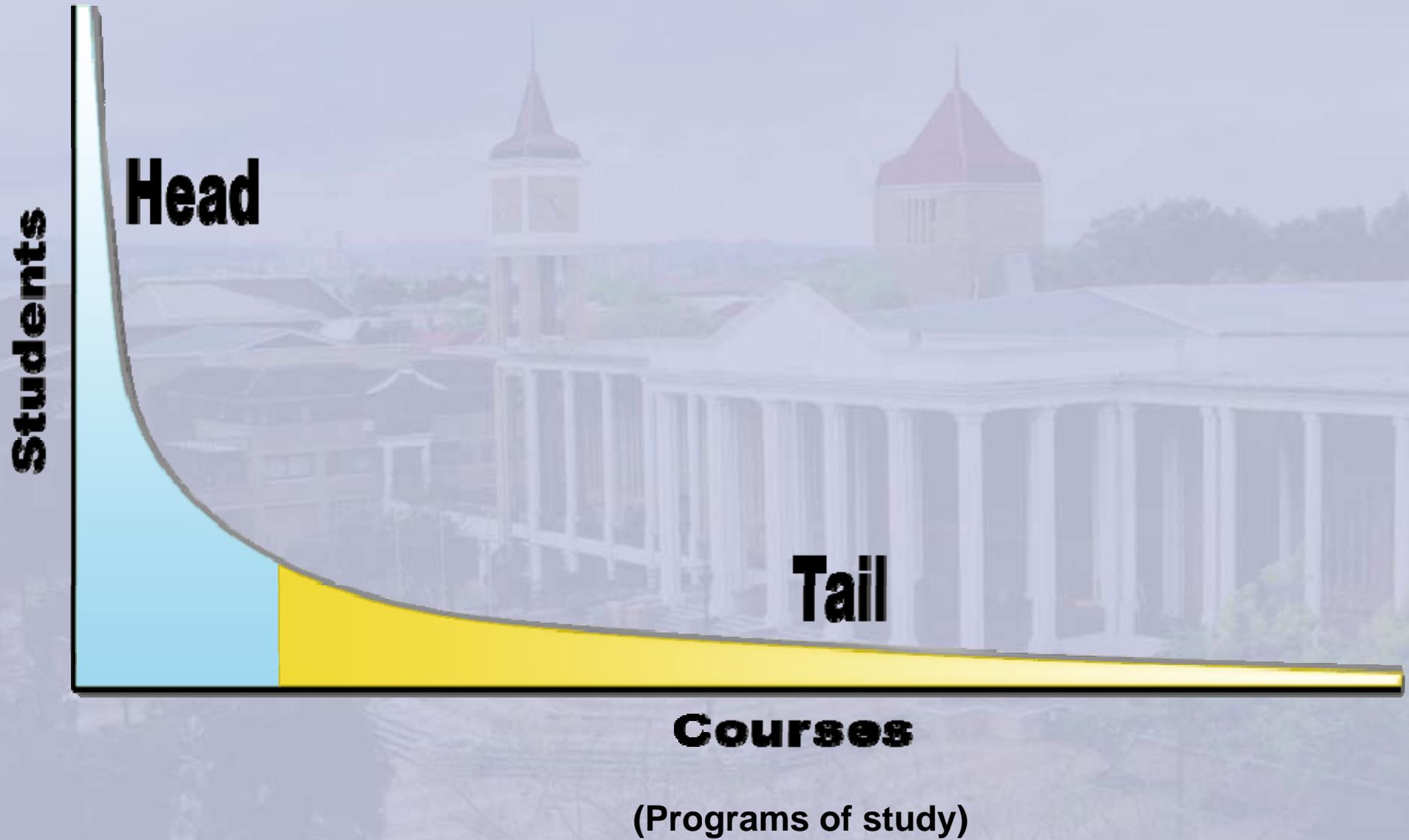
Scarcity

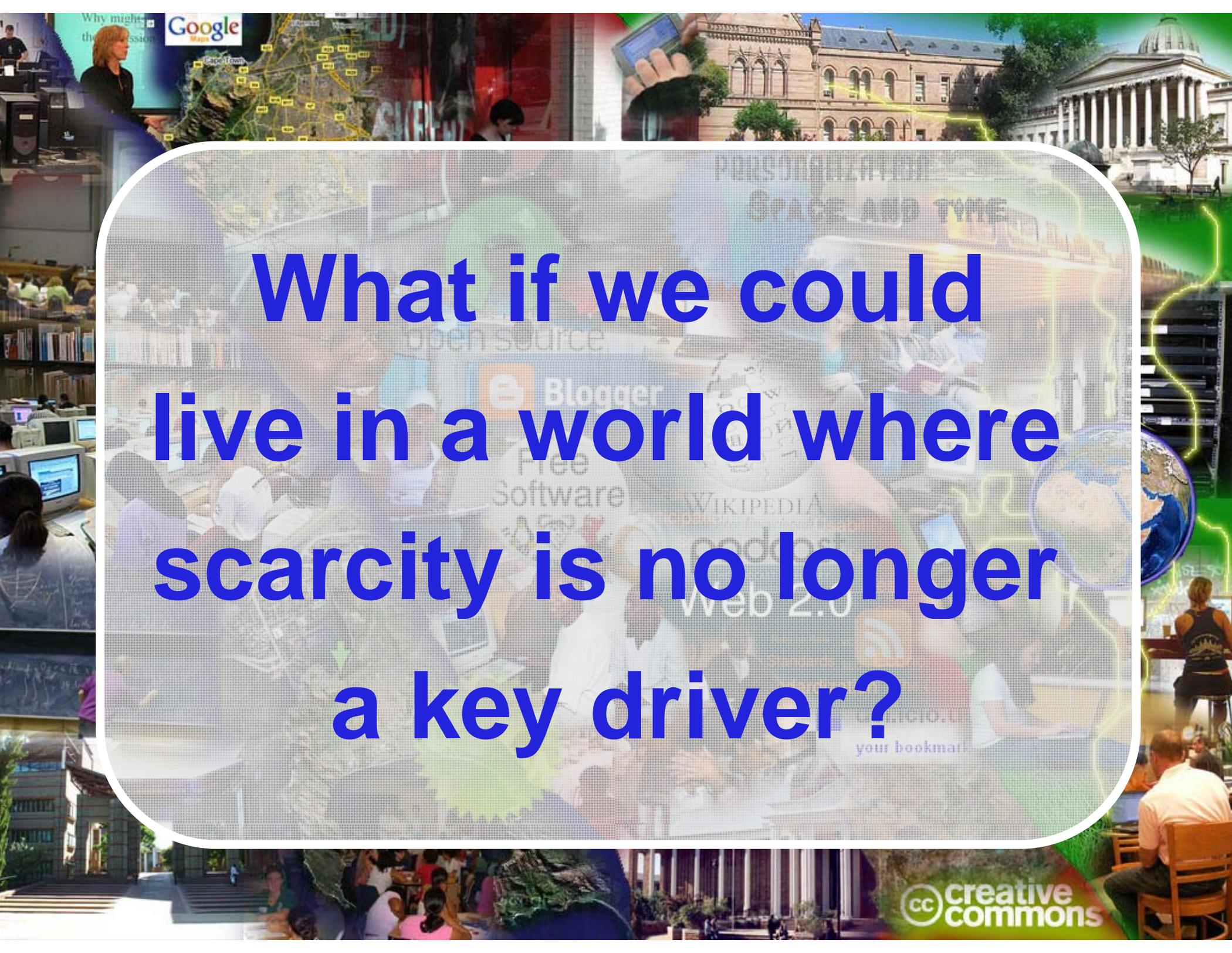
An aerial photograph of a tropical island resort. The island is a narrow strip of land with a white sandy beach, lush green vegetation, and several thatched-roof buildings. A long wooden pier extends from the island into the turquoise water. In the foreground, a row of overwater bungalows with thatched roofs is connected to the island by a wooden walkway. The water is clear, showing the sandy bottom and some coral reefs. The sky is a deep blue with some light clouds.

