

Chapter 2 Exploring Collaborative Learning Theoretical

The study of computer-supported collaborative learning draws on a number of academic disciplines, including instructional technology, educational psychology, sociology, cognitive psychology, and social psychology. It is related to collaborative learning and Computer Supported Cooperative Work. 17fb62de9f

Linda Harasim this research she collaborated with Carl Bereiter and Marlene Scardamalia to further develop theoretical work in collaborative learning and knowledge building Linda Marie Harasim, is a "leading teacher, scholar and speaker on the theories and practices of online education, contributing knowledge, technologies, and practices to the field of technology-enabled learning," is a pioneer leading theorist of online education. Her six books and hundreds of articles about Computer-supported collaborative learning have been acknowledged as seminal works in the field. She is a professor emerita in the School of Communication at Simon Fraser University (SFU) in Vancouver, British Columbia, Canada 17fb62de9f

Constructivism (philosophy of education) It is possible to see social constructivism Constructivism in education is a theory that suggests that learners do not passively acquire knowledge through direct instruction. extended the traditional focus on individual learning to address collaborative and social dimensions of learning. This theory originates from Swiss developmental psychologist Jean Piaget's theory of cognitive development. Instead, they construct their understanding through experiences and social interaction, integrating new information with their existing knowledge 17fb62de9f

Computational neuroscience focuses on the description of biologically plausible neurons (and neural systems) and their physiology and... 17fb62de9f

Computational neuroscience known as theoretical neuroscience or mathematical neuroscience) is a branch of neuroscience which employs mathematics, computer science, theoretical analysis Computational neuroscience (also known as theoretical neuroscience or mathematical neuroscience) is a branch of neuroscience which employs mathematics, computer science, theoretical analysis and abstractions of the brain to understand the principles that govern the development, structure, physiology and cognitive abilities of the nervous system 17fb62de9f

The most common way to measure organizational learning is a learning curve. Learning curves are a relationship showing how as an organization produces more of a product or service, it increases its productivity, efficiency, reliability and/or quality of production with diminishing returns... 17fb62de9f

Organizational learning Examples may include ways to increase production efficiency or to develop beneficial investor relations. Action learning Activity theory Air-defense experiments Ambidextrous organization Bus factor Collaborating, learning and adapting Collaborative learning Community Organizational learning is the process of creating, retaining, and transferring knowledge within an organization. From this experience, it is able to create knowledge. An organization improves over time as it gains experience. This knowledge is broad, covering any topic that could better an organization. Knowledge is created at four different units: individual, group, organizational, and inter organizational 17fb62de9f

The book has been described as a pioneering ethnographic study of the culture of Wikipedia. Reagle's main thesis has been summarized as the argument that "the success of Wikipedia may be less technological than a consequence of the community of Wikipedians and their cultural norms". 17fb62de9f

Social constructivism "Critical Argument and Writer Identity: Social Constructivism as a Theoretical Framework Social constructivism is a sociological theory of knowledge according to which human development is socially situated, and knowledge is constructed through interaction with others. Experiential learning Learning theory Virtual community McKinley, J. (2015). Like social constructionism, social constructivism states that people work together to actively construct artifacts. But while social constructivism focuses on cognition, social constructionism focuses on the making of social reality 17fb62de9f

A very simple example is an object like a cup. The object can be used for many things, but its shape does suggest some 'knowledge' about carrying liquids (see also Affordance). A more complex example is an online course—not only do the 'shapes' of the software tools indicate certain things about the way online courses should work, but the activities and texts produced within the group... 17fb62de9f

Good Faith Collaboration that deals with the topic of Wikipedia and the Wikipedia community. The book was first published on August 27, 2010, through the MIT Press and has a foreword by Lawrence Lessig. The book is an ethnographic study of the history of Wikipedia, its real life and theoretical precursors, and its culture including its consensus and collaborative practices. The book has been described Good Faith Collaboration: The Culture of Wikipedia is a 2010 book by Joseph M. history of Wikipedia, its real life and theoretical precursors, and its culture including its consensus and collaborative practices. Reagle Jr 17fb62de9f

Computational neuroscience employs computational simulations to validate and solve mathematical models, and so can be seen as a sub-field of theoretical neuroscience; however, the two fields are often synonymous. The term mathematical neuroscience is also used sometimes, to stress the quantitative nature of the field. 17fb62de9f Human learning starts at birth (it might even start before) and continues until death as a consequence of ongoing interactions between people and their environment. The nature and processes involved in learning... 17fb62de9f

Educational technology When referred to with its abbreviation, "EdTech", it often refers to the industry of companies that create educational technology. allowing social learning. 0 advances Educational technology (commonly abbreviated as edutech, or edtech) is the combined use of computer hardware, software, and educational theory and practice to facilitate learning and teaching. With Web 2. : Selling, Automating and Globalizing Higher Education in the Digital Age, Tanner

Mirrlees and Shahid Alvi (2019) argue "EdTech is no exception to industry ownership and market rules" and "define the EdTech industries as all the privately owned companies currently involved in the financing, production and distribution of commercial hardware, software, cultural goods, services and platforms for the educational market with the goal of turning a profit. In EdTech Inc. Many of. 0" and "networked collaborative learning" (NCL). CSCL is similar in concept to the terminology, "e-learning 2 17fb62de9f

Computer-supported collaborative learning This kind of learning is characterized by the sharing and construction of knowledge among participants using technology as their primary means of communication or as a common resource. Computer-supported collaborative learning (CSCL) is a pedagogical approach wherein learning takes place via social interaction using a computer or through Computer-supported collaborative learning (CSCL) is a pedagogical approach wherein learning takes place via social interaction using a computer or through the Internet. CSCL can be implemented in online and classroom learning environments and can take place synchronously or asynchronously 17fb62de9f

Collaborative pedagogy Collaborative pedagogy believes that students will better engage with writing, critical thinking, and revision if they engage with others. Collaborative pedagogy believes that students will better engage with Collaborative pedagogy stems from the process theory of rhetoric and composition. Collaborative pedagogy also connects to the broader. Collaborative pedagogy strives to maximize critical thinking, learning, and writing skills through interaction and interpersonal engagement. Collaborative pedagogy pushes back against the Current-Traditional model of writing, as well as other earlier theories explaining rhetoric and composition; earlier theories of writing, especially current-traditional, emphasizes writing as a final product (completed individually). In contrast, collaborative pedagogy rejects the notion that students think, learn, and write in isolation. Collaborative pedagogy stems from the process theory of rhetoric and composition 17fb62de9f

Learning g. The changes induced by learning often last a lifetime, and it is hard to distinguish learned material that seems to be "lost" from that which cannot be retrieved. shared interest in the topic of learning from safety events such as incidents/accidents, or in collaborative learning health systems). Research in such Learning is the process of acquiring new understanding, knowledge, behaviors, skills, values, attitudes, and preferences. being burned by a hot stove), but much skill and knowledge accumulate from repeated experiences. The ability to learn is possessed by humans, non-human animals, and some machines; there is also evidence for some kind of learning in certain plants. Some learning is immediate, induced by a single event (e 17fb62de9f

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