Open access means no walls: moving towards Education 3.0

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Institutions behave as Island States.
Aggregated demand (Unrealised opportunities)

Students

Head

Tail

Courses

(Programs of study)
What if we could live in a world where scarcity is no longer a key driver?
Education 3.0
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

Institution

- Learning process
- Content
- Technologies

Learning achievement
Learning process, content and technologies penetrate institutional boundaries

Education 1.0 / 2.0

Institution
- Learning process
- Content
- Technologies

Learning achievement

Education 3.0

Institution
- Learning process
- Content
- Technologies

Learning achievement
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 digital libraries
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
UWC initiatives in Education 3.0
(Free and Open)

Free/Open courseware

Lecturer focused

Student focused

Strategy

Scholarly

Infrastructure & Support

FOSS
Thank you

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