Institutions behave
as Island States

Aggregated demand

Unrealised opportunities





**What if we could
live in a world where
scarcity is no longer
a key driver?**

Education 3.0



PERSONALIZATION
SPACE AND TIME

Blogger

Free Software

WIKIPEDIA

podcast

Web 2.0



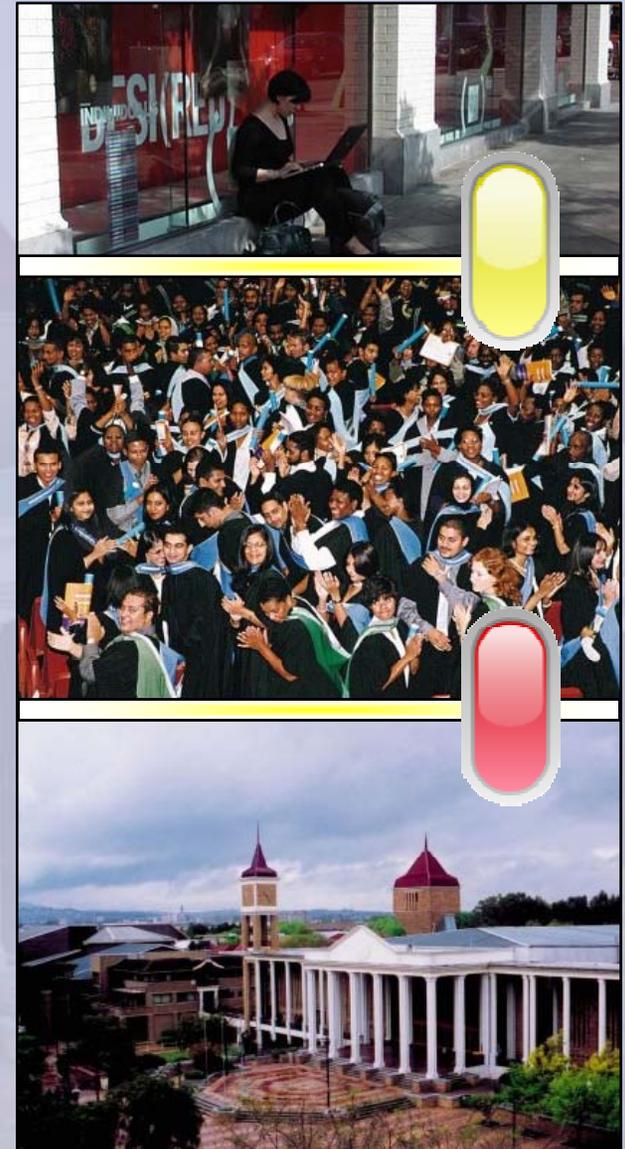
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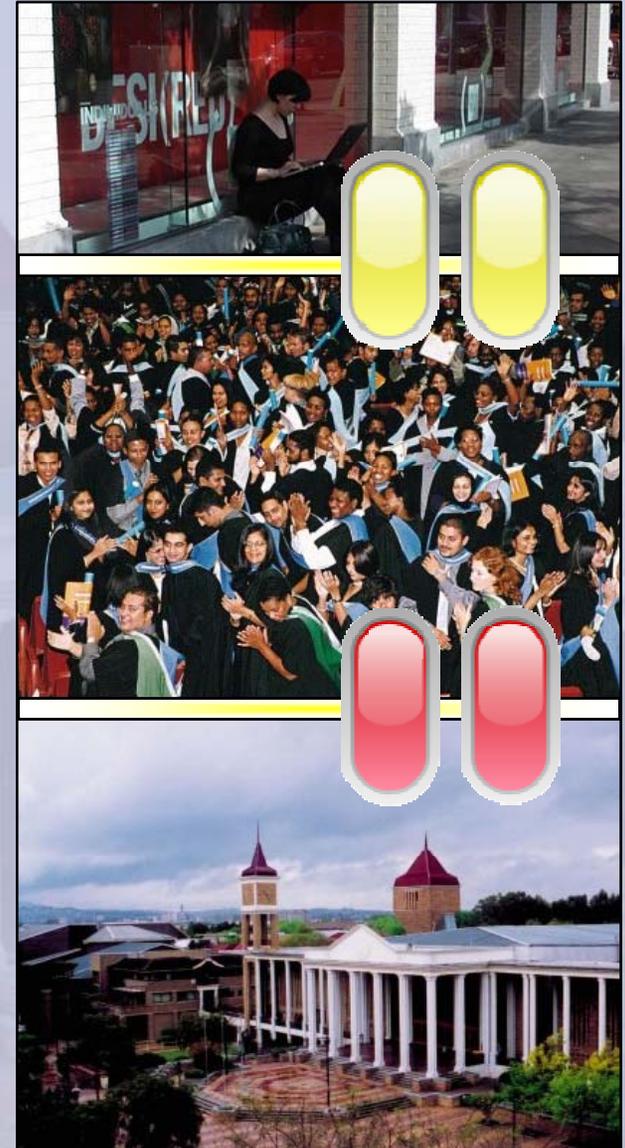
Characteristics of Education 3.0

