Connectivism

Learning Theory for the Digital Age

Connectivism :: Roots

- Developed by George Siemens and Stephen Downes
- Knowledge has become more complex
- Learning has expanded outside static lessons
- Process of learning is more important than knowledge
- Existing theories don't account for the creation of knowledge
- "Know where" / "Know what" / "Know how"

Connectivism :: Fundamentals

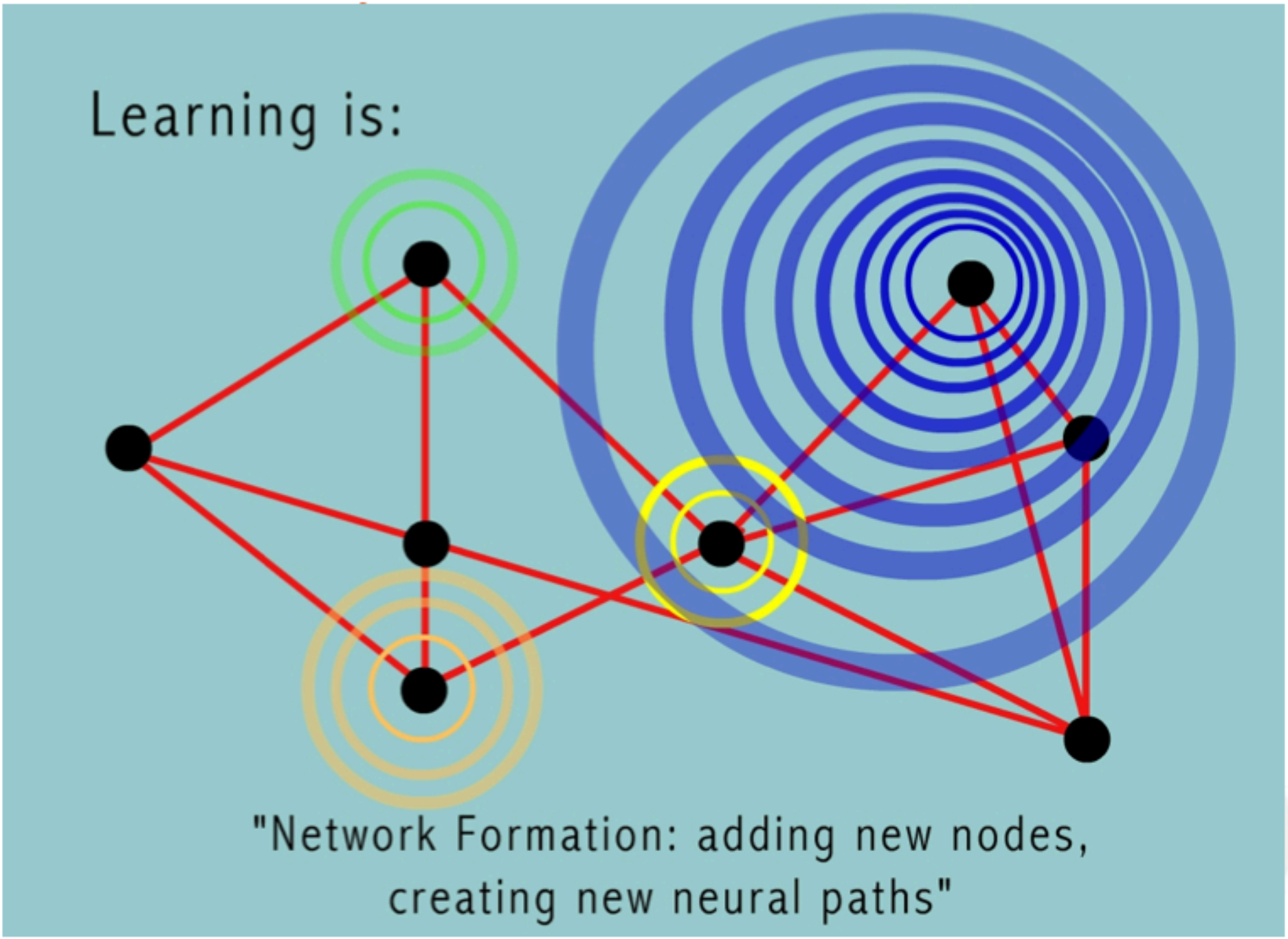
- Knowledge is networked and distributed
  - Defined as a particular pattern of relationships between nodes and networks
- Experience of learning is forming networks
  - Neural – network theory, cognitive science
  - Conceptual – associations between ideas or concepts
- Learning occurs in 'complex, chaotic, shifting spaces'
- Increasingly aided by technology

Connectivism :: Principles

- Meaning-making
  - Integrating objective reality with a subjective pattern of meaning
- Learning to a goal
  - 'Just-in-time' instead of 'just-in-case'
- Learning is the process of connecting nodes and ideas
- Knowledge is created in each learner

Connectivism :: Metaphors

- Educator as Master Artist
  - Guides students toward a thematic or other goal
- Educator as Network Administrator
  - Helps students to connect with other 'nodes'
- Educator as Concierge
  - Helps students to find resources / 'nodes' they are seeking
- Educator as Curator
  - Guides students around in his/her collection of knowledge


Learning is:
"Network Formation: adding new nodes,
creating new neural paths"