The Organizational Knowledge Circulated Management System on e-Learning Practices & Direction to Next Concept

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Knowledge Society and Next Society

- By network technology, we need the total management system for knowledge producers, providers and consumers
- From structured knowledge to ill-structured knowledge
- Methodology change…….classroom lecturing to modern apprenticeship
- Change of Employment Systems
Entity of CL

Data-log of Learning process

CW profile (design description)

AP/Tool

Share window & Operation from Multi sites

AP/Tool

Social computing

Descriptive model
The principles of e-Pedagogy from Social computing

• Demand Driven
• Self-Identity through social activity
• One Top Access to Real World and Data
• Constructional Conjunction for Semantics and Concept by Interactive activity
Why we need e-pedagogy?

- Changing teachers/instructors’ roles?
- Changing teaching/learning styles?
- Changing teaching/learning resources?
- Changing methodologies of teaching/learning?
- Changing peoples’ thinking ways, mentality?
- Changing social/industry/business infrastructure?
<table>
<thead>
<tr>
<th>Dimensions (parameters) of Learning Design</th>
</tr>
</thead>
<tbody>
<tr>
<td>Highly structured</td>
</tr>
<tr>
<td>high</td>
</tr>
<tr>
<td>external</td>
</tr>
<tr>
<td>external</td>
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<tr>
<td>Curriculum based</td>
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<td>Unilateral by teacher</td>
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</tbody>
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As design & operational factors
Changing Pedagogics
Fig.3 Mission of CDEL
Organizational knowledge circulating management system

- Daily e-Learning practices
  - Reusing
  - Instructional Knowledge
    - Extracting
    - Frame-Construction
    - Frame-Sequence
  - ATIKnowledge
    - Extracting
    - Matching
    - Analysis-system
  - Contents DB
  - Log-Data DB

- Creator / Teacher
- Practice

Teacher

Relational DB

Saving

Organizational knowledge circulating management system
WebClass-RAPSODY

Controller Layer
- Multi-Choice Test
- Full-Black Test
- Combination Test
- Correct-Order Test
- Report
- Streaming VOD
- Text/Latex/Image
- Flash/Java/Movie
- Wiki
- Peer-Assessment
- e-Portfolio
- e-KARTE
- Monitoring
- Learning Pattern
- Search Learner
- Statistics
- Managing Learner’s Task
- Feedback of Task
- Creating DB log
- Registration

Module Layer
- Course Management Module
- Authoring Module
- Collaborative Learning Module
- Assessment Module
- Administration Module

Repository Layer
- LOM DB
- Content DB
- Learning Log DB
- Learner’s Attribute DB

Browser ➔ Learner ➔ Teacher ➔ Administrator

Computer Center LDAP
Department of Educational Affair Student DB
Registration Information
ID Password
The specified system configuration for authoring and learning supports
E-Karte

- Immediate feedback for learning progress
- Mentoring & Monitoring
- Revise e-contents
- Management improvement
Fig. 5 Architecture of mentoring system
Fig. 1 Organizational collaboration in UEC
Open Learning Environment and Executing Strategies for Human Development

- Curriculum and Subjects (basic/up-to-date)
- Quality of Courses
- Competency Assurance -> national certification and qualification -> authorization
- Cost Burden
- Sustainable Supports (pedagogical and physical)
- Linkage with real workshops
Opening Remarks

Knowledge building:
- Epistemological Knowledge Constructivism
- Mission based Learning Model
- Meta-data research
- Wireless & Mobile
- Shared document based annotation tools
- Machine Learning based approach for student learning
- Distance VR-Lab
- Cohesion & roles of CSCL community
- Social construction
- Intelligent CALL
- Co-Lab tools
- LOs on Semantic Web
- Case based Learning
- Communicative approach
- Pedagogical Agent
- Learner modeling
- Collaborative modeling
- Web-ITS
- Tool-Mediated Cognitive apprenticeship approach
- Personalized & collaborative LMS
- Online self-assessment
- Collaborative modeling
- Digital Mastery Learning

Scaffolding:
- Individualizing computing
- Social computing

E-Pedagogy map
Conclusions

- Sustainable organizational managing scheme for human development
- Sustainable growing services for people
- Technological & Pedagogical environments for Collaboration and autonomous individual learning
- Commitments, contributions and self-responsibility including money bearing
- Concept for e-Learning2.0