- the role of students in **making choices** of a different kind than are available today
 - choosing from a menu of objects
 - designing their own programs of study rather than *just* participating in exclusive programs
 - social influence on choices



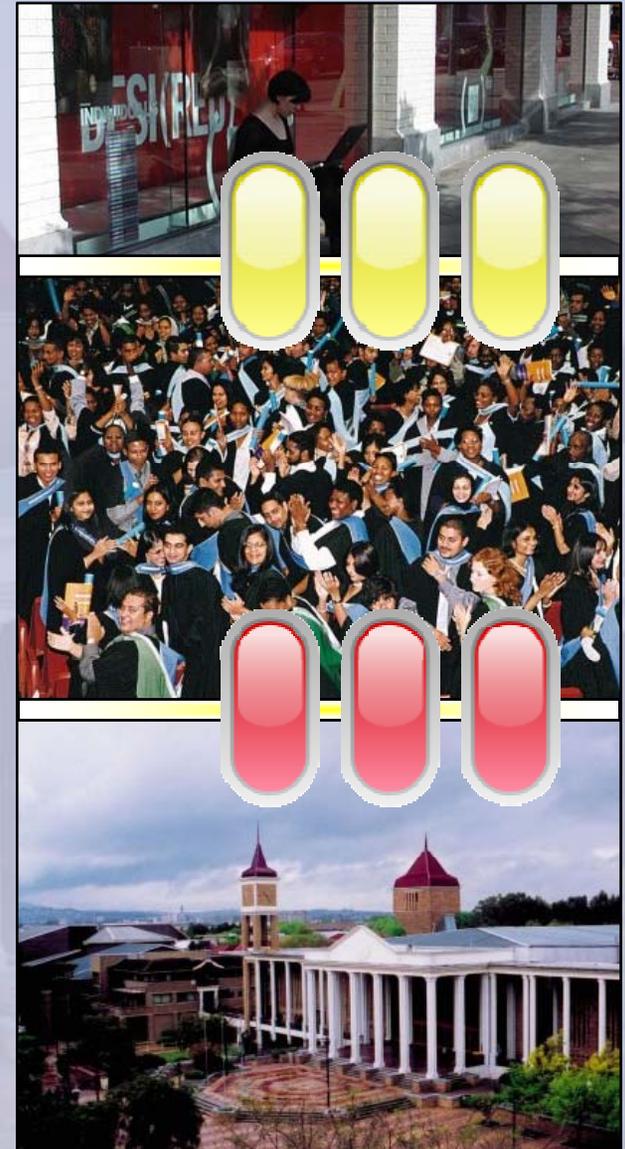
Characteristics of Education 3.0

- students as socially networked producers of reusable learning content which is available in abundance under licenses that permit the free sharing and creation of derivative works
 - Next-generation of Free and Open Resources for Education
 - Rip-mix-learn



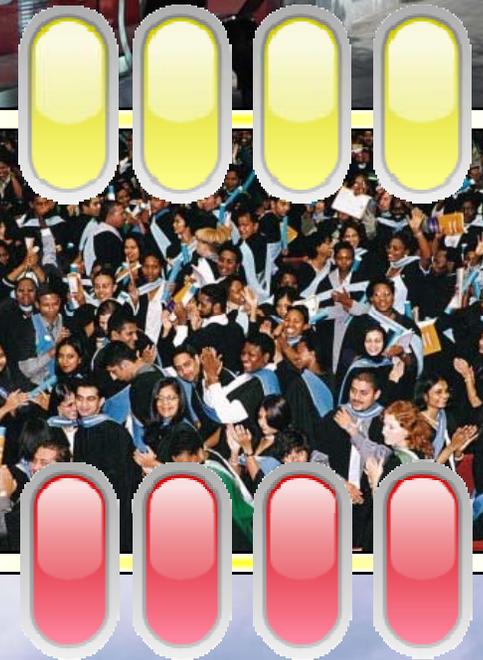
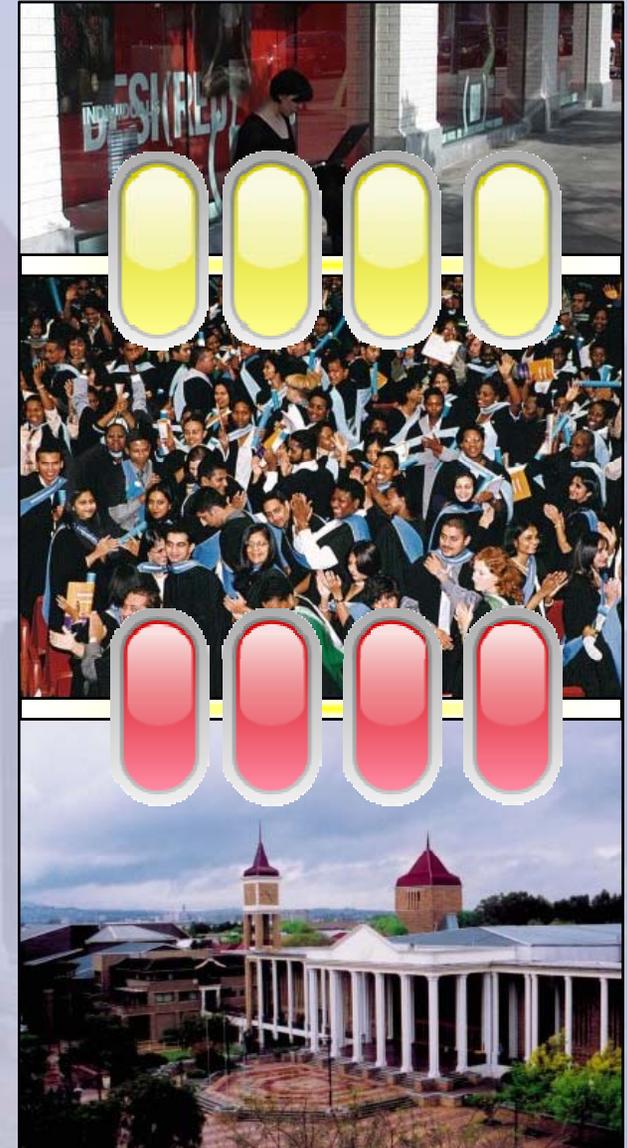
Characteristics of Education 3.0

- increasing cross institutional, decentralized or even non-institutional participation in education
 - Personal learning environments
 - Portfolios
 - Collaborative programs



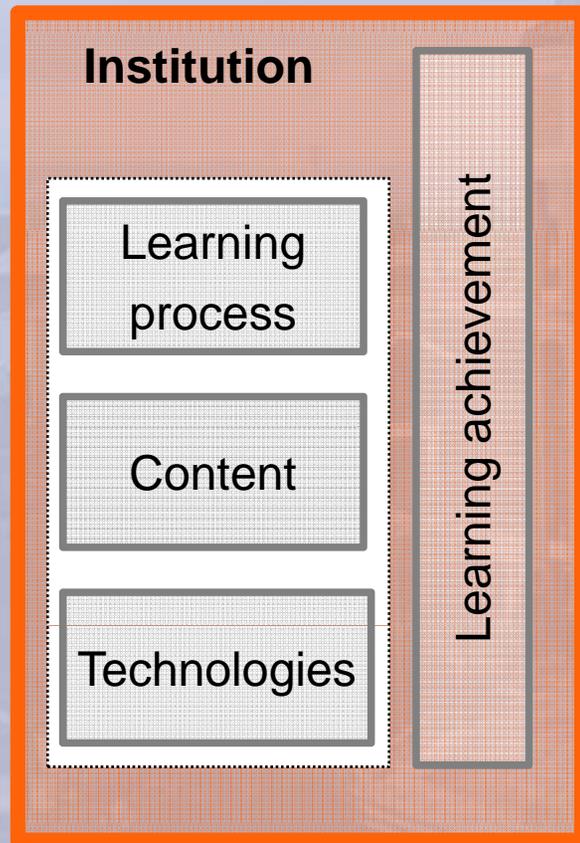
Characteristics of Education 3.0

- institutional arrangements that permit the recognition of learning achieved, not just of courses taught
 - Next generation of 'recognition of prior learning' (RPL – ROL)
 - Grade sharing
 - Peer assessment



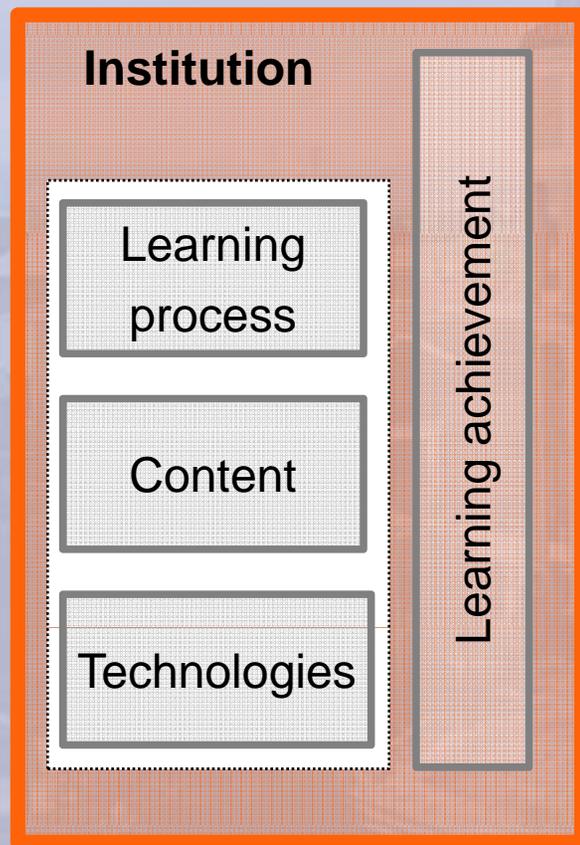
Learning process, content and technologies penetrate institutional boundaries

Education 1.0 / 2.0

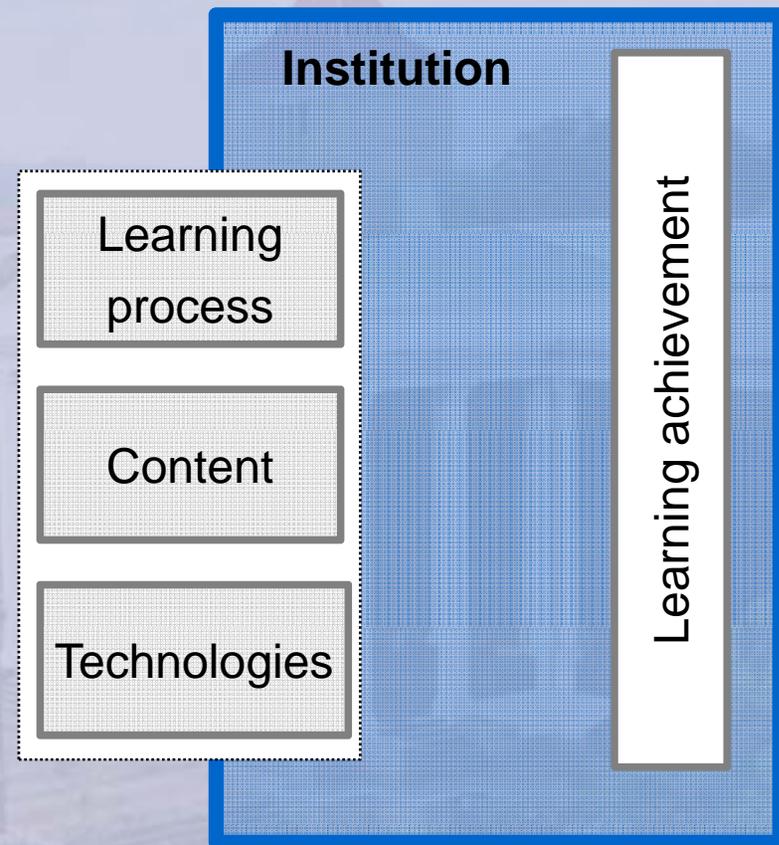


Learning process, content and technologies penetrate institutional boundaries

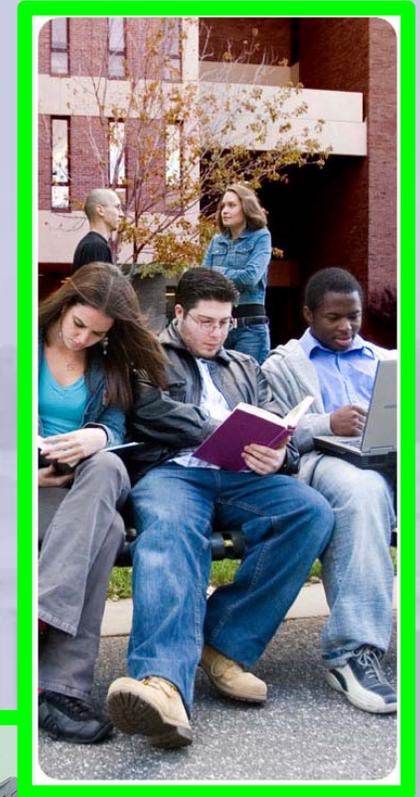
Education 1.0 / 2.0



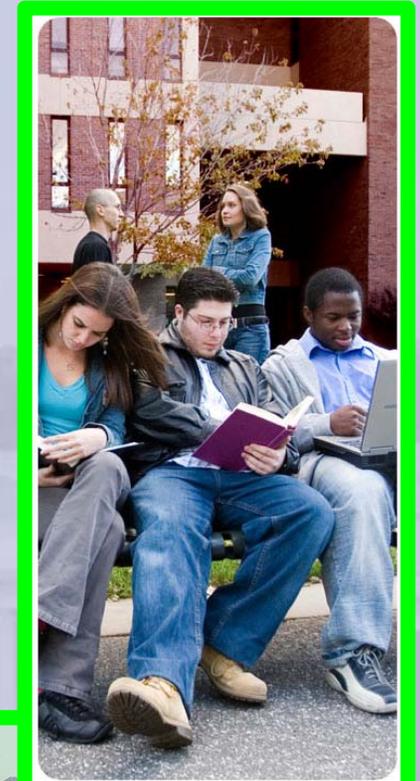
Education 3.0



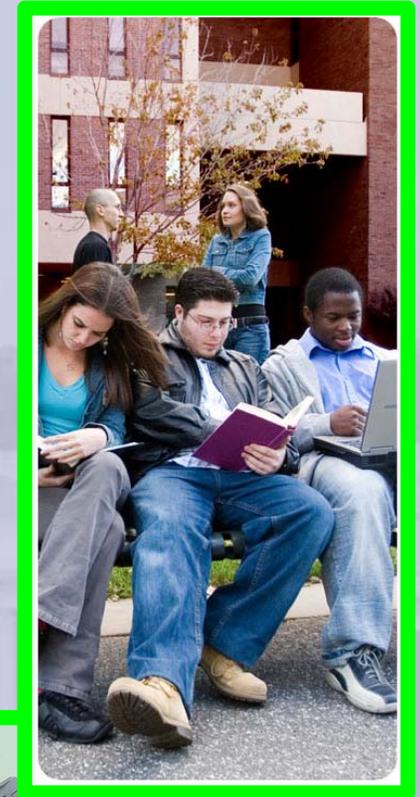
Drivers *towards* Education 3.0



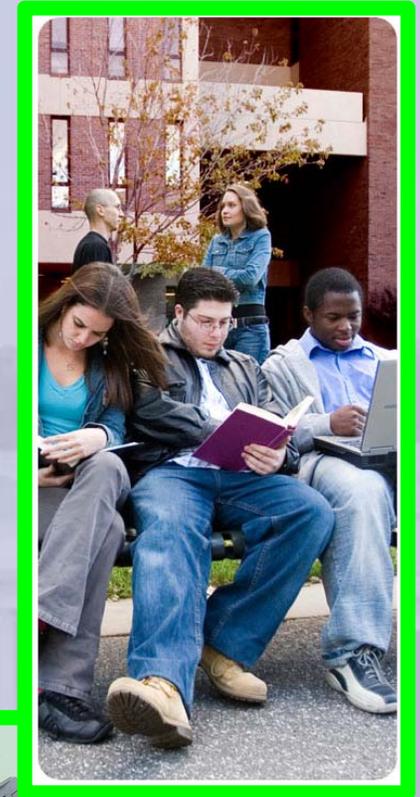
- **Digital natives** entering higher education
- Growing abundance of **free and open educational resources**
 - Reusable content and software
 - Open access scholarly



- The **programmable web**
(distributed environments)
- **Social networking** and the evolution of a blurred distinction between work and play

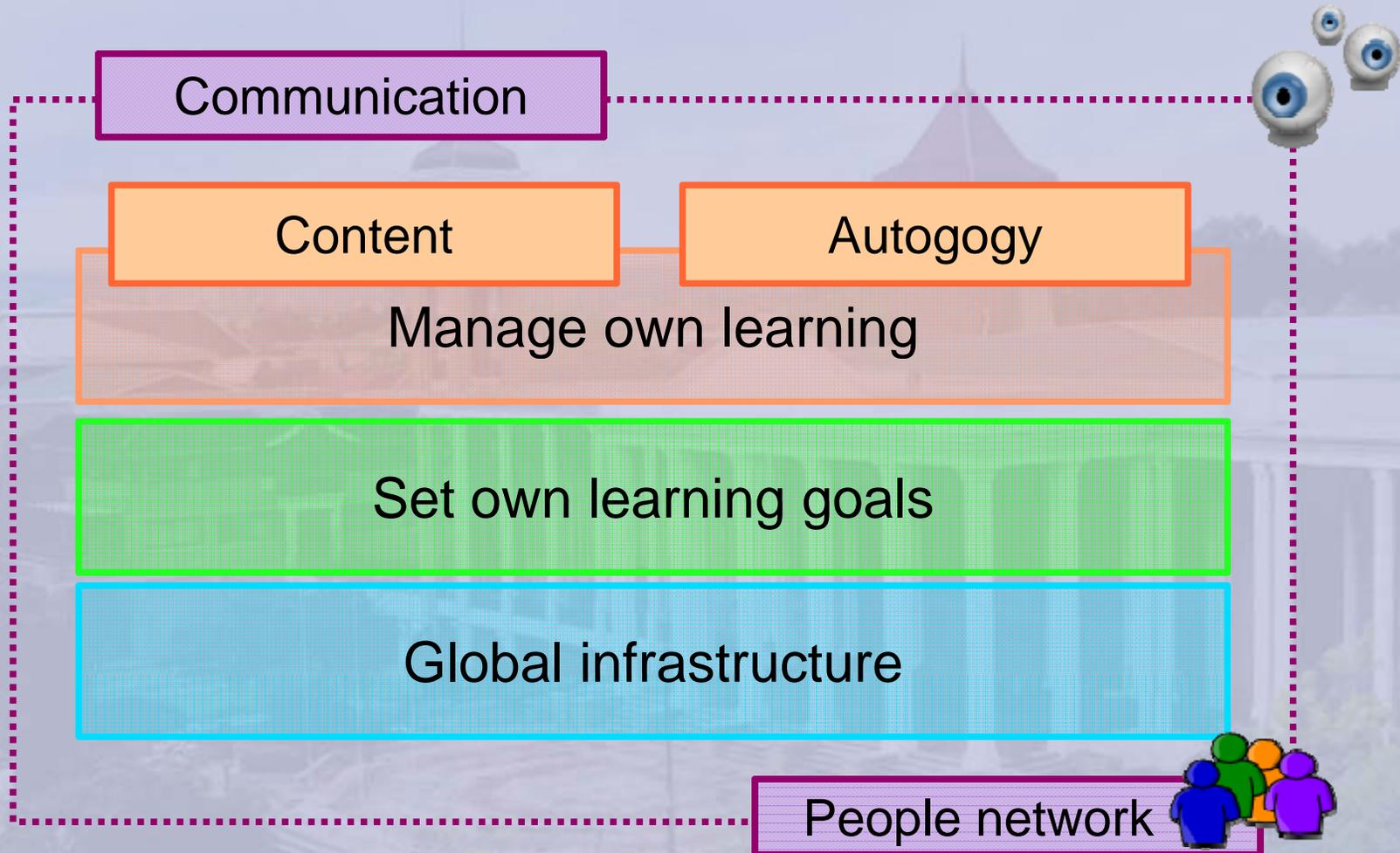


- Changing **attitudes** towards learning
- New ways to **assess** & **recognize** learning
- Increasing collaboration across boundaries



Personal Learning Environments (PLE)

- Learners take control and manage their own learning
- **Autogogy** - the way a learner self-learns



- A way of learning, not a particular technology



Strategy

Scholarly

Infrastructure
& Support

UWC initiatives in Education 3.0 (Free and Open)

FOSS

Free/Open courseware

Lecturer
focused

Student
focused



Thank you



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